

2013 Pearl Vodka Darts - Tournament of Champions (TOC)

Provided by: Partners Promoting Darts (PPD) member operating companies. The PPD is comprised of progressive dart league and amusement machine operating companies nationwide. www.dartstoc.com

Revised: 1/7/13: added Break-Out Rule (pages 8,9)

Revised: 6/7/12: Vouchers for all contest including Doubles and Triples in 2013. Use tournament statistics from prior tournaments for registration (if higher than current stats) in all 2013 TOC flighted contests.

What, when, and where:

What: A five-day \$272,000 ADDED darting event with:

- **Two (2) \$100,000 sponsored “Finale events” (one for men and one for Women) = \$200,000 sponsor provided payouts on one day. Payouts to entire Finale field, even last place @ \$1,000 to the 64th place team and \$20,000 paid to the 1st place team. NO ENTRY FEE. See: “Earning a Finale voucher” on page 2, below and “general information about voucher system, registration and event formats” on page 6 below.**
- **Sixteen (16) \$750 sponsor added-money “Qualifier contests” (eight contest for men and eight for women) = \$12,000 added to 100% payback payouts on these 16 contests leading up to the Finales. The top 8 players from each Qualifier advance for FREE to compete in one of the \$100,000 “Blind Draw Doubles” Finales. Qualifier entry fee is \$100. Each qualifier pays \$500 to the winner and every position at least \$100 including last place, essentially making qualifier entry fee FREE. See: “Earning a Qualifier voucher” on page 3, below, Finale information on page 2 below and “general information about voucher system, registration and event formats” on page 6 below.**
- **Sixteen (16) \$1,500 added-money “Flighted Doubles” team contests (eight “Open Doubles” and eight “Mixed doubles”) = \$24,000 added to 100% payback payouts to top 25% of field. Flighted competition = fair for all skill levels. Open to all eligible PPD league players nationwide. \$ entry fee per person per contest = \$60 per team. See: “Flighted contest” information on page 4, below and “general information about registration and event formats” on page 6 below.**
- **Sixteen (16) \$2,250 added-money “Flighted Triples” team contests (eight “Open Triples” and eight “Mixed Triples”) = \$36,000 added to 100% payback payouts to top 25% of field. Flighted competition = fair for all skill levels. Open to all eligible PPD league players nationwide. \$ entry fee per person per contest = \$90 per team. See: “Flighted contest” information on page 4, below and “general information about registration and event formats” on page 6 below.**

When: Saturday October 19, – Wednesday October 23, 2013.

Where: Kansas City Missouri @ The KCI Exposition Center. This venue is near the KC International Airport to evenly share travel time and costs for all who attend from across America.

Earning a Finale voucher: (aka Golden Ticket) @ 64 for men and 64 for women = 128 total Finale vouchers to issue: Finale vouchers entitle players to compete directly in the \$100,000 Finale.

Finale-voucher player requirement: Finale vouchers can be issued to any player a league operator certifies competed in dart league on dartboards owned by the league operator with minimum standards as follows:

- The league operator certifies the player has participated in a minimum of **400 league and or tournament** games **prior to July 15, 2013** in any combination of cricket and 01 where the league operator has retained statistics that can be shared with officials, which statistics demonstrate the player has achieved a minimum average Mark Per Round (MPR) or Point Per Dart (PPD) (Open/In Open/Out games only) of:

For Men: **2.6 MPR or 26 PPD**, or higher standards as may be established by the local league operator.

For Women: **1.8 MPR or 18 PPD**, or higher standards as may be established by the local league operator.

Note #1: For **2013**, the PPD will use the highest known average for each player using a player's current best statistic from one of two sources. A) Player's current best league stat, which stat contains at least 24 league games of cricket or 01- Open/In Open/Out games, or B) Player's history average from all league data.

Note #3: Each PPD **operator** has the option to increase player voucher requirements above PPD set standards. An **operator** may require higher statistical skill levels, more league games played, more nights of league play, or any other higher standard. Please see your local PPD league operator to confirm local requirement details.

Finale voucher holders are not required to preregister for the Finale by the PPD. Please contact your local PPD vendor to determine their policy regarding Finale voucher acceptance and verification of your plans to attend the Pearl Vodka Darts TOC to compete in the Finale.

