6pm Court 3

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team	Α
Ga	16

Govett Quilliam

Alex Laurenson (768 3723)

Points after last round: 0 Place: 1=

Players (1=strongest etc)	Score
1. Clive	28
2. MURRHY	4.0
3. Jevensy	37
4. Alexandra - (F)	30
Team Points	Points
1 point for each win (max 4 points)	2
1 point for having a full team	Approximate the second
1 point for at least one (F) marked above	*
1 point for at least one (IP) marked above	Allinature

Team B

Beach St Babes

Jacinta Harrison (027 274 1669)

Points after last round: 0 Place: 1=

Players (1=strongest etc)	Score
1. JACINTA HARRISON	29
2. LEAH	35
3. CARRIE (19).	54.
4. callette.	24
	1 10 10 10 10
Team Points	Points
1 point for each win (max 4 points)	Points
Test transfered on the formation of the test of the court	Points
1 point for each win (max 4 points)	10 m m m m m m m m m m m m m m m m m m m

TEAM TOTAL POINTS	
Captain sign 🖎	

TEAM TOTA	L POINTS	100 mg - 100
Captain sign 🖎	A CONTRACTOR OF THE CONTRACTOR	*

Spm Court 2

Fri 21 Feb 2014 Business House League

Instructions to Captains / Team Leader:

- 1. Write player names in order of ability (1 = strongest)
- 5. 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 total points, sign sheet and return to league coordinator

Rules and Information:

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player. 4. Player can play twice, but 2nd game is defaulted.

McKechnies Laggers Carly Gau (027 534 4427) Points after last round: 0 Place: 1=		
	Players (1=strongest etc)	
- 62	7° 1074	
5.7	2. Tim	
91	3. Carly (F)	
	4. Jason (1P)	
Points	stnio9 ms9T	
E	1 point for each win (max 4 points)	
1	meat lluf a gnivad tof tnioq L	
	1 point for at least one (F) marked above	
and the second	I point for at least one (IP) marked above	

	I point for at least one (IP) marked above
The state of the s	I point for at least one (F) marked above
No.	T point for having a full team
1	1 point for each win (max 4 points)
Points	Team Points
Ch	4. Belinia
517	3. Kate
82	2. Jada
7.8	1.
Score	Players (1=strongest etc)
	Kate Shelver (027 227 6419) Points after last round: 0 Place: 1=
	Blessed R They
	A msəT

STNIO9 JATOT MA3T

Captain sign

Captain sign **STNIO9 JATOT MA3T**

6pm Court 4

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Team A

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Campbells Warriors Rod Campbell (021 280 6288) Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score
1. Ross	25
2. Rod	25
3. Helen	
4. Giran	29
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	A) and the second secon
1 point for at least one (F) marked above	
1 point for at least one (IP) marked above	13

Tinny Bunch Chelsea Aim (027 404 5428) Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score
1. Chou	7 4
2. MIKE	28
3. Lynell	38
4. Ehma (1P)	26
Team Points	Points
1 point for each win (max 4 points)	ACCEPTATION
1 point for having a full team	ggt-lives.
1 point for at least one (F) marked above	Charles in the second
1 point for at least one (IP) marked above	€CLASTIC MACHINET CO. 1.

TEAM TOTAL POINTS	and the second second
Captain sign 🖎	6

TEAM TOTAL POINTS	and the same of th
Captain sign 🖎	

6pm Court 5

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Captain sign 🖎

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team A Cape Crusaders Peter Van der Beek (027 216 7464) Points after last round: 0 Place: 1=		Team B Whole Lotta Love Dan Love (027 728 0772) Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Pote	28	1. Big Dag	33
2. Faul	31	2. Big Mark	25
3. Graham	34	3. Received	25
Paula F (IP)	38	4. (AID) Hollstrand	3
Team Points	Points	Team Points	Points
point for each win (max 4 points)	3.	1 point for each win (max 4 points)	**************************************
point for having a full team	Biology Control	1 point for having a full team	The state of the s
point for at least one (F) marked above	and the second	1 point for at least one (F) marked above	April Marines State
point for at least one (IP) marked above	many participation of the control of	1 point for at least one (IP) marked above	· Constitution Conf.

Organiser: please give or email all sheets to Brent Gribbon (brent@attivo.co.nz) at the end of the night.

