



# SPRING 2008

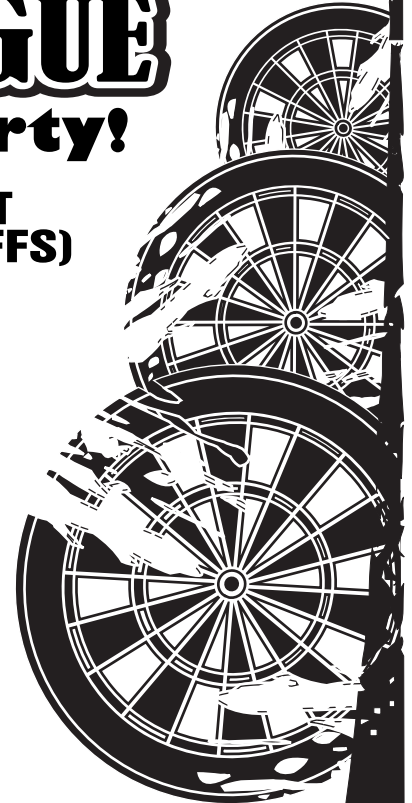
DART LEAGUE



## THE "BIG" LEAGUE

**Big Payout! • Big Party!**

- ✓ **1<sup>st</sup> IN DIVISION GOES STRAIGHT TO THE FINALS! (NO PLAYOFFS)**
- ✓ **1<sup>st</sup> PLACE TEAMS ARE SEEDED AT THE FINALS!**
- ✓ **50% OF THE TEAMS IN LEAGUE PROGRESS TO THE FINALS**
- ✓ **IF YOU PROGRESS TO THE FINALS, YOU ARE IN THE MONEY!**
- ✓ **NO BUYBACKS!**
- ✓ **MVP PROGRAM - FREE!** (Information Included)
- ✓ **BOUNTY TEAMS - FREE!**
- ✓ **BONUS BOARDS - FREE!**



**\$155,000.00\* Cash**

**Plus Trophies**  
\*Projected

**Northwest League Finals**

**LITTLE CREEK CASINO RESORT • SHELTON, WA • (800) 667-7711**

**MAY 30, 31 & JUNE 1, 2008**

League Play Begins: February 17, 2008 • Playoffs Begin: May 11, 2008

Questions? Call Medalist: 253-939-2900 / 1-800-LEAGUES

[www.medalistgames.com](http://www.medalistgames.com)



**Sign-Up Closes January 27th • League Play Begins February 17th**



# SPRING 2008 DART LEAGUE



## NW LEAGUE FINALS

Little Creek Casino Resort  
Shelton, WA • (800) 667-7711

May 30, 31 & June 1

League Play Begins.....February 17th  
Playoffs Begin.....May 11th

# \$155,000.00\*

# Cash

Plus Awards!

# Plus - \$13,500.00\* In Open Events

### LEAGUE EVENTS

**FRIDAY** — May 30th  
5:00 PM | A Singles / Dbls. Flight  
B Singles / Dbls. Flight  
C Singles / Dbls. Flight

**SATURDAY** — May 31st  
9:00 AM | A Trios Flight  
B Trios Flight  
C Trios Flight

**SATURDAY** — May 31st  
5:00 PM | Super A Dbls. Flight  
BB Dbls. Flight  
CC Dbls. Flight

**SUNDAY** — June 1st  
9:00 AM | Super A Trios Flight  
BB Trios Flight  
CC Trios Flight

**SUNDAY** — June 1st  
5:00 PM | A Dbls. Flight  
B Dbls. Flight  
C Dbls. Flight

## FIRST IN DIVISION GOES STRAIGHT TO THE FINALS! (NO PLAYOFFS)

## YOU ARE IN THE MONEY! IF YOU PROGRESS TO THE FINALS!

The Conflict Rule, As Previously Published, Is In Effect At Major Medalist Events

\*Projected



# PLAYER REWARDS

2008 Spring League

**FUN**  
**GOOD TIMES**  
**FRIENDLY COMPETITION**

Friendship  
Pride  
Camaraderie  
Challenge  
Awards  
Cash  
Tournament Eligibility

## All Flights

The Number One Reward For Participating In Any Dart League Is The Opportunity To Spend An Enjoyable Evening With One or More Friends In Positive Competition And Camaraderie With Other Dart Players!

