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in cooperation with


# PICKLEBALL TOURNAMENT 



3170 Deming Way•Middleton, WI 53562<br>(608) TEE - HITT (833-4488)<br>www. HittersSports.com

## THEME

This Pickleball tournament is intended for players from the Midwest region: Illinois, Indiana, Iowa, Kentucky, Michigan, Minnesota, Missouri, Ohio and Wisconsin.

Membership in the USAPA is not required but encouraged.

## EVENTS

- Skills-Based

All available brackets: $2.5,3.0,3.5,4.0,4.5,5.0$ (Open).
No rating? No problem. Just self-rate yourself.
Tournament Director reserves the right to re-rate players as well as combine brackets depending on participation levels.

- Events

Men: Singles and Doubles
Women: Singles and Doubles
Mixed: Doubles

## FORMAT

- Preliminaries: Pool play (Round Robin)

Your finish in the Round Robin (games won, points won, head-to-head) will determine how your team will be seeded in the single elimination for the Championship. Therefore, the Preliminary Round only determines how you will be seeded and not how you place in the tournament. (eg: you lose every round in the Preliminaries and are seeded last. You then play well and win all the way through the Finals. YOU WIN...HOORAY!)

- Championship: Single-elimination playoff


## RULES

- All games being one game to 15 , win by two.
- The tournament ball will be either the white Jugs or the yellow Onix and the net will be the USAPA portable net.
- All current IFP rules will apply without modifications.
- Solid yellow clothing will not be allowed as per 2.F. 2 and 2.F. 5 as it is deemed a distracting garment.


## AMENITIES

- Twelve (12) indoor courts for play plus two (2) additional courts will be reserved all day for warm-up.
- Climate controlled, no obstructions, court separators, full $30^{\prime} \times 60^{\prime}$ playing surface, 60' ceilings.
- Locker rooms (no lockers), showers/ towels, Pro Shop, concession stand, chairs and bleachers. Outside chairs may not be brought in as they will damage the court surface.



## LODGING \& ACCOMODATIONS

Hotels and rates can be found using our official hotel vendor at
www. ncghotels.com/ hitterssportsplex
Many nearby restaurants, shops and cultural activities. Near major airports.
www.middletonchamber.com
www.visitmiddleton. com
www.visitmadison.com
www.greatermadisonchamber.com
www.madison.com

Middleton Chamber of Commerce
Middleton Tourism Commission
Greater Madison Convention and Visitors Bureau.
Greater Madison Chamber of Commerce
Wisconsin State J ournal Online

## REGISTRATION \& FEES

Register on-line at www.pickleballtournaments.com. Fees are per player.
First event: $\$ 25$
Second event: \$15
Third event: \$10
Check-in for each day's events begins at 7:00 AM, briefing at 8:30 AM, play beginning afterwards.

## CONTACT INFORMATION \& QUESTIONS

Please contact Kirk Lingner, Tournament Director, by e-mail at IlliniPickleball@gmail.com with questions.

## Ground Level



## Upstairs

* restrooms / showers
* viewing area
* vendors
* tournament desk and operations

Exercise equipment/Weight Room is for the exclusive use of Hitters Club members.

## Who ever said there is no such thing as a free lunch?



When you check in at the tournament Saturday morning, each player will receive a ticket good for a free lunch on Saturday.


## Lunch includes:

Up to (2) Tacos (Beef and/ or Chicken)
Various flavors of taco shells as well as soft shells.
Toppings: Lettuce, Cheese, Tomatoes, Sour Crème.
Tossed salad and dressing.
Chips and salsa.

## Refreshments can be purchased at the concession stand.

Powerade, Vitamin Water, Soda
Water, SmartWater
Juice
Beer


## Kirk Lingner

Mr. Lingner is an accomplished Pickleball player and instructor. He began his career under the tutelage of Jim Wright and Dale Alles-each renowned players from The Villages. His credentials include a national rating of 5.0, several state championships in Men's Doubles along with $1^{\text {st }}-3^{\text {rd }}$ finishes in nearly all regional tournaments in both singles, men's doubles and mixed doubles. His teaching credentials include an Advanced Techniques Course for the American Turners (www.AmericanTurners.com), an intermediate/advanced level clinic for the Nor Dor YMCA, an introductory course for the Barrington Park District (www.BarringtonParkDistrict.org), has worked with Shape Up US (www.shapeupus.org) to promote Pickleball during their annual health and wellness fitness symposium in St. Louis and most recently concluded teaching his fourth 6-week Introduction to Pickleball for Madison Sports and Community Recreation (www.MSCR.org).

He is the Club Pro at Hitters SportsPlex (www.HittersSports.com), the largest indoor Pickleball complex in the Midwest, a program he co-founded where he offers private lessons, group clinics, leagues and tournaments. His passion for the sport and technical knowledge of the game, rules and equipment has made him one of the top recognized players and referees in the region. He has been featured on television (http://www.youtube.com/watch? $\mathrm{v}=$ SluHff1_QA) and is published often in the national newsletter. Mr. Lingner served as an Ambassador for the USAPA serving Wisconsin and Illinois from 2011-2013. He was co-chair of the 2013 Wisconsin Senior Olympics Committee that orchestrated and hosted the Pickleball events and will chair the 2014 season.

In addition to playing and instructing, Mr. Lingner also operates his own company that professionally lays out and stripes courts, indoors and outdoors. Some of his clients include Barrington Park District, City of Des Plaines, Hitters SportsPlex, Illinois Turner Camp, Sun Prairie, Town of Westport, and private residences.

He offers the full line of Pro-Lite and Onix paddles, Jugs, Onix and Cosom balls, and USAPA nets as well as provides technical advice on proper equipment selection and facility setup.

For any of your pickleball needs, please feel free to contact Kirk.
Kirk E. Lingner
Ambassador \& Club Pro
(e) IlliniPickleball@gmail.com
(c) 815.354 .8961




Classic with a modern edge, our product line appeals to beginners and seasoned players alike. We strive to provide high quality clothes that make a player look good both on and off the court.

Whether you are standing your ground at the kitchen line, or putting on some jeans and a comfortable shirt for dinner and drinks after a hard fought game, these clothes celebrate our pride and love of Pickleball.

Our mission is simple: to provide the best Pickleball products and service to our customers at the fairest prices. We take great pride in our company, our commitment to customer service, and in the products we sell. We look forward to serving you and seeing you on the courts!

Rosie the Riveter symbolizes the power of women in the workforce during WWII. She encouraged us with the words, "We can do it." Our shirt captures that same spirit. The icon represents the intelligence and strength it takes to play a good game. She looks at us and says, "Play smarter, not harder." This is a shirt that you can wear to the store, at the club with friends, or on the court. Rosie would be a Pickleball player for sure, and she would never give up.


This sport is timeless, and a person can play it for almost an infinite number of years. The "Pickleball" infinity symbol lets people know that you have the infinite strength, the infinite tenacity, and the infinite love of this fastest growing sport in America. Be bold. Be proud. Play Pickelball for life.

With Pickleball, you have the freedom to discover the best of yourself. The winged Pickleball represents the ability to let go and unleash your energy on playing your best game. The material used in this shirt's design is as comfortable off the court as it is on. This looks as good with a pair of shorts as it does with a nice pair of jeans. In fact, it has such a relaxed fit, you may just never want to take it off.



Pickleball is an American made sport. Established in 1965, Pickleball represents the best of our country's ingenuity and diversity. With the red, white, and blue design, this shirt shows pride in our sport and our beautiful nation.



## Need to limber up your limbs?

Come get a quick massage to make your game better!
Had a great competitive game, but might be a little sore?
We are here for you!

## What's so great about chair massage?

The benefits are endless. Research shows that even 15 minutes of chair massage can improve blood flow, energizing you and injury-proofing the body. It helps relieve muscle soreness and increases flexibility and range of motion. With the right touch, cramped muscles can be rejuvenated after just a few minutes of massage therapy. You can be confident that Touchpoint will provide that touch.

During chair massage, you'll sit on a portable massage chair (fully clothed) that's specially designed for comfort-it gives the massage therapist access to your back, shoulders, neck, arms and hands.

Kimberly Gorichanaz, the owner of Touchpoint, contracts with high caliber therapists, all of whom are licensed with the State and carry insurance.

## Touchpoint will be located on the mezzanine. Come visit them, sit back and relax-you're in good hands!



## Volunteers

Please help us show our appreciation by patronizing the following businesses:


## Home Depot

4550 Verona Road
Madison, WI 53711
(608) 276-7922
manager: Jim

Thanks to Home Depot for loaning the plywood on which we placed the folding chairs.


Thanks to all the volunteers that assisted with:

- court lining (Bill Reifsnyder)
- putting up and taking down chairs
- (1) net loan: Warren Luehring
- (2) net loan: Jack Handy
- serving lunch
- picture taking
- award presentations


Thanks to the Courtyard for the complimentary rooom otherwise I would have been sleeping in my van.

Beautiful hotel and lots of amenities. Think Courtyard for your next stay.

| Team No. Athlete |  |  |
| :---: | :---: | :---: |
| $\begin{aligned} & 4 \\ & \hline 8 \\ & 0 \\ & \hline \end{aligned}$ | 25 | NICK, WILLIAM |
|  |  | HARRISON, KENT |
|  | 26 | BRICKSON, DENNIS |
|  |  | LANGE, DICK |
|  | 27 | DAWSON, SCOTT |
|  |  | DAWSON, JARED |
|  | 28 | WROBLEWSKI, GREG |
|  |  | BUZZA, PAT |
|  | 29 | LEHMAN, ROBERT |
|  |  | SCHWORCK, RICK |
|  | 30 | REIFSNYDER, BILL |
|  |  | RASMUSSEN, ELROY |
|  | 31 | FLEMING, PATRICK |
|  |  | PARMAN, CRAIG |
|  | 32 | PARKER, AL |
|  |  | RATHKE, JASON |
|  | 33 | HUFFMAN, STEVE |
|  |  | POESCHL, JIM |
|  | 34 | BALEY, BRAD |
|  |  | PALMGREN, JC |



|  | Team No. Athlete |  |
| :---: | :---: | :---: |
| $\begin{aligned} & 4 \\ & 0 \\ & 0 \\ & 0 \end{aligned}$ | 47 | GABRIELSEN, WESLEY |
|  |  | STINNETT, FLASH |
|  | 48 | RITCHIE, BILL |
|  |  | WEINBACH, DAVE |
|  | 49 | KUESTER, KIM |
|  |  | HALL, RANDY |
|  | 50 | WISSEN, MIKE |
|  |  | MILLER, GARY |
|  | 51 | FRY, BOB |
|  |  | HERMES, MICHAEL |
|  | 52 | COOKE, JIM |
|  |  | JOHNSON, RICK |
| $0$ | 53 | MEYER, TED |
|  |  | HOFEDITZ, DAN |
|  | 54 | (scratch) |
|  |  | (scratch) |
|  | 55 | KOBACH, JOHN |
|  |  | BENRUD, MICHAEL |
|  | 56 | WAGNER, ROY |
|  |  | BHATTACHARYA, SANJOY |
|  | 57 | BELTZ, MARK |
|  |  | MURPHY, MURPH |
|  | 58 | GEENEN, RICH |
|  |  | LOVIG, BILL |


| Team No. | Athlete |
| :---: | :--- |
| 1 | KIRK, KELLY |
|  | RAGSDALE, FRAN |
| 2 | THOMAS, KRISTINE |
|  | THEISEN, PATRICIA |
| 3 | AUGUSTIN, TERRY |
|  | STENSETH, SHEILA |
| 5 | WISSEN, PAT |
|  | WOCHINSKI, PATTY |
| 6 | MEIER, LOTTI |
|  | PAAR, DONNA |
|  | COOKE, VERA |
|  | BROWN, JOAN |


|  | m | Athlete |
| :---: | :---: | :---: |
| $\begin{aligned} & \mathbb{4} \\ & \text { O} \\ & \hline 0 \end{aligned}$ | 7 | HARRISON, ANN |
|  |  | WARWICK, MELISSA |
|  | 8 | CAMERON, NICOLE |
|  |  | CAMERON, SUE |
|  | 9 | WHALEN, KELLY |
|  |  | WHALEN, KIM |
|  | 10 | HINRICHSEN, SUE |
|  |  | LILES, BARBARA |
|  | 11 | BREESE, KATHRYN |
|  |  | GREEN, ANNE |
| $\frac{0}{8}$ | 12 | LIETHEN, TRISHA |
|  |  | BEAUPRE, KRISTIN |
|  | 13 | MOORE, TRISH |
|  |  | CLARK, MYRA |
|  | 14 | CORNELIUS, JUDY |
|  |  | LEWCOCK, LIZ |
|  | 15 | FRY, KRIS |
|  |  | FLISS, KRISTEN |
|  | 16 | MITTMANN, EILEEN |
|  |  | MINKIN, TERRI |


| Team No. |  |
| :---: | :--- | Athlete 9.


