

## CFDA Round By Round Scoring System

This is a scoring method for CFDA Elimination Contests, which has proven to cut paperwork, paper shuffling, and time by up to 75%. It can be used in any size contest, from a club practice contest to a Titled Championship Match.

### **How this system works:**

1. Forms are available at [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com) and can be downloaded at no cost. CFDA also has the Master Sign-up Sheet available in duplicate and the Round By Round Score Sheet available in triplicate for a nominal fee to cover the expense of printing them. Score Sheets are provided at no cost for Titled Championship Matches.
2. Have the shooters enter their alias, name and signature on the Master Sign-up Sheet, which is in a duplicate format. This will establish their shooter number. You will also note that there is a place to keep track of up to 4-X's. Tear-off and post the second copy for the shooters.
3. Then using the Round by Round Score Card (which is in a triplicate format), start drawing poker chips and entering the numbers as they are drawn in the "Shtr#" Column.
4. Using the Master Sign-up Sheet match the names to the Shooter # and enter them in the "Shooter" column.
5. In the "X's" column enter the amount of X's that shooter has before this round is fired. This info should also be available from the Master Sign-up sheet.
6. Enter lane assignments based on how many lanes is at your contest.
7. Tear off the back copy and post it for the shooters.
8. Score the round as usual, you will find that one scorekeeper can easily enter all times for up to 8 lanes since all the data is lined up on one page. In fact, we have found at times the Timer Operator/Announcer can even write the scores. Although, it is a handful for one person to do.
9. After the sheet is completed tear off the second copy and post it for the shooters, they can copy down their times if they want to. We plan on creating personal scorecards for this purpose, but since this information can be scanned and posted online we feel that it more than offsets not getting a copy of actual score sheets at a match.
10. Update X's on the Master Sign-up Sheet, before drawing next round and remove any poker chips for shooters that have received maximum X's. Note: it is helpful to organize poker chips by numerical order so chips can easily be located and pulled as needed, before putting them back in the draw bucket.
11. Update the X-Count on the copy of the Master Sign-up Sheet posted for the shooters.
12. You are ready to draw the next round!

**Additional Notes:** If you intend on scanning the score sheets for posting, write as clearly as possible and use white out tape, instead of scratching things out.

**Bye Rounds:** There is a place for three shooters at the bottom of the page, however, you can use the blank spaces between bouts anywhere on the page to start byes or shoot offs. Once you write the 3 names for a bye round and they have fired their shots, record the times and circle the winning time. Mark a "W" in the By and W/X Column of the winning shooter. Place a slash at the end of the remaining shooters times. The remaining two shooters continue out the bout on the appropriate lines, without moving them elsewhere on the page. The winner of the remaining two shooters will have an X in the "By" column and a W in the W/X column. The loser of the bout will have a X in both the X column and the W/X column.

Space for Extra shots: If the bout goes on more shots than spaces just enter that data in the blank spaces between bouts, do not start another scorecard.

**Computer version:** We are adapting this scoring system to our existing computer drawing system, as used at The 2006 Nationals. When complete the computer will be able to draw randomly without duplicating bouts up to 4 rounds (this will replace the need to draw winners and losers rounds), and will be able to print round by round score sheets with all data (no handwriting), will print a separate shooter match-up sheet and an X-Count Update Sheet. All that will have to be done after a round is complete is to key-in what shooters got X's and it will be ready to print the next round

We hope that this will really add to the enjoyment of our matches. It will take the paperwork overload off of our valued scorekeepers and give them a chance to enjoy the match even more.

CFDA Staff