## All Teams

- Special Awards Pins As Defined In The Captain's Book
- Entry Rights For The:

**"Ultimate Celebration Of Darts"**  
The 2008 Medalist World Championships  
Entry Information & Player Packet Coming Soon!

## First In Division

- Teams And Team Members On Cumulative Sponsor Plaques
- 1st Goes Straight To The Finals (No Playoffs)
- 1st Place Teams Are Seeded At Finals
- 1st Place Teams Are In The Money



**SPRING 2008**  
DART LEAGUE





# SPRING 2008

DART LEAGUE



# THE "BIG" LEAGUE

## Big Payout! • Big Party!

### Guaranteed Payout

With 128 Trios Teams Entered In Any Flight

1st	\$1605.00
2nd	1065.00
3rd-4th	615.00
5th-8th	375.00
9th-16th	255.00
17th-32nd	195.00
33rd-64th	150.00

### The MVP Cup Recognition Program

For The Top Ten Medalist League Players, In A Zone, That Are Rostered And Playing On Two Or More Teams. A Minimum Of 36 Games Must Be Recorded (In The Season) To Constitute "Playing On" A Team.

### CASH & AWARDS

1st - The Cup	\$1000.00
2nd - Plaque	600.00
3rd - Plaque	400.00
4th - Plaque	200.00
5th-10th - Plaque	100.00



### Guaranteed Payout

With 128 Doubles Teams Entered In Any Flight

1st	\$1110.00
2nd	710.00
3rd-4th	440.00
5th-8th	250.00
9th-16th	170.00
17th-32nd	130.00
33rd-64th	100.00

### Final League Standings:

	Points
From Each Player's Two Highest Placing Teams	1st 8
	2nd 6
	3rd 5

### Zone Finals:

	Points
From Each Player's Two Highest Placing Teams	1st 8
	2nd 6
	3rd-4th 5
	5th-8th 4
	9th-16th 3
	17th-32nd 2

Point Calculation: Top Two Teams From 10 Week League And Top Two Teams At Zone Finals = Total



# WHAT'S NEW?

2008 Spring League

## SINGLE ELIMINATION:

All major Medalist Tournaments are single elimination – the loser of a match is eliminated and the winner progresses.

### WHY?

- Single elimination minimizes delays and waiting.
- Sports are single elimination – football, baseball, basketball, soccer, and traditional darts.
- Single elimination tournaments allow for expanded match formats with the Best Out Of Five being the standard.
- With single elimination, tournaments can be run on published schedules i.e. brackets on the hour, every hour.
- Single elimination tournaments create the opportunity for additional and varied events.

## MATCH TIME LIMIT:

At major Medalist Tournaments there is a 55 minute Match Time Limit.

Match formats are defined based on extensive tests and should not exceed 45 minutes.

If the 55 minute Match Time Limit expires, three complete rounds will be allowed to finish the game in progress.

If, after the three rounds, the match is not concluded, the Overtime Mode will be utilized until the match is decided.

In the Overtime Mode, single games of Stacked Parity Count-Up are played until there is a match winner.

## ROUND LIMITS:

At major Medalist Tournaments, Round Limits will be:

Cricket – 25 Rounds:

If the Round Limit is reached, the game will be decided by marks recorded (not points).

In the event of a tie, points scored will be the tie breaker.

If a tie then exists, the player(s) involved in the game will shoot one round of Count-Up (per involved player) with the total score determining the winner.

'01 – 25 Rounds:

If the Round Limit is reached, the team (player) with the fewest remaining points wins the game.

If a tie then exists, the player(s) involved in the game will shoot one round of Count-Up (per involved player) with the total score determining the winner.

## NO SHOW TEAMS:

Progressing teams that are "No Show" (forfeit) at League Finals, will receive \$30.00 per primary player.

## \$10.00 LEAGUE MATCH PLAY:

Previously, League Match Play was \$7.00, now it is \$10.00.

### WHY?

- It is a painless way to build the cash payouts for self-ending leagues and League Finals tournaments!
- 100% of the additional \$3.00 is paid out in cash at the finals!
- 1<sup>st</sup> place goes straight to the finals!
- 50% of the teams in league go to the finals!
- 100% of the teams that go to the finals are in the money!





