

THE LIST!

The American Darts Icon List

by Partners Promoting Darts (PPD)

Overview:

A new, living-breathing, self-sustaining, constantly active competitive environment! Consisting of Two prestigious lists for player to fight their way onto and then up – earning money and every more irrefutable glory and status along the way:

1) The first List. Each State/Province, where players of all skill levels, including average and above average players compete (“fight”) to remain on the list and to ascend the list to become their State’s “Ultimate Fighter” where they may then fight to move up to the second list.

2) The second list. The North American Darts Icon List, where the best of the best teams fight to remain an Icon or to ascend to the “Ultimate Icon” status where, Team Sponsorship, weekly bonus money and other financial benefits await, including bigger income earning opportunities, two weekly Twitch network shows featuring Icon matches and the elite players contending for Icon Status.

Rules and Information

1.) 4-Player Mixed Teams (1 female Required)

2.) Open to ALL Players. No restrictions to who can compete in this environment. (excludes any player who is not in good standings with the PPD.

3.) No Team Caps.

4.) Substitutes allowed.

5.) Team names include Bar and City

*NOTE: Teams, once named for a selected Bar or sponsor can move from bar to bar however will retain the original name unless wanting to start over.

6.) No limit to the number of teams an individual player may compete on.

7.) No limit to the number of bars, states or otherwise an individual may compete in.

8.) No limit to the number of teams that can compete in this environment.

9.) This could evolve into multiple team formats.

10.) This high stakes and high caliber competition will create superior content for the PPD’s Twitch network programing.

11.) Two nights each week. Friday and Sunday night 8 pm CST. North American Darts Icons (name tbd “THE LISTS”).

12.) Two tournaments of 4-8 teams offered in every time DRT time slots. Utilizing PPD’s DRT system, 7 days a week 365 days year, 12 or more hours each day.

13.) Team owners and sponsors of all types welcome

* Anyone, including Bar Owners, Vendors, Suppliers, Corporations and Businesses of any type can establish a PPD User Portal (“Intro account”) to enable them to manage or otherwise be involved in a team’s activities. Team owners and sponsors can promote and sponsor multiple teams. Recruit players, register teams, call out teams, pay fees, increase a call out fee and receive percentages of the income the team makes depending on agreements.

Details:

1. “Bar-Fight DRTs”, “State Contenders”, “Call Outs”, “State Top Fighter List” and “Ultimate Fighter”:

a. “Bar Fight DRTs” is where everyone starts. Bar Fight winners move up to contend for a position on their State’s “Top Fighter” List by Calling Out teams already on their State’s Top Fighter list.

b. “Bar-Fight DRTs” are daily remote tournaments. A Bar-Fight DRT requires at least 4 teams and not to exceed 8 teams.

c. Bar-Fights can occur throughout each day at the bottom of every hour between 12:30 pm CST and 9:30 pm CST (possibly more hours to be added).

d. Entry fee is \$6 per person, = \$24 per team - to cover admin and other associated system costs, such as CompuSport, Team Jerseys, special bonus pools and incentives etc.

e. Bar-Fight DRTs earn points and count toward eligibility for other PPD remote tournaments for those on the All-Star rank list just like any other DRT.

f. Each team pays their own coin drop during all "Lists" competition.

g. Bar-Fights can occur on any board in all PPD sanctioned locations (all DRT rules apply).

h. Bar-Fights are double elimination all cricket, Race to 2 (race to 3 on Pre-King-Seat and King-Seat matches).

i. Bar-Fights have no payouts. The winning team from each Bar-Fight DRT moves up to "Contender" status for their State's Top Fighter list.

i. **"States Top Fighter List Contenders"**: Winning a Bar-Fight DRT enables a team to contend for a spot on their State's "Top Fighter" List. Contenders may Call Out any of the teams listed on a State's current "Top Fighter" list except the State's ULTIMAT FIGHTER, which can only be Called Out by existing Top Fighters in a State.

ii. **This is where money-earning opportunities begin for all players, average and above average skilled.** As competition between Contenders and those already on a State's Top Fighter List fight to get onto, remain on, and to ascend their State's Top Fighter Lists. The **#1 position in the State** (aka **the State's "Ultimate Fighter Team" (highest ranked team)**), where more special privileges and income opportunities await.

iii. Contenders fight, in up to, four (4) Top Fighter Call Out matches to earn a spot on their State's Top Fighter List. If unsuccessful in winning one of the four Call Out matches, a Contender loses their Contender status and the team must return to Bar-Fight DRTs to start over.

