



# Subway Metro Business House League

Fri 22 March 2013 **6pm Court 2**

## Instructions to Captains (or delegated person):

1. Write **player names in order of ability** (1 = strongest)
2. Mark **Females as (F)** and **Inexperienced Players as (IP)**
3. Write game scores next to players names (**no draws** – play extra point if required)
4. **\*\*\* When finished, work out Team Points and return sheet to league controller \*\*\***

## Rules and Information:

1. Play continuously for **15 minutes**, point a rally.
2. If a player gets **10 points ahead**, the other player is **given 10 points to catch up**.
3. **No draws** – if required at end of 15 minutes, **play one more point** to determine winner.
4. If **team does not have 4 players**, one player can play twice, but **2<sup>nd</sup> game is defaulted**.
5. If **#4 player is not an F grade** or below player, then match goes to other team.
6. **HAVE FUN!!!**

Team A	
<b>Happy Gilmoure</b>	
Nicola Gilmoure (759 6540 wk)	
Players (1=strongest etc)	Score
1. Nicola Gilmoure	23
2. Lynell tauhoa	32
3. Jessica White	31
4. Jason Welle	32
Team Points	Points
1 point for each win (max 4 points)	0
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>3</b>

Team B	
<b>Fat Kids are Harder to Kidnap</b>	
Rebecca Willy (027 465 8627)	
Players (1=strongest etc)	Score
1. <del>Rebe</del> Ange Willy	29
2. Rebecca Willy	38
3. Steve Wright	35
4. Kane Thomson	35
Team Points	Points
1 point for each win (max 4 points)	4
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	0
<b>TOTAL POINTS</b>	<b>16</b>



# Subway Metro Business House League

Fri 22 March 2013 **6pm Court 3**

## Instructions to Captains (or delegated person):

1. Write **player names in order of ability** (1 = strongest)
2. Mark **Females as (F)** and **Inexperienced Players as (IP)**
3. Write game scores next to players names (**no draws** – play extra point if required)
4. **\*\*\* When finished, work out Team Points and return sheet to league controller \*\*\***

## Rules and Information:

1. Play continuously for **15 minutes**, point a rally.
2. If a player gets **10 points ahead**, the other player is **given 10 points to catch up**.
3. **No draws** – if required at end of 15 minutes, **play one more point** to determine winner.
4. If **team does not have 4 players**, one player can play twice, but **2<sup>nd</sup> game is defaulted**.
5. If **#4 player is not an F grade or below player**, then match goes to other team.
6. **HAVE FUN!!!**

Team A	
<b>Little Rocketeers</b>	
Carina Brasell (021 280 4355)	
Players (1=strongest etc)	Score
1. Brent Gribbon	19
2. Carina Brasell (F)	20
3. Tim Brasell	43
4. Tim Brown (IP)	20
Team Points	Points
1 point for each win (max 4 points)	0
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>3</b>

Team B	
<b>Cape Crusaders</b>	
Pip Rowan (027 270 0772)	
Players (1=strongest etc)	Score
1. Pip Rowan (F)	21 ✓
2. Paul Tippett	22 ✓
3. Mark Arnold	47 ✓
4. Paula Zimmer (IP)	24 ✓
Team Points	Points
1 point for each win (max 4 points)	4
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>7</b>



# Subway Metro Business House League

Fri 22 March 2013 **6pm Court 4**

## Instructions to Captains (or delegated person):

1. Write **player names in order of ability** (1 = strongest)
2. Mark **Females** as (F) and **Inexperienced Players** as (IP)
3. Write game scores next to players names (**no draws** – play extra point if required)
4. \*\*\* **When finished, work out Team Points and return sheet to league controller** \*\*\*

## Rules and Information:

1. Play continuously for **15 minutes**, point a rally.
2. If a player gets **10 points ahead**, the other player is **given 10 points to catch up**.
3. **No draws** – if required at end of 15 minutes, **play one more point** to determine winner.
4. If **team does not have 4 players**, one player can play twice, but **2<sup>nd</sup> game is defaulted**.
5. If **#4 player is not an F grade** or below player, then match goes to other team.
6. **HAVE FUN!!!**

Team A	
<b>Beach St Babes</b>	
Chou Aim (027 404 5428)	
Players (1=strongest etc)	Score
1. Chou	20
2. Sylvia	30
3. Leah	W
4. Kaiti	36
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>6</b>

Team B	
<b>Govett Quilliam</b>	
Alex Laurenson (768 3723)	
Players (1=strongest etc)	Score
1. William	22
2. William	29
3. Heather. Will	DF
4. <del>William</del> Heather	34
Team Points	Points
1 point for each win (max 4 points)	1
1 point for having a full team	—
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>3</b>



# Subway Metro Business House League

Fri 22 March 2013 **6pm Court 5**

## Instructions to Captains (or delegated person):

1. Write **player names in order of ability** (1 = strongest)
2. Mark **Females as (F)** and **Inexperienced Players as (IP)**
3. Write game scores next to players names (**no draws** – play extra point if required)
4. **\*\*\* When finished, work out Team Points and return sheet to league controller \*\*\***