# NIGHTS & FLIGHTS

2008 Spring League

	<i>Team Points Limit*</i>	<i>Individual Points Limit</i>
<b>Sunday – 6:00 PM</b>		
<i>Trios A Flight</i>	17 - 23	No Limit
<i>Trios B Flight</i> <i>(Female Required)</i>	11 - 16	7
<i>Trios C Flight</i>	6 - 10	4
<b>Monday – 7:30 PM</b>		
<i>Dbls. Super A Flight</i>	16 - 22	No Limit
<i>Dbls. BB Flight</i>	10 - 15	9
<i>Dbls. CC Flight</i>	5 - 9	5
<b>Tuesday – 7:30 PM</b>		
<i>Singles/Dbls. A Flight</i>	14 - 20	No Limit
<i>Singles/Dbls. B Flight</i>	8 - 13	7
<i>Singles/Dbls. C Flight</i>	3 - 7	4
<b>Wednesday – 7:30 PM</b>		
<i>Trios Super A Flight **</i>	20 - 26	No Limit
<i>Trios BB Flight</i>	14 - 19	9
<i>Trios CC Flight</i>	9 - 13	5
<b>Thursday – 7:30 PM</b>		
<i>Dbls. A Flight</i>	14 - 20	No Limit
<i>Dbls. B Flight</i>	8 - 13	7
<i>Dbls. C Flight</i>	3 - 7	4

\* Team Rating Points Limit Refers To The Total Rating Points Of The Three Highest Rated Players Within The Gender Requirement  
 \*\* Combined Rating Points Limit For Any Two Players Is 23.

*The First Day Of League – Sunday, February 17th, 2008*

*Captain's Packets Will Be At The Sponsoring Locations  
By Saturday, February 16th, 6:00 PM*



Questions? Call 253-939-2900 Or 1-800-LEAGUES  
www.medalistgames.com



# LEAGUE SCHEDULE

2008 Spring League

<i>February</i>	<i>17</i>	<i>– February</i>	<i>21</i>	<i>Week 1 of Match Play</i>
<i>February</i>	<i>24</i>	<i>– February</i>	<i>28</i>	<i>Week 2 of Match Play</i>
<i>March</i>	<i>2</i>	<i>– March</i>	<i>6</i>	<i>Week 3 of Match Play</i>
<i>March</i>	<i>9</i>	<i>– March</i>	<i>13</i>	<i>Week 4 of Match Play</i>
<i>March</i>	<i>16</i>	<i>– March</i>	<i>20</i>	<i>Week 5 of Match Play</i>
<i>March</i>	<i>23</i>	<i>– March</i>	<i>27</i>	<i>Break/Easter</i>
<i>March</i>	<i>30</i>	<i>– April</i>	<i>3</i>	<i>Week 6 of Match Play</i>
<i>April</i>	<i>6</i>	<i>– April</i>	<i>10</i>	<i>Week 7 of Match Play</i>
<i>April</i>	<i>13</i>	<i>– April</i>	<i>17</i>	<i>Week 8 of Match Play</i>
<i>April</i>	<i>20</i>	<i>– April</i>	<i>24</i>	<i>Week 9 of Match Play</i>
<i>April</i>	<i>27</i>	<i>– May</i>	<i>1</i>	<i>Week 10 of Match Play</i>
<i>May</i>	<i>4</i>	<i>– May</i>	<i>8</i>	<i>Break</i>
<i>May</i>	<i>11</i>	<i>– May</i>	<i>15</i>	<i>Week One Playoffs</i>
<i>May</i>	<i>18</i>	<i>– May</i>	<i>22</i>	<i>Week Two Playoffs</i>

**MAY 30TH – JUNE 1ST – NORTHWEST LEAGUE FINALS**



# PLAYER LEAGUE FEES

2008 Spring League

## **Trios**

*All Flights*

*\$60.00 Per Team*

## **Doubles**

*All Flights*

*\$40.00 Per Team*

## **Singles/Doubles**

*All Flights*

*\$40.00 Per Team*

*Players Must Pay Their Own League Fees, Players Are Not Legal Team Members If Said Fees Are Paid By Anyone Else – Either Directly Or Indirectly*

## **Match/Forfeiture Time**

*Forfeiture Time Is 7:30 PM (6:00 PM On Sunday)*

*Standard Time, Not Bar Time*

*Match Time And Forfeiture Time Are The Same*

*Questions? Call 253-939-2900 Or 1-800-LEAGUES*

*www.medalistgames.com*





# PARITY POINTS

2008 Spring League

To enable automatic handicapping in League play, select the Parity option in the League Matches Menu (only on Elite Dart Boards) and follow the on-screen instructions.

