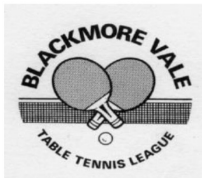


BLACKMORE VALE TABLE TENNIS LEAGUE



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

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

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Away CAPTAIN

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1. Each match will count as 1 point, whether the result is 3-0, 3-1 or 3-2, The first team to 5 points is the winner.
2. Each match shall be the best of 5 games, the player to win 3 games being the winner (& scores a point for their team).
3. Every player will be allocated a ranking letter by the organiser which determines the relative strength of the players.
4. The two players in each match shall refer to the handicapping chart to see what handicap applies to their particular match.
5. 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.

6. 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