| Team No. | Athlete |
| :---: | :---: |
| 21 | FAEGRE, JACKIE |
|  | CECCHINI, PAM |
| 22 | CAREY, KRISTINE |
|  | AZEKA, JOAN |
| 23 | LINCOLN, JENNIFER |
|  | LOVIG, KIKI |
| 24 | LANE, STEPHANIE |
|  | DRAKE, COOKIE |

## Mixed Doubles 3.5

Mixed Doubles 4.0
Mixed Doubles Open




Men's Singles Open

| Team No. | Athlete |
| :---: | :--- |
| 93 | GABRIELSEN, WESLEY |
| 94 | WEINBACH, DAVE |
| 95 | COOKE, JIM |

Women's Singles Open

| Team No. | Athlete |
| :---: | :--- |
| 109 | LANE, STEPHANIE |
| 110 | CECCHINI, PAM |
| 111 | AZEKA, JOAN |
| 112 | CHASE, TORIE |
| 113 | LOVIG, KIKI |

Men's Singles 4.0

| Team No. |  |
| :---: | :--- |
|  | Athlete |
| 96 | THEISEN, LYLE |
| 97 | SAN GABRIEL, NILO |
| 98 | JOHNSON, RICK |
| 99 | GEENEN, RICH |
| 100 | MORRIS, CHICKEN MAN |
| 101 | RASMUSSEN, ELROY |

Men's Singles 3.5

| Team No. |  |
| :---: | :--- |
|  | Athlete |
| 102 | THOMAS, BOB |
| 103 | NICK, WILLIAM |
| 104 | HARRISON, KENT |
| 105 | RAY, GREGORY |
| 106 | LEHMAN, ROBERT |
| 107 | GACA, MIREK |
| 108 | WROBLEWSKI, GREG |

Women's Singles 3.5

| Team No. |  |
| :---: | :--- |
| 114 | Athlete |
| 115 | RYDER, MICHELLE |
| 116 | WHALEN, KIM |
| 117 | WHALEN, KELLY |
| 118 | KIRK, KELLY |


| Court | 9:00 AM | 9:30 AM | 10:00 AM | 10:30 AM | 11:00 AM | 11:30 AM | 12:00 PM | 12:30 PM |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | MD 4.0A Rndrbn 1 | MD 4.0A Rndrbn 2 | MD 4.0A Rndrbn 3 | MD 4.0A Rndrbn 4 | MD 4.0A Rndrbn 5 | MD 4.0 SE Rnd 1 | MD 4.0 SE Rnd 2 | MD 4.0 SE Rnd 3 |  |
| 2 | MD 4.0A Rndrbn 1 | MD 4.0A Rndrbn 2 | MD 4.0A Rndrbn 3 | MD 4.0A Rndrbn 4 | MD 4.0A Rndrbn 5 | MD 4.0 SE Rnd 1 | MD 4.0 SE Rnd 2 | MD 4.0 SE Rnd 3 |  |
| 3 | MD 4.0A Rndrbn 1 | MD 4.0A Rndrbn 2 | MD 4.0A Rndrbn 3 | MD 4.0A Rndrbn 4 | MD 4.0A Rndrbn 5 | MD 4.0 SE Rnd 1 | MD 4.0 SE Rnd 2 | MD 5.0 SE Rnd 3 |  |
| 4 | MD 4.0B Rndrbn 1 | MD 4.0B Rndrbn 2 | MD 4.0B Rndrbn 3 | MD 4.0B Rndrbn 4 | MD 4.0B Rndrbn 5 | MD 4.0 SE Rnd 1 | MD 4.0 SE Rnd 2 | MD 5.0 SE Rnd 3 |  |
| 5 | MD 4.0B Rndrbn 1 | MD 4.0B Rndrbn 2 | MD 4.0B Rndrbn 3 | MD 4.0B Rndrbn 4 | MD 4.0B Rndrbn 5 | MD 5.0 SE Rnd 1 | MD 5.0 SE Rnd 2 | MD 3.5A Rndrbn 1 |  |
| 6 | MD 4.0B Rndrbn 1 | MD 4.0B Rndrbn 2 | MD 4.0B Rndrbn 3 | MD 4.0B Rndrbn 4 | MD 4.0B Rndrbn 5 | MD 5.0 SE Rnd 1 | MD 5.0 SE Rnd 2 | MD 3.5A Rndrbn 1 |  |
| 7 | MD 5.0A Rndrbn 1 | MD 5.0A Rndrbn 2 | MD 5.0A Rndrbn 3 | MD 5.0A Rndrbn 4 | MD 5.0A Rndrbn 5 | MD 5.0 SE Rnd 1 | MD 5.0 SE Rnd 2 | MD 3.5B Rndrbn 1 |  |
| 8 | MD 5.0A Rndrbn 1 | MD 5.0A Rndrbn 2 | MD 5.0A Rndrbn 3 | MD 5.0A Rndrbn 4 | MD 5.0A Rndrbn 5 | MD 5.0 SE Rnd 1 | MD 5.0 SE Rnd 2 | MD 3.5B Rndrbn 1 |  |
| 9 | MD 5.0A Rndrbn 1 | MD 5.0A Rndrbn 2 | MD 5.0A Rndrbn 3 | MD 5.0A Rndrbn 4 | MD 5.0A Rndrbn 5 | WD 3.5A Rndrbn 1 | WD 3.5A Rndrbn 2 | WD 3.5A Rndrbn 3 |  |
| 10 | MD 5.0B Rndrbn 1 | MD 5.0B Rndrbn 2 | MD 5.0B Rndrbn 3 | MD 5.0B Rndrbn 4 | MD 5.0B Rndrbn 5 | WD 3.5A Rndrbn 1 | WD 3.5A Rndrbn 2 | WD 3.5A Rndrbn 3 |  |
| 11 | MD 5.0B Rndrbn 1 | MD 5.0B Rndrbn 2 | MD 5.0B Rndrbn 3 | MD 5.0B Rndrbn 4 | MD 5.0B Rndrbn 5 | WD 3.5B Rndrbn 1 | WD 3.5B Rndrbn 2 | WD 3.5B Rndrbn 3 |  |
| 12 | MD 5.0B Rndrbn 1 | MD 5.0B Rndrbn 2 | MD 5.0B Rndrbn 3 | MD 5.0B Rndrbn 4 | MD 5.0B Rndrbn 5 | WD 3.5B Rndrbn 1 | WD 3.5B Rndrbn 2 | WD 3.5B Rndrbn 3 |  |
| 13 |  |  |  |  |  |  |  |  |  |
| 14 |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| Court | 1:00 PM | 1:30 PM | 2:00 PM | 2:30 PM | 3:00 PM | 3:30 PM | 4:00 PM | 4:30 PM | 5:00 PM |
| 1 | MD 4.0 SE Rnd 4 | WD 3.5A Rndrbn 5 | WD 3.5 SE Rnd 1 | WD 3.5 SE Rnd 2 | WD 3.5 SE Rnd 3 | WD 3.5 SE Rnd 4 |  | WD 5.0 SE Rnd 1 | WD 5.0 SE Rnd 2 |
| 2 | MD 4.0 SE Rnd 4 | WD 3.5A Rndrbn 5 | WD 3.5 SE Rnd 1 | WD 3.5 SE Rnd 2 | WD 3.5 SE Rnd 3 | WD 3.5 SE Rnd 4 |  | WD 5.0 SE Rnd 1 | WD 5.0 SE Rnd 2 |
| 3 | MD 5.0 SE Rnd 4 | WD 3.5B Rndrbn 5 |  | WD 3.5 SE Rnd 2 | MD 3.5 SE Rnd 1 | MD 3.5 SE Rnd 2 | MD 3.5 SE Rnd 3 | MD 3.5 SE Rnd 4 |  |
| 4 | MD 5.0 SE Rnd 4 | WD 3.5B Rndrbn 5 |  | WD 3.5 SE Rnd 2 | MD 3.5 SE Rnd 1 | MD 3.5 SE Rnd 2 | MD 3.5 SE Rnd 3 | MD 3.5 SE Rnd 4 |  |
| 5 | MD 3.5A Rndrbn 2 | MD 3.5A Rndrbn 3 | MD 3.5A Rndrbn 4 | MD 3.5A Rndrbn 5 |  | MD 3.5 SE Rnd 2 | WD 3.0 SE Rnd 1 | WD 3.0 SE Rnd 2 | WD 3.0 SE Rnd 3 |
| 6 | MD 3.5A Rndrbn 2 | MD 3.5A Rndrbn 3 | MD 3.5A Rndrbn 4 | MD 3.5A Rndrbn 5 |  | MD 3.5 SE Rnd 2 | WD 3.0 SE Rnd 1 | WD 3.0 SE Rnd 2 | WD 3.0 SE Rnd 3 |
| 7 | MD 3.5B Rndrbn 2 | MD 3.5B Rndrbn 3 | MD 3.5B Rndrbn 4 | MD 3.5A Rndrbn 5 | WD 4.0 Rndrbn 1 | WD 4.0 Rndrbn 2 | WD 4.0 Rndrbn 3 | WD 4.0 SE Rnd 1 | WD 4.0 SE Rnd 2 |
| 8 | MD 3.5B Rndrbn 2 | MD 3.5B Rndrbn 3 | MD 3.5B Rndrbn 4 | MD 3.5A Rndrbn 5 | WD 4.0 Rndrbn 1 | WD 4.0 Rndrbn 2 | WD 4.0 Rndrbn 3 | WD 4.0 SE Rnd 1 | WD 4.0 SE Rnd 2 |
| 9 | WD 3.5A Rndrbn 4 | WD 3.0 Rndrbn 1 | WD 3.0 Rndrbn 2 | WD 3.0 Rndrbn 3 | WD 3.0 Rndrbn 4 | WD 3.0 Rndrbn 5 |  |  |  |
| 10 | WD 3.5A Rndrbn 4 | WD 3.0 Rndrbn 1 | WD 3.0 Rndrbn 2 | WD 3.0 Rndrbn 3 | WD 3.0 Rndrbn 4 | WD 3.0 Rndrbn 5 |  |  |  |
| 11 | WD 3.5B Rndrbn 4 | WD 3.0 Rndrbn 1 | WD 3.0 Rndrbn 2 | WD 3.0 Rndrbn 3 | WD 3.0 Rndrbn 4 | WD 3.0 Rndrbn 5 |  |  |  |
| 12 | WD 3.5B Rndrbn 4 | WD 5.0 Rndrbn 1 | WD 5.0 Rndrbn 1 | WD 5.0 Rndrbn 2 | WD 5.0 Rndrbn 2 | WD 5.0 Rndrbn 3 | WD 5.0 Rndrbn 3 |  |  |
| 13 |  |  |  |  |  |  |  |  |  |
| 14 |  |  |  |  |  |  |  |  |  |

## Dairy \& Corn Belt Regional

Schedule of Matches

Saturday (June 28, 2014)
Start Time Court

| $9: 00 \mathrm{AM}$ | $\mathbf{1}$ | MD 4.0A Rndrbn 1 |
| :---: | :---: | :--- |
| $9: 00 \mathrm{AM}$ | $\mathbf{2}$ | MD 4.0A Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 3 | MD 4.0A Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 4 | MD 4.0B Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 5 | MD 4.0B Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 6 | MD 4.0B Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 7 | MD 5.0A Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 8 | MD 5.0A Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 9 | MD 5.0A Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 10 | MD 5.0B Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 11 | MD 5.0B Rndrbn 1 |
| $9: 00 \mathrm{AM}$ | 12 | MD 5.0B Rndrbn 1 |


| $9: 30 \mathrm{AM}$ | $\mathbf{1}$ | MD 4.0A Rndrbn 2 |
| :---: | :---: | :--- |
| $9: 30 \mathrm{AM}$ | 2 | MD 4.0A Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 3 | MD 4.0A Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 4 | MD 4.0B Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 5 | MD 4.0B Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 6 | MD 4.0B Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 7 | MD 5.0A Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 8 | MD 5.0A Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 9 | MD 5.0A Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 10 | MD 5.0B Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 11 | MD 5.0B Rndrbn 2 |
| $9: 30 \mathrm{AM}$ | 12 | MD 5.0B Rndrbn 2 |


| $10: 00 \mathrm{AM}$ | $\mathbf{1}$ | MD 4.0A Rndrbn 3 |
| :---: | :--- | :--- |
| 10:00 AM | 2 | MD 4.0A Rndrbn 3 |
| 10:00 AM | 3 | MD 4.0A Rndrbn 3 |
| 10:00 AM | 4 | MD 4.0B Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 5 | MD 4.0B Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 6 | MD 4.0B Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 7 | MD 5.0A Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 8 | MD 5.0A Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 9 | MD 5.0A Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 10 | MD 5.0B Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 11 | MD 5.0B Rndrbn 3 |
| $10: 00 \mathrm{AM}$ | 12 | MD 5.0B Rndrbn 3 |

