**GRADING EVENTS GUIDELINES**

* “Top Table” style. Top Table is Court #1.
* **Starting Tables**:
	+ Teams that believe they may be in the top 6 are to distribute themselves over the top 6 courts 1-6.
	+ Teams that believe they may be in the botto m 4 are to distribute themselves over the bottom 4 tables.
	+ Other players join in randomly.
* Each round of game(s) is to start when the organiser calls “go”.
* Each pair of teams plays for **17 points.** All games are play all 17 points for practice against all servers.
* **Swap** ends when the **total of scores is 8** i.e. each players has had two serves.
* **After swap**, **serve to a different opposition partner** (as is usual for a change of ends).
* When game(s) on court are finished, all players are to move to the wall at the back of the court, so organiser can see which courts are still playing.
* ***Only change courts when told.***
* ***Only start play when told.***
* If 2 teams per table 1st ­↑ (except 1st on top table stays) and 2nd-↓ (except 2nd on bottom table stays).
* *If 3 teams per table, round robin: 1st -↑ (except 1st on top table stays), 2nd stays; 3rd-↓ (except 3rd on bottom table stays).*
* There will be 8 to 10 rounds, at the discretion of the organiser.
* Number of teams in each of 3 divisions is at discretion of organiser.