During "Bonus registration", a Finale voucher holder may register for any open positions in as many Qualifiers as he/she chooses during all four qualifying days - on a first come first served basis and limited to one qualifier entry per individual per day during Bonus registration. More details about this feature can be found in Qualifier information on page 3 and earning multiple Finale entries (byes) on page 7 below.

IMPORTANT! Please also see "General information about voucher system, registration and event formats" beginning on page 6 below.

Finale payouts: \$200,000 total payout with \$100,000 for men and \$100,000 for women.

64: BLIND-DRAWN DOUBLES (TWO-PLAYER) TEAMS; in a 64 position TRIPLE-ELIMINATION bracket contest for each gender. Separate Finale for Men and Women.

128 players of each gender in a Finale as follows: 64 Finale voucher holders plus 8 players from each of the eight qualifiers (= another 64 players) totaling 128 players BLIND-DRAWN for partners in the Men's Finale and the same for the Women's Finale.

Position	Sponsor provided payout per "Team"		
1st	\$20,000 for Men	- and -	\$20,000 for Women
2nd	\$10,000 for Men	- and -	\$10,000 for Women
3rd	\$5,000 for Men	- and -	\$5,000 for Women
4th	\$2,000 for Men	- and -	\$2,000 for Women
5 th	\$1,750 for Men	- and -	\$1,750 for Women
6th	\$1,650 for Men	- and -	\$1,650 for Women
7 th	\$1,550 for Men	- and -	\$1,550 for Women
8 th	\$1,450 for Men	- and -	\$1,450 for Women
9 th	\$1,350 for Men	- and -	\$1,350 for Women
10th	\$1250 for Men	- and -	\$1,250 for Women
11 – 64th	\$1,000 for Men	- and -	\$1,000 for Women

Earning a Qualifier voucher: Qualifier vouchers (Saturday, Sunday, Monday and Tuesday) @ 256 for both male and female players = 512 total qualifier vouchers to issue: Qualifier vouchers entitle players to register to compete in **ONE (1)** of eight **Saturday through Tuesday** qualifier tournaments (**32-person TRIPLE-ELIMINATION SINGLES contests**). Each qualifier contest is 100% payback and has \$750 added. The top 8 players from each qualifier will advance to a **Wednesday** Finale.

Qualifier vouchers can be issued to any player a PPD league operator certifies competed in dart league on dartboards owned by the league operator with minimum standards as follows:

Qualifier voucher player requirement: The **league operator** certifies the player has participated in a minimum of **0 league and or tournament** games **prior to July 15, 2013** in any combination of cricket and 01 where the league operator has retained statistics that can be shared with officials, which statistics demonstrate the player has achieved a minimum average Mark Per Round (MPR) or Point Per Dart (PPD) (Open/In Open/Out games only) of:

For Men: **2.4 MPR or 24 PPD**, or higher standards as may be established by the local PPD league operator.

For Women: **1.5 MPR or 15 PPD**, or higher standards as may be established by the local PPD league operator.

Note #1: For **2013**, the PPD will use the highest known average for each player using a player's current best statistic from one of two sources. A) Player's current best league stat, which stat contains at least 24 league games of cricket or 01- Open/In Open/Out games, or B) Player's history average from all league data.

Note #2: Each PPD **operator** has the option to increase player voucher requirements above PPD set standards. An **operator** may require higher statistical skill levels, more league games played, more nights of league play, or any other higher standard. Please see your local PPD league operator to confirm local requirement details.

IMPORTANT! Please also see "General information about voucher system, registration and event formats" beginning on page 6 below.

Qualifier payouts with \$750 added to each of 16 brackets (8 for women and 8 for men). Total added to qualifiers = \$12,000 Note: last place pays back same as \$100 entry fee. In reality, qualifier entry fee is free.

Place	Payout/Prize per person
1st	\$500 and entry to Finale
2nd	\$0 and entry to Finale
3rd	\$200 and entry to Finale
4th	\$150 and entry to Finale
5th	\$100 and entry to Finale
6th	\$100 and entry to Finale
7th	\$100 and entry to Finale
8th	\$100 and entry to Finale
9th-32nd	\$100

Wild Card TOC Finale entry drawn from Qualifiers: If there are absent players at the Finale 10 am **Wednesday** forfeit time, absent players will be eliminated except that should there be an odd number of total players, leaving one player without a partner, then a **wildcard** entry will be selected to complete the final team for the Men's or Women's Finale.

