



Order of Play & Chalker Rotation

501 Doubles / Straight-In, Double-Out / Single Leg

1. 501 Game One **Away** for Bull first (not choice) – **Away** team chalks
 2. 501 Game Two **Home** for Bull first (not choice) – **Home** team chalks
 3. 501 Game Three **Away** for Bull first (not choice) – **Away** team chalks
- (2/3 501 Game - Loser of first starts second leg, winner of first has choice for bull for third leg if needed)

Cricket Doubles / Single Leg

4. Cricket Game One **Home** for Bull first (not choice) – **Home** team chalks
 5. Cricket Game Two **Away** for Bull first (not choice) – **Away** team chalks
 6. Cricket Game Three **Home** for Bull first (not choice) – **Home** team chalks
- (2/3 Cricket - loser of first has choice for bull in second, winner of first has choice for bull for third leg if needed)

01' Singles / Single-In, Double-Out / Best of Three

(Loser of first starts second leg, winner of first has choice for bull for third leg if needed)

7. 01' Game One **Away** shoots first, Straight in– **Away** team chalks
8. 01' Game Two **Home** shoots first, Straight in– **Home** team chalks
9. 01' Game Three **Away** shoots first, Straight in– **Away** team chalks
10. 01' Game Four **Home** shoots first, Straight in– **Home** team chalks
11. 01' Game Five **Away** shoots first, Straight in– **Away** team chalks
12. 01' Game Six **Home** shoots first, Straight in– **Home** team chalks