TEAM TOTAL POINTS

Captain sign 🖎

7pm Court 1

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

The Munch Bunch

Team A

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Jeremys Joiners

Players (1=strongest etc)	Score
1. Steven Kelly	. 23
2. Duane Cameron	
3. John Outing IP	N 103
4. Hornech lieberolson ge	
Team Points	Points
1 point for each win (max 4 points)	Ö
1 point for having a full team	1
1 point for at least one (F) marked above	g projection
1 point for at least one (IP) marked above	1

Jeremy Powell (027 457 7082) Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score
1. Jekany	25
2.	. <u>41,772,11</u> v
3. 000	26
4.	33
Team Points	Points
1 point for each win (max 4 points)	4
1 point for having a full team	Para distribution para di sanone
1 point for at least one (F) marked above	(7)
1 point for at least one (IP) marked above	

TEAM TOTAL POINTS	2 Da
Captain sign 🙇	534

TEAM TOTAL POINTS	
Captain sign 🖎	0

7pm Court 2

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Team A

- 1. Play continuously for **15 minutes**, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

KCL Property

Methanex Raqueteers Kelly Gates (021 156 2821) Points after last round: 0 Place: 1= Players (1=strongest etc) 1. Tayne Francis (F) 32 2. Luis Silva 3. Maray Fisher 4. Mark Sheelry (1P) 38 Team Points 1 point for each win (max 4 points) 1 point for at least one (F) marked above 1 point for at least one (IP) marked above

Jenni White (027 463 4620/759 8689 Points after last round: 0 Place: 1=	9)
Players (1=strongest etc)	Score
1. CARL WIND (F)	39
2. Mike McBeth	31
3. B. SMITH IP	35
4. J. HOKOPANKA (F) IP	
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	المتعدد المالين
1 point for at least one (F) marked above	- 33,00 to 1000
1 point for at least one (IP) marked above	**************************************

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7pm Court 3

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Team A

Ninias

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Amy Simpson (755 9496) Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score
1. Janden	22
2. my	
3. Sharp	Ly.P
4. 10MO	30
Team Points	Points
1 point for each win (max 4 points)	A Control of the Cont
1 point for having a full team	Secretario (Coloro
1 point for at least one (F) marked above	Section Commence
1 point for at least one (IP) marked above	مائنة فرور ورود ورود

Team	١F

Staples Rodway Bean Counters

Tony Gwyther (021 289 2026)

Points after last round: 0 Place: 1=

Players (1=strongest etc)	Score
1. Very	Z)
2.	42
3.	\$
4. Kan.	33
Team Points	Points
1 point for each win (max 4 points)	2
1 point for having a full team	especifico
1 point for at least one (F) marked above	2
1 point for at least one (IP) marked above	

TEAM TOTAL	- POINTS	s pure de la companya
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TEAM TOTAL POINTS	* graduation of the contraction
Captain sign 🖎 📈	support.

7pm Court 4

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Spotswood College

Leighton Upson (027 777 8147)

Team A

- 1. Play continuously for **15 minutes**, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Hot Toddies

Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score
1. Alex Leighton	3 F
2. Leichton Aly.	31
3. Polecca	35
4. Sleve	27
Team Points	Points
1 point for each win (max 4 points)	
1 point for having a full team	
1 point for at least one (F) marked above	
1 point for at least one (IP) marked above	

Louise Hammerton (021 485 801) Points after last round: 0 Place: 1= **Players** (1=strongest etc) Score 36 35 3. Homish 41 29 **Team Points Points** 1 point for each win (max 4 points) 1 point for having a full team Den San 1 point for at least one (F) marked above (b) 1 point for at least one (IP) marked above

TEAM TOTAL POINTS		TEAM TOTAL POINTS	E MODELLE CO.
Captain sign 🙇		Captain sign 🙇	

7pm Court 5

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Team A

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Here for Beer Allan Roukema (027 265 6694) Points after last round: 0 Place: 1=		Fat Kids R Harder to Kidnap Rebecca Willy (027 465 8627) Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. 100ld	37	1. Rebecco	32
2. (alim	36	2. Ange	37
3. 1000	35	3.	33
4. Mark	29	4. Conc	27
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	3	1 point for each win (max 4 points)	- Control
1 point for having a full team	- Andrew State of the State of	1 point for having a full team) and the same of
1 point for at least one (F) marked above	0	1 point for at least one (F) marked above	
1 point for at least one (IP) marked above	and the second	1 point for at least one (IP) marked above	

TEAM TOTAL POINTS	. 1	TEAM
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TOTAL POINTS

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6pm Court 3

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Team A

Govett Quilliam

Alex Laurenson (768 3723)

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws –play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Beach St Babes

Points after last round: 0 Place: 1= Players (1=strongest etc) Score Thue 18 2. Mulany 1.0 3. NEVERAU 37 Mexandra. 19 30 4. **Team Points Points** 1 point for each win (max 4 points) 1 point for having a full team 1 point for at least one (F) marked above 1 point for at least one (IP) marked above

Jacinta Harrison (027 274 1669) Points after last round: 0 Place: 1=			
Players (1=strongest etc)	Score		
1. JACINTA HARRISON			
2. LEAN	35		
3. CARAGE (1P).	34 (
4. collette.	24		
Team Points	Points		
1 point for each win (max 4 points)	المانسكة فللسيطيق		
1 point for having a full team	A CONTESTION		
1 point for at least one (F) marked above	A CONTRACTOR OF THE PARTY OF TH		
1 point for at least one (IP) marked above	#Magazini .		

