

Team Challenge (Handicap) Rules/Explained

This competition doesn't rely on the "I need to put my strongest team out" ideology, as a weaker player may give you a better start; although missing a player could severely hamper your chances of staying in the competition. NO POSTPONEMENTS – please ensure matches are played in the week they are SCHEDULED.

- A knock out challenge
- Three players to a team (if only two turn out, you start 3-0 down, must have a minimum of two players) [see below for altering handicap start for player shortage]
- First to five wins (out of courtesy, a minimum of 6 matches MUST be played)
- 1 game of 31 to be played, no deuce, just sudden death – see scorecard for halfway changeover
- Played with a TEAM handicap/start, calculated at the start of the night (see scorecard)
- No doubles played, just six, or up to 9, singles games
- Works from a preliminary round to a semi and finals stages
- One overall team winner
- **ALL TEAMS are automatically entered to compete in this competition**

Handicap Explained

- All three players grading to be added together
- Example: Team A is $50 + 50 + 160 = 160$, divide by 3 (round down if necessary) = 53, that is your team handicap for the night
- Do the same for the opposition
- E.g. Team B is $40 + 42 + 38 = 120$, divide by 3 (round down if necessary) = 40
- Take the lowest from the highest e.g. $53 - 40 = 13$
- Look this difference up on the sheet (new sheet for this year!) is... 13 difference = 11 start
- If only two players turn out, do the above calculations but divide the two player side by 2, not 3
- So the start to Team A would be 11 in ALL games

Scorecards to be forwarded to the Match Secretary as normal within 3 calendar days of the match being played by BOTH teams.

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