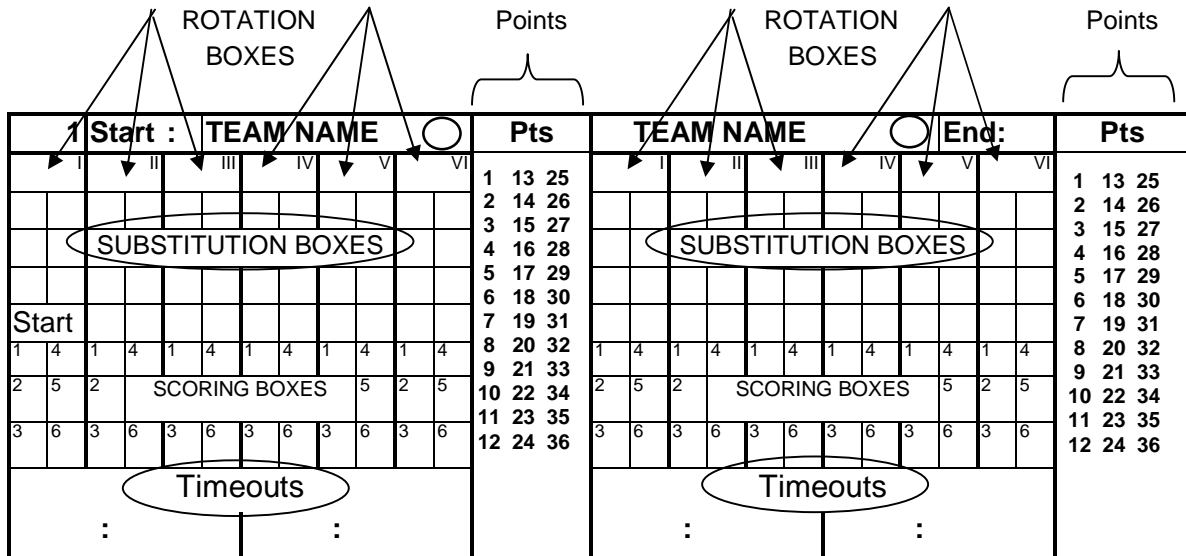
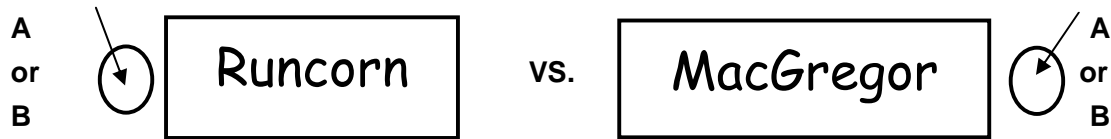


HOW TO SCORE:(please refer to the diagram under the text for an explanation)

Explanation of scoresheet diagram.



1. At the completion of the toss, record on the scoresheet which team is A and which is B. As you look at the court, Team A should be on your left and team B on your right. Fill in the headers for each set. You should also identify which team is serving and receiving.



2. Fill in the rotations for the set for each team (as provided by the team coaches on rotation slips).

1	Start: MACGREGOR	A	Pts	RUNCORN	B	End:	Pts
7	5 ^{II} 9 ^{III} 6 ^{IV} 3 ^V 8 ^{VI}			5 ^I 1 ^{II} 7 ^{III} 4 ^{IV} 6 ^V 9 ^{VI}			

3. Team A is serving. Place a small dash through the "1" in the scoring box (underneath the rotation) (1). Check that the first server is this person. If Team A is serving, Team B is receiving. On their side of the scoresheet, place a line through the all of the first scoring box (2). This shows that person will not serve until 1 full rotation is completed. When scoring you must start at the first "1" in the scoring boxes. Follow from left to right for each player before moving down to the "2's", then "3's", etc.

1	Start: MACGREGOR	(A)	Pts	RUNCORN	(B)	End:	Pts
7	5 ^{II} 9 ^{III} 6 ^{IV} 3 ^V 8 ^{VI}			5 ^I 1 ^{II} 7 ^{III} 4 ^{IV} 6 ^V 9 ^{VI}			
			1 13 25				1 13 25
			2 14 26				2 14 26
			3 15 27				3 15 27
			4 16 28				4 16 28
			5 17 29				5 17 29
			6 18 30				6 18 30
			7 19 31				7 19 31
			8 20 32				8 20 32
			9 21 33				9 21 33
			10 22 34				10 22 34
			11 23 35				11 23 35
			12 24 36				12 24 36
Timeouts				Timeouts			
:	:	:		:	:	:	

4. The game begins and Team A wins the rally. Cross off a point for this team (1). In the next rally, Team A win again. Cross off another point for them (1). Team A lose the next rally. In the scoring box, put in 2 (they are on 2 points when they lose the serve) (2). Move across to Team B. Cross off a point for them (3). Place a small dash through the "1" in the scoring box under position 2 and check that person is the server (4).

1 Start: MACGREGOR										(A)	Pts	RUNCORN										(B)	End:	Pts	
7	5	9	6	3	8	1 13 25	5	1	7	4	6	9	1 13 25												
					1	2 14 26						3	2 14 26												
						3 15 27							3 15 27												
						4 16 28							4 16 28												
						5 17 29							5 17 29												
						6 18 30							6 18 30												
						7 19 31							7 19 31												
						8 20 32							8 20 32												
1 2	4	1	4	1	4	1	4	1	4	1	4	1	4	1 2	4	1	4	1	4	1	4	1	4	1	4
2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5
3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6
Timeouts										:	:	Timeouts										:	:		

5. Team B loses the rally. Record a 1 in the scoring box (they are on 1 point when they lose the serve) (1). Move across to Team A. Cross off 1 point for them (2). They should now be on 3 points. Place a small dash through the scoring box under position 2 and check the server (3). Before the referee whistles for service, Team A calls for a substitution. Record the number of the person entering the court under the number of the person leaving (4).

