



















































### MINT CONDITION SCORING SHEET











MINT CONDITION	ROUND 1			ROUND 2			ROUND 3				
PLAYER											$\Sigma$
										-	
										-	
										-	
										-	
										-	

MINT CONDITION	ROUND 1			ROUND 2			ROUND 3				
PLAYER											$\Sigma$
										-	
										-	
										-	
										-	
										-	

MINT CONDITION	ROUND 1			ROUND 2			ROUND 3				
PLAYER											$\Sigma$
										-	
										-	
										-	
										-	
										-	

MINT CONDITION	ROUND 1			ROUND 2			ROUND 3				
PLAYER											$\Sigma$
										-	
										-	
										-	
										-	
										-	

MINT CONDITION	ROUND 1			ROUND 2			ROUND 3				
PLAYER											$\Sigma$
										-	
										-	
										-	
										-	
										-	

MINT CONDITION	ROUND 1			ROUND 2			ROUND 3				
PLAYER											$\Sigma$
										-	
										-	
										-	
										-	
										-	