Games are handicapped based upon the combined rating points differential of the players involved in the immediate game (Singles, Doubles or Trios). Note: Parity Points in team stacked play will be limited to the difference between the highest rated team and the published lower limit for the flight. If a team is under the published lower limit for the flight, it will be the responsibility of said team's Captain to add a point(s) to ANY player(s) on the team to bring the team up to the published lower limit for the flight. The additional rating point(s) applies to the immediate match only – does not impact the team roster.

Example: CC Doubles, 5 – 9 Total Team Points

	<b>Team A</b>		<b>Team B</b>
	<b>Ratings</b>		<b>Ratings</b>
	2	Player One	4
	<u>2</u>	Player Two	<u>3</u>
<b>Total Team Points:</b>	4		7

The Captain of Team A must choose a player and add one rating point to that player for the immediate match only. This will bring the team up to the published lower limit for the flight – 5 Team Points.

The following two examples would both be acceptable:

	<b>Team A Ratings</b>		<b>Team B Ratings</b>
	2	Player One	4
	<u>3</u>	Player Two	<u>3</u>
<b>Total Team Points:</b>	5		7

	<b>Team A Ratings</b>		<b>Team B Ratings</b>
	3	Player One	4
	<u>2</u>	Player Two	<u>3</u>
<b>Total Team Points:</b>	5		7

All players will be rerated based on stats from all weeks of Match Play.

The net downward or upward rating movement of players and teams will establish the Parity Points for the Playoffs and League Finals.





# RATING POINTS

2008 Spring League

*The Final Rating And Ranking Report from the most previous season lists those players who are currently rated and their respective rating points. If a player is listed more than once in the report, said player will carry the highest of the rating points associated with his or her name.*

## ***Ratings – Temporary And Permanent***

*All players in The Medalist League are assigned rating points and are either **Temporary** or **Permanent Rated**.*

***Temporary Rated Players** are first time involved players, previously involved players who have not played enough games in a season to achieve a **Permanent Rating** or **Permanent Rated Players** who did not meet the minimum game requirement of 36 Stat Games recorded and computed in any of the previous three seasons.*

*Temporary Ratings are self-assigned via Dart Ability Assessment Forms. Players requiring Temporary Ratings must evaluate their current and anticipated end of season ability and rate themselves accordingly.*

***Temporary Rated Players** listed in the Final Rating And Ranking Report from the most previous season, by their choice, may raise, but may only reduce (maximum of one point) their ratings with the written approval of their operator; and have the same responsibility as first time involved players for estimating their average ability for the season.*

*To be eligible for the Playoffs, players (**Temporary** or **Permanent Rated**) must have a minimum of 36 Stat Games recorded and computed through Week 8 of Match Play. Players not meeting this requirement will be dropped from their team(s).*

*A **Temporary Rated Player** becomes a **Permanent Rated Player** at the conclusion of the league season in which said player had at least 54 Stat Games recorded and computed.*

*Having 36 Stat Games recorded and computed is the minimum requirement for any player to be considered as having played a league season.*

***Overpoint Players** are defined as **Temporary Rated Players** who underestimate their Final Ratings by three or more rating points.*

*If, as of Thursday of Week 10 of Match Play, a team has, on its roster, an **Overpoint Player(s)** per their rating points as of that day; and the total rating points of the team, within the gender requirement, exceed the team points limit for the flight; the **Overpoint Player(s)** will be automatically dropped from their team(s).*

*Teams that have utilized **Overpoint Players**, as defined above, during the season for 36 or more Stat Games may not finish higher than fourth place in the division standings.*

***Good Luck! Good Shooting!! Good Times!!!***



**Questions?**  
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**1-800-LEAGUES**  
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# MATCH FORMATS

