

DATE: OPTION SHEET #1				Darters of Cincinnati			
TEAM		# of wins		TEAM			
GAME	PLAYERS			PLAYERS	GAME		
	1)			1)			
	2)			2)			
	3)			3)			
	4)			4)			
=====	=====	=====	=====	=====	=====	=====	=====
				=			
D- 501	1 or (4) & 2			1 or (4) & 2	D - 501		
S - 501	3			3	S - 501		
D - 501	1 & 3 or (4)			1 & 3 or (4)	D - 501		
S - 501	2			2	S - 501		
D-501	2 or (4) & 3			2 or (4) & 3	D - 501		
S - 501	1 or (4)			1 or (4)	S - 501		
D- CRKT	1 & 2 (4)			1 & 2 (4)	D- CRKT		
S- CRKT	3			3	S- CRKT		
D- CRKT	1(4) & 3			1(4) & 3	D-CRKT		
S-CRKT	2 (4)			2 (4)	S - CRKT		
D - CRKT	2 & 3 (4)			2 & 3 (4)	D - CRKT		
S - CRKT	1			1	S - CRKT		
CHOOSE	1 & 2			1 & 2	CHOOSE		
CHOOSE	3 (4)			3 (4)	CHOOSE		
CHOOSE	1 & 3 (4)			1 & 3 (4)	CHOOSE		
CHOOSE	2			2	CHOOSE		
CHOOSE	2 (4) & 3			2 (4) & 3	CHOOSE		
CHOOSE	1			1	CHOOSE		
	Captain Sign		TOATL	Captain Sign			

**SEE NEXT PAGE FOR CLARIFICATIONS
AND EXPLINATIONS**

Darters of Cincinnati

Possible score sheet clarifications.

FOR SHEET #1

Each team must have at least 3 players to play. You may have up to 5 on the roster and may have 4 play on one (any or all) night(s). Keep in mind this is designed to accommodate a three person teams, but we want to option teams who want to have 4 players.

The players number will be listed as the number coinciding with how listed on sheet and the matches listed MUST be followed. The 4th (optional player) may ONLY play in slot allotted. The way the matches are “scheduled” gives an option for the 4th player to play in multiple “slots” but may ONLY play in one of the “legs” when the option is given in two slots.

Example - when player 4 is optioned in any “leg” or section twice – such as first section of 501 where in the third leg player #4 may play instead of player #2 OR player #1 in the singles match – Player #4 may ONLY play in one of those matches. This insures teams that have 4 players equally distribute the matches among that team equally as well as not to “stack” one player to have unfair advantage.

If you start the night with 4 you do not have to end with 4. The first three listed will be considered the core 3 and the #4 is an option. If one of the first three listed cannot finish the night, player #4 may ONLY compete in matches where optioned and all matches for missing player will be awarded to other team if a singles match – the doubles match shall be played “short” with the single player forfeiting every other turn.

Corking options - The visiting team will have choice on cork. The winner of the cork shall start all matches EXCEPT the CHOOSE MATCHES – The “Choose” matches the visiting team shall have “option” on the cork. The winner of the cork will have the option of either calling either 501 or cricket – or starting the match, with the calling of game to the other person/team.

Sample DOC