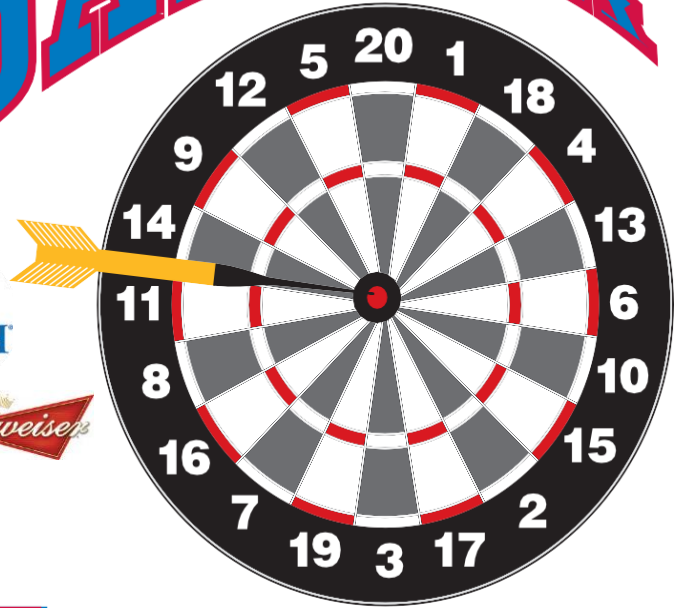




# SOUTH

# DAKOTA

MAKE  
A WISH



41<sup>st</sup> Annual

# State Team Dart Tournament

## Feb 24 - Mar 1, 2026

### The Monument - Rapid City, SD

*Elite Divisions in Singles and Doubles  
Different Entry Fees...Different Formats!  
Check with your operator for details.*

All players must be 1) sanctioned by National Dart Association; 2) currently participating in a South Dakota Pool and Dart Tournament Corporation approved league; and 3) have played six weeks of league with no less than 30 games prior to December 12, 2025; 4) OPERATOR ONLY Remote Leagues can be used to qualify for this tournament; 5) Maximum dart weight is 20 grams.

**Division placement will be posted by 2/5/26  
at [www.compusport.us](http://www.compusport.us)**

**All Divisions** – Non-refundable entry fee is \$120 + \$80 Green/Administration fee (\$200 total). Must have 2 original team members on roster. Subs must come from within same operator's league system. All matches will be played with 501 format.

**Teams over 126 PPD will be in TOP Division**

Contact Your Local Approved SD Pool & Dart  
Tournament Corp. Operator For Further Details &  
Entry Deadline Information

★ All Boards on Free Play ★

**100% PAYBACK  
in all events!**

## 31ST ANNUAL SOUTH DAKOTA STATE SINGLES / DOUBLES DART TOURNAMENT

### 501 SINGLES

START AT 10:00 A.M.

**TUESDAY**

**FEBRUARY 24, 2026**

Non-Refundable Entry  
Fee \$30 per player + \$20  
Green/Administration fee  
(\$50 total)

Double Elimination Format All Division

### 501 DOUBLES

START AT 8:00 A.M.

**WEDNESDAY**

**FEBRUARY 25, 2026**

Non-Refundable Entry  
Fee \$60 + \$40  
Green/Administration fee  
(\$100 total)

Double Elimination Format All Division  
Teams Must consist of players from within same operator's league

### L-STYLE 701 TRIPS

**THURSDAY**

**FEBRUARY 26, 2026**

A-B-C BLIND DRAW  
\$20 ENTRY  
Time & Format TBD  
Sign up on site



**BUFFALO  
WILD  
WINGS**

Captain Morgan  
**THE MONUMENT**

Crown Royal



★ Tournament Director reserves the right to refuse admittance or remove any player(s) for any or all situations ★