

One "A" Player selected for each team  
 Other players selected by blind draw from index cards

# SCORESHEET

WEDNESDAY  
 NITE *Scramble*

Play on tables 1 2 3 4 5 6 7 8 9

(13 Participants)

(W)in / (L)ose

Team 1

Team 2

|   |  |              |              |              |              |       |              |   |  |
|---|--|--------------|--------------|--------------|--------------|-------|--------------|---|--|
| 1 |  | <u>1</u> - 4 | 1 - <u>5</u> | <u>1</u> - 6 | 1 - <u>7</u> | 1 - 4 | 1 - <u>5</u> | 4 |  |
| 2 |  | <u>2</u> - 5 | 2 - <u>6</u> | <u>2</u> - 7 | 2 - <u>4</u> | 2 - 5 | 2 - <u>6</u> | 5 |  |
| 3 |  | <u>3</u> - 6 | 3 - <u>7</u> | <u>3</u> - 4 | 3 - <u>5</u> | 3 - 6 | 3 - <u>7</u> | 6 |  |
|   |  |              |              |              |              |       |              | 7 |  |

Total Wins \_\_\_\_\_

(18 matches)

Total Wins \_\_\_\_\_

Player in **underline** breaks

Team with highest Win count wins. Ties are broken by Lag. Losing Lag wins second place.

Time Outs: Players have 2 time out opportunities each game.

--1 time-out initiated by player; 1 time-out initiated by team member

--Any one team member may help

One "A" Player selected for each team  
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WEDNESDAY  
 NITE *Scramble*

Play on tables 1 2 3 4 5 6 7 8 9

(13 Participants)

(W)in / (L)ose

Team 3

Team 4

|   |  |              |              |              |       |              |              |   |  |
|---|--|--------------|--------------|--------------|-------|--------------|--------------|---|--|
| 1 |  | <u>1</u> - 4 | 1 - <u>5</u> | <u>1</u> - 6 | 1 - 4 | 1 - 5        | 1 - 6        | 4 |  |
| 2 |  | <u>2</u> - 5 | 2 - <u>6</u> | <u>2</u> - 4 | 2 - 5 | 2 - 6        | 2 - 4        | 5 |  |
| 3 |  | <u>3</u> - 6 | 3 - <u>4</u> | <u>3</u> - 5 | 3 - 6 | <u>3</u> - 4 | 3 - <u>5</u> | 6 |  |

Total Wins \_\_\_\_\_

(18 matches)

Total Wins \_\_\_\_\_

Player in **bold underline** breaks

Team with highest Win count wins. Ties are broken by Lag. Losing Lag wins second place.

Time Outs: Players have 2 time out opportunities each game.

--1 time-out initiated by player; 1 time-out initiated by team member

--Any one team member may help