One male Qualifier player and one female Qualifier player may be selected at random from all 16, 9th place finishers from each gender's qualifiers as the wild card entry to replace a missing player in a \$100,000 TOC Finale. The 9th place players in attendance will be placed into a drawing with the wildcard entry drawn at random at that time (10am Tuesday) if a wild card is needed due to a no-show.

Earning a Doubles or Triples (Flighted contest) voucher: Doubles or Triples vouchers (Saturday, Sunday, Monday and Tuesday) @ 2,560 to issue: Doubles and Triples vouchers entitle players to register to compete in **ONE (1)** of the Friday through **and** Monday Doubles or Triples tournaments (**32-person TRIPLE-ELIMINATION flighted bracket contests**). Each contest is 100% payback and has \$1500 added to each flight/bracket for Doubles and \$2,250 added to each Triples flight/bracket.

Doubles/Triples vouchers can be issued to any player a PPD league operator certifies competed in dart league on dartboards owned by the league operator with minimum standards as follows:

Doubles/Triples voucher player requirement: The **league operator** certifies the player has participated in a minimum of **200 league and or tournament** games **prior to July 15, 2013** in any combination of cricket and 01 where the league operator has retained statistics that can be shared with officials

Flighted contest information: \$60,000 added to "Flighted" competition offered Saturday through Tuesday. For all skill-level players certified by a PPD operator to have competed in dart league on dartboards owned by the league operator as follows:

The PPD **league operator** certifies the player has participated in a minimum of **200 league and or tournament** games **prior to July 15, 2013** in any combination of cricket and 01 where the league operator has retained statistics that can be shared with PPD officials. Player statistics shall demonstrate the player has achieved an average Mark Per Round (MPR) or Point Per Dart (PPD) (Open/In Open/Out games only) for use in registering and flighting for the capped and flighted events.

Each PPD **operator** has the option to increase player requirements above PPD set standards. An **operator** may require higher statistical skill levels, more league games played, more nights of league play, or any other higher standard an operator may determine. Please see your local PPD league operator to confirm local requirement details.

Please also see “General information about voucher system, registration and event formats” on page 6 below.

Flighted Doubles and Triples contests on Saturday through Tuesday at 10:00 am and 5 pm each day as follows:

Saturday and Monday @ 10:00 am “forfeit time” - “Mixed Doubles”: 100% payback plus \$1,500 added to each of four flights. Requires one male and one female player. Four flights based upon skill stats gathered from prior league and or tournament play. Each flight is a 32 position, triple elimination bracket. One (1) non-capped flight and three (3) capped at **49 ppd** or below. \$60 per team entry fee. Pre-registration and pre-payment required. Registration is open August 1 through September 30th, 2013. See website to register.

Mixed Doubles and Open Doubles Payouts

One (1) non-capped Flight and three (3) capped flights at 49 ppd or less offered at each scheduled time.

Prize pool per flight:

Added Money: \$1500

Entry Fees based upon full flights: $32 \times \$60 = \1920

Total Pool: \$3420

1st - \$1000

2nd - \$750

3rd - \$500

4th - \$400

5th - \$0

6th - \$200

7th - \$150

8th - \$120 Based upon full flights

Saturday and Monday @ 5 pm “forfeit time” - “Mixed Triples”: 100% payback plus \$2,250 added to each of four flights. Requires at least one female player. Four flights based upon skill stats gathered from prior league and or tournament play. Each flight is a 32 position, triple elimination bracket. One (1) non-capped flight and three (3) capped at **69 ppd** or below. \$90 per team entry fee. Pre-registration and pre-payment required. Registration is open August 1 through September 30th, 2013. See website to register.

Mixed Triples and Open Triples Payouts

One (1) non-capped Flight and three (3) capped flights at 69 ppd or less offered at each scheduled time.

Prize pool per flight:

Added Money: \$2250

Entry Fees based upon full flights: $32 \times \$90 = \2880

Total Pool: \$51

1st - \$1500

2nd - \$1200

3rd - \$750

4th - \$600

5th - \$450

6th - \$0

7th - \$180

8th - \$150 Based upon full flights

Sunday and Tuesday @ 10:00 am “forfeit time” - “Open Doubles”: 100% payback plus \$1,500 added to each of four flights. Any gender combination of two players. Four flights based upon skill stats gathered from prior league and or tournament play. Each flight is a 32 position, triple elimination bracket. One (1) non-capped flight and three (3) capped at **49 ppd** or below. \$60 per team entry fee. Pre-registration and pre-payment required. Registration is open August 1 through September 30th, 2013. See website to register.

