ADL 820

GranBoard Remote

OPEN SINGLES LEAGUE INFO

LEAGUE CONTACTS

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WELCOME

Thank you for being part of the ADA Family and choosing to play on *your* GranBoard this session with ADL 820! Just a few quick noteables about this new League. Scorekeeping is manual at this time, and done on paper score sheets.. The ADA is encouraging GranBoard to incorporate a “plug and play” type system similar to Radikal but for now score keeping on paper is a must. Score sheets are then sent via pictures of them through Messenger or email to be entered into the ADA software by Kyle. Matches are Flex but please try to get them in the week of scheduled play or prior to it so you're allowing everyone a fair shot at the ADA MOTW. The following are not necessarily “rules”, we follow the ADA rulebook and ADL 820 bylaws. These are the ins and outs specific to league play on GranBoard suggested for smooth play and a fair and enjoyable experience using it. As with any online experience, we will make adjustments around any app updates as they are implemented. If you have any specific questions not covered here or need help with anything, please feel free to contact Scott. Respect. Have fun!!

ADA LEAGUE RULES & BYLAWS

ADA League Rules
https://www.adadarters.com/wp-content/uploads/2021/06/2020-ADA-Rulebook.pdf
ADL 820 Bylaws
https://www.adadarters.com/wp-content/uploads/2021/04/2020-ADL-Bylaws-820-1.pdf

ADA QUALIFYING LEAGUE

All Players must be current ADA Members. Games played in the ADL 820 GranBoard Remote Leagues count towards qualifying Players for ADA National Championships and ADA Regional Tournaments. However, these games solely may not count towards qualifying a player for ADA Professional status or for Top Seed Placement at ADA National or Regional Events. For more information on Player eligibility for ADA events, please visit www.adadarters.com.

SCHEDULE

FLEX League - Each week, Sunday to Saturday, Players will schedule a day and time that works for both Players to play their scheduled match. See the ADL 820 Bylaws for rescheduling guidelines. For an 8 Player League, you have 98 days to play your 14 matches. For a 6 Player League, you have 70 days to play your 10 matches. Matches may be played in advance, but scores for said matches won’t be entered until the scheduled week of play.

LEAGUE FEES

Weekly League Fees - $15 per Player payable via PayPal to adl820wy@gmail.com
Send payment as “Friends & Family” with NO notes. Send Kyle a message after you send in a payment.
Match scores will not be entered until League Fees have been received from both Players.
League Fee Deposit - $60 is due one week before the League starts. This deposit is required only for new, first time players. This covers the LAST 4 Weeks of League play. If a player drops out of the League, their League Fee Deposit is forfeited.

PAYOUTS / BONUSES / AWARDS

League Payouts - $1.25 per Point
Finals Bonuses - $40 for 1st, $20 for 2nd; if 6 Players are in the League.
$90 for 1st, $50 for 2nd, $25 for 3rd/4th; if 8 Players are in the League.
MVP Mug - Awarded to Player with highest MOTW Points.

A money added appreciation tournament will be offered after Finals, depending on the total number of League Players.

COMMUNICATION

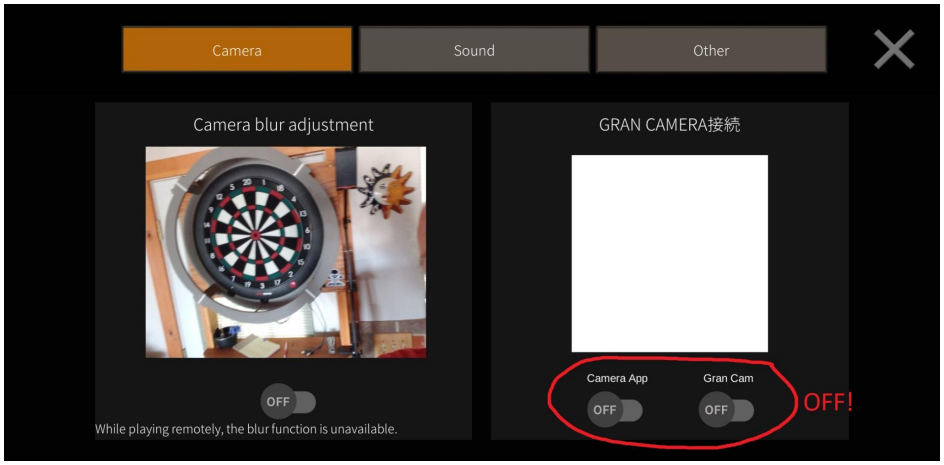
Once leagues are set up for the session, all Players in it will be invited to a group Messenger room. This will be for communication amongst Players and setting up matches. All important communication from Reps will be posted on the group Facebook page.

