



REMOTE LEAGUE

SCORE SHEET

HOME _____ AWAY _____ DATE _____

Pos	Player Names	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	PLAYER WINS
H1																	
H2																	
H3																	
H4																	
H5																	
H6																	
Home Team Wins																	

Pos	Player Names	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	PLAYER WINS
A1																	
A2																	
A3																	
A4																	
A5																	
A6																	
Away Team Wins																	

#	GAME TYPE	SHOOTING ORDER
1	501 O/O	H1 - A1 - H2 - A2
2	Cricket 200	A2 - H2 - A1 - H1
3	301 D/D	H1 - A1 - H2 - A2
4	Cricket 200	A1 - H2
5	501 O/O	H2 - A2 - H1 - A1

#	GAME TYPE	SHOOTING ORDER
6	Cricket 200	A1 - H2 - A2 - H1
7	301 D/D	H2 - A1 - H1 - A2
8	Cricket 200	A2 - H1
9	501 O/O	H2 - A2 - H1 - A1
10	Cricket 200	A2 - H2 - A1 - H1

#	GAME TYPE	SHOOTING ORDER
11	501 O/O	H1 - A1 - H2 - A2
12	301 D/D	A2 - H2
13	Cricket 200	H1 - A1 - H2 - A2
14	301 D/D	A1 - H1
15	701 O/O	H2 - A2 - H1 - A1

501 & 701 games = 50 pt. Bulls. You can double out on a bull for 301, if it is the black double bull, not the red single bull.
 2-score (team)= 501/701. 4-score (individual team scores) 301 D/D (freeze rule).
 301 D/D/ split (25/50) bull. Losers shoot first after Game 1.