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

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

Bar Tab Winners: Lemon Squash, Licenced to Touch, AMTEC Engineering

Balls to the Wall Brett Healy (0274956141)		Crafty ol B's Sylvia Penny (027 330 4419)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. JEREMY Powell	31	1. Kaye Carter	25,
2. BRETT HEALY	27	2. Daniel Donovan.	30
3. TARYN MARTIN (IP)	29	3. Ben Sumvan Brown	32.
4. KATHRYN BARRETT (IP)(F)	34	4. Emma Parker.	42
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	1	1 point for each win (max 4 points)	3
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
1 point for inexperienced player (IP)	grectitys	1 point for an inexperienced player (IP)	1
4:			

TEAM TOTAL POINTS

7pm Court 2

MAD BUTCHER MEW ZEALAND'S BUTCHER Stance 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:

- 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: Lemon Squash, Licenced to Touch, AMTEC Engineering

	*		
Team A	2:	Team B	
Where You Wheelie Bin?		Lemon Squash	
		Kate Shelver (027 227 6419)	
Shane Robbertsen (027 496 0862)		Kate Shelver (027 227 6419)	
	5		
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Sean	37	1. Andy	29
2. Share	42	2. Pat	38
3. Reg	28	3. Berrie	30
4. Stacey.	25	4. Kate	33
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
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))
		,	
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)

7pm Court 3

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:

- 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: Lemon Squash, Licenced to Touch, AMTEC Engineering

Toom A		Toom D	
Team A		Team B	
Subway		Licenced to Touch	
Tamsyn Leevey (021 500 459)		Jacinta/Yana (027 274 1669)	
ramsyn Leevey (021 300 433)		Jacinta, rana (02) 274 2005)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Tansyn	\	1. Jacinta	\bigcirc
2. Jakon		2.	3
3. Dallas.	1	3. Karen	6
4. Algeria	0	4. Mi'de	gentales
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	1
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)	22 3	1 point for an inexperienced player (IP)	
1			

TEAM TOTAL POINTS	4	TEAM TOTAL POINTS	2	
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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 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:

- 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: Lemon Squash, Licenced to Touch, AMTEC Engineering

Team A AMTEC Engineering Ltd Kerry Demchy (0272481923)	4	Team B Mad Choppers Julie Kearton (027 312 4297)	,
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Keny Demenu		1. Lise	
2. JASWING DENCH	V 34	- 2. Bryn	28
3. EVENOLOT DEMCHI	143	3. Julie	420
4. Brevolan marati	148	4. Mark	49 (
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	2	1 point for each win (max 4 points)	1
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	1 point for an inexperienced player (IP)	1
TEAM TOTAL POINTS	4	TEAM TOTAL POINTS	3

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 5

MAD BUTCHER NEW ZELIANDS SUITCHER

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

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**.
- 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: Lemon Squash, Licenced to Touch, AMTEC Engineering

BDO Taranaki Liz (0273455388)		Beach Street Babes Jacinta Harrison (027 274 1669)	
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. Micheal	29	1. Cint	23
1. Micheal 2. Carter	27	2. Mile.	28
3. Hoyden	30	3. Leah Barnfield.	28
4. Ryan.	38	4. Chalotte Webby	34
Team Points	Points	Team Points	Points
1 point for each win (max 4 points)	3	1 point for each win (max 4 points)	1
1 point for a full team of 4 players	-	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
1 point for inexperienced player (IP)	1	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