

## INAUGURAL SEASON C.U.L.T AWARDS

**Points leader** (Total overall points accumulated in a season)

**Best Offense** (Most Touch Downs Scored or Most Best Offense Award Points) Tie breaker defaults to best touchdown differential.

**Best Defense** (Least TD's allowed/ or Most Best defense Award points) Tie breaker defaults to best touchdown differential.

**Most Brutal** (Most Casualties/ Or Most Brutal Award Points) Tie breaker defaults to best casualty differential.

**Stunty Award** (Most Stunty Wins in a season) Tie breaker defaults to highest average finish of tournaments played as a stunty player.

**Traveler Award** (Most CULT approved tournaments attended in a season) Tie breaker decided by highest overall point total.

**Most Teams Played** (Number of different teams played in a season) Tie breaker decided by highest overall point total.

\*\*\*ALL AWARDS ARE SHARE THE WEALTH TO BE DETERMINED BY THE CABAL.\*\*\*