

# SQUASH CANTERBURY JUNIOR D & BELOW SERIES 2010

Enter online: [www.squashcanterbury.co.nz/tournaments.asp](http://www.squashcanterbury.co.nz/tournaments.asp)  
Enquiries to: Squash Canterbury – ph. 341 5438

1	CHRISTCHURCH	21-22 May \$15	Chester St East entries close 13/5
2	SQUASHWAYS	11-12 June \$15	Cnr Blenheim Rd & Matipo St. entries close 3/6
3	BURNSIDE	9-10 July \$15	Avonhead Rd. entries close 1/7
4	CHCH FOOTBALL	23-24 July \$15	250 Westminster St. entries close 15/7
5	MT. PLEASANT	20-21 August \$15	McCormacks Bay Rd entries close 12/8



Canterbury and NZ Junior Megan Craig



Canterbury High Performance member  
Theo Zbijowski

## RULES & INFORMATION

- TIME:** Open to all Juniors from Beginner to D Grade. Tournaments will run from 6pm Friday nights and from 1pm onwards on Saturday afternoons. All players must be available to play during these times.
- AGE:** All players must be under 19 at the last day of the tournament
- PRIZES:** Will be given to the top 3 boys and girls in the series. Prize Giving will be held at the conclusion of the Mt Pleasant Tournament.
- REGISTRATION:** Once a player has played in any of the tournaments they will be automatically registered for the series. After a player has registered they may continue for the whole series even if they go to a C grader.  
NOTE: You will still need to enter each individual tournament.
- GRADING POINTS:** Clubs are encouraged to register players on the grading list as all matches will count for grading points.
- ENTRY FEES:** A \$15 entry fee will be charged for each tournament. Any player that has not paid their entry fee will be ineligible for any tournament in the series.
- SEEDINGS:** The most current grading list will be used to finalise the seedings. Girls may be placed in the boys draw and vice versa subject to playing strengths.
- POINTS:** Each player will automatically receive 100 points for entering the tournament, but will lose points if they default any matches outside injury.

1 - 16 Draw					
1st	160	5th	120	9th	80
2nd	150	6th	110	10th	70
3rd	140	7th	100	11th	60
4th	130	8th	90	12th	50
				13th	40
				14th	30
				15th	20
				16th	10

4 - 8 Draw			
1st	160	5th	50
2nd	150	6th	40
3rd	140	7th	20
4th	130	8th	10