Players

Team 36 vs. Team 35
Team 37 vs. Team 40
Team 38 vs. Team 39
Team 42 vs. Team 41
Team 43 vs. Team 46
Team 44 vs. Team 45
Team 48 vs. Team 47
Team 49 vs. Team 52
Team 50 vs. Team 51
Team 54 vs. Team 53
Team 55 vs. Team 58
Team 56 vs. Team 57

Team 37 vs. Team 38
Team 40 vs. Team 35
Team 36 vs. Team 39
Team 43 vs. Team 44
Team 46 vs. Team 41
Team 42 vs. Team 45
Team 49 vs. Team 50
Team 52 vs. Team 47
Team 48 vs. Team 51
Team 55 vs. Team 56
Team 58 vs. Team 53
Team 54 vs. Team 57

Team 40 vs. Team 38
Team 36 vs. Team 37
Team 35 vs. Team 39
Team 46 vs. Team 44
Team 42 vs. Team 43
Team 41 vs. Team 45
Team 52 vs. Team 50
Team 48 vs. Team 49
Team 47 vs. Team 51
Team 58 vs. Team 56
Team 54 vs. Team 55
Team 53 vs. Team 57

## Dairy \& Corn Belt Regional

Schedule of Matches

Saturday (June 28, 2014)
Start Time Court

| $10: 30 \mathrm{AM}$ | $\mathbf{1}$ | MD 4.0A Rndrbn 4 |
| :---: | :--- | :--- |
| 10:30 AM | $\mathbf{2}$ | MD 4.0A Rndrbn 4 |
| 10:30 AM | 3 | MD 4.0A Rndrbn 4 |
| 10:30 AM | 4 | MD 4.0B Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 5 | MD 4.0B Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 6 | MD 4.0B Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 7 | MD 5.0A Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 8 | MD 5.0A Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 9 | MD 5.0A Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 10 | MD 5.0B Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 11 | MD 5.0B Rndrbn 4 |
| $10: 30 \mathrm{AM}$ | 12 | MD 5.0B Rndrbn 4 |


| $11: 00 \mathrm{AM}$ | $\mathbf{1}$ | MD 4.0A Rndrbn 5 |
| :---: | :--- | :--- |
| 11:00 AM | $\mathbf{2}$ | MD 4.0A Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 3 | MD 4.0A Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 4 | MD 4.0B Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 5 | MD 4.0B Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 6 | MD 4.0B Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 7 | MD 5.0A Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 8 | MD 5.0A Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 9 | MD 5.0A Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 10 | MD 5.0B Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 11 | MD 5.0B Rndrbn 5 |
| $11: 00 \mathrm{AM}$ | 12 | MD 5.0B Rndrbn 5 |


| $11: 30 \mathrm{AM}$ | $\mathbf{1}$ | MD 4.0 SE Rnd 1.1 |
| :---: | :--- | :--- |
| $11: 30 \mathrm{AM}$ | $\mathbf{2}$ | MD 4.0 SE Rnd 1.2 |
| $11: 30 \mathrm{AM}$ | 3 | MD 4.0 SE Rnd 1.3 |
| $11: 30 \mathrm{AM}$ | 4 | MD 4.0 SE Rnd 1.4 |
| $11: 30 \mathrm{AM}$ | 5 | MD 5.0 SE Rnd 1.1 |
| $11: 30 \mathrm{AM}$ | 6 | MD 5.0 SE Rnd 1.2 |
| $11: 30 \mathrm{AM}$ | 7 | MD 5.0 SE Rnd 1.3 |
| $11: 30 \mathrm{AM}$ | 8 | MD 5.0 SE Rnd 1.4 |
| $11: 30 \mathrm{AM}$ | 9 | WD 3.5A Rndrbn 1 |
| $11: 30 \mathrm{AM}$ | 10 | WD 3.5A Rndrbn 1 |
| $11: 30 \mathrm{AM}$ | 11 | WD 3.5B Rndrbn 1 |
| $11: 30 \mathrm{AM}$ | 12 | WD 3.5B Rndrbn 1 |

Players
Team 38 vs. Team 35
Team 39 vs. Team 37
Team 40 vs. Team 36
Team 44 vs. Team 41
Team 45 vs. Team 43
Team 46 vs. Team 42
Team 50 vs. Team 47
Team 51 vs. Team 49
Team 52 vs. Team 48
Team 56 vs. Team 53
Team 57 vs. Team 55
Team 58 vs. Team 54

Team 39 vs. Team 40
Team 35 vs. Team 37
Team 38 vs. Team 36
Team 45 vs. Team 46
Team 41 vs. Team 43
Team 44 vs. Team 42
Team 51 vs. Team 52
Team 47 vs. Team 49
Team 50 vs. Team 48
Team 57 vs. Team 58
Team 53 vs. Team 55
Team 56 vs. Team 54

Seed 9 vs. Seed 8
Seed 12 vs. Seed 5
Seed 10 vs. Seed 7
Seed 11 vs. Seed 6
Seed 9 vs. Seed 8
Seed 12 vs. Seed 5
Seed 10 vs. Seed 7
Seed 11 vs. Seed 6
Team 7 vs. Team 10
Team 8 vs. Team 9
Team 12 vs. Team 15
Team 13 vs. Team 14

## Dairy \& Corn Belt Regional

Schedule of Matches

Saturday (June 28, 2014)
Start Time Court Event

| $12: 00 \mathrm{PM}$ | $\mathbf{1}$ | MD 4.0 SE Rnd 2.1 |
| :---: | :--- | :--- |
| $12: 00 \mathrm{PM}$ | 2 | MD 4.0 SE Rnd 2.2 |
| $12: 00 \mathrm{PM}$ | 3 | MD 4.0 SE Rnd 2.3 |
| $12: 00 \mathrm{PM}$ | 4 | MD 4.0 SE Rnd 2.4 |
| $12: 00 \mathrm{PM}$ | 5 | MD 5.0 SE Rnd 2.1 |
| $12: 00 \mathrm{PM}$ | 6 | MD 5.0 SE Rnd 2.2 |
| $12: 00 \mathrm{PM}$ | 7 | MD 5.0 SE Rnd 2.3 |
| $12: 00 \mathrm{PM}$ | 8 | MD 5.0 SE Rnd 2.4 |
| $12: 00 \mathrm{PM}$ | 9 | WD 3.5A Rndrbn 2 |
| $12: 00 \mathrm{PM}$ | 10 | WD 3.5A Rndrbn 2 |
| $12: 00 \mathrm{PM}$ | 11 | WD 3.5B Rndrbn 2 |
| $12: 00 \mathrm{PM}$ | 12 | WD 3.5B Rndrbn 2 |


| $12: 30 \mathrm{PM}$ | $\mathbf{1}$ | MD 4.0 SE Rnd 3.1 |
| :---: | :--- | :--- |
| $12: 30 \mathrm{PM}$ | 2 | MD 4.0 SE Rnd 3.2 |
| $12: 30 \mathrm{PM}$ | 3 | MD 5.0 SE Rnd 3.1 |
| $12: 30 \mathrm{PM}$ | 4 | MD 5.0 SE Rnd 3.2 |
| $12: 30 \mathrm{PM}$ | 5 | MD 3.5A Rndrbn 1 |
| $12: 30 \mathrm{PM}$ | 6 | MD 3.5A Rndrbn 1 |
| $12: 30 \mathrm{PM}$ | 7 | MD 3.5B Rndrbn 1 |
| $12: 30 \mathrm{PM}$ | 8 | MD 3.5B Rndrbn 1 |
| $12: 30 \mathrm{PM}$ | 9 | WD 3.5A Rndrbn 3 |
| $12: 30 \mathrm{PM}$ | 10 | WD 3.5A Rndrbn 3 |
| $12: 30 \mathrm{PM}$ | 11 | WD 3.5B Rndrbn 3 |
| $12: 30 \mathrm{PM}$ | 12 | WD 3.5B Rndrbn 3 |


| $1: 00 \mathrm{PM}$ | $\mathbf{1}$ | MD 4.0 SE Rnd 4.1 |
| :---: | :--- | :--- |
| $1: 00 \mathrm{PM}$ | $\mathbf{2}$ | MD 4.0 SE Rnd 4.2 |
| $1: 00 \mathrm{PM}$ | 3 | MD 5.0 SE Rnd 4.1 |
| $1: 00 \mathrm{PM}$ | 4 | MD 5.0 SE Rnd 4.2 |
| $1: 00 \mathrm{PM}$ | 5 | MD 3.5A Rndrbn 2 |
| $1: 00 \mathrm{PM}$ | 6 | MD 3.5A Rndrbn 2 |
| $1: 00 \mathrm{PM}$ | 7 | MD 3.5B Rndrbn 2 |
| $1: 00 \mathrm{PM}$ | 8 | MD 3.5B Rndrbn 2 |
| $1: 00 \mathrm{PM}$ | 9 | WD 3.5A Rndrbn 4 |
| $1: 00 \mathrm{PM}$ | 10 | WD 3.5A Rndrbn 4 |
| $1: 00 \mathrm{PM}$ | 11 | WD 3.5B Rndrbn 4 |
| $1: 00 \mathrm{PM}$ | 12 | WD 3.5B Rndrbn 4 |

Players

Seed 1 vs. winner of SE 1.1
Seed 4 vs. winner of SE 1.2
Seed 2 vs. winner of SE 1.3
Seed 3 vs. winner of SE 1.4
Seed 1 vs. winner of SE 1.1
Seed 4 vs. winner of SE 1.2
Seed 2 vs. winner of SE 1.3
Seed 3 vs. winner of SE 1.4
Team 9 vs. Team 7
Team 10 vs. Team 11
Team 14 vs. Team 12
Team 15 vs. Team 16
winner of SE 2.1 vs winner of SE 2.2
winner of SE 2.3 vs winner of SE 2.4
winner of SE 2.1 vs winner of SE 2.2
winner of SE 2.3 vs winner of SE 2.4
Team 25 vs. Team 28
Team 26 vs. Team 27
Team 30 vs. Team 33
Team 31 vs. Team 32
Team 11 vs. Team 9
Team 7 vs. Team 8
Team 16 vs. Team 14
Team 12 vs. Team 13
winner of SE 3.1 vs winner of SE 3.2 loser of SE 3.1 vs loser of SE 3.2
winner of SE 3.1 vs winner of SE 3.2 loser of SE 3.1 vs loser of SE 3.2
Team 27 vs. Team 25
Team 28 vs. Team 29
Team 32 vs. Team 30
Team 33 vs. Team 34
Team 8 vs. Team 11
Team 9 vs. Team 10
Team 13 vs. Team 16
Team 14 vs. Team 15

## Dairy \& Corn Belt Regional

Schedule of Matches
Saturday (June 28, 2014)
Start Time Court Event

| $1: 30 \mathrm{PM}$ | 1 | WD 3.5A Rndrbn 5 |
| :---: | :--- | :--- |
| $1: 30 \mathrm{PM}$ | 2 | WD 3.5A Rndrbn 5 |
| $1: 30 \mathrm{PM}$ | 3 | WD 3.5B Rndrbn 5 |
| $1: 30 \mathrm{PM}$ | 4 | WD 3.5B Rndrbn 5 |
| $1: 30 \mathrm{PM}$ | 5 | MD 3.5A Rndrbn 3 |
| $1: 30 \mathrm{PM}$ | 6 | MD 3.5A Rndrbn 3 |
| $1: 30 \mathrm{PM}$ | 7 | MD 3.5B Rndrbn 3 |
| $1: 30 \mathrm{PM}$ | 8 | MD 3.5B Rndrbn 3 |
| $1: 30 \mathrm{PM}$ | 9 | WD 3.0 Rndrbn 1 |
| $1: 30 \mathrm{PM}$ | 10 | WD 3.0 Rndrbn 1 |
| $1: 30 \mathrm{PM}$ | 11 | WD 3.0 Rndrbn 1 |
| $1: 30 \mathrm{PM}$ | 12 | WD 5.0 Rndrbn 1 |


| $2: 00 ~ P M ~$ | 1 | WD 3.5 SE Rnd 1.1 |
| :--- | :--- | :--- |
| $2: 00 \mathrm{PM}$ | 2 | WD 3.5 SE Rnd 1.2 |
| $2: 00 \mathrm{PM}$ | 3 |  |
| $2: 00 \mathrm{PM}$ | 4 |  |
| $2: 00 \mathrm{PM}$ | 5 | MD 3.5A Rndrbn 4 |
| $2: 00 \mathrm{PM}$ | 6 | MD 3.5A Rndrbn 4 |
| $2: 00 \mathrm{PM}$ | 7 | MD 3.5B Rndrbn 4 |
| $2: 00 \mathrm{PM}$ | 8 | MD 3.5B Rndrbn 4 |
| $2: 00 \mathrm{PM}$ | 9 | WD 3.0 Rndrbn 2 |
| $2: 00 \mathrm{PM}$ | 10 | WD 3.0 Rndrbn 2 |
| $2: 00 \mathrm{PM}$ | 11 | WD 3.0 Rndrbn 2 |
| $2: 00 \mathrm{PM}$ | 12 | WD 5.0 Rndrbn 1 |


| $2: 30 \mathrm{PM}$ | 1 | WD 3.5 SE Rnd 2.1 |
| :---: | :---: | :--- |
| $2: 30 \mathrm{PM}$ | 2 | WD 3.5 SE Rnd 2.2 |
| $2: 30 \mathrm{PM}$ | 3 | WD 3.5 SE Rnd 2.3 |
| $2: 30 \mathrm{PM}$ | 4 | WD 3.5 SE Rnd 2.4 |
| $2: 30 \mathrm{PM}$ | 5 | MD 3.5A Rndrbn 5 |
| $2: 30 \mathrm{PM}$ | 6 | MD 3.5A Rndrbn 5 |
| $2: 30 \mathrm{PM}$ | 7 | MD 3.5A Rndrbn 5 |
| $2: 30 \mathrm{PM}$ | 8 | MD 3.5A Rndrbn 5 |
| $2: 30 \mathrm{PM}$ | 9 | WD 3.0 Rndrbn 3 |
| $2: 30 \mathrm{PM}$ | 10 | WD 3.0 Rndrbn 3 |
| $2: 30 \mathrm{PM}$ | 11 | WD 3.0 Rndrbn 3 |
| $2: 30 \mathrm{PM}$ | 12 | WD 5.0 Rndrbn 2 |

