



SuperFlex Best Ball Dynasty Draft
Sat., Jul 20 2024 7:00:00 PM
Rounds: 10

Round 1

1. Threat Level Midnight - Overall 1
2. *The Pain Company - Overall 2
3. New - Overall 3
4. Youngbloods - Overall 4
5. BulldogsNS1 - Overall 5
6. GANG - Overall 6
7. 7.3 Michigan Panthers SF BB - Overall 7
8. LLUA APWAOAOT BB SFLX renewed - Overall 8
9. dynasty destroyers3 bb - Overall 9
10. BulldogsNS1 - Overall 10
11. GANG - Overall 11
12. BulldogsNS1 - Overall 12

Round 2

1. dynasty destroyers3 bb - Overall 13
2. Threat Level Midnight - Overall 14
3. New - Overall 15
4. Youngbloods - Overall 16
5. Quack Quack Ruggiero - Overall 17
6. Ominous Anomaly - Overall 18
7. 7.3 Michigan Panthers SF BB - Overall 19
8. LLUA APWAOAOT BB SFLX renewed - Overall 20
9. dynasty destroyers3 bb - Overall 21
10. Youngbloods - Overall 22
11. GANG - Overall 23
12. *The Pain Company - Overall 24

Round 3

1. Quack Quack Ruggiero - Overall 25
2. *The Pain Company - Overall 26
3. New - Overall 27
4. Youngbloods - Overall 28
5. BulldogsNS1 - Overall 29
6. GANG - Overall 30
7. Youngbloods - Overall 31
8. LLUA APWAOAOT BB SFLX renewed - Overall 32
9. dynasty destroyers3 bb - Overall 33
10. Threat Level Midnight - Overall 34
11. GANG - Overall 35
12. Ominous Anomaly - Overall 36

Round 4

1. Quack Quack Ruggiero - Overall 37
2. Quack Quack Ruggiero - Overall 38
3. New - Overall 39
4. Youngbloods - Overall 40
5. Quack Quack Ruggiero - Overall 41
6. 7.3 Michigan Panthers SF BB - Overall 42
7. *The Pain Company - Overall 43
8. LLUA APWAOAOT BB SFLX renewed - Overall 44
9. dynasty destroyers3 bb - Overall 45
10. BulldogsNS1 - Overall 46
11. GANG - Overall 47
12. Ljack - Overall 48

Round 5

1. Ominous Anomaly - Overall 49
2. *The Pain Company - Overall 50
3. New - Overall 51
4. 7.3 Michigan Panthers SF BB - Overall 52
5. BulldogsNS1 - Overall 53
6. Ominous Anomaly - Overall 54
7. 7.3 Michigan Panthers SF BB - Overall 55
8. LLUA APWAOAOT BB SFLX renewed - Overall 56
9. dynasty destroyers3 bb - Overall 57
10. Threat Level Midnight - Overall 58
11. GANG - Overall 59
12. Ljack - Overall 60

Round 6

1. Threat Level Midnight - Overall 61
2. *The Pain Company - Overall 62
3. New - Overall 63
4. Youngbloods - Overall 64
5. BulldogsNS1 - Overall 65
6. Ominous Anomaly - Overall 66
7. 7.3 Michigan Panthers SF BB - Overall 67
8. LLUA APWAOAOT BB SFLX renewed - Overall 68
9. dynasty destroyers3 bb - Overall 69
10. Threat Level Midnight - Overall 70
11. GANG - Overall 71
12. Ljack - Overall 72



Round 7

1. Threat Level Midnight - Overall 73
2. *The Pain Company - Overall 74
3. New - Overall 75
4. Youngbloods - Overall 76
5. BulldogsNS1 - Overall 77
6. Ominous Anomaly - Overall 78
7. Threat Level Midnight - Overall 79
8. LLUA APWAOAOT BB SFLX renewed - Overall 80
9. dynasty destroyers3 bb - Overall 81
10. Ljack - Overall 82
11. GANG - Overall 83
12. Ljack - Overall 84

Round 8

1. Ljack - Overall 85
2. 7.3 Michigan Panthers SF BB - Overall 86
3. New - Overall 87
4. Youngbloods - Overall 88
5. BulldogsNS1 - Overall 89
6. Ominous Anomaly - Overall 90
7. 7.3 Michigan Panthers SF BB - Overall 91
8. LLUA APWAOAOT BB SFLX renewed - Overall 92
9. dynasty destroyers3 bb - Overall 93
10. *The Pain Company - Overall 94
11. GANG - Overall 95
12. Ljack - Overall 96

Round 9

1. Quack Quack Ruggiero - Overall 97
2. *The Pain Company - Overall 98
3. New - Overall 99
4. Youngbloods - Overall 100
5. BulldogsNS1 - Overall 101
6. Ominous Anomaly - Overall 102
7. Quack Quack Ruggiero - Overall 103
8. LLUA APWAOAOT BB SFLX renewed - Overall 104
9. dynasty destroyers3 bb - Overall 105
10. 7.3 Michigan Panthers SF BB - Overall 106
11. GANG - Overall 107
12. Quack Quack Ruggiero - Overall 108

Round 10

1. Quack Quack Ruggiero - Overall 109
2. *The Pain Company - Overall 110
3. New - Overall 111
4. Youngbloods - Overall 112
5. BulldogsNS1 - Overall 113
6. Ominous Anomaly - Overall 114
7. 7.3 Michigan Panthers SF BB - Overall 115
8. LLUA APWAOAOT BB SFLX renewed - Overall 116
9. dynasty destroyers3 bb - Overall 117
10. Quack Quack Ruggiero - Overall 118
11. GANG - Overall 119
12. Ljack - Overall 120