Sunday and Tuesday @ 5 pm “forfeit time” - “Open Triples”: 100% payback plus \$2,250 added to each of four flights. Any gender combination of three players. Four flights based upon skill stats gathered from prior league and or tournament play. Each flight is a 32 position, triple elimination bracket. One (1) non-capped flight and three (3) capped at **69 ppd** or below. \$90 per team entry fee. Pre-registration and pre-payment required. Registration is open August 1 through September 30th, 2013. See website to register.

Note: to prevent double event registration, players who register for a morning Qualifier will not be allowed to register for a Doubles event on the same day and likewise for the afternoon Qualifiers and Triples events on the same day.

General information about voucher system, registration and event formats: Each sponsor (PPD operating company) is entitled to award two types of non-transferrable vouchers for both men and women in their area. There are 640 vouchers (320 for each gender) available as follows:

Finale Vouchers @ 128 as follows: 128 individuals (64 men and 64 women) will earn a Finale voucher to participate directly into a \$100,000 Finale. Finale vouchers will go to players who achieve the standards set by their local sponsoring company (see your local PPD operator) and the player qualifications set by the PPD sanctioning body as described on page 2 above.

Qualifier vouchers @ 512 as follows: 512 individuals (256 men and 256 women) will earn a voucher to participate in a \$750 added Qualifier and from each qualifier the top eight (8) players will advance to a \$100,000 Finale. There are two (2) qualifier events for both men and women during each of the first four days of the TOC. This equates to 16 qualifiers in all. There are 32 entries in each qualifier. $16 \times 32 = 512$ total Qualifier vouchers. Each Qualifier is Triple Elimination.

Doubles/Triples vouchers @ 2,560 as follows: All league players with more than 200 games may utilize doubles and Triples vouchers to participate in a \$1,500 and \$2,250 added per flight contests. There are four (4) brackets/flights of doubles and Triples contests each of the first four days of the TOC. This equates to 16 brackets/flights of each in all. There are 32 entries in each bracket/flight. $16 \times 32 \times \text{doubles} = 1,024$ total Doubles vouchers and $16 \times 32 \times \text{Triples} = 1,536$ Triples vouchers. Each is Triple Elimination.

Voucher allotments: Vouchers are distributed to PPD operators proportionate to the amount of sponsorship provided by each local PPD league operator. Vouchers are available to players in states all across America (contingent upon meeting player qualifications). See operator list at www.dartstoc.com to find your nearest participating PPD dart league operator.

www.dartstoc.com : To facilitate the voucher system and tournament registration; a secure website is used to provide each PPD league operator a method to electronically issue vouchers for their players. When a player voucher is issued, the player’s name then appears on a corresponding eligible player list for registering to compete at the TOC. Players will then electronically register themselves for the TOC and remit their entry fees for all events selected by the player.

Issuing vouchers to players: League operators issue vouchers electronically. **Starting at 8 am central time August 1, through 4 pm central time on September 30, 2013 via operator control “portal” at www.dartstoc.com** . In addition to issuing vouchers, League operators may also:

Register their voucher recipients for Qualifiers and Finales. Registering players for Qualifiers and Finale requires payment of entry fee (for Qualifiers) and inclusion of all required player details. Registration for each Qualifier is first come first served.

Edit voucher recipients (re-issue a voucher by deleting a player and replacing them with another).

Transfer (sell or trade) any or all of their vouchers to other PPD operators.

Player Registration: Player entries in all TOC contest are required to be pre-registered through the www.dartstoc.com website along with the appropriate corresponding entry fee pre-paid through the website using PayPal services. Regular player registration begins at **8 am central time on August 1, 2013** and continues **through 4 pm central time on September 30, 2013**. Player registration for each Qualifier and all flighted events is first come first served.

Bonus Player Registration: Bonus registration begins at **4:01 pm central time on September 30, 2013** and last **through 4 pm central time on October 11th**. An 11-day Bonus registration period allowing voucher holders to register for any unfilled positions in additional Qualifiers; limited to one (1) additional qualifier entry per voucher holder per day until all Qualifier positions are filled.

Voucher Reservation system: An operator selectable option, where each can choose to “reserve” their share of vouchers prior to the August 1st, start of voucher distribution and player registration.

