

SUPER2 SEASON 4 LEAGUE FINAL-AA Flight

ROUND ROBIN STAGE

Venue: Dartsu J Town

Date: 8th December 2018 (Saturday)
Time: 3.00pm check in, 3.30pm Game On

- 8 teams will be auto-drawn for the Round Robin (refer to table below for teams in Round Robin).
- Top 2 teams of Round Robin will progress to SKO Stage.

• 2-way Tie-Breaker will be based on head-to-head win. 3-way Tie-Breaker is based on 1 game of COUNT-UP.

Group A	Group B	
Serious Trouble Beta	25DC@Beer B4 Bulleyes	
Dart Evil	Dart - Oldbies	
Thirsty Hub	Kuso	
SBG Wembley D	UDDA - A	

GAME FORMAT (RR & SKO)

· Repeat of players is allowed;

• Bust Rule: NO / Handicap: NO

• Bulls up is required for each medley

• Game Credit: 28 (RR)/ 16 (SKO)

Game Format		
Part 1	Doubles	901 (OI/MO)
Part 2	Doubles	TEAM CRICKET
Part 3	Doubles	HALF-IT (MASTER)
Part 4	Doubles	S.CRICKET
Part 5	Doubles	FREEZE 701 (25/50,MO)



SUPER2 SEASON 4 LEAGUE FINAL-BB Flight

ROUND ROBIN STAGE

Venue: Dartsu Wembley

Date : 17TH November 2018 (Saturday) Time : 2.30pm check in, 3.00pm Game On

- 20 teams will be auto-drawn for the Round Robin (refer to table below for teams in Round Robin).
- Top 4 teams of Round Robin will progress to SKO Stage.
- 2-way Tie-Breaker will be based on head-to-head win. 3-way Tie-Breaker is based on 1 game of COUNT-UP.

Group A	Group B
Apache Ultimate	Trigger 66@Thirsty Hub
UDDA - B	OKU Team
AMIGOS	Ton 80
D.U.Knight Beta	The Forbidden Strix
The Strix	SBG Wembley Z

Group C	Group D
D.U.Knight Alfa	D.U.Knight Delta
D.U.Knight Costa	DGU@Up Car I
Apache Infinite	DGU@Up Car II
UDDA - C	PTG Warrior
25DC@Prometheus	PLAY DART BOJIO

GAME FORMAT (RR & SKO)

· Repeat of players is allowed;

• Bust Rule: NO / Handicap: YES

• Bulls up is required for each medley

• Game Credit: 24(RR)/ 16 (SKO)

Game Format		
Part 1	Doubles	701 (OI/MO)
Part 2	Doubles	S.CRICKET
Part 3	Doubles	HALF-IT
Part 4	Doubles	S.CRICKET
Part 5	Doubles	501 FREEZE (MO)



SUPER2 SEASON 4 LEAGUE FINAL-CC Flight

ROUND ROBIN STAGE

Venue: Thirsty Hub

Date : 1st December 2018 (Saturday)
Time : 3.00pm check in, 3.30pm Game On

- 8 teams will be auto-drawn for the Round Robin (refer to table below for teams in Round Robin).
- Top 2 teams of Round Robin will progress to SKO Stage.
- 2-way Tie-Breaker will be based on head-to-head win. 3-way Tie-Breaker is based on 1 game of COUNT-UP.

Group A	Group B
Dragon Warrior-A	25DC@Musketeers
25DC@OTOG	SBG Wembley B
CHINATOWN - B	25DC@Puppeteers
The Wembley	25DC-CC1@Thirsty Hub

GAME FORMAT (RR & SKO)

· Repeat of players is allowed;

• Bust Rule: NO / Handicap: YES

• Bulls up is required for each medley

• Game Credit: 24(RR)/ 16 (SKO)

Game Format		
Part 1	Doubles	501 (OI/OO)
Part 2	Doubles	S.CRICKET
Part 3	Doubles	HALF-IT
Part 4	Doubles	S.CRICKET
Part 5	Doubles	FREEZE 301