



2012 South Dakota State Singles Dart Tournament  
February 23, 2012, Rushmore Plaza Civic Center, Rapid City, SD



Operator: \_\_\_\_\_

Operator Use Only	
Total Paid	
Form	
Date	

**SINGLES: START AT 8:00 A.M. THURSDAY**  
**Format Single Elimination – Hard Luck Tourney for First Round Loss Only**  
**Double Elimination Format in AAA, AA, and A**

Player Name: \_\_\_\_\_

League Name: \_\_\_\_\_

Operator Use Only	
Games	PPD
_____	_____

Do you want to play in AAA???    \_\_\_\_\_ Yes    \_\_\_\_\_ No

Do you play for another operator?    \_\_\_\_\_ Yes    \_\_\_\_\_ No

If yes, who is the operator? \_\_\_\_\_

What is the league name and PPD with that operator?  
\_\_\_\_\_

False information may result in termination from the South Dakota State Dart Tournament for two years.

South Dakota Pool & Dart Tournament Corporation will not be responsible for death, injury, damage, liability, theft, fire or loss to any entrant of their property. Each person accepts this disclaimer upon signing an accepted entry form.

Entry fee is **\$25.00** per person plus **\$2** administration fee. Late fees of \$10.00 per entry will be charged after January 1, 2012. Entries received after this date cannot be guaranteed a spot. Absolutely **NO** entries will be taken at the tournament site.

1. All players must currently be sanctioned by National Dart Association and be currently participating in a SD Pool & Dart Tournament Corporation approved league.
2. **PLAYERS MUST HAVE PLAYED 30 GAMES IN NO LESS THAN A SIX WEEK PERIOD OF LEAGUE PLAY PRIOR TO JANUARY 1, 2012 TO BE ELIGIBLE.**
3. Operators - Please attach League Standings for current year. Tournament director reserves the right to refuse admittance in all situations and to adjust any player PPD as deemed necessary based on past performance.
4. All divisions will play **SCRATCH**. All games will be 501.
5. Start times are for first round only. Check website [www.demusnet.net](http://www.demusnet.net) for exact start times after 02/10/12.
6. Board play will be set at 75 cents per game.