2008 Spring League

## All Games Are Stacked Play

<b>Super A (Master Out) &amp; A Trios</b> 19 Games		<b>Super A (Master Out) &amp; A Doubles</b> 19 Games	
Games 1 – 2:	Team – 901	Games 1 – 2:	Doubles – 701
Game 3:	Team – Cricket	Games 3 – 4:	Doubles – Cricket
Game 4:	Singles – 501 (Lowest Rated Player)	Games 5 – 6:	Doubles – 701
Games 5 – 7:	Doubles – Cricket	Games 7 – 8:	Doubles – Cricket
Game 8:	Singles – Cricket (Middle Rated Player)	Game 9:	Singles – Cricket (Lowest Rated Player)
Games 9 – 11:	Doubles – 701	Game 10:	Singles – Cricket (Highest Rated Player)
Game 12:	Singles – Cricket (Highest Rated Player)	Games 11 – 12:	Doubles – 701
Games 13 – 14:	Team – Cricket	Games 13 – 15:	Doubles – Cricket
Games 15 – 17:	Team – 901	Games 16 – 17:	Doubles – 701
Games 18 – 19:	Team – Cricket	Games 18 – 19:	Doubles – Cricket
Playoff Format:	Race To Ten, Team – 901 (2 Games), Cricket (2 Games), Continue Alternating	Playoff Format:	Race To Ten, Team – 701 (2 Games), Cricket (2 Games), Continue Alternating
Finals Format:	Team – Best Out Of Five – Single Elimination 901, Cricket, 901, Cricket, Choice	Finals Format:	Team – Best Out Of Five – Single Elimination 901, Cricket, 901, Cricket, Choice
<b>BB &amp; B Trios</b> 15 Games		<b>BB &amp; B Doubles</b> 15 Games	
Games 1 – 2 :	Team – 701	Games 1 – 2:	Doubles – 501
Games 3 – 5:	Team – Cricket	Games 3 – 4:	Doubles – Cricket
Games 6 – 8:	Doubles – 501	Games 5 – 7:	Doubles – 501
Games 9 – 11:	Team – Cricket	Game 8:	Singles – 501 (Lowest Rated Player)
Games 12 – 13:	Team – 701	Game 9:	Singles – Cricket (Highest Rated Player)
Games 14 – 15:	Team – Cricket	Games 10 – 11:	Doubles – Cricket
		Games 12 – 13:	Doubles – 501
		Games 14 – 15:	Doubles – Cricket
Playoff Format:	Race To Eight, Team – 701 (2 Games), Cricket (2 Games), Continue Alternating	Playoff Format:	Race To Eight, Team – 501 (2 Games), Cricket (2 Games), Continue Alternating
Finals Format:	Team – Best Out Of Five – Single Elimination 701, Cricket, 701, Cricket, Choice	Finals Format:	Team – Best Out Of Five – Single Elimination 701, Cricket, 701, Cricket, Choice
<b>CC &amp; C Trios</b> 13 Games		<b>CC &amp; C Doubles</b> 13 Games	
Games 1 – 3:	Team – 501	Games 1 – 2:	Doubles – 501
Games 4 – 6:	Team – Cricket	Games 3 – 4:	Doubles – Cricket
Games 7 – 9:	Team – 501	Games 5 – 6:	Doubles – 501
Games 10 – 11:	Team – Cricket	Game 7:	Singles – 301 (Lowest Rated Player)
Games 12 – 13:	Team – 501	Game 8:	Singles – 301 (Highest Rated Player)
		Games 9 – 11:	Doubles – Cricket
		Games 12 – 13:	Doubles – 501
Playoff Format:	Race To Seven, Team – 501 (2 Games), Cricket (2 Games), Continue Alternating	Playoff Format:	Race To Seven, Team – 501 (2 Games), Cricket (2 Games), Continue Alternating
Finals Format:	Team – Best Out Of Five – Single Elimination 501, Cricket, 501, Cricket, Choice	Finals Format:	Team – Best Out Of Five – Single Elimination 501, Cricket, 501, Cricket, Choice



