

MONDAY NIGHT DART LEAGUE SCORE SHEET

TEAM : *few few few*

GAME # 1

Player Name	AVG	1	2	3	4	5	6	7	8	9	10	TOTAL
Mike M	15	1	3 4	4 8	3 11	0 11	2 13	0 13	3 16	4 20		20 +5
Bill P	24	5	3 8	2 10	3 13	5 18	6 24	5 29	3 32	2 34		34 +10
Robbo	21	5	5 10	1 11	3 13	4 17	1 18	4 22	2 24	5 29		29 +8
Joey C	26	3	1 4	6 10	5 15	1 16	3 19	4 23	7 30	2 32		32 +6
Gray H	32	2	7 9	6 15	5 20	3 23	4 27	5 32	5 37	3 40		40 +8
		16	19	19	18	13	16	18	17	20	16	<u>210</u>
		61	80	99	117	130	156	174	194	210		
TOTAL	118											
HANDICAP	+45	+38	+33	+33	+28	+21	+16	+16	+22	+21		
TOTALS												+21

W/L
1

TEAM : *Buffaloes*

GAME #

Player Name	AVG	1	2	3	4	5	6	7	8	9	10	TOTAL
Scott S	34	5	4 9	5 14	2 16	3 19	5 24	3 27	2 29	4 33		33 -1
Steve (Sub)	34	4	6 10	1 11	7 18	3 21	4 25	6 31	4 36	5 40		40 +6
Sean O	31	3	6 9	5 14	5 19	4 23	4 27	2 29	3 32	4 36		36 +5
Lenny S	35	6	2 8	3 11	4 15	5 20	3 23	2 25	1 26	1 27		27 -8
Walt H	40	5	6 11	5 16	5 21	5 26	5 31	5 36	4 40	3 43		43 +3
		23	24	19	23	20	25	18	15	17	18	<u>189</u>
		61	79	66	89	119	140	158	172	189		
TOTAL	174											
HANDICAP												
TOTALS												

W/L

MONDAY NIGHT DART LEAGUE SCORE SHEET

TEAM : Low New Low GAME # 3

Player Name	AVG	1	2	3	4	5	6	7	8	9	10	TOTAL
Mike M	15	3	03	14	37	07	310	010	414	115		15 E
Josh P	21	1	23	47	29	09	110	111	314	317		17 -4
Joey C	26	3	25	38	210	212	315	419	524	527		27 +1
Jeff A	27	3	25	27	411	112	618	523	225	429		29 +2
Bobby C	30	2	46	410	111	415	015	116	016	319		19 -11
		1246	1056	1470	1282	789	13102	1113	14127	141		141
TOTAL	119											
HANDICAP	+34	+23	+15	+15	+13	-2	-6	-12	-24	-31		
												TOTALS

W/L

TOTALS

Buffalos

Player Name	AVG	1	2	3	4	5	6	7	8	9	10	TOTAL
Scott S	34	4	48	311	213	414	320	727	330	434		34 E
Frank H (Sub)	22	4	26	17	411	112	113	114	620	323		23 +1
Sean O	31	5	27	310	111	516	521	223	225	530		30 -1
Lenny S	35	5	611	213	013	417	219	221	829	231		31 -4
Walt H	40	5	49	514	721	829	635	540	747	754		54 +14
		23	1241	1455	1469	2291	1708	1745	20151	2172		172
TOTAL	162					+2	+6	+12	+24	+31		
HANDICAP												TOTALS

W/L

TOTALS

+31