6pm Court 2

MAD BUTCHER NEW ZEALAND'S BUTCHER - State 1977

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:

Boach Stroot Bahos

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: Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Jacinta Harrison (027 274 1669)		
Players (1=strongest etc)	Score	
1. Jacinta	28	
2. Leah	29	
3. L [®] 2	29	
4. Charlotte	27	
Team Points	Points	
1 point for each win (max 4 points)	2	
1 point for a full team of 4 players	PRINTERS.	
1 point for having a female player (F)	- Incompany	
1 point for inexperienced player (IP)	and the state of t	

Team B	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
Entec		
Rob Evans (021 076 3947)	ħ	
Please pay your sub	51	
Players (1=strongest etc)	Score	and the second s
1. Chary	29	\$
2.	30	*
3. Paul	34	
4.	28	4
Team Points	Points	
1 point for each win (max 4 points)	2	
1 point for a full team of 4 players	0	
1 point for having a female player (F)	Austria	
1 point for an inexperienced player (IP)		

TEAM TOTAL POINTS 5

TEAM TOTAL POINTS 4

6pm Court 3

MAD BUTCHER REW ZEALARD'S BUTCHER Glace 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

- 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: Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Team A The Undateables Jeremy Powell (027 457 7082)		Fam-Dam Ross Dixon (027 755 4010)	mers
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Jetemy.	(29)) 1. Rosi	27
2. Fison	28	2. Scroh	<u>3</u> 2.
3. Tanya Kado	(37)	3. Denie	
4. Kegter Toryn.	(27)	4. Joel Ellie	19
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	3	1 point for each win (max 4 points)	
1 point for a full team of 4 players	ATT Brandship	1 point for a full team of 4 players	1
1 point for having a female player (F)	0	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

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:	Fam-Dam	(6pm)	We	Wheelie	Bin	Thinkina	(7pm)	

Team A		Team B	
Hot Toddies		Lemon Squash	
Louise Corlett (027 411 3361)		Kate Shelver (027 227 6419)	
Louise Coriett (027 411 3301)		Rate Shelver (027 227 0413)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. July Vaughan	0	1. Jade	l
2. And Course Michelle	(2. Andy	0
3. Per Herrita Louise	-	3. Pat	0
4. Beit Lindi	0	4. Bernil -	
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 point for having a female player (F)	,	1 point for having a female player (F)	1
1 point for inexperienced player (IP)		1 point for an inexperienced player (IP)	1
	Page 18		2014
TEAM TOTAL POINTS		TEAM TOTAL POINTS	

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

AM MZ.

6pm Court 5

MAD BUTCHER KEW ZEALAND'S BOTCHER JUNE 1977

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

Subway

Bar Tab Winners: Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Cape Crusaders Peter van der Beek (027 216 7464) Players (1=strongest etc) Score Pete Pete Pete Pete Results 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) 1 point for inexperienced player (IP)

Tamsyn Leevey (021 500 459)		
Players (1=strongest etc)	Score	
1. Tamsyn Leovey (F)	2	
2. Jason Leevey	tole /	
3. Dallas Leevey	40	
4. Alyscia Leevey (1P)	38	
Team Points	Points	
1 point for each win (max 4 points)	a	
1 point for a full team of 4 players	* Allega (Allega (Alle	
1 point for having a female player (F)	maaroon,	
1 point for an inexperienced player (IP)	- distance -	

TEAM TOTAL POINTS	J.
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TEAM TOTAL POINTS	5
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7pm Court 1

MAD BUTCHER NEW ZEALAND'S BUTCHER - Jack 1977

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: Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Team A Core Group		
Ross Dixon (027 755 4010)		
Players (1=strongest etc)	Score	
1. Roll	19	
2. John	35	
3. E Loole (2%	
4. 199120	(38)	
Team Points	Points	
1 point for each win (max 4 points)	2	
1 point for a full team of 4 players	1	
1 point for having a female player (F)	1	
1 point for inexperienced player (IP)	1	