1 Start: MACGREGOR										(A)	Pts	RUNCORN										(B)	End:	Pts	
7	5	9	6	3	8	1 13 25	5	1	7	4	6	9	1 13 25												
			11		2	2 14 26							2 14 26												
						3 15 27							3 15 27												
						4 16 28							4 16 28												
						5 17 29							5 17 29												
						6 18 30							6 18 30												
						7 19 31							7 19 31												
						8 20 32							8 20 32												
1 2	4	1	4	1	4	1	4	1	4	1	4	1	4	1 2	4	1	4	1	4	1	4	1	4	1	4
2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5
3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6
Timeouts										:	:	Timeouts										:	:		

6. Team A wins 4 consecutive points before they lose a rally (1). By this stage they are on 7 points. Record this in the scoring box (2) before moving over to Team B to record their point (3) and check the new server (4). Team B calls for a timeout at this time. Record the timeout in the space provided (5). The first score written is always that of the team who called the timeout. A team is allowed 2 timeouts per set.

1 Start: MACGREGOR										(A)	Pts	RUNCORN										(B)	End:	Pts	
7	5	9	6	3	8	1 13 25	5	1	7	4	6	9	1 13 25												
			11			2 14 26							2 14 26												
						3 15 27							3 15 27												
						4 16 28							4 16 28												
						5 17 29							5 17 29												
						6 18 30							6 18 30												
						7 19 31							7 19 31												
						8 20 32							8 20 32												
1 2	4	1	4	1	4	1	4	1	4	1	4	1	4	1 2	4	1	4	1	4	1	4	1	4	1	4
2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5	2	5
3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6	3	6
Timeouts										:	:	Timeouts										:	:		
										(5)	2 : 7											:	:		

7. Repeat this process until the end of the set, and for subsequent sets.

At the end of each set, you must complete the following:

- circle the final points for team A and Team B (1)
- cross out the points that haven't been used (2)

1 Start: MACGREGOR							(A)	Pts	RUNCORN							(B)	End:	Pts
7	5	9	6	3	8			1 13 25	5	1	7	4	6	9			1 13 25	
		11						2 14 26								2 14 26		
								3 15 27								3 15 27		
								4 16 28								4 16 28		
								5 17 29								5 17 29		
								6 18 30								6 18 30		
								7 19 31								7 19 31		
								8 20 32								8 20 32		
1/2	4	1/2	4	1/2	4	1/2	4	9 21 33	1/2	4	1/2	4	1/2	4	1/2	4	9 21 33	
2	5	2	5	2	5	2	5	10 22 34	2	5	2	5	2	5	2	5	10 22 34	
3	6	3	6	3	6	3	6	11 23 35	3	6	3	6	3	6	3	6	11 23 35	
								12 24 36									12 24 36	
Timeouts									Timeouts									
:	:	:	:	:	:	:		(2)	2	:	7	:	:	:	:		(2)	

In the event of a deciding set (typically either set 3 or 5):

5 Start: MACGREGOR							(A)	Pts	RUNCORN							(B)	End:	Pts
7	5	9	6	3	8			1 13 25	5	1	7	4	6	9			1 13 25	
								2 14 26								2 14 26		
								3 15 27								3 15 27		
								4 16 28								4 16 28		
								5 17 29								5 17 29		
								6 18 30								6 18 30		
								7 19 31								7 19 31		
								8 20 32								8 20 32		
1/2	4	1/2	4	1/2	4	1/2	4	9 21 33	1/2	4	1/2	4	1/2	4	1/2	4	9 21 33	
2	5	2	5	2	5	2	5	10 22 34	2	5	2	5	2	5	2	5	10 22 34	
3	6	3	6	3	6	3	6	11 23 35	3	6	3	6	3	6	3	6	11 23 35	
								12 24 36									12 24 36	
Timeouts									Timeouts									
:	:	:	:	:	:	:			:	:	:	:	:	:	:			

(A)	Points at Change					7	Pts
7	5	9	6	3	8		1 13 25
							2 14 26
							3 15 27
							4 16 28
							5 17 29
							6 18 30
							7 19 31
							8 20 32
1	4	1	4	1	4	1	4
2	5	2	5	2	5	2	5
3	6	3	6	3	6	3	6
							12 24 36
Timeouts							
11 : 14							:

A new toss will occur at the beginning of the deciding set. The winner will choose to serve or pick an end.

Fill in the rotations and begin scoring as normal until 1 team reaches 8 points. At this stage, the teams change ends.

Transfer the rotation for the team on your left to the third scoring box. This ensures that the teams look the same way on the scoresheet as they do on the court.

Fill in the "points at the change of end" box. Begin scoring for that team onwards.

Complete the set as normal from the next point.

RESULTS										
MACGREGOR					A	B	RUNCORN			
T	S	W	Pts		Pts	W	S	T		
	1		21	1	25	1			1	
		1	25	2	20					
1	2		13	3	15	1				
1	3	1	59	Total	60	2	0	1		
Winner: RUNCORN					2:1					

At the conclusion of the match, you will need to fill in the results section of the scoresheet.

- T = Timeouts taken – enter number for set
- S = Substitutions used – enter number for set
- W = Win – enter a '1' if that team won the set
- Pts = Points won – enter points scored in the set
- Total = Totals for the above throughout the match