TEAM TOTAL POINTS	
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TEAM TOTAL POINTS	
Captain sign 🖎	

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Fri 21 Feb 2014 Business House League

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

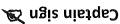
Rules and Information:

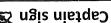
- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

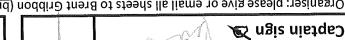
A Company of the Comp	I point for at least one (IP) marked above		
	1 point for at least one (F) marked above		
1	1 point for having a full team		
E	1 point for each win (max 4 points)		
Points	Strio9 ms9T		
11	4. Jason (1P)		
91	3. Carly (F)		
5.4	2. Tim		
66	4-4-21 .t		
Score	Players (1=strongest etc)		
	Carly Gau (027 534 4427) Points after last round: 0 Place: 1=		
	McKechnies Laggers		
	շատ թ		

was order	I point for at least one (IP) marked above
محادثة المجاولة والمتاسسين	1 point for at least one (F) marked above
1	T point for having a full team
1	1 point for each win (max 4 points)
stnioq	Team Points
Ch	4. Belvis
G 17	3. Kelle
32	2. Jest
76	1.
Score	Players (1=strongest etc)
	Points after last round: 0 Place: 1=
	Kate Shelver (027 227 6419) Blessed R They
	A msəT

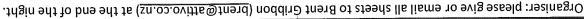
TEAM TOTAL POINTS







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6pm Court 4

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Campbells Warriors

Rod Campbell (021 280 6288)

Team A

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Tinny Bunch

Points after last round: 0 Place: 1=		
Players (1=strongest etc)	Score	
1. Ross	25	
2. Rod	25	
3. Helen	47	
4.	29	
Team Points	Points	
1 point for each win (max 4 points)	3	
1 point for having a full team	- Andrews	
1 point for at least one (F) marked above		
1 point for at least one (IP) marked above	13	

Chelsea Aim (027 404 5428) Points after last round: 0 Place: 1=		
Players (1=strongest etc)	Score	
1. Chou	24	
2. MIKE	28	
3. Lynell	38	
4. Ehma (1P)	26	
Team Points	Points	
1 point for each win (max 4 points)	- Consideration	
1 point for having a full team	<u>al</u> thiberio	
1 point for at least one (F) marked above	Carlotte State of the State of	
1 point for at least one (IP) marked above		

TEAM TOTAL POINTS	and the same of
Captain sign 🖎	6

TEAM TOTAL POINTS	
Captain sign 🖎	

6pm Court 5

Instructions to Captains / Team Leader:

- 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 (<u>no draws</u> play extra point if required)
- 4. When finished, work out total points, sign sheet and return to league coordinator

Rules and Information:

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team A Cape Crusaders Peter Van der Beek (027 216 7464) Points after last round: 0 Place: 1= Team B Whole Lotta Love Dan Love (027 728 0772) Points after last round: 0 Place: 1=			
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Pete	28	1. Big Dag	73
2. Faul	S	2. Big Mark	20
3. Graham	301	3. Received the	25
4. Paula (IP)	38	4. / All Tones	
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	3	1 point for each win (max 4 points)	***
1 point for having a full team	# Control of the Cont	1 point for having a full team	- And And Property of the Annual Property of
1 point for at least one (F) marked above	de de la constitución de la cons	1 point for at least one (F) marked above	nter
1 point for at least one (IP) marked above	the state of the s	1 point for at least one (IP) marked above	And the office of the office o

TEAM TOTAL POINTS	1	TEAM TOTAL POINTS	
Captain sign 🙇		Captain sign 🖎	Con
Organiser: please give or amail all all all all			To the state of th

7pm Court 1

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

TEAM TOTAL POINTS

Captain sign 🔼

Team A

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

The Munch Bunch Duane Cameron (027 450 1266) Points after last round: 0 Place: 1=		Jeremys Joiners Jeremy Powell (027 457 7082) Points after last round: 0 Place: 1=		
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score	
1. Steven Kelly	. 23	1. Jerany	25	
2. Duane Cameron		2.		
3. John During IP	20	3.	26	
4. Hannah Kichardson JP	3	4. Lace	33	
Team Points	Points	Team Points	Points	
1 point for each win (max 4 points)	O	1 point for each win (max 4 points)	4	
1 point for having a full team		1 point for having a full team	Special and special sp	
1 point for at least one (F) marked above	. The second sec	1 point for at least one (F) marked above		
1 point for at least one (IP) marked above	1	1 point for at least one (IP) marked above	** Chilled Strong Community Communit	

Organiser: please give or email all sheets to Brent Gribbon (brent@attivo.co.nz) at the end of the night.