STARTING A MATCH

GranBoard Lobby: ADL820 PW: 8200

Meet and challenge opponent's in our Group Lobby. Casual play is also acceptable and encouraged in the lobby. Please make it "by appointment" or via FB announcement that you are in the lobby looking for games. Do not randomly challenge and possibly interrupt others who may be playing league matches. By using the lobby your personal challenge preferences are disabled and league format achieved no matter how your preferences are set. It also helps greatly in cutting down on random challenges while waiting for your opponent.

Game camera: A single camera is required through the GranBoard App using your phone or tablet or digital camera. We are all honest adults here so no specific camera angle to show the thrower or board, or both is required. Due to lag, unreliability and disconnect issues, we will NOT be using the Camera App or Gran Cam features (dual cameras). Please disable them during league play by going to Online Play and clicking Setting in the lower right:



Challenging opponents: We are not corking to determine the starting Player. The starting Player is pre-determined on the scoresheet. The Home Player will have a one leg starting advantage. This is due to Gran's corking feature being based on numbers only and not a true closest to the bull diddle. The simplest way to challenge from the lobby or directly from the previous leg is by selecting cork to start and finger punching bull or 1. Getting the starting player correct is the only goal no matter the method but you CANNOT just push the red button and skip a round to achieve that. Challenge a single game of 501 or cricket at a time. Using Medley does not work.

Internet or Bluetooth disconnects: we will not be penalizing anyone for disconnects during play unless it becomes a problem. It occasionally happens and when it does a message appears with a countdown clock. Do not exit the game until the clock winds down. More often than not the game will automatically resume when the connection is restored. If disconnects are happening the best course of action is communication with your opponent and possibly rescheduling at a later time once the Players remedy what is causing the disconnects. This is rare but does happen and for a number of reasons, be patient. If disconnects do become an issue please bring it to a Rep's attention.

SCORING

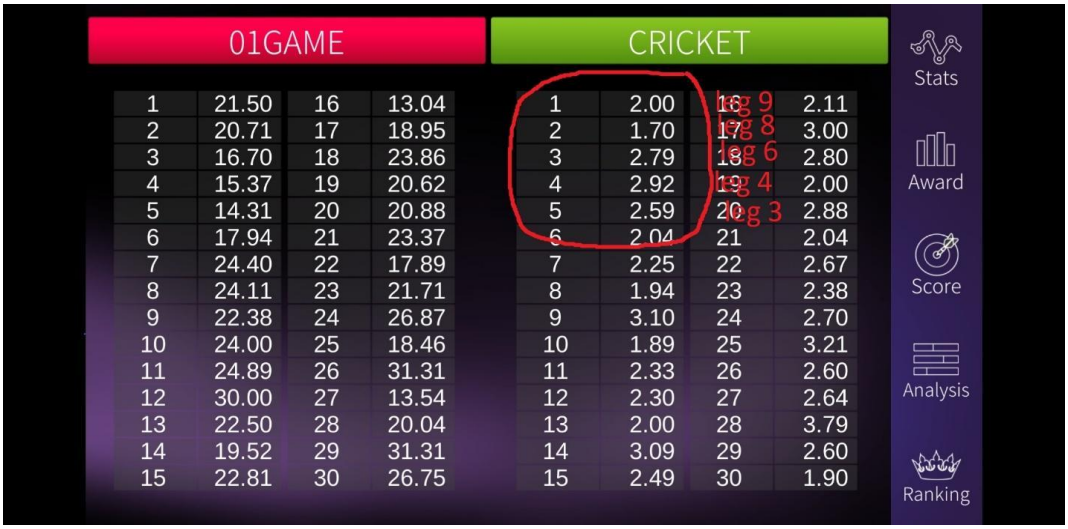
Print and use the attached score sheet during matches. Both Players must keep score on a paper score sheet during the match. Scoresheets must be complete and accurate prior to submitting to Kyle for entry. Darts thrown included. Incomplete score sheets will not be accepted.

501

All 501 games are S/B and D/O. Be sure to select these buttons on the challenge screen. Accurate averages are kept using darts thrown and points remaining for each Player, the winner obviously being points remaining of zero. Darts thrown are not displayed on the results screen so pay attention as the game nears the end so the round and dart the leg finishes on can be recorded. Writing down the “Ending RD: Dart: “ and knowing the starting player is the easiest way to then calculate darts thrown.