# MATCH FORMATS

2008 Spring League

<b>A Singles/Doubles 17 Games</b>		<b>B Singles/Doubles 15 Games</b>	
<i>Game 1:</i>	<i>Doubles – 701</i>	<i>Game 1:</i>	<i>Doubles – 501</i>
<i>Game 2:</i>	<i>Doubles – Cricket</i>	<i>Game 2:</i>	<i>Doubles – Cricket</i>
<i>Game 3:</i>	<i>Singles – 501 (Lowest Rated Player)</i>	<i>Game 3:</i>	<i>Singles – 501 (Lowest Rated Player)</i>
<i>Game 4:</i>	<i>Singles – Cricket (Highest Rated Player)</i>	<i>Game 4:</i>	<i>Singles – Cricket (Highest Rated Player)</i>
<i>Game 5:</i>	<i>Doubles – 701</i>	<i>Game 5:</i>	<i>Doubles – Cricket</i>
<i>Game 6:</i>	<i>Doubles – Cricket</i>	<i>Game 6:</i>	<i>Singles – 501 (Lowest Rated Player)</i>
<i>Game 7:</i>	<i>Singles – Cricket (Lowest Rated Player) Singles</i>	<i>Game 7:</i>	<i>Singles – Cricket (Highest Rated Player)</i>
<i>Game 8:</i>	<i>– 501 (Highest Rated Player)</i>	<i>Game 8:</i>	<i>Doubles – 501</i>
<i>Game 9:</i>	<i>Doubles – 701</i>	<i>Game 9:</i>	<i>Singles – Cricket (Lowest Rated Player)</i>
<i>Game 10:</i>	<i>Doubles – Cricket</i>	<i>Game 10:</i>	<i>Singles – 501 (Highest Rated Player)</i>
<i>Game 11:</i>	<i>Singles – Cricket (Lowest Rated Player)</i>	<i>Game 11:</i>	<i>Doubles – Cricket</i>
<i>Game 12:</i>	<i>Singles – 501 (Highest Rated Player)</i>	<i>Game 12:</i>	<i>Singles – 501 (Lowest Rated Player)</i>
<i>Game 13:</i>	<i>Doubles – Cricket</i>	<i>Game 13:</i>	<i>Singles – Cricket (Highest Rated Player)</i>
<i>Game 14:</i>	<i>Singles – 501 (Lowest Rated Player)</i>	<i>Game 14:</i>	<i>Doubles – 501</i>
<i>Game 15:</i>	<i>Singles – Cricket (Highest Rated Player)</i>	<i>Game 15:</i>	<i>Doubles – Cricket</i>
<i>Game 16:</i>	<i>Doubles – 701</i>		
<i>Game 17:</i>	<i>Doubles – Cricket</i>		
<i>Playoff Format:</i>	<i>League Format – Race to Nine</i>	<i>Playoff Format:</i>	<i>League Format – Race To Eight</i>
<i>Finals Format:</i>	<i>Best Out Of Five, Single Elimination – 501 (Lowest Rated Player), Cricket (Highest Rated Player), Team 901, Team Cricket, Team Choice</i>	<i>Finals Format:</i>	<i>Best Out Of Five, Single Elimination – 501 (Lowest Rated Player), Cricket (Highest Rated Player), Team 701, Team Cricket, Team Choice</i>
<b>C Singles/Doubles 13 Games</b>			
<i>Game 1:</i>	<i>Doubles – 501</i>		
<i>Game 2:</i>	<i>Doubles – Cricket</i>		
<i>Game 3:</i>	<i>Singles – 301 (Lowest Rated Player)</i>		
<i>Game 4:</i>	<i>Singles – 301 (Highest Rated Player)</i>		
<i>Game 5:</i>	<i>Doubles – Cricket</i>		
<i>Game 6:</i>	<i>Singles – 301 (Lowest Rated Player)</i>		
<i>Game 7:</i>	<i>Singles – 301 (Highest Rated Player)</i>		
<i>Game 8:</i>	<i>Doubles – Cricket</i>		
<i>Game 9:</i>	<i>Singles – 301 (Lowest Rated Player)</i>		
<i>Game 10:</i>	<i>Singles – 301 (Highest Rated Player)</i>		
<i>Game 11:</i>	<i>Doubles – 501</i>		
<i>Game 12:</i>	<i>Doubles – Cricket</i>		
<i>Game 13:</i>	<i>Doubles – 501</i>		
<i>Playoff Format:</i>	<i>League Format – Race to Seven</i>		
<i>Finals Format:</i>	<i>Best Out Of Five, Single Elimination – 301 (Lowest Rated Player), 301 (Highest Rated Player), Team 501, Team Cricket, Team Choice</i>		