1. **Establishing the initial "American Darts Icon list" = \$2,000 Bonus offer - at inception:**

2. The initial North American Darts Icon List will start with 8 teams. This number is subject to increase as competition ensues, enabling PPD to monitor the number of Icon Call Outs occurring to ensure a healthy balance. Ideally, Call Out opportunities should occur for every Icon team consistently while also ensuring all Top Fighter Teams have an adequate opportunity to entice an Icon to accept a Call Out match. When, it is seen that the existing Icon Teams cannot reasonably keep up with the number of Call Outs occurring, PPD will increase the number of positions on the Icon List to strike this desired balance. Transversally, if, in PPD's opinion, not enough Call Outs are occurring; the Icon List may be reduced.

i. **Initial American Icon List will begin the day after, at least, 100 State list positions are occupied and ten State/Province Lists become at least 50% filled,** at which time eight (8) of the ten (10) State ULTIMATE FIGHTERS (ranked 1st) from those States/Provinces (NOTE to start these lists if Call Out activity has not determined the ULTIMATE position in a State, the team found to have the most Top Fighter winnings, to that date, will be moved up to become the initial American Icon list inhabitant.

ii. The initial eight (8) Icon List teams will be arranged in order of most total dollars won to date as the List is being populated.

iii. Initial Icon list position ties (income to date) are then broken by total team Player Rating for the four players involved in the last match played by the tied teams.

iv. **Initial Icon List ULTIMATE ICON (ranked #1) Team will receive a \$2,000 bonus at the time the Icon initially fills the 8thrank position.**

v. When ULTIMATE FIGHTER teams are moved up to populate the American Icon List, the remaining players on each of the eight (8) State lists will each ascend one position to create the first group of ULTIMATE FIGHTERS.

vi. ULTIMATE FIGHTERS can Call Out the ULTIMATE ICON and any of the other Icon teams with no risk of losing their State's ULTIMATE FIGHTER status.

1. **"Call Out" Rules and Procedures for both Lists and Ultimate positions":**

1. **Call Outs:** are match challenges initiated by a contender-team desiring to ascend to a higher position on either list.

1. Entering a **“Call Out”** is initiated in User Portals (aka Player Accounts) for each type of contender:
 - i. Each State List Contender team-member (teams that have won a Bar-Fight DRT),
 - ii. Each State Top Fighter List team-member, including the ULTIMATE FIGHTER team (teams that have ascended to a State’s Top Fighter List),
 - iii. Each American Darts Icon List team-member, including the ULTIMATE ICON team (teams that have ascended to the American Icon List),
 - iv. Each “Intro User account” established by a Sponsor, Bar Owner, Team Owner, Vendor, etc. (usually non-players).

1. **Call Out restrictions:** Call Outs are restricted along the way, as follows:
 1. Bar-Fight DRT winners can only Call Out teams on their State’s current Top Fighter List - to contend for a spot on the State’s Top Fighter List.
 2. Top Fighter Teams Can Call Out:
 1. Their State’s Ultimate Top Fighter Team (top ranked position),
 2. And any team on the American Darts Icon List - other than the Icon Lists’ Ultimate Icon Team.
 3. Each State’s Ultimate Fighter Team Can Call Out:
 1. Any team on the American Darts Icon List,
 2. And the American Icon Lists’ Ultimate Icon Team.
 4. The American Darts Icon Lists’ teams can only Call Out the current Icon Lists’ Ultimate Icon Team.

2. **Initiating a Call Out:**
 1. Select a time/date that is less than 96 hours from the time the Call Out is being entered (can be any time of the day, i.e. 24/7 options – not connected to DRT scheduling at all).
 1. Note, a 96-hour time-window is subject to be reduced to 48 hours as the Lists become more fully populated.
 2. Note, **all teams are required to fight/compete, at least once, every 96 hours to either retain a Lists position or to Call Out to contend for a higher list position.** The more Call Outs a team receives, accepts and wins; the more money the team can earn!
 3. Select all of teams desired to Call Out from the List of teams for which the team is eligible to contend for and/or the ULTIMATE Team position of that List (when applicable).
 4. **Remit a \$4 admin fee per player via PayPal for both teams = \$32.**
 5. Select a Call out “offer” amount:
 1. For Bar-Fight DRT winners contending for a Top Fighter List position in their state, **a minimum \$25 per player Call Out amount must be offered.**
 2. For Top Fighter Teams contending for a position on the American Icon List, **a minimum \$50 per player Call Out amount must be offered.**
 3. For Top Fighter Teams contending for their state’s ULTIMATE FIGHTER position, **a minimum \$75 per player Call Out must amount be offered.**
 4. For American Darts Icon List Teams contending for the ULTIMATE ICON position, **a minimum \$100 per player Call Out amount must be offered.**
 5. For a State ULTIMATE FIGHTER Team contending for the ULTIMATE ICON position, **a minimum \$100 per player Call Out amount must be offered.**

Note, minimum Call Out amounts are subject to change as the Lists are populated and periodically thereafter.

