



HOW TO START A LEAGUE

1. Contact BullShooter or Your Area Dart Representative

- Let them know you want to start a league.
- Make sure your dartboards are connected to the **LeagueLeader** system.
- Ask about software and tools to run the league.

2. Get Players Signed Up

- Talk to your regulars and post a signup sheet.
- Use social media and flyers to spread the word.
- Aim for 6–12 teams of 2 to 4 players.

3. Set the Rules and Schedule

- Choose the game types (like Cricket or 501).
- Decide if it's singles, doubles, or teams.
- Pick a weekly night to play and set how long the season will last.

4. Use League Software

- Use BullShooter's system (like LeagueLeader) to manage schedules and scores.
- It connects to the boards and tracks everything for you.

5. Launch and Keep It Fun

- Start with a kickoff night or party.
- Update scores regularly and keep players informed.
- Offer prizes or a chance to qualify for bigger tournaments.

RUN A TOURNAMENT

ONSITE DART TRAINING AVAILABLE!

Contact your rep or call (800) 435-8319 to schedule your session.

1. Plan the Tournament Details

- **Game Type:** Choose Cricket, 501, or both.
- **Format:** Singles, Doubles, or Mixed Teams.
- **Entry Fee & Prizes:** Set a fee and plan payouts (cash, trophies, etc.).
- **Date & Time:** Pick a time that works well for your regulars.

2. Set Up the Tournament on the Board

- Use your **Tournament King Online** software on your Internet connected device to log in to **LeagueLeader**.
- Create the tournament bracket and settings.
- Test the board to make sure scoring and player login works.

3. Promote the Tournament

- Make flyers and post on social media.
- Use the board's screen to display event info.
- Get early sign-ups to lock in interest.

4. Host the Tournament

- Check players in and explain the rules.
- Run matches using the board's automatic scoring.
- Keep the bracket updated and matches moving.

5. Wrap Up and Celebrate

- Announce winners and give out prizes.
- Take photos, thank the players, and promote your next event.
- Ask for feedback to make the next one even better.

