

BLACKWATER & DISTRICT SUMMER DARTS LEAGUE



Results Week 4

Date: - 28 June 2010

League Results: -

Division 1

Crowthorne Social Club	P	v	P	Foresters Arms
Farnborough RBL	6	v	3	Railway Arms "Y"
Railway Arms	6	v	3	Plough & Horses "A"
Frimley Green W.M.C "A"	3	v	6	Hawley Sports

Division 1 Postponed

Plough & Horses "A"				Crowthorne Social Club
Crowthorne Social Club				Foresters Arms

Division 1

Team Name	Played	Points	Bonus	120+	Total
Railway Arms	4	23	4	36	27
Frimley Green W.M.C "A"	4	20	2	32	22
Hawley Sports	4	20	2	29	22
Foresters Arms	3	16	2	19	18
Farnborough RBL	4	16	2	31	18
Railway Arms "Y"	4	11	1	17	12
Crowthorne Social Club	2	10	1	30	11
Plough & Horses "A"	3	10		14	10

Division 2

Rose & Thistle "B"	3	v	6	West Farnborough SC
Rose & Thistle "C"	2	v	7	The Potter's Arms
The Highwayman	0	v	9	Imperial Arms
Plough & Horses "B"	4	v	5	Rose & Thistle "A"

Division 2 Postponed

Rose & Thistle "B"				Plough & Horses "B"
--------------------	--	--	--	---------------------

Division 2

Team Name	Played	Points	Bonus	120+	Total
Imperial Arms	4	24	4	10	28
Rose & Thistle "A"	4	24	3	16	27
West Farnborough SC	4	23	3	13	26
The Potter's Arms	4	20	2	10	22
Rose & Thistle "B"	3	14	1	7	15
Plough & Horses "B"	3	12	1	6	13
Rose & Thistle "C"	4	10	1	2	11
The Highwayman	4	8		5	8

A Reminder to the Captains: - Winning Teams must ensure that the Results sheet is received by the Results Secretary on time. Your Players Registrations are now overdue please mail or email ASAP. Please make sure that Forenames and Surnames are entered on both the singles and pairs. It is unacceptable to just enter Forenames. You are also reminded that only Registered Players are eligible to play

Notes: -

Highest Start	Div 1	(180 1)	C Grannell; A Pulling	Most 120+	Div 1	(11)	J Turner
	Div 2	(180 1)	N Leyton		Div 2	(6)	C Craven
Highest Finish	Div 1	(0)		180's	Div 1	(1)	10 Players
	Div 2	(131)	I Johnson		Div 2	(1)	4 Players
Highest Wins/Matches	Div 1	(4)	D Travers; I Vaughan; J Turner				
	Div 2	(4)	D Lee; C Craven; S Craven				

X = Lost V = Void
L = Late N = No Show
P = Postponed