6pm Court 1

MAD BUTCHER MEW ZEALAND'S BUTCHER SUNCE FIFT

Instructions:

Team A

Uppers Downers

Steve Oldfield (027 481 0749)

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Players (1=strongest etc) 1. 28 2. 39 3. 30 4. 36. Team-Points 1 point for each win (max 4 points) 2 point for having 4 different players 1 point for having a mixed gender team 1 point for inexperienced player

Team B	
Beach St Babes	
Jacinta Harrison (027 274 1669))

Players (1=strongest etc)	Score
1. Cint	31
2. 086	34
3. Jade.	34
4. Chalotte.	35
Team Points	Points
1 point for each win (max 4 points)	2
1 point for having 4 different players	1
1 point for having a mixed gender team	
1 point for an inexperienced player	1

TEAM TOTAL POINTS	5	TEAM TOTAL POINTS



6pm Court 2

MAD BUTCHER WEW TELLINES BUTCHER Jacob 7577

Instructions:

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Team A

The Young and the Rest of Us

Dan Love (027 351 4714)

Players (1=strongest etc)	Score
1. DAN	46
2. KERRY	5)
3. MUES	34
4. SONYA	44
Team Points	Points
1 point for each win (max 4 points)	4
1 point for having 4 different players	# LVO management
1 point for having a mixed gender team	1
1 point for inexperienced player	WP Typeson .

T	_
ieam	В

Greymouth

Kevin Breedveld (021 453 363)

Players (1=strongest etc)	Score
1. 1251/1	43
2. 12011	50
3. MREE.	26
4. LAUNCH.	37.
Team Points	Points
1 point for each win (max 4 points)	
1 point for having 4 different players	eccusios.
1 point for having a mixed gender team	SON CONTRACTOR
1 point for an inexperienced player	: . *

TEAM T	OTAL	POINTS
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TEAM	TOTAL	POINTS
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6pm Court 3

MAD MAD BUTCHER MY IIILANT BUILTHIN diese 1977

Instructions:

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Team A Professional Hot Shots Michelle Habib (027 371 1420)		Team B BTW Boasters Kathryn Barrett (027 497 6617)	-
Players (1=strongest etc)	Score	Players (1=strongest etc)	Score
1. BLAKE	28	1. JOE INCRAM	3(
2. SAM	249	2. TARIN MARTIN	48
3. SAM MASTRS	26'	3. SEREMI BEOFH-1	32
4. Yes	76	4. SHAME LAUR ENSON	31
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 having 4 different players		1 point for having 4 different players	A STATE OF THE STA
1 point for having a mixed gender team	0	1 point for having a mixed gender team	0
1 point for inexperienced player	1	1 point for an inexperienced player	1
]	<u> </u>



TEAM TOTAL POINTS

Please give completed sheets to coordinator before you leave — Thanks ☺

TEAM TOTAL POINTS

6pm Court 4

MAD BUTCHER REWILLIANTS STITULE - Since 5977

Instructions:

Team A

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Team B
Eftpos Specialists
Karen Hardy (021 0260 2869)

Players (1=strongest etc)	Score
1. Mike Hardy	A
2. Karen Hardy	36
3. Mel Hardy	16
4. Kim Muir	
Team Points	Points
1 point for each win (max 4 points)	3
1 point for having 4 different players	فقاده دارستان
1 point for having a mixed gender team	rhampark kypite

TEAM TOTAL POINTS



TEAM TOTAL POINTS





6pm Court 5

Instructions:

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Team A Team B **Methanex Raqueteers GQ** Law Kelly Gates (021 156 2821) Alex Laurenson (027 257 5935) **Players** (1=strongest etc) Score **Players** (1=strongest etc) Score 1. 1. 2. 2. default win **Team Points Team Points Points Points** 1 point for each win (max 4 points) 1 point for each win (max 4 points) 1 point for having 4 different players 1 point for having 4 different players 1 point for having a mixed gender team 1 point for having a mixed gender team 1 point for inexperienced player 1 point for an inexperienced player 4 TEAM TOTAL POINTS **TEAM TOTAL POINTS**



