



## 2011 FIXTURES - Res League

### PLEASE NOTE !!!!!

Squash Centre Tel No 016 931-1014

1. Score cards to be completed in detail. (Full names & all game scores)
2. Mia Bothma will be the co-ordinator for the results.
3. Both teams should e-mail results to M Bothma within **24** hours of the match having been played. Cell No 083 660 6487 (**e-mail**) [mia@aio.co.za](mailto:mia@aio.co.za)
4. Should the league co-ordinator not receive the results within 48 hours of the match having been played, two points will be deducted from each team. If the result is not received by 12h00 on the Monday following the match, neither team will receive any points.
5. The home team shall provide adequate food and drinks for their opponents after the match.
6. Note that no food needs to be provided by the home team for Roshnee as per their request.

<b>Pool A</b>		
<b>11-Aug</b>		
Mittal "E"	vs	Meyerton "A"
Verref "A"	vs	Riviera "C"
Mittal "F"	vs	Riviera "B"
<b>25-Aug</b>		
Riviera "C"	vs	Meyerton "A"
Riviera "B"	vs	Mittal "E"
Verref "A"	vs	Mittal "F"
<b>22-Sep</b>		
Mittal "F"	vs	Meyerton "A"
Mittal "E"	vs	Riviera "C"
Riviera "B"	vs	Verref "A"

<b>18-Aug</b>		
Verref "A"	vs	Meyerton "A"
Mittal "F"	vs	Mittal "E"
Riviera "C"	vs	Riviera "B"
<b>15-Sep</b>		
Riviera "B"	vs	Meyerton "A"
Mittal "E"	vs	Verref "A"
Riviera "C"	vs	Mittal "F"

<b>Pool B</b>		
<b>11-Aug</b>		
Sasol "C"	vs	Roshnee "A"
Sasol "D"	vs	Mittal "G"
Bye	vs	Mittal "H"
<b>25-Aug</b>		
Roshnee "A"	vs	Mittal "G"
Mittal "H"	vs	Sasol "C"
Sasol "D"	vs	Bye
<b>22-Sep</b>		
Sasol "D"	vs	Roshnee "A"
Sasol "C"	vs	Bye
Mittal "H"	vs	Mittal "G"

<b>18-Aug</b>		
Bye	vs	Roshnee "A"
Mittal "G"	vs	Sasol "C"
Sasol "D"	vs	Mittal "H"
<b>15-Sep</b>		
Roshnee "A"	vs	Mittal "H"
Sasol "D"	vs	Sasol "C"
Mittal "G"	vs	Bye

### **PLEASE NOTE:**

Roshnee will not be playing any games in August, their captain needs to make alternative arrangements  
 Home Team is the team under the dates  
 Totals from the 1st round will be carried over to the 2nd round (Pool A & Pool B)  
 Captains to mark all challenges if player beats opponent higher on ladder