

# "Race to 30" (Wheelchair) Scoresheet



Team A			Team B
Table			Table
Captain			Captain
Coach			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

- Race to 30 pts, win by 2 (match total).
- 3 elements: D1, D2, D3
- Played by 3 different players
  - Player A & Player B
  - Player B & Player C
  - Player A & Player C
- Element endings / running score targets:
  - 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

- 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

- 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

- If a player cannot play, the first element D1 is forfeited 10-4.