

2019 SHEEN SQUASH CLUB TOURNAMENTS

There are a few simple rules which must be followed if the tournaments are to run smoothly.

Times have been allocated for each match as shown on the draws. **The court booking charge (£4 per session using £1 coins) is to be paid by the entrants.**

It is important that you play your matches according to the timetable.

You may play at an alternative time subject to the agreement of both players/teams and provided that you do not delay the next round of matches. If you intend to play at a different time, please book the court as usual (i.e. The £4 booking charge will be deducted from your account(s)) and notify Roger Jones.

PLEASE CONTACT YOUR OPPONENTS TO CONFIRM TIMES FOR ALL MATCHES

When you have played a match please enter the result and game scores on the draw sheets pinned to the notice board in the squash court lobby.

Finals will be played during the evening on **FRIDAY 17th MAY**. Trophies and prizes will be presented in the clubhouse and a "Crowther's" supper will also be available. This is a very enjoyable evening and all supporters are most welcome. Please add your name to the notices around the club if you would like supper (highly recommended).

CHAMPIONSHIP, CHAMPIONSHIP PLATE, LADIES, JUNIOR AND DOUBLES TOURNAMENTS

Matches will be the best of FIVE games. Point-a-rally scoring. The winner of a rally scores 1 point and serves to begin the next rally. Each game is played to 15 points, except that if the score reaches 14 all, the game continues until one player leads by 2 points.

First round losers of the club championships are automatically entered for the plate. If you had a bye in the first round and lost in the second you will also be entered for the plate.

DOUBLES

Protective eyewear must be worn by all doubles players. See the "Doubles Eyewear" notes

HANDICAP AND HANDICAP PLATE TOURNAMENTS

Matches will be the best of THREE games. Point-a-rally scoring. The winner of a rally scores 1 point and serves to begin the next rally. Each game is played to 15 points, except that if the score reaches 14 all, the game continues until one player leads by 2 points.

Handicaps range from +10 (weakest) to -30 (strongest). These are shown against each player's name on the draw. Please note the scoring:

1. Both players on a – (minus) handicap: weaker player starts on + 2, stronger player starts on difference in handicap, e.g. Player A (-8) Player B (-20), difference is 12, then A starts on +2 and B on -10.
2. Weaker player on a + handicap, stronger player on a – (minus) handicap: weaker player starts on their handicap, stronger player starts on their handicap, e.g. Player C (+10) Player D (-6), then C starts on +10 and D on -6.
3. Both players on a + handicap: weaker player starts on 0, stronger player starts on – (minus) difference in handicap, e.g. Player E (+8) Player F (+2), difference is 6, then E starts on 0 and F on -6.

First round losers of the handicap are automatically entered for the handicap plate. If you had a bye in the first round and lost in the second you will also be entered for the plate

QUERIES

Any queries please contact: Roger Jones 020 8878 2991 (rogerjjones37@gmail.com),