# 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.

### Team A **Methanex Raqueteers** Kelly Gates (021 156 2821) Points after last round: 7 Place: 12=

**Players** (1=strongest etc) Score 1. 35

2. 22 3. 38

4. Dade	36
<b>Team Points</b>	Points
1 point for each win (max 4 points)	2
1 point for having a full team	1
1 point for having a female player	-1
1 point for having an inexperienced player	1

Team	В				
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### Worley Powerhouse Bar Tab

Shamrose Chaudhry (027 608 5546)

Points after last round: 9 Place: 8=

Players (1=strongest etc)	Score
1. SHAMROSE CHAUDHROP	38
2. MANOJ MOHAN.	29
3. Bridget	36
4. And Kutty And Kutty	34.
<b>Team Points</b>	Points
1 point for each win (max 4 points)	2
1 point for having a full team	1
1 point for having a female player	1
1 point for having an inexperienced player marked as (IP)	1

TEAM TOTAL POINTS	5
Captain sign 🖎	

marked as (IP)

TEAM TOTAL POINTS	5
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:

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	
Fat Kids R Harder 2 Kidnap Rebecca Willy (027 465 8627) Points after last round: 11 Place: 3=		Cunning Stunts Bridget Taylor (027 516 9959) Points after last round: 11 Place: 3=	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Atta Rebecca	105.+	1. Chris	won
2. Abecca Aly	24	2. Cint	25
3. Steve	lost	3. Bridged	won
4. Breff	48	3. Bridged 4. Solo	52
Team Points	Points	<b>Team Points</b>	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	1 point for having a full team	1
1 point for having a female player	1	1 point for having a female player	1
1 point for having an inexperienced player marked as (IP)	1	1 point for having an inexperienced player marked as (IP)	1
TEAM TOTAL POINTS	3	TEAM TOTAL POINTS	7

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

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)
- 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. 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.

### Team A **Govett Quilliam** Alex Laurenson (768 3723) Points after last round: 10 Place: 6= **Players** (1=strongest etc) Score 70 45 38 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)

Blessed R Thee Jade Harrison (027 278 3054) Points after last round: 9 Place: 8=			
Players (1=strongest etc)	Score		
1. Pat.	68.		
2. Jale.	43		
3. Kale.	32		
4. Bernie.	<i>3</i> 3,		
<b>Team Points</b>	Points		
1 point for each win (max 4 points)			
1 point for having a full team	1		
1 point for having a female player			
1 point for having an inexperienced player marked as (IP)			

TEAM TOTAL POINTS	46
Captain sign 🖎	<b>(</b>

TEAM TOTAL POINTS	3
Captain sign 🖎	

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

# 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 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	
JJ Back \$40 Box To	6	Bits and Bobs	
Catherine Benn (021 443 3037) Points after last round: 11 Place: 3=	~~	Michael Davis (027 222 7722) Points after last round: 8 Place: 11	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Ross	20	1. Chris	AR
2. Jan Tyson F		2. Mihe	0
3. Here Biet IP	ĺ	3. Jan.	0
4. Heles FIPO	H	4. Mile	STA
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)	2
1 point for having a full team	1	1 point for having a full team	0
1 point for having a female player	1	1 point for having a female player	0
1 point for having an inexperienced player marked as (IP)	İ	1 point for having an inexperienced player marked as (IP)	0
			-

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 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. 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  Nova  Allan Roukema (027 265 6694)  Points after last round: 9 Place: 8=		Team B The R Sylvia P Points afte
Players (1=strongest etc)	Score	Playe
1. TODD	32	1. 50
2. ALIAN	40	2. Pa
3. MATT.	32	<b>3. 3</b> /
4. Red.	33.	4. Sha
<b>Team Points</b>	Points	Team
1 point for each win (max 4 points)		1 point fo
1 point for having a full team		1 point fo
1 point for having a female player	0	1 point fo
1 point for having an inexperienced player marked as (IP)		1 point for marked a

The Ring Ins Sylvia Penny (758 7863) Points after last round: 6 Place: 14				
Players (1=strongest etc)	Score			
1. Sonny	33			
2. Paul	34			
3. BROGET.	34			
4. Sharpie	41			
<b>Team Points</b>	Points			
1 point for each win (max 4 points)	3			
1 point for having a full team	)			
1 point for having a female player	1			
1 point for having an inexperienced player marked as (IP)	\			

TEAM TOTAL POINTS	3
Captain sign 🖎	<i>'</i> ,

TEAM TOTAL POINTS	6
Captain sign 🙇 Sorny	

# 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:

**McKechnies Mojos** 

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.

# Carly Gau (027 534 4427) Points after last round: 12 Place: 1= Players (1=strongest etc) 1. Carly 27. 3. Aaron 4. Tim Team Points 1 point for each win (max 4 points) 1 point for having a female player 1 point for having an inexperienced player marked as (IP)

### Beach St Babes Jacinta Harrison (027 274 1669) Points after last round: 10 Place: 6= **Players** (1=strongest etc) Score 1. Jayitz 28 29 34 **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)

TEAM TOTAL POINTS	6
Captain sign 🖎	055_

TEAM TOTAL POINTS	4
Captain sign 🖎	

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

# 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

**Afrikiwis** 

- 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

**Fast n Furious** 

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

# 

Chelsea Aim (027 404 5428) Points after last round: 7 Place: 12=		
Players (1=strongest etc)	Score	
1. JD	25	
2. Chou	25	
3. Yana	28	
4. Sharpie	32	
<b>Team Points</b>	Points	
1 point for each win (max 4 points)		
1 point for having a full team	ſ	
1 point for having a female player		
1 point for having an inexperienced player marked as (IP)		

TEAM TOTAL POINTS	6
Captain sign 🖎	

TEAM TOTAL POINTS	4
Captain sign 🙇	

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