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:

TEAM TOTAL POINTS

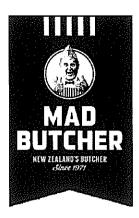
- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. Don't finish with a draw -play one more point to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a default win to the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

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Team A Cape Crusaders Peter van der Beek (027 216 7464)		We Wheelie Bin Thinking!!!! Shane Robbertsen (027 496 0862)		
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score	
1. Petros	33	1. Sean Bryce	30	
2.	28	2. Vestelle Sorpson (F)	23	
3. Paul	32	3. Shore Robbertson (IP)	20	
4. Paula	3)	4. Peter Giernell (IP).	27	
Team Points	Points	Team Points	Points	
1 point for each win (max 4 points)	4	1 point for each win (max 4 points)	0	
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	1 point for having a female player (F)	1	
1 point for inexperienced player (IP)	1	1 point for an inexperienced player (IP)	1	
A CONTRACTOR OF THE CONTRACTOR	i			

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



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 (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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Team A Hot Toddies Louise Corlett (027 411 3361)		Govett Quality Alex Laurenson
Players (1=strongest etc)	Score	Players (1
1. Harrish Sarah	30	1.
2. Soph Hamish 40		2. attended to
3. J ₀	27	3. 1702
4. A. Maria.	22	4. 1100
Team Points	Points	Team Poi
1 point for each win (max 4 points)	Z	1 point for each
1 point for a full team of 4 players		1 point for a ful
1 point for having a female player (F)	Manual System	1 point for havir
1 point for inexperienced player (IP)		1 point for an in
7		

Govett Quilliam Alex Laurenson (768 3723)					
Players (1=strongest etc)	Score				
1. Morra Weast	34				
2. Will Bourn of					
3. Trent Wand	32				
4. Alete Levien son	30				
Team Points Points					
1 point for each win (max 4 points)					
1 point for a full team of 4 players	- American				
1 point for having a female player (F)					
1 point for an inexperienced player (IP)	-skanistanow				

TEAM TOTAL POINTS	5
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TEAM TOTAL POINTS



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 (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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Team A Sporty T Sheryl Haynes (027 379 4729)		Team B Subway Tamsyn Leevey (021 500 459)	
Score	Players (1=strongest etc)	Score	
22	1. Tamsyn Leever	27	
27	2. Jason Lecoy	33	
29	3. Dallas Leave	,34	
44	4(1P) Alyscie Leeney	38	
Points	Team Points	Points	
١	1 point for each win (max 4 points)	3	
\	1 point for a full team of 4 players	Personance	
\	1 point for having a female player (F)	1	
0	1 point for an inexperienced player (IP)	1	
	22 27 29 44	Subway Tamsyn Leevey (021 500 459) Players (1=strongest etc) 1. Tamsyn Leevey 2. Jason Leevey 3. Jeans 4(P) Alyson Leevey Points Points 1 point for each win (max 4 points) 1 point for a full team of 4 players 1 point for having a female player (F)	

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 (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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Team A Beach Street Babes Jacinta Harrison (027 274 1669)			Team B Fam-Dam Ross Dixon (027 755 4010)	
Players (1=strongest etc)	Score		Players (1=strongest etc)	Score
1. Jacinta	37	华	1. Sarah	
2. Charlotte.	13		2. Ross	18
3. Liz	31	4	3. Dead of Jeck 4. Fact . Derise	29
4. Peter.	\$27		4. Fact. & Derise	34
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 point for having a female player (F)	/
1 point for inexperienced player (IP)	-		1 point for an inexperienced player (IP)	1

TEAM TOTAL POINTS 5 TEAM TOTAL POINTS	5	
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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 (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

- 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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Mad Choppers Julie Kearton (027 312 4297)		Team B To Be Confirmed Nicola Gilmoure (022 341 4760)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. THE SHANE	35	1. NIGHT Bridget	38
2. SH JULIE	-29	2. Jess	32
3. BRYN	23	3. <u>Joa</u> .	25
4. F. Bryn	40	4. Sandra	35
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	\$	1 point for each win (max 4 points)	罗
1 point for a full team of 4 players	0	1 point for a full team of 4 players	ŀ
1 point for having a female player (F)	ì	1 point for having a female player (F)	
1 point for inexperienced player (IP)	,	1 point for an inexperienced player (IP)	4

TEAM TOTAL POINTS

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 (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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Worley PowerHouse Shamrose Chaudhry (027 608 5546)				
Players (1=strongest etc)	Score			
1. Mike.	0			
2. Shamrose.	0			
3. Helon	and it staying			
4. Asim.	C			
Team Points	Points			
1 point for each win (max 4 points)	ADDRESS.			
1 point for a full team of 4 players	STATEMENT			
1 point for having a female player (F)	*****			
1 point for inexperienced player (IP)				

Team B					
Entec					
Rob Evans (021 076 3947)					
Players (1=strongest etc)	Score				
1. Z.L	1				
2. Harry Gany	\				
3. Gad	0				
4. Paul.	afteriliphica-				
Team Points	Points				
1 point for each win (max 4 points)	3				
1 point for a full team of 4 players	- 1000 COLUMN				
1 point for having a female player (F)	Winderst Temperature				
1 point for an inexperienced player (IP)	A STREET, STRE				

TEAM TOTAL POINTS	4
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TEAM TOTAL POINTS



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:

- 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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Team A Core Group Ross Dixon (027 755 4010)		Team B The Undateables Jeremy Powell (027 457 7082)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. ROSJ	32	1. Jeremy 2. Joe	35
2. John	36	2. JOE	57
3. Ludo	37	3. Taryn	34
4. Derise	40	4. Jade.	46
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	enouses**	1 point for each win (max 4 points)	3
1 point for a full team of 4 players	With the second second	1 point for a full team of 4 players	, in the second
1 point for having a female player (F)		1 point for having a female player (F)	1
1 point for inexperienced player (IP)	and the state of t	1 point for an inexperienced player (IP)	Strongweeth.

TEAM TOTAL POINTS	4	TEAM TOTAL POINTS	6

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 (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

- 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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Name to Be Arranged Bridget Taylor (027 516 9959)		Team B Knackered Knees Klub (KKK) Chelsea Aim (027 404 5428)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Lee NIC	32	1. Mike (W)	37
2. Atc Lee	25	· 2. Chou. (w)	26
3. John (W)	45	3. Boinnie	436
4. Sordia Sam &	27	4. Lizzie	19
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	and constants.	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))

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

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:

Taylor Patrick Round Pegs

Hamish Grav (021 269 7375)

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.

Bar Tab Winners: Cape Crusaders (6pm), Mad Choppers (7pm)

Tiamism Gray (021 203 7373)				
Players (1=strongest etc)	Score			
1. Hamish	30.			
2. JOE	53			
3. Pamo (IP)	35			
4. Vavessa(F(ID)	40			
Team Points	Points			
1 point for each win (max 4 points)	2			
1 point for a full team of 4 players	#EFFTGGB000			
1 point for having a female player (F)	general control of the control of th			
1 point for inexperienced player (IP)	cribiting.			

Team B				
Lemon Squash Kate Shelver (027 227 6419)				
Players (1=strongest etc)	Score			
1. Jade	26			
2. Andr (1P)	44			
3. Bernie (1P)	36			
4. Kate	45			
Team Points	Points			
1 point for each win (max 4 points)	2			
1 point for a full team of 4 players	**************************************			
1 point for having a female player (F)	*** The state of t			
1 point for an inexperienced player (IP)				



TEAM TOTAL POINTS