Team B We Wheelie Bin Thinking! Shane Robbertsen (027 496 0862) ZM Round Bank	I
Players (1=strongest etc)	Score
1. harald	32
2.	(36)
3. Scott	22
4. Stacey	35
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)	***************************************
1 point for an inexperienced player (IP)	1

TEAM	TOTAL POINTS	(5)
		A CONTRACTOR OF THE PARTY OF TH

TEAM	TOTAL	POINTS
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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:

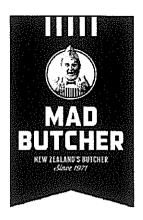
- 1. Each game lasts 15 minutes, with a point per rally.
- 2. If a player gets 10 points ahead, the other player is given 10 points to catch up.
- 3. Don't finish with a draw -play one more point to determine the winner.
- 4. If a player in your team plays twice, their 2nd game is a **default win to 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: Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Team B	
To Be Confirmed	
Nicola Gilmoure (022 341 4760)	
Pease Pay your shos	50
Players (1=strongest etc)	Score
1. Bridget Taylor	(29)
2. Jess White	(32)
3. Tan Clake	
4. Sow	40
Team Points	Points
1 point for each win (max 4 points)	3
1 point for a full team of 4 players	*\$\$49;69;40;40;40;
1 point for having a female player (F)	Harm same Al Code, St.
1 point for an inexperienced player (IP)	proposition

TEAM TOTAL POINTS	4
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TEAM TOTAL POINTS	5	



7pm Court 3

MAD BUTCHER HEW ZEALAND S GSTIGHER June 1977

lee Joel = 30/27 John - Danien = 32/29

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: Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Name to Be Arranged Bridget Taylor (027 516 9959) Please Pay Moul Subs. Players (1=strongest etc) 1. Lee 36 2. John 32 3. BMM Nic 27 4. Sam Team 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) 1 point for inexperienced player (IP)

Team B		
Taylor Patrick Round Pegs		
Hamish Gray (021 269 7375)	1	
Please pay yours sub	<u>s!</u>	
Players (1=strongest etc)	Score	
14 MAAAMA Joel	ZI.	2
2.3 Damus	29	
3. MAN Stefan	WH	3
4.1 Esta Vanessa	30	
Team Points	Points	
1 point for each win (max 4 points)	2	
1 point for a full team of 4 players	Approximation of the control of the	
1 point for having a female player (F)	agize(fcs)/	
1 point for an inexperienced player (IP)	COTTOTEMANING	

TEAM TOTAL POINTS	5
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TEAM TOTAL POINTS	5	
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7pm Court 4

MAD BUTCHER KWILLAND'S BUTCHER «Stace 1971

Score

Points

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:

Bar Tab Winners:

D

- 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.

Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Team A Team B **Worley PowerHouse Govett Quilliam Shamrose Chaudhry (027 608 5546)** Alex Laurenson (768 3723) Players (1=strongest etc) Players (1=strongest etc) Score harmosse Helen. **Team Points** Team Points **Points** 1 point for each win (max 4 points) 1 point for each win (max 4 points) 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)

TEAM	TOTAL	POINTS	4

1 point for inexperienced player (IP)

TEAM	TOTAL	POINTS	Š

1 point for an inexperienced player (IP)

7pm Court 5

MAD BUTCHER REW 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 A

Mad Choppers

- 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

Bar Tab Winners: Fam-Dam (6pm), We Wheelie Bin Thinking (7pm)

Julie Kearton (027 312 4297)	
Players (1=strongest etc)	Score
1. JAME Mark	24
2. MARCHA Shave	19
3. BAYN	34
4. JUN/6	36
Team Points	Points
1 point for each win (max 4 points)	2
1 point for a full team of 4 players	ļ
1 point for having a female player (F)	
1 point for inexperienced player (IP)	

Knackered Knees Klub (KKK) Chelsea Aim (027 404 5428)		
Players (1=strongest etc)	Score	
1. Chou	33	
2. Mike	20	
3. Ebasie Emma	28	
4. Temma Bonnie	33	
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)	1	
1 point for an inexperienced player (IP)		

TEAM TOTAL POINTS	5
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TEAM TOTAL POINTS	
	· negative