# 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:**

- 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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Campbells Warriors		
Rod Campbell (021 280 6288) Points after last round: 16 Place: 8=		
Players (1=strongest etc)	Score	
1. V. 2 km	41	
2. Lessen		
3.	22	
4. 400.	The s	
Team Points	Points	
1 point for each win (max 4 points)		
1 point for having a full team	summer charges	
1 point for having a female player	\$	
1 point for having an inexperienced player marked as (IP)	0	

leam B				
Here for Beer				
Allan Roukema (027 265 6694)				
Points after last round: 10 Place: 17=				
	100			
Players (1=strongest etc)	Score			
11000	74			
2.	and the control of th			
3.	Them bushes.			
4. Mal	10			
Team Points	Points			
1 point for each win (max 4 points)				
1 point for having a full team	Photoson :			
1 point for having a female player				
1 point for having an inexperienced player marked as (IP)	1			

TEAM TOTAL POINTS	1
Captain sign 🖎	

<b>TEAM TOTAL POINTS</b>	
Captain sign 🖎	

# 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

- 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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.

Team B

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: 17 Place: 6=			
Players (1=strongest etc)	Score		
1. };	25		
2. Lenn Jamiela	22		
3. Canic (20)	25		
4. Collette (18)	(35)		
Team Points	Points		
1 point for each win (max 4 points)	1		
1 point for having a full team	J		
1 point for having a female player	1		
1 point for having an inexperienced player marked as (IP)			

Whole Lotta Love Dan Love (027 728 0772) Points after last round: 10 Place: 17=		
Players (1=strongest etc)	Score	
1. Dan	3	
2. Mark	28)	
3. TVOCOL	(39)	
4. Hollie	29	
Team Points	Points	
1 point for each win (max 4 points)	2	
1 point for having a full team	Maler	
1 point for having a female player	Billion (September 1997)	
1 point for having an inexperienced player marked as (IP)	<b>Septiment</b>	

TEAM TOTAL POINTS	4
Captain sign 🖎	

TEAM TOTAL POINTS	5
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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team B  Cremys Joiners  Eremy Powell (027 457 7082)  Dints after last round: 20 Place: 3  Team B  Staples Rodway Bean Counter  Tony Gwyther (021 289 2026)  Points after last round: 13 Place: 16		ers	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Jerema		1.	
1. Jeremy 2. Joe		2	
3. Am		3.	
4. Kade (18)		4.	
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	4	1 point for each win (max 4 points)	
1 point for having a full team	Established on	1 point for having a full team	
1 point for having a female player	Age districts	1 point for having a female player	
1 point for having an inexperienced player marked as (IP)	Anglisson and the	1 point for having an inexperienced player marked as (IP)	

<b>TEAM TOTAL POINTS</b>	A CONTRACTOR OF THE PARTY OF TH	TEAM TOTAL POINTS	
Captain sign 🙇	7	Captain sign 🖎	
0			<u> </u>

# 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 A

marked as (IP)

- 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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.

Team B

**Hot Toddies** 

Louise Hammerton (021 485 801)

5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

# Rebecca Willy (027 465 8627) Points after last round: 14 Place: 14= Players (1=strongest etc) Score Rebecca Rebecca

Fat Kids R Harder to Kidnap

Points after last round: 17 Place: 6=		
Players (1=strongest etc)	Score	
1. Vaughan *	26	
2. Sam	31	
3. Hanish &	33	
4. Duncan	20	
Team Points	Points	
1 point for each win (max 4 points)	3	
1 point for having a full team	<b>©</b> minodoursia <u>us</u> ,	
1 point for having a female player	0	
1 point for having an inexperienced player marked as (IP)	0	

TEAM TOTAL POINTS	Carry
Captain sign 🖎	

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:

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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.

Team B

5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

#### **Tinny Bunch** Chelsea Aim (027 404 5428) Points after last round: 16 Place: 8= **Players** (1=strongest etc) Score nika 2. 10U 3. lava 4. \* WWG Team Points **Points** 1 point for each win (max 4 points) 1 point for having a full team 1 point for having a female player 1 point for having an inexperienced player marked as (IP)

McKechnies Laggers Carly Gau (027 534 4427) Points after last round: 19 Place: 4=			
Players (1=strongest etc)	Score		
1. JEFF	32		
2.	24		
3. CARLY JASON	29		
4. JANUA CARLY	S 2.		
<b>Team Points</b>	Points		
1 point for each win (max 4 points)	4		
1 point for having a full team	eggs philiphone		
1 point for having a female player	k-essentation.		
1 point for having an inexperienced player marked as (IP)			