7pm Court 1

MAD MAD BUTCHER SEW IEEENES BUTCHER Classe FOF7

Instructions:

Team A

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

McKechnie Aluminium Carly Waldon (027 534 4427) Players (1=strongest etc) 1. JEFF 2. AARON 3. CARLY 3. CARLY 4. ANTONIO Team Points 1 point for each win (max 4 points) 1 point for having 4 different players 1 point for having a mixed gender team 1 point for inexperienced player

Team B		
PAKX2		

Andrew Howatson (027 868 1169)

Players (1=strongest etc)	Score
1. Pat	37
2. Andy	42
3. Kate A	34
4. Kate S	27
Team Points	Points
1 point for each win (max 4 points)	0
1 point for having 4 different players	
1 point for having a mixed gender team	and distribution
1 point for an inexperienced player	1

TEAM TOTAL POINTS	7	
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TEAM TOTAL POINTS	3
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7pm Court 2

MAD BUTCHER

Instructions:

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Team A Team B Cuzzie Bros **Staples Bean Counters** Rory Mortleman (021 289 2026) Chelsea Aim (027 404 5428) **Players** (1=strongest etc) Score **Players** (1=strongest etc) Score 16 3. 30 Team Points Team Points **Points Points** 1 point for each win (max 4 points) 1 point for each win (max 4 points) 1 point for having 4 different players 1 point for having 4 different players 1 point for having a mixed gender team 1 point for having a mixed gender team 1 point for an inexperienced player 1 point for inexperienced player 6 **TEAM TOTAL POINTS TEAM TOTAL POINTS**



7pm Court 3

MAD BUTCHER REW ELELLARS SHITCHER School 1997

Instructions:

Team A

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, and return to coordinator

Rules and Information:

Methanex Squashees Kelly Gates (021 156 2821)

- 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Players (1=strongest etc) 1. Adam 29 2. White 39 3. Anthory 22 4. White 39 Team Points 1 point for each win (max 4 points) 1 point for having 4 different players 1 point for having a mixed gender team 1 point for inexperienced player

Team B	
Darstanyon	
01 1 11 01	(00=0=0

Christine Stanyon (027 252 7593)

Players (1=strongest etc)	Score	
1. Paul	35	
2. Grace	34	
3. Christine	23	
4. James	35	
Team Points	Points	
Team Points 1 point for each win (max 4 points)	Points	
	Points 3	
1 point for each win (max 4 points)	Points 3	

	FEAM TOTAL POINTS	H	TEAM TOTAL POINTS	6
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7pm Court 4

4

Instructions:

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (**no draws** always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Team A Team B Manawa Tapu Waste Management Shane Robbertsen (027 496 0862) Ross Howarth (021 170 8206) **Players** (1=strongest etc) Score Score **Players** (1=strongest etc) **Team Points Points Points** 1 point for each win (max 4 points) 1 point for each win (max 4 points) 1 point for having 4 different players 1 point for having 4 different players 1 point for having a mixed gender team 1 point for having a mixed gender team 1 point for inexperienced player 1 point for an inexperienced player TEAM TOTAL POINTS **TEAM TOTAL POINTS**



7pm Court 5

MAD BUTCHER HIVE FELLINGS BRITCHER Stones 7777

Instructions:

- 1. Write player names in order of ability (1 = strongest)
- 2. Write game scores next to players names (no draws always play one extra point)
- 3. Captains when finished, work out your total points, 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, the lower order 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: 6pm Greymouth, 7pm Darstanyon

Team A Team B **Mad Choppers** Hawera's Finest Jacinta Harrison (027 274 1669) Julie Kearton (027 312 4297) **Players** (1=strongest etc) Score **Players** (1=strongest etc) Score Team Points **Points** Team Points **Points** 1 point for each win (max 4 points) 1 point for each win (max 4 points) 1 point for having 4 different players 1 point for having 4 different players 1 point for having a mixed gender team 1 point for having a mixed gender team 1 point for inexperienced player 1 point for an inexperienced player





TEAM TOTAL POINTS



