

PICKLE BALL COMPETITION

Red's play Blue's.

Any combination of four players.

12 games make up the Match.

Each game to 5 points (2 clear, PAR scoring).

Only 1 Server per side for each game.

When that side loses a rally, the other side serves.

After the 1st & 3rd games both sides swap Servers.

After the 2nd game, swap Ends - NOTE the Serving side swaps Servers as normal but the Receiving side keeps the same Server who served in the 2nd game.

After every 4th game swap Partners.

RECORD THE NUMBER OF GAMES WON

NAME	ROUND	1	2	3	Total

Pass result sheet to: Wayne Burns

Winner will be whoever has played 3 or more matches and achieved the highest average score over the week.

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