Players

Team 10 vs. Team 8
Team 11 vs. Team 7
Team 15 vs. Team 13
Team 16 vs. Team 12
Team 29 vs. Team 27
Team 25 vs. Team 26
Team 34 vs. Team 32
Team 30 vs. Team 31
Team 2 vs. Team 1
Team 3 vs. Team 6
Team 4 vs. Team 5
Team 22 vs. Team 21

Seed 9 vs. Seed 8
Seed 10 vs. Seed 7

Team 26 vs. Team 29
Team 27 vs. Team 28
Team 31 vs. Team 34
Team 32 vs. Team 33
Team 3 vs. Team 4
Team 6 vs. Team 1
Team 2 vs. Team 5
Team 23 vs. Team 24

Seed 1 vs. winner SE 1.1
Seed 4 vs. Seed 5
Seed 2 vs. winner SE 1.2
Seed 3 vs. Seed 6
Team 28 vs. Team 26
Team 29 vs. Team 25
Team 33 vs. Team 31
Team 34 vs. Team 30
Team 6 vs. Team 4
Team 2 vs. Team 3
Team 1 vs. Team 5
Team 24 vs. Team 22

## Dairy \& Corn Belt Regional

Schedule of Matches
Saturday (June 28, 2014)
Start Time Court
Event

| 3:00 PM | 1 | WD 3.5 SE Rnd 3.1 |
| :---: | :---: | :---: |
| 3:00 PM | 2 | WD 3.5 SE Rnd 3.2 |
| 3:00 PM | 3 | MD 3.5 SE Rnd 1.1 |
| 3:00 PM | 4 | MD 3.5 SE Rnd 1.2 |
| 3:00 PM | 5 |  |
| 3:00 PM | 6 |  |
| 3:00 PM | 7 | WD 4.0 Rndrbn 1 |
| 3:00 PM | 8 | WD 4.0 Rndrbn 1 |
| 3:00 PM | 9 | WD 3.0 Rndrbn 4 |
| 3:00 PM | 10 | WD 3.0 Rndrbn 4 |
| 3:00 PM | 11 | WD 3.0 Rndrbn 4 |
| 3:00 PM | 12 | WD 5.0 Rndrbn 2 |


| 3:30 PM | 1 | WD 3.5 SE Rnd 4.1 |
| :---: | :---: | :---: |
| 3:30 PM | 2 | WD 3.5 SE Rnd 4.2 |
| 3:30 PM | 3 | MD 3.5 SE Rnd 2.1 |
| 3:30 PM | 4 | MD 3.5 SE Rnd 2.2 |
| 3:30 PM | 5 | MD 3.5 SE Rnd 2.3 |
| 3:30 PM | 6 | MD 3.5 SE Rnd 2.4 |
| 3:30 PM | 7 | WD 4.0 Rndrbn 2 |
| 3:30 PM | 8 | WD 4.0 Rndrbn 2 |
| 3:30 PM | 9 | WD 3.0 Rndrbn 5 |
| 3:30 PM | 10 | WD 3.0 Rndrbn 5 |
| 3:30 PM | 11 | WD 3.0 Rndrbn 5 |
| 3:30 PM | 12 | WD 5.0 Rndrbn 3 |


| $4: 00 \mathrm{PM}$ | 1 |  |
| :--- | :--- | :--- |
| $4: 00 \mathrm{PM}$ | 2 |  |
| $4: 00 \mathrm{PM}$ | 3 | MD 3.5 SE Rnd 3 |
| $4: 00 \mathrm{PM}$ | 4 | MD 3.5 SE Rnd 3 |
| $4: 00 \mathrm{PM}$ | 5 | WD 3.0 SE Rnd 1.1 |
| $4: 00 \mathrm{PM}$ | 6 | WD 3.0 SE Rnd 1.2 |
| $4: 00 \mathrm{PM}$ | 7 | WD 4.0 Rndrbn 3 |
| $4: 00 \mathrm{PM}$ | 8 | WD 4.0 Rndrbn 3 |
| $4: 00 \mathrm{PM}$ | 9 |  |
| $4: 00 \mathrm{PM}$ | 10 |  |
| $4: 00 \mathrm{PM}$ | 11 |  |
| $4: 00 \mathrm{PM}$ | 12 | WD 5.0 Rndrbn 3 |

winner SE 2.1 vs winner SE 2.2
winner SE 2.3 vs winner SE 2.4
Seed 9 vs. Seed 8
Seed 10 vs. Seed 7

Team 18 vs. Team 17
Team 19 vs. Team 20
Team 4 vs. Team 1
Team 5 vs. Team 3
Team 6 vs. Team 2
Team 21 vs. Team 23
winner SE 3.1 vs winner SE 3.2
loser SE 3.1 vs loser SE 3.2
Seed 1 vs. winner SE 1.1
Seed 4 vs. Seed 5
Seed 2 vs. winner SE 1.2
Seed 3 vs. Seed 6
Team 20 vs. Team 18
Team 17 vs. Team 19
Team 5 vs. Team 6
Team 1 vs. Team 3
Team 4 vs. Team 2
Team 24 vs. Team 21
winner SE 2.1 vs winner SE 2.2
winner SE 2.3 vs winner SE 2.4
Seed 4 vs. Seed 5
Seed 3 vs. Seed 6
Team 20 vs. Team 17
Team 18 vs. Team 19

Team 22 vs. Team 23

# Dairy \& Corn Belt Regional 

Schedule of Matches
Saturday (June 28, 2014)
Start Time Court Event Players

| 4:30 PM | 1 | WD 5.0 SE Rnd 1 |
| :---: | :---: | :---: |
| 4:30 PM | 2 | WD 5.0 SE Rnd 1 |
| 4:30 PM | 3 | MD 3.5 SE Rnd 4 |
| 4:30 PM | 4 | MD 3.5 SE Rnd 4 |
| 4:30 PM | 5 | WD 3.0 SE Rnd 2.1 |
| 4:30 PM | 6 | WD 3.0 SE Rnd 2.2 |
| 4:30 PM | 7 | WD 4.0 SE Rnd 1 |
| 4:30 PM | 8 | WD 4.0 SE Rnd 1 |
| 4:30 PM | 9 |  |
| 4:30 PM | 10 |  |
| 4:30 PM | 11 |  |
| 4:30 PM | 12 |  |

Seed 1 vs. Seed 4
Seed 2 vs. Seed 3
winner SE 3.1 vs winner SE 3.2
loser SE 3.1 vs loser SE 3.2
Team 1 vs. winner of SE 1.1
Team 2 vs. winner of SE 1.2
Seed 1 vs. Seed 4
Seed 2 vs. Seed 3

| $5: 00 \mathrm{PM}$ | 1 | WD 5.0 SE Rnd 2 |
| :--- | :--- | :--- |
| $5: 00 \mathrm{PM}$ | 2 | WD 5.0 SE Rnd 2 |
| $5: 00 \mathrm{PM}$ | 3 |  |
| $5: 00 \mathrm{PM}$ | 4 |  |
| $5: 00 \mathrm{PM}$ | 5 | WD 3.0 SE Rnd 3.1 |
| $5: 00 \mathrm{PM}$ | 6 | WD 3.0 SE Rnd 3.2 |
| $5: 00 \mathrm{PM}$ | 7 | WD 4.0 SE Rnd 2 |
| $5: 00 \mathrm{PM}$ | 8 | WD 4.0 SE Rnd 2 |
| $5: 00 \mathrm{PM}$ | 9 |  |
| $5: 00 \mathrm{PM}$ | 10 |  |
| $5: 00 \mathrm{PM}$ | 11 |  |
| $5: 00 \mathrm{PM}$ | 12 |  |
|  |  |  |

winner of SE 1.1 vs. winner of SE 1.2
loser of SE 1.1 vs. loser of SE 1.2
winner of SE 2.1 vs. winner of SE 2.2 loser of SE 2.1 vs. loser of SE 2.2 winner of SE 1.1 vs. winner of SE 1.2 loser of SE 1.1 vs . loser of SE 1.2

| Court | 9:00 | 9:30 AM | 10:00 | 10:30 AM | 11:00 AM | 11:30 AM | 12:00 P | 12:30 PM |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | MX 3.5A Rndrbn 1 | MX 3.5A Rndrbn 2 | MX 3.5A Rndrbn 3 | MX 3.5A Rndrbn 4 | MX 3.5A Rndrbn 5 | MX 3.5A Rndrbn 6 | MX 3.5A Rndrbn 7 | MX 3.5 SE Rnd 1.1 |
| 2 | MX 3.5A Rndrbn 1 | MX 3.5A Rndrbn 2 | M $\times$ 3.5A Rndrbn 3 | MX 3.5A Rndrbn 4 | MX 3.5A Rndrbn 5 | MX 3.5A Rndrbn 6 | MX 3.5A Rndrbn 7 | MX 3.5 SE Rnd 1.2 |
| 3 | M 3.5 A Rndrbn 1 | MX 3.5A Rndrbn 2 | MX 3.5A Rndrbn 3 | MX 3.5A Rndrbn 4 | MX 3.5A Rndrbn 5 | MX 3.5A Rndrbn 6 | MX 3.5A Rndrbn 7 | MX 3.5 SE Rnd 1.3 |
| 4 | MX 3.5B Rndrbn 1 | MX 3.5B Rndrbn 2 | M 3.5 BB Rndrbn 3 | MX 3.5B Rndrbn 4 | M 3.5 B Rndrbn 5 | MX 3.5B Rndrbn 6 | MX 3.5B Rndrbn 7 | MX 3.5 SE R R 1.4 |
| 5 | MX 3.5B Rndrbn 1 | MX 3.5B Rndrbn 2 | MX 3.5B Rndrbn 3 | MX 3.5B Rndrbn 4 | MX 3.5B Rndrbn 5 | MX 3.5B Rndrbn 6 | MX 3.5B Rndrbn 7 | MX 3.5 SE Rnd 1.5 |
| 6 | MX 3.5B Rndrbn 1 | MX 3.5B Rndrbn 2 | M $\times$ 3.5B Rndrbn 3 | MX 3.5B Rndrbn 4 | M 3.5 BB Rndrbn 5 | MX 3.5B Rndrbn 6 | MX 3.5B Rndrbn 7 | MX 3.5 SE Rnd 1.6 |
| 7 | MX 4.0A Rndrbn 1 | MX 4.0A Rndrbn 2 | MX 4.0A Rndrbn 3 | MX 4.0A Rndrbn 4 | MX 4.0A Rndrbn 5 | MX 4.0 SE Rnd 1 | MX 4.0 SE Rnd 2 | MX 4.0 SE Rnd 3 |
| 8 | MX 4.0A Rndrbn 1 | MX 4.0A Rndrbn 2 | MX 4.0A Rndrbn 3 | MX 4.0A Rndrbn 4 | MX 4.0A Rndrbn 5 | SE Rnd 1 | MX 4.0 SE Rnd 2 | MX 4.0 SE Rnd 3 |
| 9 | MX 4.0B Rndrbn 1 | MX 4.0B Rndrbn 2 | MX 4.0B Rndrbn 3 | MX 4.0B Rndrbn 4 | MX 4.0B Rndrbn 5 |  | MX 4.0 SE Rnd 2 |  |
| 10 | MX 4.0B Rndrbn 1 | MX 4.0B Rndrbn 2 | MX 4.0B Rndrbn 3 | MX 4.0B Rndrbn 4 | MX 4.0B Rndrbn 5 |  | MX 4.0 SE Rnd 2 |  |
| 11 | MX 5.0A Rndrbn 1 | MX 5.0A Rndrbn 2 | MX 5.0A Rndrbn 3 | MX 5.0A Rndrbn 4 | MX 5.0A Rndrbn 5 | . SE Rnd 1 | MX 5.0 SE Rnd 2 | 0 SE Rnd 3 |
| 12 | MX 5.0A Rndrbn 1 | MX 5.0A Rndrbn 2 | MX 5.0A Rndrbn 3 | MX 5.0A Rndrbn 4 | MX 5.0A Rndrbn 5 | 5.0 SE Rnd 1 | M 5.0 SE Rnd 2 | 5.0 SE Rnd |
| 13 | MX 5.0B Rndrbn 1 | MX 5.0B Rndrbn 2 | MX 5.0B Rndrbn 3 | MX 5.0B Rndrbn 4 | MX 5.0B Rndrbn 5 |  | MX 5.0 SE Rnd 2 |  |
| 14 | MX 5.0B Rndrbn 1 | MX 5.0B Rndrbn 2 | MX 5.0B Rndrbn 3 | MX 5.0B Rndrbn 4 | MX 5.0B Rndrbn 5 |  | MX 5.0 SE Rnd 2 |  |

