

CAPTAINS AND VICE-CAPTAINS KNOCKOUT FORMAT

PAIRS

Best of three legs of 701, straight in double finish.
(the winner of nearest the bull shall throw first in leg 1 (and 3 if required))

SINGLES

1. Captain versus Captain

Best of three legs of 501, straight in double finish.
(the losers of the Pairs shall throw first in leg 1 (and 3 if required))

2. Vice-captain versus Vice-captain

Best of three legs of 501, straight in double finish.
(the losers from Singles#1 shall throw first in leg 1 (and 3 if required))

3. Captain versus Vice-captain

Best of three legs of 501, straight in double finish.
(the losers from Singles#2 shall throw first in leg 1 (and 3 if required))

4. Vice-captain versus Captain

Best of three legs of 501, straight in double finish.
(the losers from Singles#3 shall throw first in leg 1 (and 3 if required))

**For Singles #3 to be required, the game score must be 2-1.
The team currently losing shall decide whether their Captain or Vice-Captain shall play in
Singles#4, thus deciding the order of Singles#3 and Singles#4**