TEAM TOTAL POINTS	3
Captain sign 🖎	

TEAM TOTAL POINTS	Maria Science Co.
Captain sign 🖎	

# 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 (<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:

**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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.
- 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: 19 Place: 4=		Govett Quilliam  Alex Laurenson (768 3723)  Points after last round: 16 Place: 8=	
Players (1=strongest etc)	Score	Players (1=strongest etc) so	core
1. Layder	2 2	1. Marca 6	6
2. The Lul	21	1 2. A Wagne Wills	7
3.	39	1 3. Troy Was 3	31
4. Jason	37	4. Jereny Wichnes 3	58
Team Points	Points		oints
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	2
1 point for having a full team	Office of the second se	1 point for having a full team	Company and the Control of the Contr
1 point for having a female player		1 point for having a female player	
1 point for having an inexperienced player marked as (IP)		1 point for having an inexperienced player marked as (IP)	, position of the state of the

**TEAM TOTAL POINTS** 

Captain sign 🙇

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Organiser: please give or email	all chapte to Bront Gribbon	(hrant@attive as n=1 = + + 1-	- Carlotte
organisers piease give or citian	an succes to prefit dilbhol	i torenic@attivo.co.nzi at th	e end of the hight.

# 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 (<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:

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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team A  The Munch Bunch  Duane Cameron (027 450 1266)  Points after last round: 15 Place: 12=		Team B  Cape Crusaders  Peter Van der Beek (027 216 7464)  Points after last round: 15 Place: 12≈	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Quare Comeron /	33	1. Peter V	29
2. Steve Kelly	33	2. Gael win	33
3. Decon Love	25	3. Mark	30
4. Harrah Liberdon 19	36	4. Adam	27
Team Points	Points	<b>Team Points</b>	Points
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	A Comment of the Comm
1 point for having a full team	E SECONDA	1 point for having a full team	â.
1 point for having a female player	<b>P</b>	1 point for having a female player	*
1 point for having an inexperienced player marked as (IP)		1 point for having an inexperienced player marked as (IP)	G. College
TEAM TOTAL POINTS		TEAM TOTAL POINTS	f Kenner

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

Captain sign 🔀

# 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:

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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

KCL Property  Jenni White (027 463 4620/759 8689)  Points after last round: 22 Place: 1			
Players (1=strongest etc)	Score		
1. Gail	Marie Marie		
2. Jenny.	42		
3. Grendan	20		
4. Vanghan	6		
Team Points	Points		
1 point for each win (max 4 points)	Land		
1 point for having a full team			
1 point for having a female player			
1 point for having an inexperienced player marked as (IP)	Marie Constitution of the		

leam B Dar Falo Winner R	A hora
Blessed R They	
Kate Shelver (027 227 6419)	
Points after last round: 21 Place: 2	
Players (1=strongest etc)	Score
1. Tim	30
2. Kale	30
3. Gabby	72
4. Berne (P)	57
Team Points	Points
1 point for each win (max 4 points)	Special Section 1981
1 point for having a full team	project Co-
1 point for having a female player	party planting
1 point for having an inexperienced player marked as (IP)	ggaggio-ham.

TEAM TOTAL	. POINTS	Commen
Captain sign 🙇	and in	

<b>TEAM TOTAL POINTS</b>	Comments.
Captain sign 🖎 📈	
	Management

# 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. A player can play twice if required, but their 2<sup>nd</sup> game is a **default win to the other team**.
- 5. If a #4 player is not inexperienced (F grade or below), game goes to other player.

Team A	Team B	
Spotswood College Leighton Upson (027 777 8147) Points after last round: 14 Place: 14=	Methanex Raqueteers Kelly Gates (021 156 2821) Points after last round: 16 Place: 8=	
Players (1=strongest etc) Score	Players (1=strongest etc)	Score
1. Leighton & default	1. Ashley	
2. 9 4	2. Luis	36
3. Rebecca default	3. Brent	
4. martyn 46	4. Jeremy	37
Team Points Points	Team Points	Points
1 point for each win (max 4 points)	1 point for each win (max 4 points)	
1 point for having a full team	1 point for having a full team	3
1 point for having a female player	1 point for having a female player	0
1 point for having an inexperienced player marked as (IP)	1 point for having an inexperienced player marked as (IP)	- O'Control of the Control of the Co
TEAM TOTAL POINTS	TEAM TOTAL POINTS	
Captain sign 🖎	Captain sign 🔼	