Court

1:00 PM 1:30 PM
2:00 PM
2:30 PM 3:00 PM
3:30 PM
4:00 PM

4:30 PM | MX 3.5 SE Rnd 2.1 | MX 3.5 SE Rnd 2.1 | MX 3.5 SE Rnd 4.1 MS 5.0 Rnd |
| :--- | :--- | :--- | :--- | MX 3.5 SE Rnd 2.2 MX 3.5 SE Rnd 3.2 MX 3.5 SE Rnd 2.3 MS 5.0 Rnd 1

MX 3.5 SE Rnd 2.4
MS 5.0 Rnd 2
MS 4.0 Rnd 2
MS 4.0 Rnd 2
MS 4.0 Rnd 2
MS 3.5 Rnd 2
MS 3.5 Rnd 2
MS 3.5 Rnd 2
WS 5.0 Rnd 2
WS 5.0 Rnd 2
WS 3.5 Rnd 2
WS 3.5 Rnd 2
WS

## Dairy \& Corn Belt Regional

Schedule of Matches

Sunday (June 29, 2014)
Start Time Court Event

| 9:00 AM | 1 | MX 3.5A Rndrbn 1 |
| :---: | :---: | :---: |
| 9:00 AM | 2 | MX 3.5A Rndrbn 1 |
| 9:00 AM | 3 | MX 3.5A Rndrbn 1 |
| 9:00 AM | 4 | MX 3.5B R Rdrbn 1 |
| 9:00 AM | 5 | MX 3.5B Rndrbn 1 |
| 9:00 AM | 6 | MX 3.5B Rndrbn 1 |
| 9:00 AM | 7 | MX 4.0A Rndrbn 1 |
| 9:00 AM | 8 | MX 4.0A Rndrbn 1 |
| 9:00 AM | 9 | MX 4.0B Rndrbn 1 |
| 9:00 AM | 10 | MX 4.0B Rndrbn 1 |
| 9:00 AM | 11 | MX 5.0A Rndrbn 1 |
| 9:00 AM | 12 | MX 5.0A Rndrbn 1 |
| 9:00 AM | 13 | MX 5.0B Rndrbn 1 |
| 9:00 AM | 14 | MX 5.0B Rndrbn 1 |


| 9:30 AM | 1 | MX 3.5A Rndrbn 2 |
| :---: | :---: | :---: |
| 9:30 AM | 2 | MX 3.5A Rndrbn 2 |
| 9:30 AM | 3 | MX 3.5A Rndrbn 2 |
| 9:30 AM | 4 | MX 3.5B Rndrbn 2 |
| 9:30 AM | 5 | MX 3.5B Rndrbn 2 |
| 9:30 AM | 6 | MX 3.5B Rndrbn 2 |
| 9:30 AM | 7 | MX 4.0A Rndrbn 2 |
| 9:30 AM | 8 | MX 4.0A Rndrbn 2 |
| 9:30 AM | 9 | MX 4.0B Rndrbn 2 |
| 9:30 AM | 10 | MX 4.0B Rndrbn 2 |
| 9:30 AM | 11 | MX 5.0A Rndrbn 2 |
| 9:30 AM | 12 | MX 5.0A R Rndrbn 2 |
| 9:30 AM | 13 | MX 5.0B Rndrbn 2 |
| 9:30 AM | 14 | MX 5.0B Rndrbn 2 |


| 10:00 AM | 1 | MX 3.5A R Rdrbn 3 |
| :---: | :---: | :---: |
| 10:00 AM | 2 | MX 3.5A Rndrbn 3 |
| 10:00 AM | 3 | MX 3.5A Rndrbn 3 |
| 10:00 AM | 4 | MX 3.5B Rndrbn 3 |
| 10:00 AM | 5 | MX 3.5B Rndrbn 3 |
| 10:00 AM | 6 | MX 3.5B Rndrbn 3 |
| 10:00 AM | 7 | MX 4.0A Rndrbn 3 |
| 10:00 AM | 8 | MX 4.0A R Rndrbn 3 |
| 10:00 AM | 9 | MX 4.0B Rndrbn 3 |
| 10:00 AM | 10 | MX 4.0B Rndrbn 3 |
| 10:00 AM | 11 | MX 5.0A Rndrbn 3 |
| 10:00 AM | 12 | MX 5.0A Rndrbn 3 |
| 10:00 AM | 13 | MX 5.0B Rndrbn 3 |
| 10:00 AM | 14 | MX 5.0B Rndrbn 3 |

Players
Team 59 vs. Team 64
Team 60 vs. Team 63
Team 61 vs. Team 62
Team 66 vs. Team 71
Team 67 vs. Team 70
Team 68 vs. Team 69
Team 73 vs. Team 76
Team 74 vs. Team 75
Team 78 vs. Team 81
Team 79 vs. Team 80
Team 83 vs. Team 86
Team 84 vs. Team 85
Team 88 vs. Team 91
Team 89 vs. Team 90

Team 62 vs. Team 60
Team 63 vs. Team 59
Team 64 vs. Team 65
Team 69 vs. Team 67
Team 70 vs. Team 66
Team 71 vs. Team 72
Team 75 vs. Team 73
Team 76 vs. Team 77
Team 80 vs. Team 78
Team 81 vs. Team 82
Team 85 vs. Team 83
Team 86 vs. Team 87
Team 90 vs. Team 88
Team 91 vs. Team 92

Team 60 vs. Team 65
Team 61 vs. Team 64
Team 62 vs. Team 63
Team 67 vs. Team 72
Team 68 vs. Team 71
Team 69 vs. Team 70
Team 77 vs. Team 75
Team 73 vs. Team 74
Team 82 vs. Team 80
Team 78 vs. Team 79
Team 87 vs. Team 85
Team 83 vs. Team 84
Team 92 vs. Team 90
Team 88 vs. Team 89

## Dairy \& Corn Belt Regional

Schedule of Matches

Sunday (June 29, 2014)
Start Time Court Event

| 10:30 AM | 1 | MX 3.5A Rndrbn 4 |
| :---: | :--- | :--- |
| 10:30 AM | 2 | MX 3.5A Rndrbn 4 |
| 10:30 AM | 3 | MX 3.5A Rndrbn 4 |
| 10:30 AM | 4 | MX 3.5B Rndrbn 4 |
| 10:30 AM | 5 | MX 3.5B Rndrbn 4 |
| 10:30 AM | 6 | MX 3.5B Rndrbn 4 |
| 10:30 AM | 7 | MX 4.0A Rndrbn 4 |
| 10:30 AM | 8 | $M \times 4.0 A$ Rndrbn 4 |
| 10:30 AM | 9 | MX 4.0B Rndrbn 4 |
| 10:30 AM | 10 | MX 4.0B Rndrbn 4 |
| 10:30 AM | 11 | MX 5.0A Rndrbn 4 |
| 10:30 AM | 12 | MX 5.0A Rndrbn 4 |
| 10:30 AM | 13 | MX 5.0B Rndrbn 4 |
| 10:30 AM | 14 | MX 5.0B Rndrbn 4 |


| 11:00 AM | 1 | MX 3.5A Rndrbn 5 |
| :---: | :---: | :---: |
| 11:00 AM | 2 | MX 3.5A R Rdrbn 5 |
| 11:00 AM | 3 | MX 3.5A R Rdrbn 5 |
| 11:00 AM | 4 | MX 3.5B Rndrbn 5 |
| 11:00 AM | 5 | MX 3.5B Rndrbn 5 |
| 11:00 AM | 6 | MX 3.5B Rndrbn 5 |
| 11:00 AM | 7 | MX 4.0A Rndrbn 5 |
| 11:00 AM | 8 | MX 4.0A Rndrbn 5 |
| 11:00 AM | 9 | MX 4.0B Rndrbn 5 |
| 11:00 AM | 10 | MX 4.0B Rndrbn 5 |
| 11:00 AM | 11 | MX 5.0A Rndrbn 5 |
| 11:00 AM | 12 | MX 5.0A R Rdrbn 5 |
| 11:00 AM | 13 | MX 5.0B Rndrbn 5 |
| 11:00 AM | 14 | MX 5.0B Rndrbn 5 |


| 11:30 AM | 1 | MX 3.5A Rndrbn 6 |
| :---: | :---: | :---: |
| 11:30 AM | 2 | MX 3.5A R Rdrbn 6 |
| 11:30 AM | 3 | MX 3.5A Rndrbn 6 |
| 11:30 AM | 4 | MX 3.5B Rndrbn 6 |
| 11:30 AM | 5 | MX 3.5B Rndrbn 6 |
| 11:30 AM | 6 | MX 3.5B Rndrbn 6 |
| 11:30 AM | 7 | MX 4.0 SE Rnd 1.1 |
| 11:30 AM | 8 | MX 4.0 SE Rnd 1.2 |
| 11:30 AM | 9 | MX 5.0 SE Rnd 1.1 |
| 11:30 AM | 10 | MX 5.0 SE Rnd 1.2 |
| 11:30 AM | 11 |  |
| 11:30 AM | 12 |  |
| 11:30 AM | 13 |  |
| 11:30 AM | 14 |  |

Players
Team 63 vs. Team 61
Team 64 vs. Team 60
Team 65 vs. Team 59
Team 70 vs. Team 68
Team 71 vs. Team 67
Team 72 vs. Team 66
Team 74 vs. Team 77
Team 75 vs. Team 76
Team 79 vs. Team 82
Team 80 vs. Team 81
Team 84 vs. Team 87
Team 85 vs. Team 86
Team 89 vs. Team 92
Team 90 vs. Team 91

Team 61 vs. Team 59
Team 62 vs. Team 65
Team 63 vs. Team 64
Team 68 vs. Team 66
Team 69 vs. Team 72
Team 70 vs. Team 71
Team 76 vs. Team 74
Team 77 vs. Team 73
Team 81 vs. Team 79
Team 82 vs. Team 78
Team 86 vs. Team 84
Team 87 vs. Team 83
Team 91 vs. Team 89
Team 92 vs. Team 88

Team 64 vs. Team 62
Team 65 vs. Team 61
Team 59 vs. Team 60
Team 71 vs. Team 69
Team 72 vs. Team 68
Team 66 vs. Team 67
Seed 9 vs. Seed 8
Seed 10 vs. Seed 7
Seed 9 vs. Seed 8
Seed 10 vs. Seed 7

