Aim: to refine "submitted division" gradings, not attempting to fully grade everyone.

- "Top Table" style. Div 1 on courts 1-5 and top table is Court \#1.

Div 2 on courts 6-10 and top table is Court \#6.
Div 3 on courts 11-14 and top table is Court \#11

- Each round of game(s) is to start when the organiser calls "go" or blows whistle.
- Each pair of teams plays for $\mathbf{1 7}$ 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). The first server will be the person who has just received, serving to the player who has just served. The first server on the new end will serve twice then later finish the game with one serve.
- 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 "Move to next court", with a whistle blow.
- Only start play when told "Go" with another whistle blow.
- If 2 teams per table $1^{\text {st }}-\uparrow$ (except 1 st on top table stays) and $2^{\text {nd }}-\downarrow$ (except 2 nd on bottom table stays).
- If 3 teams per table, round robin: $1^{\text {st }}-\uparrow$ (except 1st on top table stays), 2nd stays; $3^{\text {rd }}$ $\downarrow$ (except 3rd on bottom table stays).
- There will be about 6 rounds, at the discretion of the organiser.
- After the 6 rounds, for the finalisation of divisions:
- Top 2 teams of Div 2 group (on table 6) to play Bottom 2 teams of Div 1 group (on table 5). If Div 2 team wins, they are promoted to Div 1. If Div 1 team loses, they are relegated to Div 2.
- Top 2 teams of Div 3 group (on table 11) to play Bottom 2 teams of Div 2 group (on table 10). If Div 3 team wins, they are promoted to Div 2. If Div 2 team loses, they are relegated to Div 3.
- Number of teams in each of three divisions is at discretion of organiser.
- Each team is to report their table number and win or loss for the last game as this is used to determining seedings.

