

City League Competition

RVC North

May 23, 2010

The City League is a rise and fall based event. This basically means that a team that has been deemed the winner of the pool from one week will be moved up to the next higher pool level. Conversely the team that has been deemed the third place finish in a pool moves down to the lower level pool below. The team that finishes second in the pool will remain in the same pool. By using this rise and fall method it is our hope that teams will find their appropriate level of competition.

If it becomes necessary that divisions have to be combined (usually a five team pool) we historically combine the top two divisions. This provides in theory the highest level pool and more variety for the top pool due to the fact only one team is added to that pool each week.

Playing Schedule

1:00pm
2:00pm
3:00pm

1 versus 3 (2 works)
2 versus 3 (1 works)
1 versus 2 (3 works)

	Court 3	W	L
Team 1	Tiger's Eye (Evans)	5	1
Team 2	Ruby (Murphy)	4	1
Team 3	Jade (Brooks)	1	3
Team 4	Gold (Foglesong)	1	5
Team 5	Malachite (Bacic)	2	2

	Court 5	W	L
Team 1	Tiger's Eye (Evans)	5	1
Team 2	Ruby (Murphy)	4	1
Team 3	Jade (Brooks)	1	3
Team 4	Gold (Foglesong)	1	5
Team 5	Malachite (Bacic)	2	2

	Court 4	W	L
Team 1	Peridot (Rossi)	3	1
Team 2	Emerald (Gaston)	3	1
Team 3	Pearl (Sinkler)	0	4

	Court 6	W	L
Team 1	Aquamarine (Hufford)	1	3
Team 2	Quartz (Podlesh)	1	3
Team 3	Red (White)	4	0

	Court 7	W	L
Team 1	Amethyst (Harrison)	4	0
Team 2	Amber (Gaston)	1	3
Team 3	Fluorite (Long)	1	3

5 Team Work Schedule

1:00pm
2:00pm
3:00pm

1 versus 5 (ct 3) & 2 versus 4 (ct 5) 3 works both courts
1 versus 4 (ct 3) & 2 versus 3 (ct 5) 5 works both courts
1 versus 3 (ct 3) & 4 versus 5 (ct 5) 2 works both courts

Please leave the facility as you found it.

Please put your chair back where you found it and dispose of all of your trash

At the conclusion of the last match. The teams playing are required to pick up **ALL** trash around the bench!

At the conclusion of the last match the work team is required to clean up **ALL** trash around scoring table!