## Dairy \& Corn Belt Regional

Schedule of Matches

Sunday (June 29, 2014)
Start Time Court Event

| 12:00 PM | 1 | MX 3.5A Rndrbn 7 |
| :--- | :--- | :--- |
| 12:00 PM | 2 | MX 3.5A Rndrbn 7 |
| 12:00 PM | 3 | MX 3.5A Rndrbn 7 |
| 12:00 PM | 4 | MX 3.5B Rndrbn 7 |
| 12:00 PM | 5 | MX 3.5B Rndrbn 7 |
| 12:00 PM | 6 | MX 3.5B Rndrbn 7 |
| 12:00 PM | 7 | MX 4.0 SE Rnd 2.1 |
| 12:00 PM | 8 | MX 4.0 SE Rnd 2.2 |
| 12:00 PM | 9 | MX 4.0 SE Rnd 2.3 |
| 12:00 PM | 10 | MX 4.0 SE Rnd 2.4 |
| 12:00 PM | 11 | MX 5.0 SE Rnd 2.1 |
| 12:00 PM | 12 | MX 5.0 SE Rnd 2.2 |
| 12:00 PM | 13 | MX 5.0 SE Rnd 2.3 |
| 12:00 PM | 14 | MX 5.0 SE Rnd 2.4 |


| 12:30 PM | 1 | MX 3.5 SE Rnd 1.1 |
| :---: | :---: | :---: |
| 12:30 PM | 2 | MX 3.5 SE Rnd 1.2 |
| 12:30 PM | 3 | MX 3.5 SE Rnd 1.3 |
| 12:30 PM | 4 | MX 3.5 SE Rnd 1.4 |
| 12:30 PM | 5 | MX 3.5 SE Rnd 1.5 |
| 12:30 PM | 6 | MX 3.5 SE Rnd 1.6 |
| 12:30 PM | 7 | MX 4.0 SE Rnd 3.1 |
| 12:30 PM | 8 | MX 4.0 SE Rnd 3.2 |
| 12:30 PM | 9 | MX 5.0 SE Rnd 3.1 |
| 12:30 PM | 10 | MX 5.0 SE Rnd 3.2 |
| 12:30 PM | 11 |  |
| 12:30 PM | 12 |  |
| 12:30 PM | 13 |  |
| 12:30 PM | 14 |  |


| 1:00 PM | 1 | MX 3.5 SE Rnd 2.1 |
| :---: | :---: | :---: |
| 1:00 PM | 2 | MX 3.5 SE Rnd 2.2 |
| 1:00 PM | 3 | MX 3.5 SE Rnd 2.3 |
| 1:00 PM | 4 | MX 3.5 SE Rnd 2.4 |
| 1:00 PM | 5 | MX 4.0 SE Rnd 4.1 |
| 1:00 PM | 6 | MX 4.0 SE Rnd 4.2 |
| 1:00 PM | 7 | MX 5.0 SE Rnd 4.1 |
| 1:00 PM | 8 | MX 5.0 SE Rnd 4.2 |
| 1:00 PM | 9 |  |
| 1:00 PM | 10 |  |
| 1:00 PM | 11 |  |
| 1:00 PM | 12 |  |
| 1:00 PM | 13 |  |
| 1:00 PM | 14 |  |

Players
Team 65 vs. Team 63
Team 59 vs. Team 62
Team 60 vs. Team 61
Team 72 vs. Team 70
Team 66 vs. Team 69
Team 67 vs. Team 68
Seed 1 vs. winner SE 1.1
Seed 4 vs. Seed 5
Seed 2 vs. winner SE 1.2
Seed 3 vs. Seed 6
Seed 1 vs. winner SE 1.1
Seed 4 vs. Seed 5
Seed 2 vs. winner SE 1.2
Seed 3 vs. Seed 6

Seed 9 vs. Seed 8
Seed 4 vs. Seed 13
Seed 12 vs. Seed 5
Seed 10 vs. Seed 7
Seed 3 vs. Seed 14
Seed 11 vs. Seed 6
winner SE 2.1 vs winner SE 2.2
winner SE 2.3 vs winner SE 2.4
winner SE 2.1 vs winner SE 2.2
winner SE 2.3 vs winner SE 2.4

Seed 1 vs. winner of SE 1.1 winner of SE 1.2 vs. winner of SE 1.3
Seed 2 vs. winner of SE 1.4 winner of SE 1.5 vs . winner of SE 1.6 winner SE 3.1 vs winner SE 3.2 loser SE 3.1 vs loser SE 3.2 winner SE 3.1 vs winner SE 3.2 loser SE 3.1 vs loser SE 3.2

## Dairy \& Corn Belt Regional

Schedule of Matches

## Sunday (June 29, 2014)

Start Time Court Event Players

| 1:30 PM | 1 | MX 3.5 SE Rnd 2.1 |
| :---: | :---: | :---: |
| 1:30 PM | 2 | MX 3.5 SE Rnd 3.2 |
| 1:30 PM | 3 | MS 5.0 Rnd 1 |
| 1:30 PM | 4 | MS 4.0 Rnd 1 |
| 1:30 PM | 5 | MS 4.0 Rnd 1 |
| 1:30 PM | 6 | MS 4.0 Rnd 1 |
| 1:30 PM | 7 | MS 3.5 Rnd 1 |
| 1:30 PM | 8 | MS 3.5 Rnd 1 |
| 1:30 PM | 9 | MS 3.5 Rnd 1 |
| 1:30 PM | 10 | WS 5.0 Rnd 1 |
| 1:30 PM | 11 | WS 5.0 Rnd 1 |
| 1:30 PM | 12 | WS 3.5 Rnd 1 |
| 1:30 PM | 13 | WS 3.5 Rnd 1 |
| 1:30 PM | 14 |  |


| 2:00 PM | 1 | MX 3.5 SE Rnd 4.1 |
| :---: | :---: | :---: |
| 2:00 PM | 2 | MX 3.5 SE Rnd 4.2 |
| 2:00 PM | 3 | MS 5.0 Rnd 2 |
| 2:00 PM | 4 | MS 4.0 Rnd 2 |
| 2:00 PM | 5 | MS 4.0 Rnd 2 |
| 2:00 PM | 6 | MS 4.0 Rnd 2 |
| 2:00 PM | 7 | MS 3.5 Rnd 2 |
| 2:00 PM | 8 | MS 3.5 Rnd 2 |
| 2:00 PM | 9 | MS 3.5 Rnd 2 |
| 2:00 PM | 10 | WS 5.0 Rnd 2 |
| 2:00 PM | 11 | WS 5.0 Rnd 2 |
| 2:00 PM | 12 | WS 3.5 Rnd 2 |
| 2:00 PM | 13 | WS 3.5 Rnd 2 |
| 2:00 PM | 14 |  |


| 2:30 PM | 1 | MS 5.0 Rnd 3 |
| :---: | :---: | :---: |
| 2:30 PM | 2 | MS 4.0 Rnd 3 |
| 2:30 PM | 3 | MS 4.0 Rnd 3 |
| 2:30 PM | 4 | MS 4.0 Rnd 3 |
| 2:30 PM | 5 | MS 3.5 Rnd 3 |
| 2:30 PM | 6 | MS 3.5 Rnd 3 |
| 2:30 PM | 7 | MS 3.5 Rnd 3 |
| 2:30 PM | 8 | WS 5.0 Rnd 3 |
| 2:30 PM | 9 | WS 5.0 Rnd 3 |
| 2:30 PM | 10 | WS 3.5 Rnd 3 |
| 2:30 PM | 11 | WS 3.5 Rnd 3 |
| 2:30 PM | 12 |  |

Team 93 vs. Team 95
Team 101 vs. Team 99
Team 97 vs. Team 98
Team 96 vs. Team 100
Team 103 vs. Team 108
Team 104 vs. Team 107
Team 105 vs. Team 106
Team 113 vs. Team 111
Team 109 vs. Team 110
Team 118 vs. Team 116
Team 114 vs. Team 115

## Dairy \& Corn Belt Regional

Schedule of Matches
Sunday (June 29, 2014)
Start Time Court Event Players

| $3: 00$ PM | 1 | MS 4.0 Rnd 4 |
| :---: | :---: | :--- |
| $3: 00$ PM | 2 | MS 4.0 Rnd 4 |
| $3: 00$ PM | 3 | MS 4.0 Rnd 4 |
| $3: 00$ PM | 4 | MS 3.5 Rnd 4 |
| $3: 00$ PM | 5 | MS 3.5 Rnd 4 |
| $3: 00$ PM | 6 | MS 3.5 Rnd 4 |
| $3: 00$ PM | 7 | WS 5.0 Rnd 4 |
| $3: 00$ PM | 8 | WS 5.0 Rnd 4 |
| $3: 00$ PM | 9 | WS 3.5 Rnd 4 |
| $3: 00$ PM | 10 | WS 3.5 Rnd 4 |
| $3: 00$ PM | 11 |  |
| $3: 00 ~ P M$ | 12 |  |
|  |  |  |


| 3:30 PM | 1 | MS 4.0 Rnd 5 |
| :---: | :---: | :---: |
| 3:30 PM | 2 | MS 4.0 Rnd 5 |
| 3:30 PM | 3 | MS 4.0 Rnd 5 |
| 3:30 PM | 4 | MS 3.5 Rnd 5 |
| 3:30 PM | 5 | MS 3.5 Rnd 5 |
| 3:30 PM | 6 | MS 3.5 Rnd 5 |
| 3:30 PM | 7 | WS 5.0 Rnd 5 |
| 3:30 PM | 8 | WS 5.0 Rnd 5 |
| 3:30 PM | 9 | WS 3.5 Rnd 5 |
| 3:30 PM | 10 | WS 3.5 Rnd 5 |
| 3:30 PM | 11 |  |
| 3:30 PM | 12 |  |


| $4: 00 \mathrm{PM}$ | 1 | MS 3.5 Rnd 6 |
| :---: | :---: | :--- |
| $4: 00 \mathrm{PM}$ | 2 | MS 3.5 Rnd 6 |
| $4: 00 \mathrm{PM}$ | 3 | MS 3.5 Rnd 6 |
| $4: 00 \mathrm{PM}$ | 4 |  |
| $4: 00 \mathrm{PM}$ | 5 |  |
| $4: 00 \mathrm{PM}$ | 6 |  |
| $4: 00 \mathrm{PM}$ | 7 |  |
| $4: 00 \mathrm{PM}$ | 8 |  |
| $4: 00 \mathrm{PM}$ | 9 |  |
| $4: 00 \mathrm{PM}$ | 10 |  |
| $4: 00 \mathrm{PM}$ | 11 |  |
| $4: 00 \mathrm{PM}$ | 12 |  |

Team 100 vs. Team 101
Team 96 vs. Team 98
Team 99 vs. Team 97
Team 104 vs. Team 102
Team 105 vs. Team 108
Team 106 vs. Team 107
Team 112 vs. Team 110
Team 113 vs. Team 109
Team 117 vs. Team 115
Team 118 vs. Team 114

Team 107 vs. Team 105
Team 108 vs. Team 104
Team 102 vs. Team 103

# Dairy \& Corn Belt Regional 

Schedule of Matches
Sunday (June 29, 2014)
Start Time Court Event Players

| 4:30 PM | 1 | MS 3.5 Rnd 7 |
| :---: | :---: | :---: |
| 4:30 PM | 2 | MS 3.5 Rnd 7 |
| 4:30 PM | 3 | MS 3.5 Rnd 7 |
| 4:30 PM | 4 |  |
| 4:30 PM | 5 |  |
| 4:30 PM | 6 |  |
| 4:30 PM | 7 |  |
| 4:30 PM | 8 |  |
| 4:30 PM | 9 |  |
| 4:30 PM | 10 |  |
| 4:30 PM | 11 |  |
| 4:30 PM | 12 |  |

Team 108 vs. Team 106
Team 102 vs. Team 105
Team 103 vs. Team 104

## Men's Doubles 3.5

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.

|  |  | Your Team |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Rank: | 7 | 10 | 3 | 6 | 2 | 9 | 8 | 1 | 4 | 5 |  |  |
|  | Team \# | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 |  |  |
|  | 25 |  | 4 | 15 | 15 | 15 |  |  |  |  |  |  |  |
|  | 26 | 15 |  | 15 | 15 | 15 |  |  |  |  |  |  |  |
|  | 27 | 12 | 5 |  | 9 | 15 |  |  |  |  |  |  |  |
|  | 28 | 13 | 5 | 15 |  | 15 |  |  |  |  |  |  |  |
|  | 29 | 7 | 5 | 12 | 5 |  |  |  |  |  |  |  |  |
|  | 30 |  |  |  |  |  |  | 15 | 15 | 15 | 15 |  |  |
|  | 31 |  |  |  |  |  | 9 |  | 15 | 15 | 15 |  |  |
|  | 32 |  |  |  |  |  | 8 | 1 |  | 6 | 5 |  |  |
|  | 33 |  |  |  |  |  | 4 | 4 | 15 |  | 12 |  |  |
|  | 34 |  |  |  |  |  | 4 | 4 | 15 | 15 |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Games won: |  | 1 | 0 | 3 | 2 | 4 | 0 | 1 | 4 | 3 | 2 | 0 | 0 |
| Points won: |  | 47 | 19 | 57 | 44 | 60 | 25 | 24 | 60 | 51 | 47 | 0 | 0 |
| Points lost: |  | 49 | 60 | 41 | 48 | 29 | 60 | 54 | 20 | 35 | 38 | 0 | 0 |

## Men's Doubles 3.5



## Men's Doubles 4.0

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.

| Rank: |  | Your Team |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | 12 | 2 | 1 | 10 | 8 | 4 | 6 | 7 | 5 | 3 | 11 | 9 |
|  | Team \# | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 |
|  | 35 |  | 15 | 15 | 15 | 15 | 15 |  |  |  |  |  |  |
|  | 36 | 10 |  | 15 | 9 | 7 | 13 |  |  |  |  |  |  |
|  | 37 | 4 | 12 |  | 11 | 15 | 11 |  |  |  |  |  |  |
|  | 38 | 7 | 15 | 15 |  | 15 | 15 |  |  |  |  |  |  |
|  | 39 | 7 | 15 | 13 | 3 |  | 15 |  |  |  |  |  |  |
|  | 40 | 8 | 15 | 15 | 8 | 10 |  |  |  |  |  |  |  |
|  | 41 |  |  |  |  |  |  |  | 10 | 10 | 15 | 7 | 15 |
|  | 42 |  |  |  |  |  |  | 15 |  | 11 | 15 | 11 | 12 |
|  | 43 |  |  |  |  |  |  | 15 | 15 |  | 11 | 10 | 4 |
|  | 44 |  |  |  |  |  |  | 9 | 8 | 15 |  | 12 | 12 |
|  | 45 |  |  |  |  |  |  | 15 | 15 | 15 | 15 |  | 15 |
|  | 46 |  |  |  |  |  |  | 12 | 15 | 15 | 15 | 13 |  |
| Games won: |  | 0 | 4 | 4 | 1 | 3 | 3 | 3 | 3 | 3 | 4 | 0 | 2 |
| Points won: |  | 36 | 72 | 73 | 46 | 62 | 69 | 66 | 63 | 66 | 71 | 53 | 58 |
| Points lost: |  | 75 | 54 | 53 | 67 | 53 | 56 | 57 | 64 | 55 | 56 | 75 | 70 |

Men's Doubles 4.0


## Men's Doubles Open

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.