## Rules and Information:

1. Play continuously for **15 minutes**, point a rally.
2. If a player gets **10 points ahead**, the other player is **given 10 points to catch up**.
3. **No draws** – if required at end of 15 minutes, **play one more point** to determine winner.
4. If **team does not have 4 players**, one player can play twice, but **2<sup>nd</sup> game is defaulted**.
5. If **#4 player is not an F grade** or below player, then match goes to other team.
6. **HAVE FUN!!!**

Team A	
<b>Methanex Scared Hitless</b>	
Kelly Gates (754 9804)	
Players (1=strongest etc)	Score
1. Michelle	33
2. Jayne	27
3. Donald	38
4. Jeremy	41
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>6</b>

Team B	
<b>The FB Crew</b>	
Jacinta Harrison (027 274 1669)	
Players (1=strongest etc)	Score
1. Jacinta Harrison	30
2. Mike	30
3. Jade Harrison	36
4. Sarah Mischefski	39
Team Points	Points
1 point for each win (max 4 points)	1
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>4</b>



# Subway Metro Business House League

## Fri 22 March 2013 7pm Court 2

### Instructions to Captains (or delegated person):

1. Write **player names in order of ability** (1 = strongest)
2. Mark **Females** as (F) and **Inexperienced Players** as (IP)
3. Write game scores next to players names (**no draws** – play extra point if required)
4. **\*\*\* When finished, work out Team Points and return sheet to league controller \*\*\***

### Rules and Information:

1. Play continuously for **15 minutes**, point a rally.
2. If a player gets **10 points ahead**, the other player is **given 10 points to catch up**.
3. **No draws** – if required at end of 15 minutes, **play one more point** to determine winner.
4. If **team does not have 4 players**, one player can play twice, but **2<sup>nd</sup> game is defaulted**.
5. If **#4 player is not an F grade** or below player, then match goes to other team.
6. **HAVE FUN!!!**

Team A	
<b>Screw and Glue</b>	
Mark Backhouse (027 334 1672)	
Players (1=strongest etc)	Score
1. Mark.	26
2. Sam	37
3. Roger	37
4. Sally	34
Team Points	Points
1 point for each win (max 4 points)	1
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>4</b>

Team B	
<b>Staples Rodway</b>	
Tony Gwyther (757 3809 wk)	
Players (1=strongest etc)	Score
1. Kyle	28
2. Tony	38
3. Ross	38
4. Melvin	28
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>6</b>



# Subway Metro Business House League

Fri 22 March 2013 **7pm Court 3**

## Instructions to Captains (or delegated person):

1. Write **player names in order of ability** (1 = strongest)
2. Mark **Females as (F)** and **Inexperienced Players as (IP)**
3. Write game scores next to players names (**no draws** – play extra point if required)
4. **\*\*\* When finished, work out Team Points and return sheet to league controller \*\*\***

## Rules and Information:

1. Play continuously for **15 minutes**, point a rally.
2. If a player gets **10 points ahead**, the other player is **given 10 points to catch up**.
3. **No draws** – if required at end of 15 minutes, **play one more point** to determine winner.
4. If **team does not have 4 players**, one player can play twice, but **2<sup>nd</sup> game is defaulted**.
5. If **#4 player is not an F grade** or below player, then match goes to other team.
6. **HAVE FUN!!!**

Team A	
<b>NZ Energy Corp</b>	
Vicky Harman (027 755 5014)	
Players (1=strongest etc)	Score
1. Terchie Bece	25
2. Kevin Seavel	19
3. Vicky	28
4. Colin Fagg	27
Team Points	Points
1 point for each win (max 4 points)	1
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>4</b>

Team B	
<b>Subway Vicious &amp; Delicious</b>	
Karen Hardy (021 0260 2869 / 968 6200)	
Players (1=strongest etc)	Score
1. Fiona Healey	26
2. Karen Hardy	24 <del>32</del>
3. Melissa Hardy	26
4. Jane Healey	35
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>6</b>

BITCHES.



# Subway Metro Business House League

Fri 22 March 2013 **7pm Court 4**

## Instructions to Captains (or delegated person):

1. Write player names in order of ability (1 = strongest)
2. Mark Females as (F) and Inexperienced Players as (IP)
3. Write game scores next to players names (no draws – play extra point if required)
4. \*\*\* When finished, work out Team Points and return sheet to league controller \*\*\*

## Rules and Information:

1. Play continuously for **15 minutes**, point a rally.
2. If a player gets **10 points ahead**, the other player is given **10 points to catch up**.
3. **No draws** – if required at end of 15 minutes, **play one more point** to determine winner.
4. If **team does not have 4 players**, one player can play twice, but **2<sup>nd</sup> game is defaulted**.
5. If **#4 player is not an F grade or below player**, then match goes to other team.
6. **HAVE FUN!!!**

Team A <b>MCK Magic</b>	
Carly Gau (027 534 4427)	
Players (1=strongest etc)	Score
1. Jeff	31
2. Henry	33 ✓
3. Carly	49 ✓
4. Colin	21 ✓
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>6</b>

Team B <b>Whole Lotta Love</b>	
Dan Love (027 728 0772)	
Players (1=strongest etc)	Score
1. Dan	36
2. Chris	25
3. Hollie	42
4. Daegan	19
Team Points	Points
1 point for each win (max 4 points)	1
1 point for having a full team	1
1 point for at least one (F) see above	1
1 point for at least one (IP) see above	1
<b>TOTAL POINTS</b>	<b>4</b>