## 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. 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.

Nova	
Allan Roukema (027 265 6694)  Points after last round: 16 Place: 11=	
Players (1=strongest etc)	Score
1. Todd	30
2. Allan	30
3. Allan	D
4. Todd	D
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 B	
McKechnies Mojos	
Carly Gau (027 534 4427) Points after last round: 23 Place: 2	
Players (1=strongest etc)	Score
1. Tim	38
2.	32
3. Jason	
4. Corly Team Points	-
Team Points	Points
1 point for each win (max 4 points)	4
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	0
Captain sign 🔼	

TEAM TOTAL POINTS	7
Captain sign 🙇	

## 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 The Ring Ins Sylvia Penny (758 7863) Points after last round: 17 Place: 9= **Players** (1=strongest etc) Score 1. 2. 3. 4. **Team Points Points** 1 point for each win (max 4 points) 2 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 B	
	JJ Back	
	Catherine Benn (021 443 3037) Points after last round: 20 Place: 5=	-
Loro	Players (1=strongest etc)	Score
	1. Jan Tyson	22
	2. Jim Staserings	15
	3. Des Des	47
	4. Tim Deadle	42.
	Team Points	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)	ı

TEAM TOTAL POINTS	35
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 A Worley Powerhouse Shamrose Chaudhry (027 608 5546) Points after last round: 20 Place: 5=	
Players (1=strongest etc)	Score
1. Shamvose	30
2. Zayd	25
3. Obver	40
4. Andy	31
Team Points	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	0
1 point for having an inexperienced player marked as (IP)	

Team B	
<b>Govett Quilliam</b>	
Alex Laurenson (768 3723) Points after last round: 21 Place: 3=	ř.
Players (1=strongest etc)	Score
1. TROY	25
2. Kelvin	28
3. Alex	33
4. Jaden.	31
Team Points	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	Ø
1 point for having an inexperienced player marked as (IP)	)

TEAM TOTAL POINTS	4
Captain sign 🔼	

TEAM TOTAL POINTS	4-
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 (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 Blessed R Thee Jade Harrison (027 278 3054) Points after last round: 17 Place: 9= **Players** (1=strongest etc) Score 1. 36. 2. 30 31 3. Points Team Points 2 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 B  Cunning Stunts  Bridget Taylor (027 516 9959)  Points after last round: 21 Place: 3=	
Players (1=strongest etc)	Score
1. Bridgel Taylor	'un
2. Milce Towns	31
3. Solu Clarkson	30
4. San Head.	39
<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)	

144

TEAM TOTAL POINTS	5	TEAM TOTAL POINTS
Captain sign 🖎		Captain sign 🖎

Organiser: please give or email all sheets to Brent Gribbon (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:**

- 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 Beach St Babes Jacinta Harrison (027 274 1669) Points after last round: 18 Place: 8 **Players** (1=strongest etc) Score 1. Chook 2. Kaven 32 3. 29 CINT **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)

Fat Kids R Harder 2 Kidnap Rebecca Willy (027 465 8627) Points after last round: 20 Place: 5=		
Players (1=strongest etc)	Score	
1. Rebecca	26	
2. Steve	24	
3. Kone	24	
4. Brett	28	
<b>Team Points</b>	Points	
1 point for each win (max 4 points)	7	
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	S
Captain sign 🔼	R

TEAM TOTAL POINTS	5
Captain sign 🔼	PW

## 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:

- 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 Bits and Bobs Michael Davis (027 222 7722) Points after last round: 13 Place: 14 **Players** (1=strongest etc) Score 1. 2. **Team Points 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)

Fast n Furious Chelsea Aim (027 404 5428)	
Points after last round: 16 Place: 11=	
Players (1=strongest etc)	Score
1. Miles	31
2. Chon	26
3. Yana	28
a. Sharple	23
<b>Team Points</b>	Points
1 point for each win (max 4 points)	1
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	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.

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

# Harold Askvold/Joe Ingram (027 422 7477/027 446 9669) Points after last round: 25 Place: 1 Players (1=strongest etc) 1. Harold 29 2. Joe 30 3. Melissa 29 4. Sharpie (IP) 32 Team 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)

# Methanex Raqueteers

Kelly Gates (021 156 2821)
Points after last round: 15 Place: 13

Points after last round: 15 Place: 13

Players (1=strongest etc)	Score
1. Jayre	24
2. Donald	26
3. Jeff	27
4. Adam (IP)	31
<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 having a female player	1
1 point for having an inexperienced player marked as (IP)	1

TEAM TOTAL POINTS	7
Captain sign 🖎	12

TEAM TOTAL POINTS	3
Captain sign 🖎	2

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