## Women's Doubles 3.0

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.


## Women's Doubles 3.0



## Women's Doubles 3.5

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.

|  |  | Your Team |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Rank: | 6 | 1 | 5 | 8 | 7 | 2 | 3 | 10 | 9 | 4 |  |  |
|  | Team \# | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |  |  |
|  | 7 |  | 15 | 15 | 12 | 15 |  |  |  |  |  |  |  |
|  | 8 | 9 |  | 8 | 1 | 4 |  |  |  |  |  |  |  |
|  | 9 | 9 | 15 |  | 11 | 7 |  |  |  |  |  |  |  |
|  | 10 | 15 | 15 | 15 |  | 13 |  |  |  |  |  |  |  |
|  | 11 | 9 | 15 | 15 | 15 |  |  |  |  |  |  |  |  |
|  | 12 |  |  |  |  |  |  | 11 | 0 | 8 | 15 |  |  |
|  | 13 |  |  |  |  |  | 15 |  | 2 | 2 | 11 |  |  |
|  | 14 |  |  |  |  |  | 15 | 15 |  | 15 | 15 |  |  |
|  | 15 |  |  |  |  |  | 15 | 15 | 12 |  | 15 |  |  |
|  | 16 |  |  |  |  |  | 12 | 15 | 1 | 7 |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Games won: |  | 1 | 4 | 3 | 1 | 1 | 3 | 3 | 0 | 1 | 3 | 0 | 0 |
| Points won: |  | 42 | 60 | 53 | 39 | 39 | 57 | 56 | 15 | 32 | 56 | 0 | 0 |
| Points lost: |  | 57 | 22 | 42 | 58 | 54 | 34 | 30 | 60 | 57 | 35 | 0 | 0 |

## Women's Doubles 3.5



## Women's Doubles 4.0

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.

|  |  | Your Team |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Rank: | 1 | 4 | 2 | 3 |  |  |  |  |  |  |  |  |
|  | Team \# | 17 | 18 | 19 | 20 |  |  |  |  |  |  |  |  |
|  | 17 |  | 0 | 6 | 7 |  |  |  |  |  |  |  |  |
|  | 18 | 15 |  | 15 | 15 |  |  |  |  |  |  |  |  |
|  | 19 | 15 | 4 |  | 13 |  |  |  |  |  |  |  |  |
|  | 20 | 15 | 3 | 15 |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\begin{aligned} & \bar{む} \\ & \text { O} \\ & 0 \end{aligned}$ |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\begin{aligned} & \text { O } \\ & \vdots \\ & \vdots \end{aligned}$ |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | mes won: | 3 | 0 | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  | ints won: | 45 | 7 | 36 | 35 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  | oints lost: | 13 | 45 | 32 | 33 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

## Women's Doubles 4.0

| 1 | Team 17 |  |  |
| :---: | :---: | :---: | :---: |
|  |  | Team 17 |  |
| 4 | Team 18 |  |  |
|  |  | (SE 2.1) | Team 17 |
| 2 | Team 19 |  |  |
| 2 |  |  |  |
|  | (SE 12) | Team 20 |  |
|  | Team 20 |  | Team 20 |
| 3 |  |  | (2nd place) |
|  |  | Team 18 |  |
|  |  | (SE 2.2) | Team 19 |
|  |  |  | (3rd Place) |
|  |  | Team 19 |  |

## Women's Doubles Open

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.

|  | Your Team |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Rank: | 2 | 4 | 3 | 1 |  |  |  |  |  |  |  |  |
| Team \# | 21 | 22 | 23 | 24 |  |  |  |  |  |  |  |  |
| 21 |  | 5 | 9 | 15 |  |  |  |  |  |  |  |  |
| 22 | 15 |  | 15 | 15 |  |  |  |  |  |  |  |  |
| 23 | 15 | 11 |  | 15 |  |  |  |  |  |  |  |  |
| 24 | 5 | 8 | 8 |  |  |  |  |  |  |  |  |  |
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| Games won: | 2 | 0 | 1 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Points won: | 35 | 24 | 32 | 45 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Points lost: | 29 | 45 | 41 | 21 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

## Women's Doubles Open



Mixed Doubles 3.5
1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.



Mixed Doubles 4.0
1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.



| Team 80 |  |
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| (SE 4.2) | Team 80 |
| Team 78 |  |

## Mixed Doubles Open

1 Find your team number on the top.
2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score. For games that were won by two, winner should mark 15; loser marks 13.



## Mixed Doubles Open - REVISED



## Men's Singles 3.5

## 1 Find your team number on the top.

2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score.
For games that were won by two, winner should mark 15; loser marks 13.


## Men's Singles 4.0

## 1 Find your team number on the top.

2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score.
For games that were won by two, winner should mark 15; loser marks 13.


## Men's Singles Open

## 1 Find your team number on the top.

2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score.
For games that were won by two, winner should mark 15; loser marks 13.


## Women's Singles 3.5

## 1 Find your team number on the top.

2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score.
For games that were won by two, winner should mark 15; loser marks 13.

|  |  |  |  |  |  |  | Your |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Rank: | 5 | 1 | 2 | 4 | 3 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |
|  | Team \# | 114 | 115 | 116 | 117 | 118 |  |  |  |  |  |  |  |
|  | 114 |  | 0 | 0 | 0 | 0 |  |  |  |  |  |  |  |
|  | 115 | 0 |  | 12 | 2 | 4 |  |  |  |  |  |  |  |
|  | 116 | 0 | 15 |  | 6 | 6 |  |  |  |  |  |  |  |
|  | 117 | 0 | 15 | 15 |  | 15 |  |  |  |  |  |  |  |
|  | 118 | 0 | 15 | 15 | 13 |  |  |  |  |  |  |  |  |
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|  | ames won: |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  | 0 | 3 | 2 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  | al Points: | 0 | 45 | 42 | 21 | 25 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

## Women's Singles Open

## 1 Find your team number on the top.

2 Keep moving down until you reach the row of your opponent's team number.
3 Enter your score.
For games that were won by two, winner should mark 15; loser marks 13.

|  |  |  |  |  |  |  | Your |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Rank: | 1 | 4 | 3 | 2 | 4 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |
|  | Team \# | 109 | 110 | 111 | 112 | 113 |  |  |  |  |  |  |  |
|  | 109 |  | 0 | 4 | 4 | 0 |  |  |  |  |  |  |  |
|  | 110 | 15 |  | 15 | 15 | 0 |  |  |  |  |  |  |  |
|  | 111 | 15 | 0 |  | 15 | 0 |  |  |  |  |  |  |  |
|  | 112 | 15 | 0 | 8 |  | 0 |  |  |  |  |  |  |  |
|  | 113 | 15 | 0 | 15 | 15 |  |  |  |  |  |  |  |  |
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|  | ames won: | 4 | 0 | 2 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|  | al Points: | 60 | 0 | 42 | 49 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

What is a Rating?
Player ratings are used to group players by ability levels so that players can compete in tournaments or leagues with other players of similar ability. Keep in mind that this will never be a perfect system, but it should improve a player's chances of having a more competitive and fun match.

## What is a Rated Event?

A rated event is defined as any event that you enter based on your ability relative to other players. Examples of some rated events that are currently sanctioned are Men's 4.0 Doubles, Mixed 3.5 Doubles, and Senior 4.5 Men's Doubles.

## How Do I Get a Rating?

Some players have already been given tentative ratings based on previous tournament results, recommendations by Tournament Directors, and other player opinions that we have sought. More players will be given ratings as we get more tournament results and time permits. You may find out if you have already been assigned a rating by going to the Ratings Page of the USAPA website.

If you don't have an IFP rating, then you may rate yourself when you enter a rated tournament for the first time. Your initial Self-Rating must be approved by the Tournament Director. Depending upon your tournament results, your Self-Rating could be changed if it appears to be obviously wrong.

## RatingTypes

| $\mathbf{S}$ | Self-Rating | A non-rated player may establish a rating in a rated tournament. However, this is <br> always subject to the Tournament Director's approval. If you are unrated, you may <br> enter the rating division of your choice based on your ability relative to other <br> players that you know. |
| :---: | :--- | :--- |
| $\mathbf{A}$ | Appealed <br> Rating | Player has appealed his/ her rating |
| $\mathbf{T}$ | Tournament <br> Rating | Player has been rated based upon tournament performance. Rating may also be <br> based upon the opinions of Tournament Directors or tournament players. |

Revised November 1, 2012
The IFP Rating System has been created to help describe differences in the various skill levels.

| Rating | Description |
| :---: | :---: |
| 1.0 | - New and have only minimal knowledge of the game and the rules. |
| 1.5 | - Limited to some rallies. <br> - Learning how to serve. <br> - Developing a forehand. <br> - Fails to return easy balls frequently and occasionally misses the ball entirely. <br> - Played a few games and is learning the court lines, scoring, and some basic rules of the game. |
| 2.0 | - Sustains a short rally with players of equal ability. <br> - Demonstrating the basic shot strokes - forehand, backhand, volley, overhead and the serve, but has obvious weaknesses in most strokes. <br> - Familiar with court positioning in doubles play. |
| 2.5 | - Makes longer lasting slow-paced rallies. <br> - Makes most easy volleys and uses some backhands, but needs more work on developing shot strokes. <br> - Beginning to approach the non-volley zone to hit volleys. <br> - Aware of the "soft game." <br> - Knowledge of the rules has improved. <br> - Court coverage is weak but improving. |
| 3.0 | - More consistent on the serve and service return and when returning medium-paced balls. <br> - Demonstrates improved skills with all the basic shot strokes and shot placement but lacks control when trying for direction, depth, or power on their shots. <br> - Beginning to attempt lobs and dinks with little success and doesn't fully understand when and why they should be used. |
| 3.5 | - Demonstrates improved stroke dependability with directional control on most medium-paced balls and some fasterpaced balls. <br> - Demonstrates improved control when trying for direction, depth and power on their shots. <br> - Needs to develop variety with their shots. <br> - Exhibits some aggressive net play. <br> - Beginning to anticipate opponent's shots. <br> - Learning about the importance of strategy and teamwork in doubles. |
| 4.0 | - Consistent and dependable strokes, including directional control and depth on both forehand and backhand shots. <br> - Reliable serves, lobs, overheads, approach shots and volleys and can use spin shots with some success. <br> - Occasionally can force errors when serving. <br> - Rallies may be lost due to impatience. <br> - Uses the dink shot and drop shots to slow down or change the pace of the game. <br> - Demonstrates $3^{\text {rd }}$ shot strategies - drop shots, lobs, and fast-paced ground strokes. <br> - Aggressive net play and teamwork in doubles is evident. <br> - Fully understands the rules of the game and can play by them. |
| 4.5 | - Beginning to master the use of power and spin, can successfully execute all shots, can control the depth of their shots, and can handle pace. <br> - Beginning to master the dink shots and drop shots and their importance to the game. <br> - Beginning to master 3rd shot choices. <br> - Displays sound footwork and moves well enough to get to the non-volley zone whenever required. <br> - Understands strategy and can adjust style of play and game plan according to the opponent's strengths and weaknesses and court position. <br> - Serves with power and accuracy and can also vary the speed and spin of the serve. <br> - Understands the importance of "keeping the ball in play" and the effect of making errors. <br> - Making good choices in shot selection. <br> - Anticipates the opponent's shots resulting in good court positioning. |
| 5.0 | - Mastered all the skills - all shot types, touch, spin, serves, with control and can use them as weapons. <br> - Excellent shot anticipation, extremely accurate shot placement and regularly hit winning shots. <br> - Forces opponents into making errors by "keeping the ball in play." <br> - Mastered the dink and drop shots. <br> - Mastered the $3^{\text {rd }}$ shot choices and strategies. <br> - Uses soft shots, dinks and lobs to set up offensive situations. <br> - Mastered pickleball strategies and can vary strategies and styles of play in competitive or tournament matches. <br> - Dependable in stressful situations as in tournament match play. <br> - Athletic ability, quickness, agility, and raw athleticism are also qualities that are sometimes what separates the top players from those near the top. |

## Courtside Etiquette

## Spectator Etiquette for Pickleball Matches

Pickleball matches are as much for the spectators as they are for the players. Spectators are just as responsible for sportsmanship as players are.