Note, Call Out amounts are subject to “counter-offers” from the team being Called Out. The Team may counter with different amount requests or time changes, both of which, must then be accepted by the team that initiated the Call Out.

1. There is no limit to the maximum Call Out amount a Contender may offer.

Note 1: The Call Out amount is paid after the match. The Challenger pays the winner directly, via PayPal, following an unsuccessful Call Out match within 30 minutes of match completion to avoid penalty.

Note 2: The admin fee is static at \$4 per player regardless of the final Call Out amount offered or paid.

1. Contenders may entice a Team to accept their call out sooner by adding more money to their Call Out offer.
2. Call out fees can be increased by a Contender up till the moment a Call Out is accepted.
3. Call Outs are not limited to just one at a time. Any Contender, at any level can initiate multiple Call Outs, as many as they are eligible to compete for and desire, including all of Teams in any of the positions for which the team is eligible to ascend to. This increases the chance of getting a match accepted much sooner, to expedite ascending these lists. This creates multiple money winning opportunities sooner for those who do.

When multiple Call Outs are initiated by a Contender, the first Call Out accepted, including those negotiated through counteroffers, eliminates all other pending Call Outs made for a two-hour window of time from the posted time of the Call Out match. All the extra Call Outs are automatically deleted for the next two hours after that time.

1. **A Called-Out Team has no money at risk!** A Called-Out Team pays nothing to accept a Call Out match or when their team loses a Call Out match.
2. Both teams pay their coin drop during a Call Out match at their dartboard prior to the start of the Call Out match – the same as a PPD remote league match.
3. Call Out match competition is: race to 11 – all Team Cricket using league codes already loaded onto all PPD boards and can begin at any time.

VERY IMPORTANT: All Call Out matches use the Twitch Program rules to ensure highly competitive matches. i.e. Cork to start the match, loser of each game then starts unless the trailing team in a match is more than 2 games behind in the match; at which time the match trailing team starts until there is no more than 2 game difference. This is necessary to be consistent throughout all of the process of ascending these Lists to ensure the most exciting competition during Twitch broadcasts without changing along the way.

1. Call Out matches must use the Remote League Feature and League codes provided by PPD – the same as a PPD remote league match.
2. Call Out Match Teams must use the exact names/spelling as registered in their USER PORTAL for the players involved in each Call Out match. Up to two (2) SUBSTITUTES are allowed from match to match, no cap and no limits otherwise.
3. **A Team accepts Call Outs from a Contender and fights to:**

- i. Win the Call Out amount offered by the Contender,
- ii. Defend their current list position and status.

1. **When a Contender wins a Call Out match:**

- i. The Contender retains the Call Out fee offered,
- ii. Takes a List position from the team they've defeated. Note, the position on the list is then determined by money-earned status. For example, a contender may defeat a team in the 3rd position of a list and move onto the list but may be in the bottom position of the list based upon the amount of money that team has earned when it is less than the team they defeated.

1. **When a Contender loses a Call Out match:** The team retains their previous position and status and continues to make or accept other Call Outs - at will. Except for a State List Contender when it is their fourth unsuccessful Call Out match. In which case they must return to Bar-Fight DRTs to start over.
2. **When a Called-out team is defeated:**
 1. **When a State Top Fighter List position-holder is defeated:** the team is removed from their State's Top Fighter List and must start over by competing to win a Bar-Fight and so on.
 2. **When an American Icon List position holder is defeated:**

- A) When defeated by a Top Fighter Team or an Ultimate Fighter Team from any State, the team is removed from the American Icon List and must start over by competing to win a Bar-Fight and so on.
- B) When defeated by an Ultimate Icon, the team retains an Icon List position and status and continues to make or accept other Call Outs - at will.

1. **When a State ULTIMATE FIGHTER team is defeated: ULTIMATE FIGHTERS are protected from being removed from their State list from just one Call Out loss.**

- A) when defeated by one of their State's Top Fighter teams – the Team merely returns to Top Fighter status and descends to the position on their State's Top Fighter list where their current-list-earnings to-date places the team.
- B) When defeated by an American Darts Icon Team, including the American Darts Ultimate Icon Team, the team retains their State's Ultimate Fighter Team position and status and continues to make or accept other Call Outs – at will.