The voucher reservation system is available to each PPD operator to ensure the operator has equal distribution of vouchers across all eight (8) Qualifiers – to reduce the odds of too many of any one operator’s players being in the same Qualifier contest. An operator who wishes to reserve vouchers will do so by selecting and recording that decision via the operator “voucher management” portal at www.dartstoc.com. “Voucher reservation” may be selected by the operator between July 15 and July 31

For example: An operator with fifteen (15) Qualifier vouchers who elects to reserve vouchers - the system will automatically reserve one (1) roster position in each of the eight (8) Qualifiers because, for this example, there are more than eight (8) vouchers to reserve. Then, the system will require the operator to select a Qualifier for each of the remaining seven (7) vouchers to be reserved. The result for the operator in this example is a reservation of two (2) roster positions in seven (7) of the eight (8) Qualifiers and one (1) reservation in one (1) Qualifier with all fifteen (15) voucher positions reserved.

Entry conflict priority: Should registering in an additional qualifier during Bonus registration create a conflict with a previously paid Doubles or Triples contest the registration system will place priority on the Qualifier and remove the player entry from the conflicting Doubles or Triples event.

Using subs at a Doubles or Triples contest: Subs are allowed in the Doubles and Triples contest provided the substituting player is equal to or lower than the player that is missing and providing the substitution is done prior to the posted forfeit time.

Top players can earn more than one Finale entry to win more Finale money and create byes in the Finale bracket: Players are allowed to compete to earn multiple Finale entries – in several scenarios.

- 1, Players may be issued more than one type of voucher from their local PPD operator.
- 2, Qualifier voucher holders may register for other non-utilized qualifier positions in more than one qualifier by registering to compete during the Bonus registration period; limited to one (1) qualifier entry per day until all qualifier positions are filled and on a first come first served basis.
- 3, Finale voucher holders may also register for any unused qualifier vouchers on a first come first served basis during the Bonus registration period; limited to one (1) qualifier entry per day until all qualifier positions are filled.

As shown in the Finale payouts, every position pays at least \$1,000 to the team including last place. Any player who earns a second [or more] entries to the **Wednesday** Finale will become the owner of a share of any byes created and as such will share a portion of the payout for any byes created. For example: A player who earned a Finale entry may be able to register to compete in three qualifiers (if vouchers are left unused by other players in those qualifiers). If that player then finishes in the top 8 of all three of those other qualifiers, contributing to the creation of one and a half (1 & 1/2) Finale byes and presuming there is at least one other multi-entry to make an even two byes, then, the player will earn an additional \$1,500 in Finale prize money in addition to any and all other money the player wins in the qualifiers and in the Finale.

Note: should there be an odd number of multi-entry winners, PPD officials will require an even number of byes to ensure no single player with a valid Finale entry is turned away. In this case, we will divide all bye money between the multi-entry players proportionate to their number of Finale entries earned.

Triple Elimination: There is a “Winner’s side”, “Survivor’s side” and “Loser’s side” on each Triple elimination bracket. Everyone must be beaten three (3) times to become eliminated.

Player shooting order: The “League feature” is used for all tournament games. Player shooting order is selected in the league set-up for each game played in the contest prior to the start of each game. Shooting order is determined by the players on a team at that time. Player shooting order may be changed during a match, but not during a game. Once a game has been started the game must be completed with the shooting order selected unless all players on both teams agree there was a mistake in the game set-up, in which case PPD officials will re-set the machine.

CRICKET REMINDER: all Cricket games cut off at 20 rounds! Be aware of this in determining game strategy.

Freeze rule: A player may not take a game out if their partner’s score is higher than the combined score of the two opposing players. If a player’s partner’s score is equal to or less than the combined score of the two opposing players, that player may take the game out. If a player reaches zero when he/she is “frozen”, the win is credited to the opposing team.

The Shooters Advantage: A dart that sticks in a mark but does not register that mark, will be manually scored by an official. A dart that “flights” a beneficial mark on the way in, but sticks elsewhere, will not be manually un-scored. To apply the Shooters advantage rule: the match must be stopped. All darts must be left exactly as thrown until verified and scored by a PPD official. If the darts are removed, the score displayed will remain.

