

"Race to 30" (Wheelchair) Scoresheet

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Team A	
Table	
Captain	
Coach	

	Team B
Table	
Captain	
Coach	

PLAYERS		PLAYERS	
A			A
B			B
C			C

ELEMENTS	PLAYERS	SCORE	PLAYERS	ELEMENTS
D1	A & B	:	A & B	D1
D2	B & C	:	B & C	D2
D3	A & C	:	A & C	D3

Coin-flip - Starting table:

TEAM A		TEAM B	
1			1
2			2
3			3
4			4
5			5
6			6
7			7
8			8
9			9
10			10
11			11
12			12
13			13
14			14
15			15

TEAM A		TEAM B	
16			16
17			17
18			18
19			19
20			20
21			21
22			22
23			23
24			24
25			25
26			26
27			27
28			28
29			29
30			30

TEAM'S TIME-OUT			
TEAM A		TEAM B	
1			1
2			2
3			3

SIGNATURES			
TEAM A		TEAM B	

RULES
Play
<ul style="list-style-type: none"> • Race to 30 pts, win by 2 (match total). • 3 elements: D1, D2, D3 • Played by 3 different players <ul style="list-style-type: none"> ◦ Player A & Player B ◦ Player B & Player C ◦ Player A & Player C • Element endings / running score targets: <ul style="list-style-type: none"> ◦ D1 → first to 10 ◦ D2 → first to 20 ◦ D3 → first to 30, then continue past 30 until a 2-pt lead • 90 s between elements (setup & warm-up). • 2 × 45 s time-outs per element (not carried over). • Tie-break rotation: 1 ball on the first table, then 2 balls alternately on each table to the end.
Substitutions
<ul style="list-style-type: none"> • Cost 1 time-out per substitutions session. • You may change one or both players. • Allowed after running score hits: 5 (D1), 15 (D2), 25 (D3).
Coin flips
<ul style="list-style-type: none"> • 1st flip : Winner chooses table side (for all elements). • 2nd flip : Winner chooses starting table or first serve; the other team gets the remaining option.
Forfeit
<ul style="list-style-type: none"> • If a player cannot play, the first element D1 is forfeited 10-4.