



Best 2 out of 3

SCORING - Please review sheet for accuracy and wrong scores before turning in. Cheating results in expulsion from tournament.

	TEAM - ID NAME	GAME NUMBERS						Enter # Wins	
						1	2		3
H O M E	Player ID								
	1. Name								
	Player ID								
	2. Name								

Teams that significantly outperform their entry-skill ratings will be removed from tournament play.

	TEAM - ID NAME	GAME NUMBERS						Enter # Wins	
						1	2		3
V I S I T O R	Player ID								
	1. Name								
	Player ID								
	2. Name								

Visitor Team Signature: _____

Signature Verifies the Total

Home Team Signature: _____

OPEN DOUBLES CRICKET

1. Flip a coin for Home or Visitor.
2. Fill in all of the required information from ID badge.
3. The game is Cricket with a split (25/50-point) bull's-eye.
4. Players will play on same score. After the first game, losers start next game.
5. You will diddle to see who starts the final game. The winner of the coin toss will have the option on the diddle.
6. At the end of each game, you must record all players' Marks Per Round averages displayed on the dart machine.

Circle the game number of team that wins.

Retrieval of Scores and Game Set-Up Instructions - See back of scoresheet.

Round limit is 25. At round limit end, the winner is based on total points unless points are tied then total marks will decide the winner.

The speed of play depends on you and your teammates.

NO EXCEPTIONS FOR NOT BEING AT YOUR BOARD WHEN IT IS YOUR TURN TO PLAY

Please return this scoresheet to your control station after the completion of your match.

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CYBERDINE

