

"Race to 30" Scoresheet



Team A			Team B
Table			Table
Captain			Captain
Coach			Coach

ELEMENTS	PLAYERS	SCORE	PLAYERS	ELEMENTS
S1		:		S1
D1		:		D1
S2		:		S2
D2		:		D2

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
4			4

SIGNATURES	
TEAM A	TEAM B

RULES

Play

- Race to 30 pts.
- 3 elements: S1, S2, D1 (4 different players).
- Element endings / running score targets:
 - S1 → first to 10
 - S2 → first to 20
 - D1 → first to 30
- 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.
- In doubles, you may change one or both players.
- Allowed after running score hits: 5 (S1), 15 (S2), 25 (D1).

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.