

HOW TO PLAY IN PINBRAWL 101

PinBrawl common sense

- **NO PLAYING ON ANY GAMES AT ANY TIME UNLESS YOU ARE IN A MATCH!**
- Games used for PinBrawl come from collectors. Please treat all games with respect or you will face possible expulsion from tournament.
- Please seek out a referee for issues on how to keep score, machine malfunctions or other questions you may have during the match.
- Do not leave the hall during PinBrawl at any time for any reason. There are no breaks during the tournament.
- People not participating in PinBrawl are not allowed in the hall during the hours of the tournament. Please report anyone you see without the proper badges to either John Kosmal, Josh Sharpe or Mike Pacak.
- If a game does not have a 'PinBrawl Approved' sticker on the machine, it is not eligible for play and should not be picked. If the game is powered on, please turn it off during tournament hours.

Initial meeting and beginning of match

- Picking games → The lower seeded team picks Game #1 first. The higher seeded team picks Game #2. You have 60 seconds to select a game, and there is no waiting for a machine if another match has already selected that machine.
- Group A players go to Game #1, Group B players go to Game #2. The team that selected the machine goes 1st & 3rd on that particular machine.

Scoring for matches

- Please record all the scores from the games accurately, and circle the appropriate amount of PinBrawl points scored by each player/team. Player points should only be 7, 5, 3 or 1. Team points should only be 1 (for the group score bonus), or 5 (for the total team score bonus).
- Remember that each game should total up to 39 points.

Proceeding to Game #3 in match

- Make sure that the total points through game 2 are equal to 78 before continuing the match.
- The team that is WINNING at this point has 60 seconds to select the 3rd game, or may choose position for the final game (1st/3rd or 2nd/4th).
- All 8 players will head over to the third game chosen and play out the remainder of the match

Following the end of the match

- Make sure the total points earned are equal to 117.
- Make sure that the individual MVP points are tabulated on the scoresheet.
- Make sure that both team captains sign the scoresheet before turning it in.
- Turn the scoresheet into the scorer's table and prepare for your next match.
- Team captains are responsible for keeping your team organized. Please stay around the scoring area while we prepare sheets for your next match.