TEAM TOTAL POINTS

Captain sign 🖎

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7pm Court 2

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

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Methanex Raqueteers

Kelly Gates (021 156 2821)

Points after last round: 0 Place: 1=

Players (1=strongest etc)	Score
1 Jayne Francis (F)	32
2. Luis Silva	24
3. Maray Fisher	27
4. Mark Sheely (IP)	38
Team Points	Points
1 point for each win (max 4 points)	
1 point for having a full team	de Company
1 point for at least one (F) marked above	
1 point for at least one (IP) marked above	

T	. 1
IPam	

KCL Property

Jenni White (027 463 4620/759 8689)

Points after last round: 0 Place: 1=

Players (1=strongest etc)	Score
1. CAEL WIND (F)	39
2. Mike McBoth	31
3. B. SMITH IP	33
4. J. HOKOPAUKA (F) SP	
Team Points	Points
1 point for each win (max 4 points)	e de la companya de l
1 point for having a full team	. Distriction of the second
1 point for at least one (F) marked above	
1 point for at least one (IP) marked above	- Marie Marie California

TEAM TOTAL POINTS	£ b
Captain sign 🖎	Carrie Carrier

TEAM TOTAL POINTS	,	
Captain sign 🖎		. 4

7pm Court 3

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Team A

Ninias

Amy Simpson (755 9496)

Points after last round: 0 Place: 1=

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws –play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Players (1=strongest etc)	Score
1. Janden	12
2. m	
3. Sharp	4
4. TOMO	30
Team Points	Points
1 point for each win (max 4 points)	المتعالى والمتعالى
1 point for having a full team	- Companies
1 point for at least one (F) marked above	Separate and a separate separa
1 point for at least one (IP) marked above	age of the control of

Team B

Staples Rodway Bean Counters

Tony Gwyther (021 289 2026)

Points after last round: 0 Place: 1=

Players (1=strongest etc)	Score
1. Repl	27
2.	42
3.	35
4. Long	33
Team Points	Points
1 point for pool win (many 4 maints)	rong
1 point for each win (max 4 points)	and a
1 point for each win (max 4 points) 1 point for having a full team	eganaliti
	and the second

TEAM TOTAI	L POINTS	**************************************
Captain sign 🖎	tes	and the same

TEAM TOTAL POINTS	
Captain sign 🖎	Str. first delay.

7pm Court 4

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

Spotswood College

Leighton Upson (027 777 8147)

Team A

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Points after last round: 0 Place: 1=			
Players (1=strongest etc)	Score		
1. Alex Leighton	34		
2. Leighton Aly.	31		
3. Politica	35		
4. Sleve	24		
Team Points	Points		
1 point for each win (max 4 points)			
1 point for having a full team			
1 point for at least one (F) marked above			
1 point for at least one (IP) marked above			

Hot Toddies Louise Hammerton (021 485 801) Points after last round: 0 Place: 1= **Players** (1=strongest etc) Score 36 35 3. Hamish 41 29 **Team Points Points** 1 point for each win (max 4 points) 1 point for having a full team 1 point for at least one (F) marked above (b) 1 1 point for at least one (IP) marked above

TEAM TOTAL POINTS	TEAM TOTAL POINTS	acerto,
Captain sign 🖎	Captain sign 🙇	

7pm Court 5

Instructions to Captains / Team Leader:

- 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 total points, sign sheet and return to league coordinator

Rules and Information:

TEAM TOTAL POINTS

Captain sign 🖎

Team A

- 1. Play continuously for 15 minutes, a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. No draws -play one more point to determine winner if required.
- 4. Player can play twice, but 2nd game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Here for Beer Allan Roukema (027 265 6694) Points after last round: 0 Place: 1=		Fat Kids R Harder to Kidnap Rebecca Willy (027 465 8627) Points after last round: 0 Place: 1=	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Toold	5	1. Rebecca	32
2. (dliv)	36	2. Ange	37
3.	35	3. Steve	33
4. Matt	29	4.	27
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	3	1 point for each win (max 4 points)	
1 point for having a full team	And the second	1 point for having a full team	And the second
1 point for at least one (F) marked above	0	1 point for at least one (F) marked above	And the second second
1 point for at least one (IP) marked above	Triples	1 point for at least one (IP) marked above	1

Organiser: please give or email all sheets to Brent Gribbon (brent@attivo.co.nz) at the end of the night.

TEAM TOTAL POINTS

Captain sign 🖎