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 (F grade or lower) 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 coordinator

Rules and Information:

- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. Don't finish with a draw -play one more point to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to the other player**.
- 5. If only one #4 player is inexperienced (F grade or below), they get the win regardless of the final score.

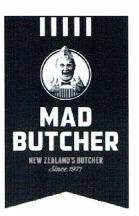
Team A	
Core Group	
Ross Dixon (027 755 4010)	
Bal Tab Vinn	-
Players (1=strongest etc)	Score
1. Marray	37
2. Ross	40
3. John B.	23)
4. Desife	47
Team Points	Points
1 point for each win (max 4 points)	3
1 point for a full team of 4 players	- Constant
1 point for having a female player (F)	greet,
1 point for inexperienced player (IP)	and the second
1 point for inexperienced player (IP)	and the second

Team B	OAV
Beach Street Babes	12
Jacinta Harrison (027 274 1669)	
Players (1=strongest etc)	Score
1. Jacinta Harrison	38
2. Leah Bainfield.	33
3. Jeveny	19
4. Liz Novak.	39
Team Points	Points
1 point for each win (max 4 points)	
1 point for a full team of 4 players	(Plane)
1 point for having a female player (F)	0/61 ₀₀₁ ,
1 point for an inexperienced player (IP)	Same

TEAM TOTAL POINTS	6
Captain sign 🖎	

TEAM TOTAL POINTS	4
Captain sign 🖎	

Organiser: please check and place all sheets in office at end of the night or give to Brent Gribbon (brent@attivo.co.nz)



6pm Court 3



- 2. Mark Females as (F) and Inexperienced Players (F grade or lower) 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 coordinator

Rules and Information:

- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. **Don't finish with a draw –play one more point** to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to the other player**.
- 5. If only one #4 player is inexperienced (F grade or below), they get the win regardless of the final score.

Hot Toddies Louise Corlett (027 411 3361)		Team B Entec Rob Evans (021 076 3947)		
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score	
1. Vanhan	411	1. ary	33	
2. Koven F	34 V	2. Paul Clube defall	33	
3. Linde FOD	42	3. Parl Clarke	46 %	
4. Jo Luscombes	26	4. Will Landslow	28 N	
Team Points	Points	Team Points	Points	
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	2	
1 point for a full team of 4 players	ФПОПИЛОВ	1 point for a full team of 4 players	0	
1 point for having a female player (F)	Assess	1 point for having a female player (F)	0	
1 point for inexperienced player (IP)	-continue	1 point for an inexperienced player (IP)	M-	

TEAM TOTAL POINTS	5	TEAM TOTAL POINTS	3
Captain sign 🖎	Jul	Captain sign 🖎	1

Organiser: please check and place all sheets in office at end of the night or give to Brent Gribbon (brent@attivo.co.nz)

6pm Court 4

MAD BUTCHER NEW ZEALAND'S BUTCHER Since 1971

Instructions to Captains / Team Leader:

- 1. Write player names in order of ability (1 = strongest)
- 2. Mark Females as (F) and Inexperienced Players (F grade or lower) 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 coordinator

Rules and Information:

TEAM TOTAL POINTS

Captain sign 🖎

- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. **Don't finish with a draw –play one more point** to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to the other player**.
- 5. If only one #4 player is inexperienced (F grade or below), they get the win regardless of the final score.

Team A		Team B			
Sporty T		We Wheelie Bin Thinking!!!!			
Sheryl Haynes (027 379 4729)		Shane Robbertsen (027 496 0862)			
		TO PAY			
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score		
1. Stu Haynes	19	1. Sean Bryce	271		
2. Shery Hayres	24	2. Shore Robberten	26 V		
3. Guy Honour	39	3. Lean. Bornfield.	36		
4. Rgj Khadilkar	23	4. Peter Grennell	27		
Team Points	Points	Team Points	Points		
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	2		
1 point for a full team of 4 players	ARTHROXY	1 point for a full team of 4 players	81		
1 point for having a female player (F)	patenter	1 point for having a female player (F)	Militaria		
1 point for inexperienced player (IP)	Material	1 point for an inexperienced player (IP)	No. of Concession		

Organiser: please check and place all sheets in office at end of the night or give to Brent Gribbon (brent@attivo.co.nz)

TEAM TOTAL POINTS

Captain sign 🖎

7pm Court 2

MAD BUTCHER NEW ZEALAND S BUTCHER

Instructions to Captains / Team Leader:

- 1. Write player names in order of ability (1 = strongest)
- 2. Mark Females as (F) and Inexperienced Players (F grade or lower) 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 coordinator

Rules and Information:

Team A

- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. **Don't finish with a draw –play one more point** to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to the other player**.
- 5. If only one #4 player is inexperienced (F grade or below), they get the win regardless of the final score.

