## 2015 Winter Season

## Newsletter No. 1 - Wednesday 15 July (extended version)

Edited by Ian Cole

## Half Yearly Report

This week is the last match night in the third of four rotations, after which we commence the last three match nights of the season prior to the Finals.

Last year we were forced to combine the two grades and modify the format in order to sustain the viability of the club. This year we've tweaked the format a couple of times throughout the season to give more game-time to the players and to keep the games interesting. The Committee is seeking feedback on these changes so if you have some suggestions on how we can improve the competition please let the Committee know.

Hats off to Ken Smith whose one in a million eye injury last year caused by a rogue shuttle, not from our club I hasten to add, has not stopped him from playing, Try playing badminton with one eye covered up and that about sums up Ken's injury at present.


Match Results of 1 July ( 15 July results not available at this time)

FIREBALL XL5
5 games
306 game points
+2 match points
= 7-5

## STINGRAY

6 games
291 game points
defeated SUPERCAR
5 games
260 game points
+2 match points
= 8-4
PTO

## Draws Are Possible

e.g. Team $\mathbf{X}$ scores 4 games and Team $\mathbf{Y}$ scores 6 games but Team $\mathbf{X}$ has the most game points and therefore is awarded 2 match points and so a drawn game of $6-6$ is declared.

## Match Points

Each game played in Section 1 is awarded 1 match point for a win. Each set of rubbers played in Section 2, be it 2 or 3 rubbers played, is awarded 1 match point. Therefore a total of 10 match points for 10 games and/or rubbers are up for grabs in any given match plus 2 match points for the winning team, making a grand total of 12 match points on offer in any given match. Positions on the ladder are determined by match points. If match points are the same, game points are referred to, to break the deadlock.

## 2015 Finals

Preliminary Final, 12 August: 2 versus 3. (Fourth team is required to umpire.)
Grand Final, 19 August: 1 versus winner of 2 and 3. (Losing team is required to umpire.)

## Next Match

Round 9, Wednesday 15 July
THUNDERBIRDS v FIREBALL XL5 (Crt 1)
STINGRAY v SUPERCAR (Crt 2)

## Duty Team - SUPERCAR

Tip for providing a good supper. The week before your next match, discuss between your teammates who will bring what food so you don't all bring the same thing. e.g. sandwiches, hot stuff, sweets, savouries, milk, etc.

## Umpiring

There are up to 25 games/rubbers played on any one match night. Therefore, on paper each player would not be expected to umpire more than one game or one set of rubbers per night. Understandably, this does not always go to plan if an umpire is called upon to play his or her game. Nevertheless, please make sure you do your fair share of umpiring and do not hesitate to jump in when you see players looking around for an umpire.

## What's Ahead

It's been a challenging year in that we barely had enough players at the start of the season to form four teams of five players. Fortunately, we've had enough emergency players at the ready when the need arose. Of more concern is the steady decline in numbers over the past few years due to chronic injuries, moving out of the area, a change in work circumstances and with very few new players to replenish these losses. We ask all current players to start spreading the word, as we need to bolster our numbers considerably if we are to reverse this downward trend and keep our club viable in the coming years.