1. **When the American Darts ULTIMATE ICON team is defeated: The ULTIMATE Icon Team is protected from being removed from their status due to just one Call Out loss.**

- a) When defeated by a A. Icon List team – the Ultimate Icon Team merely returns to Icon status. Descends the North American Icon List to the position their lifetime lists-earnings to-date places the team. ULTIMATE ICON positions are protected from being removed from the Icon list from just one Call Out loss. The result of this loss is a temporary expansion of the A. Darts Icon list by one additional team. The team continues to make or accept Call Outs – at will.
- b) When defeated by an ULTIMATE FIGHTER from any State: - the Ultimate Icon Team merely returns to Icon status. Descends the North American Icon List to the position their lifetime lists-earnings to-date places the team. ULTIMATE ICON positions are protected from being removed from the Icon list from just one Call Out loss. The result of this loss is a temporary expansion of the A. Darts Icon list by one additional team. The team continues to make or accept Call Outs – at will.

1. **A Called-Out Team can choose to accept a Call Out or:**
 1. Wait to see if other Contender(s) call them out with larger offer, more enticing,
 2. Wait to see if a Call Out comes in for an earlier timeslot to enable the Team an opportunity win money sooner,
 3. Counteroffer a Call Out by requesting more money or a different time/date.

4. The more Call Out matches a team accepts and wins - the more money the team can make and the higher on the lists the team will ascend.
 2. **State Top Fighter lists' positions are determined by total money earned by a team during their time on the current Top Fighter list.** Falling off the Top fighter list starts earning calculations over each time.
 3. **The Ultimate Fighter Team in each State is determined by Call Out victory only. A State's Ultimate Fighter Team may have less money earned than others listed below them on the State's Top Fighter List.**
 4. **American Darts Icon List positions are determined by total money a team has earned at all times while on either list. ("Lifetime earning").** Lifetime earnings are tracked for all American Icon List position holders.
 5. **The American Darts Ultimate Icon Team is determined by Call Out victory only. The American Ultimate Icon Team may have less money earned than the teams listed below them on the A. Darts Icon List.**
 6. **Call Outs are timestamped to start a 96-hour window of time** wherein a team, once called out, must accept and begin a match to defend the team's position on the list. A team that fails to accept and compete to defend their list position within 96 hours – loses their list position to the first contender that called them out. If the first Contender has since moved into a better position from another match, the position is given to the next Contender in line to have called the, now, delinquent team out. And so on, in line, by timestamp until the position is filled. When there is no Contender in line to fill the spot of a team that failed to accept a Call Out during the 96-hour timeline:
 1. **For a State Top Fighter list position:** The list is filled by the next Bar Fight winner in that State taking the bottom spot with the remainder of the list resorted by income to-date.
 2. **For a American Darts Icon List position:** The position is filled by the next Team to unsuccessfully Call Out an Icon or the Ultimate Icon. All the, then, teams on the Icon list are resorted by lifetime earnings to-date. Note: this will open a position on one of the State lists that will then be filled by the best next Bar Fight winner in that State and that list will resort as described above.
 3. It is anticipated that each ULTIMATE FIGHTER and the ULTIMATE ICON Team will always have at least one Call Out contender in line. If either becomes delinquent in Call Out response, the contender wins and takes the status.
- **"\$2,000 weekly ULTIMATE ICON Bonus" added Call Out money: in \$1,000 Added to the ULTIMATE ICON Call Out match on Friday night at 8 pm CST and Sunday night at 8 pm CST. These matches will be the desired matches for the Twitch programing ("The List"). Every Friday and Every Sunday (unless overridden and stated in advance from time to time). These bonuses will be added the Call Out match and paid to the winner of the match. The \$1,000 bonus is paid to the winner of these two PPD sponsored matches.**
 - **FREE JERSEY for all Icon Teams:** Every American Icon Team member is awarded an American Icon Jersey to be worn during all Twitch broadcasts once received. Jersey may be ordered from any approved PPD affiliated supplier. Ordering process is found in User Portal of all Icon status players. Approved Sponsors, Bars, Vendors or any other type of supporter to a team may be added to the official PPD North American Icon Jersey, at discretion of Jersey provider and where applicable. PPD reserves the right to approve any graphics added to the official A. Darts Icon jersey.

- **Earn Annual Sponsorship packages:** At least Four (4) annual Sponsorship packages to be awarded at year end. Each of the four players that competed on a team that ascended to American Darts Icon status, that earned the most “lists” money during the preceding fiscal year (July 15 – July 14 year-to-year). Each package will consist of, at least \$5,000 cash and supplies (tbd).
- **“Monthly ULTIMATE FIGHTER Bonus” with “Rollover” provision (TBD): THERE WILL BE \$\$ OFFERED HERE MONTHLY. (TBD)**
- Sponsors, Bar Owners, Vendors, anyone, can offer “bounties” at any level of the program via User Account.
- **All normal DRT rules apply. Other details tbd: To include penalty policy for Contender’s payment delinquencies.**