BLACKMORE VALE TABLE TENNIS LEAGUE

TEAM HANDICAP KO

DATE _____
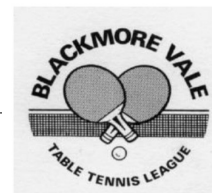
HOME TEAM		HC
PLAYER 1		
PLAYER 2		
PLAYER 3		
AWAY TEAM		**HC**
PLAYER 1		
PLAYER 2		
PLAYER 3		

ROUND

R16 / QF / SF / F

HOME	Start	PLAY ORDER	AWAY	Start	1st	2nd	3rd	4th	5th	TOTAL Home	TOTAL Away
		1 v 1									
		2 v 2									
		3 v 3									
		2 v 1									
		1 v 3									
		3 v 2									
		2 v 3									
		3 v 1									
		1 v 2									
									MATCH SCORE		

Home CAPTAIN _____

Away CAPTAIN _____

➢ Each match will simply count as 1 point, whether the result is 3-0, 3-1 or 3-2. The first team to 5 points is the winner.

➢ Each match shall be the best of 5 games, the first player to win 3 games being the winner (& gaining the point for their team).

➢ Every player will be allocated a ranking letter by the organiser which determines the relative strength of the players. The two players in each match shall refer to the handicapping chart to see what handicap applies to their particular match.

➢ The handicap is applied separately to each game between the two players and is added to the weaker player's score before the start of each game. This should be noted in the Start column for each player.

For example, if the handicap is "4" then the weaker player starts each game in that match at a score of 4-0.

➢ The first player to 11 points wins the game – there are no "deuces". 11-10 wins.

Higher ranked player letter	A	B	C	D	E	F	G	H	I
A	0	4	6	7	7	8	8	9	9
B		0	4	5	6	7	7	8	9
C			0	3	5	6	7	8	9
D				0	2	3	5	7	8
E					0	2	4	6	8
F						0	2	4	7
G							0	3	6
H								0	4
I									0