Cricket

The winner, number of rounds, and each Player's MPR are required. The results screen does not show rounds, so again, pay attention to the round you're in as the game nears the end. The results screen also DOES NOT show accurate MPR, it is “80% stats” and we MUST USE 100%. The simplest way to get this and fill in the score sheet boxes is after the entire match is over. Directly after the match each Player sends the opponent a screenshot of their 100% stats. On your Gran app go to the home page > Player Data > 100% stats > touch the graph to get to your last 30 game 100% chart and send it. Make sure to select 100% before changing the graph to the chart, the 80% is generally higher and will wrongly elevate your ADA average if used. The most recent five cricket games listed, number 1 thru 5, are the ones you just played. Number 1 is the most recent and was leg 9 on the scoresheet, number 5 is leg 3. The chart you must immediately send to your opponent is this one:



1	21.50	16	13.04	1	2.00	16	2.11
2	20.71	17	18.95	2	1.70	17	3.00
3	16.70	18	23.86	3	2.79	18	2.80
4	15.37	19	20.62	4	2.92	19	2.00
5	14.31	20	20.88	5	2.59	20	2.88
6	17.94	21	23.37	6	2.04	21	2.04
7	24.40	22	17.89	7	2.25	22	2.67
8	24.11	23	21.71	8	1.94	23	2.38
9	22.38	24	26.87	9	3.10	24	2.70
10	24.00	25	18.46	10	1.89	25	3.21
11	24.89	26	31.31	11	2.33	26	2.60
12	30.00	27	13.54	12	2.30	27	2.64
13	22.50	28	20.04	13	2.00	28	3.79
14	19.52	29	31.31	14	3.09	29	2.60
15	22.81	30	26.75	15	2.49	30	1.90

Achievements

9 Marks, Ton-80s and Hat Tricks must be marked as they happen during play as they are not displayed on the results screen. These achievements count for additional MOTW Points. Each Player needs to record achievements for BOTH Players during the match. Failing to record these achievements could negatively impact a Player’s chance at claiming the session’s MVP Title. A simple tally of achievements is all that is needed on the score sheet.

When the match is over and score sheets completed, send a picture of your score sheet to your opponent for comparison. Both Players must agree the score sheets are accurate before sending in a completed score sheet. Both players need to send their score sheet to Kyle, either via Facebook Messenger, or via email to ksmith@adadarters.com. The match will not be entered into the League system until a score sheet and weekly dues from both Players for the match have been received.

SHOOT WELL, AND HAVE FUN!

Thank you for playing in the ADA!

ADL 820

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OPEN SINGLES LEAGUE

Total Points	HOME	Week # / Date	AWAY	Total Points
		/		

LEG 1 - 501 OI/DO SB - Home Starts

"X" for WIN	Points Remaining	Darts Thrown	Ending RD:	Dart:	Points Remaining	Darts Thrown	"X" for WIN
			Ton 80s				
			Hat Tricks				

LEG 2 - 501 OI/DO SB - Away Starts

"X" for WIN	Points Remaining	Darts Thrown	Ending RD:	Dart:	Points Remaining	Darts Thrown	"X" for WIN
			Ton 80s				
			Hat Tricks				

LEG 3 - CRICKET - Home Starts

"X" for WIN	100% MPR	Total Rounds:		100% MPR	"X" for WIN
		9 Marks			
		Hat Tricks			

LEG 4 - CRICKET - Away Starts

"X" for WIN	100% MPR	Total Rounds:		100% MPR	"X" for WIN
		9 Marks			
		Hat Tricks			

LEG 5 - 501 OI/DO SB - Home Starts

"X" for WIN	Points Remaining	Darts Thrown	Ending RD:	Dart:	Points Remaining	Darts Thrown	"X" for WIN
			Ton 80s				
			Hat Tricks				

LEG 6 - CRICKET - Away Starts

"X" for WIN	100% MPR	Total Rounds:		100% MPR	"X" for WIN
		9 Marks			
		Hat Tricks			

LEG 7 - 501 OI/DO SB - Home Starts

"X" for WIN	Points Remaining	Darts Thrown	Ending RD:	Dart:	Points Remaining	Darts Thrown	"X" for WIN
			Ton 80s				
			Hat Tricks				

LEG 8 - CRICKET - Away Starts

"X" for WIN	100% MPR	Total Rounds:		100% MPR	"X" for WIN
		9 Marks			
		Hat Tricks			

LEG 9 - CRICKET - Home Starts

"X" for WIN	100% MPR	Total Rounds:		100% MPR	"X" for WIN
		9 Marks			
		Hat Tricks			

LEG 10 - 501 OI/DO SB - Away Starts

"X" for WIN	Points Remaining	Darts Thrown	Ending RD:	Dart:	Points Remaining	Darts Thrown	"X" for WIN
			Ton 80s				
			Hat Tricks				

LEG 11 - 501 OI/DO SB - Home Starts

"X" for WIN	Points Remaining	Darts Thrown	Ending RD:	Dart:	Points Remaining	Darts Thrown	"X" for WIN
			Ton 80s				
			Hat Tricks				