Break-Out Rule: To ensure the fairest competition and as a fail-safe measure to prevent sandbagging in leagues causing damage to tournament competition at the PVD TOC, we track all tournament data just like local leagues. In addition to requiring large numbers of league games to qualify to compete at the PVD TOC we also track tournament data for each player who exceeds 180 darts thrown during any combination of contest at the PVD TOC. 180 tournament darts or more will establish a “tournament statistic” for any player.

Players are strongly advised to review their cumulative league statistic as found on this site [“registration stat”] to ensure their registration stat accurately demonstrates their true skill and tournament darts ability. A player with any significant doubt should contact their league coordinator to request an adjustment be made to their statistic to avoid “break out” penalties at the tournament. Break out policy: Any player who, after having thrown 180 darts, who out performs their “registration stat” by more than 25% shall be deemed to “break out” and will be required to modify any Doubles or Triples team they are on in later PVD TOC flighted Doubles or Triples contests - if their new team total exceeds the flight range for which their team is in. If byes are available in higher flights we reserve the right to move the team to the next appropriate higher flight. If there are no byes, the team will be required to replace one of the players with a sub adequate to ensure the team still fits within the flight range.

We realize every player is different. Many will improve during tournament competition when compared to

local league play and vice-versa, some will decrease in performance. We have tracked thousands of players in the past and have evaluated historical data in determining where the break out line shall be drawn. Outperforming 25% or more is not normal. All normal players need not be concerned. This Break Out Policy will not harm normal tournament performance improvement.

Formats for all events: Event Formats and Corking Instructions as found below are also printed on the back of all score sheets.

Men's Qualifiers:

Winner's Side: Race to two, Cricket

Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4);

Round 5, the two (2) undefeated teams will play race to five (5);

Round 6, Championship match will revert back to race to two (2)

Survivor's Side: Race to two, Cricket, and tiebreaker is 501.

Loser's Side: One game of 701.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Women's Qualifiers:

Winner's Side: Race to two, Cricket

Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4);

Round 5, the two (2) undefeated teams will play race to five (5);

Round 6, Championship match will revert back to race to two (2)

Survivor's Side: Race to two, Cricket, 501, and tiebreaker is 1.

Loser's Side: One game of 701.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Mixed and Open Doubles:

Winner's Side: Race to two, 501, Cricket, 501

Added games on the Winner's Side Round 4, the four (4) undefeated teams play race to four (4);

Round 5, the two (2) undefeated teams will play race to five (5) same game rotation,

Round 6, Championship match will revert back to race to two (2).

Survivor's Side: Race to two, 501.

Loser's Side: One game of 701.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Mixed and Open Triples:

Winner's Side: Race to two, 501.

Added games on the Winner's Side Round 4, the four (4) undefeated teams play race to four (4); Round 5, the two (2) undefeated teams will play race to five (5), Round 6, Championship match will revert back to race to two (2).

Survivor's Side: Race to two, 501.

Loser's Side: One game of 701.

Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed. Match tiebreaker game: loser of previous game chooses to see or show the cork. Winner of cork starts tiebreaker game.

Men's Finale:

Winner's Side: Race to two 501 Freeze/Cricket/Choice

Added games on the Winner's Side @ Round 4, the four (4) undefeated teams will play race to four (4); Round 5, the two (2) undefeated teams will play race to five (5); Round 6, Championship match will revert back to race to two (2)

Survivor's Side: Race to two 501 oi/oo/Cricket/ChoiceGame.

Loser's Side: One Game 701.

Finale Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed.

Finale Tiebreaker: Winners Side. Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (Freeze or Cricket) OR to start the match.

Finale Tiebreaker: Survivors Side. Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (501 oi/oo or Cricket) OR to start the match.

Women's Finale:

Winner's Side: Race to two 501 Freeze/Cricket/Choice

Added games on the Winner's Side Round 4, the four (4) undefeated teams will play race to four (4); Round 5, the two (2) undefeated teams will play race to five (5); Round 6, Championship match will revert back to race to two (2)

Survivor's Side: Race to two 501 oi/oo/Cricket/Choice.

Loser's Side: One Game 701.

Finale Corking: Flip a coin. Winner of coin toss chooses "to see or show" game #1. Winner of Cork starts game #1. Game #2 and beyond: loser of previous game starts, until match tiebreaker, if needed.

Finale Tiebreaker: Winners Side: Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (Freeze or Cricket) OR to start the match.

Finale Tiebreaker: Survivors Side: Loser of previous game chooses to see or show the cork. Winner of cork can choose the game (501 oi/oo or Cricket) OR to start the match.