

# Chalker's Etiquette

The scorekeeper for the dart game is commonly referred to as a "chalker". The chalker is to remain impartial at all times. The chalker is the official for the game, and as such, all calls are the final decision of the chalker.

## Chalker's Position

- The chalker is to stand **at 45 degree angle** facing the dart board to the side by the scoreboard. The chalker must always have a clear sight of the board and the darts, but, at NO time shall the chalker block the dart player or impede his or her playing.
- The chalker must remain still and not distract the dart player. Nor shall the chalker look at the dart player or other players while the game is in play. The chalker is NOT to talk to the players or other people during play.

## Chalker's Duties

- The chalker is responsible for calling the "cork" (which dart is the closest to the bulls-eye), and subsequently, which player shall shoot first. If, in the opinion of the chalker, the darts are both too close to determine a clear winner, the chalker may call a re-do. If a re-do is declared, the players reverse the order in which they threw and the first darter throws second on the re-do.
- The chalker shall never touch the player's darts during play **(including the cork)**; with one exception. If a bulls-eye is hit by the first player, the second player may request that the chalker remove the dart, so as not to block the field. The chalker can then remove the dart and hand it to the player. At no other time during play shall the chalker touch the darts.

## Scoring

- The chalker is responsible for telling the player when the dart is considered "in" such as in the 301 game when a double must be hit first to start the game. A nod, a short, quick hand signal, or verbal verification is acceptable.
- The chalker will calculate the total scored and mark it under the player's side on the board. If the player removes the darts before the chalker has verified and tallied the score, then no score shall be given for that dart. **(Do not pull the darts before the chalker has totaled the score)**
- The chalker can tell the thrower what number was hit: a single, a double, in or out, the total score, or the total score remaining. The chalker shall not coach the thrower by suggesting outs or out combinations
- To error is human; to forgive divine. Errors can and most likely will occur. If the chalker makes an error, it must be caught and corrected before **(the throwing team throws again in the '01 games or before the opponent throws in the Cricket game.)** the next dart is thrown. At NO time shall the score be corrected later in the game. The score remains as is and shall be played out as is.

As a courtesy, all players should thank the chalker at the end of the match.