

		Bags Pro Shop	Sticky Bandits	Bags-O-Bacardi	Fun Bags	Bilbo T. Baggins	Chuck Taylor
1	Sticky Bandits	6		7	3	4	5 6
2	Bilbo T. Baggins	3	6	3 6	5		7
3	Bags Pro Shop		4	6	5 6	5	4
4	Fun Bags	4 2	7	4		4	5
5	Bags-O-Bacardi	3	4		4	6 3	4
6	Chuck Taylor	4	4	4	5	2	

Total Points	Avg. Points / Game	Games Played
31	5.2	6
30	5.0	6
30	5.0	6
26	4.3	6
24	4.0	6
19	3.8	5

		Loopers	Ducks	Moose Knuckles	Shuckin' A	Skunks	Choco Tacos
1	Moose Knuckles	7	8		4	8 5	5
2	Ducks	5		2	6	10	5 5
3	Shuckin' A	5 4	3	6			7
4	Choco Tacos	9	4 5	3	2	6	
5	Loopers		4	3	4 5	6	2
6	Skunks	4	3	1 5			2

Total Points	Avg. Points / Game	Games Played
37	6.2	6
33	5.5	6
25	5.0	5
29	4.8	6
24	4.0	6
15	3.0	5

		Bagholes	Who Cares	Moose Jenner	Wrong Hole	Who's Next	Nine Inch Males
1	Bagholes		9		4	8	4
2	Wrong Hole	5	6	6			6
3	Nine Inch Males	6	3	6	5		
4	Who's Next	1	7	5 6			
5	Who Cares	2		5	6	4	5
6	Moose Jenner		4		3	5 3	5

Total Points	Avg. Points / Game	Games Played
25	6.3	4
23	5.8	4
20	5.0	4
19	4.8	4
22	4.4	5
20	4.0	5

		VO Ducks	WTF	Puff Daddies	Shuckin' B	Chip Aways	Welcome Back
1	Chip Aways	6	9	8 7	4		3
2	VO Ducks		6	7	5 2	5	7
3	Shuckin' B	5 6	8	5		4	4
4	Welcome Back	2	3 5		7	6	
5	WTF	4			2	1	6 4
6	Puff Daddies	2			3	1 1	

Total Points	Avg. Points / Game	Games Played
37	6.2	6
32	5.3	6
32	5.3	6
23	4.6	5
17	3.4	5
7	1.8	4

		HOOT	Breaking Bag	Flying Sacks	Prestige W-Wide	Labatt's 6	Game 7
1	Prestige W-Wide	7 8	6	10		6	3
2	Labatt's 6	8	7	7 3	3		7
3	Game 7		7	4	6	3	
4	Flying Sacks	6			3	2 5	4
5	Breaking Bag	6			2	1	2
6	HOOT		3	2	1 2	1	

Total Points	Avg. Points / Game	Games Played
40	6.7	6
35	5.8	6
20	5.0	4
20	4.0	5
11	2.8	4
9	1.8	5

		Where's Steve	Corndawgs	The Foxes	It's In the Bags	Dirty Roll Ups	James O'Farrell
1	Where's Steve		9	7	5 7	13	5
2	It's In the Bags	4 2	5	10		5	4
3	James O'Farrell	4	2 6	4	6	6	
4	Corndawgs	2		2	5	7	7 2
5	The Foxes	1	6		1	7	5
6	Dirty Roll Ups	1	2	2	3		3

Total Points	Avg. Points / Game	Games Played
46	7.7	6
30	5.0	6
28	4.7	6
25	4.2	6
20	4.0	5
11	2.2	5

Matches to be Made Up "Walker" Used Season Average Points Earned Forfeits Points

Forfeits / Scoring:

If you know you will be unable to field a team of at least 3 players, you MUST contact the other captain and copy the commissioner (John Klasing) before 4:00 the day of a game for it not to be considered a forfeit.

If a match is considered a forfeit, the team that was able to make the match will be granted at the end of the season "the average number of game points they earned in all other matches". The team causing the forfeit will be granted 0 points

Walker Usage - This option to play short cannot be utilized in more than twice in any one season:

In order to avoid forfeits, please allow for the play of the match if the other team only has 3 available players after searching for qualified subs. If a team has only 3 players, they will fill in the scorecard as normal with the fourth spot left blank. For each round, the pairing with the blank spot will have the player matched up with the blank spot walk the court. This ensures that the same person is not walking the court all four rounds.

You are allowed to use it twice, before the other team can decide if they want the match to be a forfeit. If the team with four (or more) players decides to still play the match, then the normal points count.