| Busch Level 6 Match Setup Report |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Game \# | Game | PPN | H-1 | H-2 | V-1 | V-2 |
| 1 | 301 | 1 | 1 | 3 | 2 | 4 |
| 2 | 301 | 1 | 4 | 2 | 3 | 1 |
| 3 | Cricket | 2 | 3 | 1 | 4 | 2 |
| 4 | 301 | 1 | 2 | 4 | 1 | 3 |
| 5 | 301 | 1 | 3 | 1 | 4 | 2 |
| 6 | Cricket | 2 | 2 | 4 | 1 | 3 |
| 7 | 301 | 1 | 4 | 2 | 1 | 3 |
| 8 | 301 | 1 | 2 | 4 | 3 | 1 |
| 9 | Cricket | 2 | 1 | 3 | 2 | 4 |
| 10 | 301 | 1 | 4 | 2 | 1 | 3 |
| 11 | 301 | 1 | 3 | 1 | 2 | 4 |
| 12 | Cricket | 2 | 4 | 2 | 3 | 1 |
| 13 | 501 | 2 | 1 | 3 | 2 | 4 |

This division is set up for loser starts after the first game is played.
Example: If visitor team wins the first game, then Game \#2 player order is: H2, V2, H1, V1.
If home team wins the first game, then Game \#2 player order is as dictated: V2, H2, V1, H1.
Players $1 \& 2$ are still in the first 2 positions, the order may flip depending on who wins the previous game.