Location Code:	Off. Use	Operator Code:
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**Team Entry & Roster For The 2008 Spring Medalist League**  
**Do Not Put In Dart Board!**

Lounge/Tavern: \_\_\_\_\_

**Team Name, One Character Per Box, Eight Character Limit**

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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**Team Name Must Be Clean & Pronounceable Or It Will Be Converted**

<b>SUNDAY</b> <b>6:00 PM</b> <i>Team/Individual Points</i>	<b>MONDAY</b> <b>7:30 PM</b> <i>Team/Individual Points</i>	<b>TUESDAY</b> <b>7:30 PM</b> <i>Team/Individual Points</i>	<b>WEDNESDAY</b> <b>7:30 PM</b> <i>Team/Individual Points</i>	<b>THURSDAY</b> <b>7:30 PM</b> <i>Team/Individual Points</i>
<input type="checkbox"/> <b>A Trios</b>  <b>17-23/No Limit</b>	<input type="checkbox"/> <b>Super A Dbls.</b>  <b>16-22/No Limit</b>	<input type="checkbox"/> <b>A Single/Dbls.</b>  <b>14-20/No Limit</b>	<input type="checkbox"/> <b>Super A Trios</b>  <b>20-26/No Limit*</b>	<input type="checkbox"/> <b>A Dbls.</b>  <b>14-20/No Limit</b>
<input type="checkbox"/> <b>B Trios</b> <i>Female Required</i> <b>11-16/7</b>	<input type="checkbox"/> <b>BB Dbls.</b>  <b>10-15/9</b>	<input type="checkbox"/> <b>B Single/Dbls.</b>  <b>8-13/7</b>	<input type="checkbox"/> <b>BB Trios</b>  <b>14-19/9</b>	<input type="checkbox"/> <b>B Dbls.</b>  <b>8-13/7</b>
<input type="checkbox"/> <b>C Trios</b>  <b>6-10/4</b>	<input type="checkbox"/> <b>CC Dbls.</b>  <b>5-9/5</b>	<input type="checkbox"/> <b>C Single/Dbls.</b>  <b>3-7/4</b>	<input type="checkbox"/> <b>CC Trios</b>  <b>9-13/5</b>	<input type="checkbox"/> <b>C Dbls.</b>  <b>3-7/4</b>

**Player Name:** \_\_\_\_\_ **M/F:** \_\_\_\_ **Rating:** \_\_\_\_ **ID Number:** \_\_\_\_\_  
(First Player Listed Is The Captain) (New Players Leave Blank)

**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_ **Birthday:** \_\_\_\_\_  
(Mandatory) (Month/Day Only)

**Player Name:** \_\_\_\_\_ **M/F:** \_\_\_\_ **Rating:** \_\_\_\_ **ID Number:** \_\_\_\_\_  
(New Players Leave Blank)

**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_ **Birthday:** \_\_\_\_\_  
(Mandatory) (Month/Day Only)

**Player Name:** \_\_\_\_\_ **M/F:** \_\_\_\_ **Rating:** \_\_\_\_ **ID Number:** \_\_\_\_\_  
(New Players Leave Blank)

**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_ **Birthday:** \_\_\_\_\_  
(Mandatory) (Month/Day Only)

**Player Name:** \_\_\_\_\_ **M/F:** \_\_\_\_ **Rating:** \_\_\_\_ **ID Number:** \_\_\_\_\_  
(New Players Leave Blank)

**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_ **Birthday:** \_\_\_\_\_  
(Month/Day Only)

**Player Name:** \_\_\_\_\_ **M/F:** \_\_\_\_ **Rating:** \_\_\_\_ **ID Number:** \_\_\_\_\_  
(Month/Day Only)

**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_ **Birthday:** \_\_\_\_\_  
(Month/Day Only)

\* Combined Rating Points For Any Two Players Is 23 · A Trios Team May List A Captain Plus Four Members – Five Total  
A Doubles Team May List A Captain Plus Two Members – Three Total · See The Dart Ability Assessment Form For Self-Test And Rating Guidelines

**Questions? Call 253-939-2900 Or 1-800-LEAGUES**

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