Team B

Worley PowerHouse	
Bridget Taylor (027 516 9959)	
TO PAY	
Players (1=strongest etc)	Score
1. Adi 0	0
2. Shamvose	0
3. He Con	0
4. Alun	THE SHIP SHIP
Team Points	Points
1 point for each win (max 4 points)	10
1 point for a full team of 4 players	1
1 point for having a female player (F)	**CHILDE
1 point for inexperienced player (IP)	1

The Undateables Tamsyn Leevey (021 500 459) Bol 195 Wilhols			
Players (1=strongest etc)	Score		
1. Jeremy	plantone		
2. Joe			
3. Karen	1		
4. Karen	DY		
Team Points	Points		
1 point for each win (max 4 points)	3		
1 point for a full team of 4 players	0		
1 point for having a female player (F)	-		
1 point for an inexperienced player (IP)	0)		

TEAM TOTAL POINTS	4
Captain sign 🙇	Contraction and the

TEAM TOTAL	POINTS	6
Captain sign 🖎	M)

Organiser: please check and place all sheets in office at end of the night or give to Brent Gribbon (brent@attivo.co.nz)



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 (F grade or lower) 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 coordinator

Rules and Information:

TEAM TOTAL POINTS

Captain sign 🖎

- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. **Don't finish with a draw –play one more point** to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to the other player**.
- 5. If only one #4 player is inexperienced (F grade or below), they get the win regardless of the final score.

Team A		Team B	
Mad Choppers		Lemon Squash	
Julie Kearton (027 312 4297)		Kate Shelver (027 227 6419)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. ALANA LISA	34	1. Jacinta	35
2. JULLE	50 V	2. Andy	49
3. BAYN	32	3. Bernie	331
4. ALANA.	33V	4. Kate.	32
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	2
1 point for a full team of 4 players	\	1 point for a full team of 4 players	
1 point for having a female player (F)	1	1 point for having a female player (F)	1
1 point for inexperienced player (IP)	(1 point for an inexperienced player (IP)	1
A			

Organiser: please check and place a	1 WY			
Organiser: please check and place a	Il sheets in office at	end of the night or give to	Brent Gribbon	(brent@attivo.co.nz)

TEAM TOTAL POINTS

Captain sign 🖎



MAD BUTCHER NEW ZEALAND'S BUTCHER Since 1971

Instructions to Captains / Team Leader:

- 1. Write player names in order of ability (1 = strongest)
- 2. Mark Females as (F) and Inexperienced Players (F grade or lower) 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 coordinator

Rules and Information:

TEAM TOTAL POINTS

Captain sign 🖎

- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. **Don't finish with a draw –play one more point** to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to the other player**.
- 5. If only one #4 player is inexperienced (F grade or below), they get the win regardless of the final score.

Team A Cape Crusaders Peter van der Beek (027 216 7464)		Fam-Dam Ross Dixon (027 755 4010)	ce!(ci!
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Mark	32	1. Sarah	34 V
2. Paul	20 Y	2. Mike Sand Mike	default
3. Parla	30	3. Jenite Savah Him Ross.	311
4. Nicla.	50V	4. Jack	49
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	2
1 point for a full team of 4 players	1	1 point for a full team of 4 players	1
1 point for having a female player (F)	1	1 point for having a female player (F)	
1 point for inexperienced player (IP)	1	1 point for an inexperienced player (IP)	

Organiser: please check and place all sheets in office at end of the night or give to Brent Gribbon (brent@attivo.co.nz)

TEAM TOTAL POINTS

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 (F grade or lower) 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 coordinator

Rules and Information:

TEAM TOTAL POINTS

Captain sign 🖎

- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. **Don't finish with a draw –play one more point** to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to the other player**.
- 5. If only one #4 player is inexperienced (F grade or below), they get the win regardless of the final score.

Team A Taylor Patrick Round Pegs Hamish Gray (021 269 7375)	*/	Team B Govett Quilliam Alex Laurenson (768 3723)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Jomish	374	1. Murrour	55
2. Stotan	20	2.	22
3. Namo IP	29	3. Alex	34
4. Vanessat IP	43	4. Oskar	44 V
Team Points	Points	Team Points	Points
1 point for each win (max 4 points))	1 point for each win (max 4 points)	3
1 point for a full team of 4 players	1	1 point for a full team of 4 players	
1 point for having a female player (F)		1 point for having a female player (F)	_
1 point for inexperienced player (IP)	/ \	1 point for an inexperienced player (IP)	1

Organiser: please check and place all sheets in office at end of the night or give to Brent Gribbon (brent@attivo.co.nz)

TEAM TOTAL POINTS

Captain sign 🖎