# 6pm 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

**Blessed R They** 

Kate Shelver (027 227 6419)

- 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 2<sup>nd</sup> game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Tinny Bunch

Players (1=strongest etc)	Score
1. Pat	4
2. Andy,	22
3. Jade	38
4. Bernie	40
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) marked above	1
1 point for at least one (IP) marked above	1

Chelsea Aim (027 404 5428) Points after last round: 4 Place: 9=	
Players (1=strongest etc)	Score
1. Mike.	40
2. (\)	21
3. Yana.	36
4. Mary Emma.	34
<b>Team Points</b>	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) marked above	*
1 point for at least one (IP) marked above	1

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TEAM 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 TOTAL POINTS** 

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.
- Player can play twice, but 2<sup>nd</sup> game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

	Beach St Babes Jacinta Harrison (027 274 1669) Points after last round: 4 Place: 9=	
Score	Players (1=strongest etc)	Score
30	v 1. Colin Steens	24
43	- 2. Stelley Stevens	4-3
17	3. Sharten Jagute	15
33.	14. Colette Nickelsen	32
Points	Team Points	Points
3	1 point for each win (max 4 points)	0
-	1 point for having a full team	1
-)	1 point for at least one (F) marked above	1
0	1 point for at least one (IP) marked above	0
	30 43 17 33 Points 3	Jacinta Harrison (027 274 1669) Points after last round: 4 Place: 9=  Players (1=strongest etc)  1. 2. 3. 4. Points  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

TEAM TOTAL POINTS

Captain sign 🖎

# 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:

- 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 2<sup>nd</sup> game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

#### Team A

#### **Methanex Raqueteers**

Kelly Gates (021 156 2821)

Points after last round: 4 Place: 9=

Players (1=strongest etc)	Score
1. Kelly Gates	42
2. Murray	37
3. Kelly Wilson.	29
4. Jeremy	36
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) marked above	2
1 point for at least one (IP) marked above	1

#### Team B

#### **Hot Toddies**

Louise Hammerton (021 485 801)

Points after last round: 5 Place: 6=

Players (1=strongest etc)	Score
1. Raymond Teunissen	45
2. Vaughan Robinson.	46
3. Louise Corlett	30
4. Louise Hamerton	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) marked above	4

#### **TEAM TOTAL POINTS**

Captain sign 🖎



#### **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 (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 🖎

- 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 2<sup>nd</sup> game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Govett Quilliam  Alex Laurenson (768 3723)  Points after last round: 5 Place: 6=		McKechnies Laggers Carly Gau (027 534 4427) Points after last round: 6 Place: 1=	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. TRO7	0	1. Jeff Wan Winks	
2. Tron	0	2. Henry Katene	1
3. PauL	0	3. Tim Wakdan.	1
4. Artz	1	4. Jason Van Winkle	0
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	1	1 point for each win (max 4 points)	3
1 point for having a full team	0	1 point for having a full team	1
1 point for at least one (F) marked above	0	1 point for at least one (F) marked above	0
1 point for at least one (IP) marked above	1	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 🖎

# 7pm Court 2

### Instructions to Captains / Team Leader:

- 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 2<sup>nd</sup> game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Players (1=strongest etc)
20.00
1. Mike
2. Louis
3. Nathan
4. Jade F
Team 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

Points after last round: 6 Place: 1=	
Players (1=strongest etc)	Score
1. Mike	35
2. Louis	26
3. Nathan	38
4. Jade. F	26
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) marked above	١
1 point for at least one (IP) marked above	1

TEAM TOTAL POINTS	
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Organiser: please give or email all sheets to	Brent Gribbo

TEAM TOTAL POINTS	
Captain sign 🖎	

bbon (brent@attivo.co.nz) at the end of the night.

# 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:

Peter Van der Rock (027 216 7464)

Team A

Cape Crusaders

- 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 2<sup>nd</sup> 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. Petal	24
2. Paul	26
3. Mark	36
4. Popasla	26
Team Points	Points
1 point for each win (max 4 points)	+
1 point for having a full team	1
1 point for at least one (F) marked above	1
1 point for at least one (IP) marked above	-/-

Points after last round: 6 Place: 1=	
Players (1=strongest etc)	Score
1. Jereny	27
2. Porky	32
3. Amy.	28
4. Amy	34
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having a full team	_
1 point for at least one (F) marked above	1
1 point for at least one (IP) marked above	_

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TEAM TOTAL POINTS	4-
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# 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:

The Munch Bunch

Duane Cameron (027 450 1266)

**TEAM TOTAL POINTS** 

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 2<sup>nd</sup> game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B

Staples Rodway Bean

Points after last round: 3 Place: 17=	3
Players (1=strongest etc)	Score
1. DUANE	43
2. HAMISH	38
3. HANNAH	24
4. JOHN	42
Team Points	Points
1 point for each win (max 4 points)	1
1 point for having a full team	j'
1 point for at least one (F) marked above	)
1 point for at least one (IP) marked above	1 .

Score
40
35
33
42
Points
1
1
0
1

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TEAM TOTAL POINTS	$\supset$
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# 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:

- 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 2<sup>nd</sup> game is defaulted.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team A		Team B	
Ninjas Amy Simpson (755 9496) Points after last round: 4 Place: 9=		Whole Lotta Love Dan Love (027 728 0772) Points after last round: 4 Place: 9=	
Players (1=strongest etc)	Score	Players (1=strongest	
1. Jayden	23	1. DAN LOVE	
2. Amy		2. MARK BACK	
3. Jason	440	3. TRACEY WH	
4. Ky/e		4. HOLLIE FUELS	
Team Points	Points	<b>Team Points</b>	
1 point for each win (max 4 points)	3	1 point for each win (max 4 p	
1 point for having a full team	1	1 point for having a full team	
1 point for at least one (F) marked above	\	1 point for at least one (F) ma	
1 point for at least one (IP) marked above	\	1 point for at least one (IP) m	

Players (1=strongest etc)	Score
1. DAN LOVE	22
2. MARK BACKHOUSE	
3. TRACEY WHITE	38
4. HOLLIE FUEISTALLER.	
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) marked above	1

TEAM TOTAL POINTS	
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TEAM TOTAL POINTS	2
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