## Seating

Spectators are encouraged to sit on bleachers for all indoor games. Chairs may be placed should the tournament director have designated seating. On outdoor courts spectators should sit behind the fences.

## Typical Spectator Etiquette

- Be on time for match play and already seated before the match begins.
- During play it is expected that all spectators remain seated until the ball is dead (meaning rolling) or until there is a 2 minute time out. Movement of spectators during play can serve as distractions to the players.
- Mobile phones should be off or on vibrate, and phone conversations during play are unwelcome.
- On indoor courts, refrain from walking immediately behind the courts while play is in progress.
- Do not retrieve balls for the players. Balls will be retrieved by players or umpires.
- Do not shout out line calls or try to assist players while the ball is in play.
- Do not criticize the umpire during a game, but discretely discuss questionable calls with the referee in a constructive manner after the game is over.
- Refrain from cheering when a player is preparing to serve, or once play has commenced. Good etiquette welcomes your applause when either player makes a winning shot and the point is over.
- Cheering when a player makes an egregious error is classless.
- Applauding or laughing after an error is usually seen as disgraceful even if the player of choice earned a point due to their opponent's misfortune.
- Good etiquette remains silent during live play, but spirited cheers are welcome after a hard earned shot is won by either team.
- Children who find it difficult to remain seated and are a distraction because of their loud chatter should be taken outside into the foyer of the building or away from the back fence of an outdoor facility.
- Leave the scene clean.


## Double Negative

The tiny but powerful book by Strunk and White, The Elements of Style, is regarded as the authority on English rhetoric. It provides guidance on punctuation, grammar, composition and style (none of which I claim to have mastered in my own drafts). One principle suggests not using double negatives. The reader desires to know what is rather than what is not. We are instructed then to express negatives in a positive form for, as in mathematics and logic, two negatives make a positive.

This article attempts to show that in Pickleball, there is a situation that, whilst might be considered grammatically poor, the double negative actually works best and, when understood and put into practice, becomes a positive experience for all players.

I am referring to when a receiver is considered "ready" to receive serve. As part of the Readiness and 10Second Rules, a receiver is "ready" when they are "NOT signaling NOT ready." The receiver does not directly signal that he/she is ready for the serve but instead signals when he/she is not. The signals for not being ready are so few that it is easier and more practical to define when one should not serve.

So, what are the accepted signals of being "NOT ready?"

1. raising the paddle above his/her head
2. raising the non-paddle hand above his/her head
3. completely turning his/her back to the server

For example, after the previous rally ends, the score is called, and you as a receiver, are walking backwards from the net to your position at the baseline. You are facing the server. Are you ready? YES! You aren't not ready; therefore, you are ready. (Though l'd have to admit one would have to be a coldhearted cutthroat villain to serve while the receiver is walking backwards).

I instruct my students that after the rally ends, to turn around, walk to the baseline, and then turn around with a hand in the air, look at their partner to check to see if and wait until he/she is ready, and then finally, lower their hand (sometimes accompanied by a nod to the server). Now, they are ready to receive serve as a team. I also discourage walking backwards as a surprisingly high number of players trip on their heels as they walk backwards. So if for nothing else but for safety's sake, like running backwards for a lob, I discourage it.

Note that signaling "NOT ready" is the responsibility of the receiver; not the receiver's partner. If the receiver's partner is not ready...it doesn't matter. For example, if the receiver's partner is signaling not ready...it doesn't matter. The receiver is responsible for signaling "NOT ready" for his/her team.

Of course, you should balance the application of the rules with the context of the venue (social vs. who has to buy dinner). Sportsmanship should always be the winner.

Review Rules 4.I - 4.J and keep in mind this simple practice of etiquette and strategy:

1. turn your back to the opponent
2. walk to the baseline
3. turn around with a hand or paddle above your head
4. check for your partner's readiness state
5. lower your hand
6. receive serve

While this article was addressed to the receiver, the server has similar responsibilities and can use this information to learn how to recognize when a receiver is ready and thus when to serve...a positive for all players.

## Keeping Score

Pickleball scoring to an outsider is nearly indecipherable. "Five Zero On Start". What?
Even as a player, a pickleball insider, there are still many nuances to master to become a proficient score keeper. I am sure that all of us have at least once been in a game where not only you but your partner and the opponents have all seemingly lost track of who is serving, from which side the serve is to be made and what the score is. "Were you a 1 or a 2?" "What's the score?" Adding insult to injury, someone leaves disgruntled. Remember, Rule \#1 is to have fun and it's no fun when there is an argument over the score. Losing track of the score or the serving side will prove to have deadly consequences at a tournament.

So, there are three simple actions you can take to improve your chances of always knowing the score and not getting into a disagreement over it.

1. Announce the score before every serve.

Not only is it a rule, it's just good communication as well as courteous. By saying the score before every serve, you are reinforcing it in your own mind as well as the other players' memory. This will increase your chances that if you forget the score, especially after those long vigorous rallies, someone else will remember it.
2. Speak clearly and loudly.

The gymnasium echoes, there is other background noise and your opponents are 44 feet away. In my experience, the average player is approximately 60 years old. Individuals in that age bracket have begun to have some form of hearing loss. Speaking clearly and loudly in conjunction with using accentuated articulation or a staccato cadence increases the chances that everyone hears your announcement.
3. When your team's score is even, your starting server must be on the right-hand side of the court and vice-versa.
From Section 5-Service Sequence Rules, Paragraph 5.B. 4 of the Official Tournament Rulebook: "The team's points will be even when the game's starting server is on the right-hand side. Points will be odd when the game's starting server is on the left-hand side."

Remembering this will help you return to the correct serving or receiving position especially in those instances when you and your partner have performed a switch during a rally. Take a few minutes to work through why this is true.

See you on the courts and keep 'em between the lines!

## Choosing the Right Ball

(information gathered from various internet sites and personal experiences)
Pickleball rallies are largely determined by which kind of ball is used. Different balls provide different play experience. Some are slow, some are fast, some are easy to control, and others are more erratic.

In addition to how a ball is hit, speed is determined by the size, weight, number and size of holes and material of the ball itself. As speed increases ball control becomes more difficult. If you want a game of control, finesse and placement, the slower balls are a better option than the faster balls.

The weight of the ball plays a key factor in how the ball moves. Lighter balls move slower than heavier balls. A lighter ball also has less impact on a player's arm when it connects with the player's paddle. Playing with a lighter ball is also safer than playing with a heavy one. If a player is hit, the impact will not be as hard since the soft plastic absorbs more shock. Playing with a softer ball is also reportedly better for players who suffer from tennis elbow. Regardless of which ball is used, eye protection is recommended.

The primary factor for choosing which ball to use depends on where the game will be played:

- indoor
- outdoor

Ball choice is further determined by the style of game to be played:

- fast/power
- slow/finesse

Other ball characteristics to consider include:

- visibility (color of playing surface and surrounding backdrops)
- durability (expense)
- manufacturer (availability)
- quality (production standards)
- sound (neighbors)


## General Characteristics

By first limiting one's choice to those balls sanctioned for use by the IFP, the governing body of the sport, we can assume that some degree of analysis and selection has already been undertaken. This assumption helps narrow the plethora of choices. For example, not all balls by a manufacturer may be sanctioned for play. Dura has a new "Super Fast" ball that is not sanctioned for tournament play (it has no holes). Another non-sanctioned example is foam balls.

Refer to http://ipickleball.org/list-of-usapaifp-approved-tournament-balls/ for the list of IFP approved tournament balls. Also, the IFP has added standards for the required physical characteristics of the balls. Refer to the new rules introduced March 31, 2014 under section 2.D.: Ball Specifications.

## MANUFACTURER

- Cosom
- Dura
- Easton
- Jugs
- Mach Z
- Onix
- Rawlings
- TNT


## POPULARITY

It is unlikely that one's playing venue will become popular if an odd ball is chosen. Players that visit other clubs or play in tournaments will likely want to practice and play with a ball that is in widespread use.

Easton's and Rawlings' main market is baseball and softball whiffle balls. While they make a ball for pickleball, its use is not widespread. As a result, these manufacturers can be eliminated from our field of choices. The seams are obvious and breakage occurs frequently.

Most venues I have visited play with either the Dura, Onix or Jugs.

## SPEED \& WEIGHT

The traditional whiffle ball had oblong holes on one side designed to make the ball curve. A pickleball uses round holes intended to generate straight flight.

In general, the larger the hole, the slower the ball. Customarily, large-hole balls are used for indoor play and small-hole balls are used for outdoor play. When playing outdoors, the wind can affect the flight of the ball more as the size of the hole increases hence the tendency toward using smaller holed balls.

While all balls are allowed for either indoor or outdoor play, some balls are better suited to indoor or outdoor use.
The Dura ball is the fastest and the Mach $Z$ is the slowest. Jugs falls in between.
Weight, a function of both the type of material and hole size, can also impact control. For example, the Onix uses 40 medium sized holes while the Dura 40 uses 24 small and 16 medium. This makes the Dura ball heavier, harder and faster. The heavier ball also causes more paddle vibration which over time could lead to tendonitis. However, the Onix ball is lighter allowing for easier soft touch, playability more like the Jugs yet retains the durability of one piece construction.

This doesn't mean a finesse/touch game can't be played with any ball. It's as much the player as the ball.

## CONSTRUCTION

Seamless balls tend to be deemed higher quality than balls with seams. Poor seams can provide a rough or uneven edge creating unexpected and unwanted variability in bounce and flight. For example, it's been known to have to actually file down some balls with seams before being acceptable for use.

The Dura and Onix balls are seamless as well as a few other new entrants in the market. All other balls are seamed resulting from a two-part mold process.

## DURABILITY

The harder the ball is hit, the faster it will crack. Normal wear and photodegrade also shorten lifespan. All balls will eventually crack and need to be replaced regularly. Ball failures appear as rips around the holes or broken seams.

## NOISE

The harder the ball, the more noise it generates. While the sound of ball-to-paddle is music to Pickleball player's ears, it may not be welcomed by nearby neighbors or other facility participants.

Noise generated is a combination of paddle surface and ball hardness. Use of foam balls eliminates nearly all noise. Besides foam balls, the Mach $Z$ is the quietest ball. The Dura is the loudest. Jugs fall in between.

## COLOR

All balls are approved in any color; however, not all balls are made in all colors. Usage is at the discretion of the tournament director and/or facility manager.

The color of the playing surface and surrounding backdrops are the predominant factors driving the choice of ball color as visibility is key to a positive playing experience.

The predominant colors currently found in the marketplace are:

- Yellow
- Orange
- White
- Lime Green

Other colors available:

- Red
- Blue
- Purple
- Green
- Teal

Since gymnasium floors tend to be wood (maple) and have a yellow hue to them (whose polyurethane finish darkens with age), yellow and orange can be a poor choice for indoor play. Often times, lime is difficult to pick up too because of the type of lighting.

It is best to bring a variety of balls to the facility in order to experiment with what color may provide the optimal visibility balanced with the other factors in choosing a ball.

I carry with me nearly one of every ball manufactured for demonstration purposes. I have found color to be the most important factor in ball choice followed by hardness/weight/speed.

## THE PERFECT BALL

The perfect ball would be:

- Available in all colors to provide optimal visibility
- Large, medium and small hole varieties to allow for different speeds of play
- Seamless to add longevity and uniformity of surface
- Inexpensive to allow frequent replacement

But, the perfect ball doesn't exist. The choice of ball is made by balancing all of the aforementioned factors.

## Overall Recommendations

## Tennis Courts - outdoor: Onix (yellow, white, orange)

Tennis Courts - indoor: Onix (yellow, white, orange) or Jugs (white)
Gymnasium floors (wood): Jugs or Cosom
The key to choosing which indoor ball to use is visibility. The lime green Jugs is a popular choice but many folks lose it in the fluorescent or direct lighting. The Cosom, which used to be available in many colors, is an excellent choice if you can get a round lot. Depending on the facility's background wall colors, purple and red are good choices. Experiment to learn what works best on a site-specific basis.

I do not recommend using the Dura, Onix and others like them indoors because the hard plastic ball skids along the gym floor rather than bouncing whereas the Jugs and Cosom are a little softer and rubbery and give a truer bounce.

## Training:

## The Mach-Z

This ball is so different from all the other balls because it is soft and creates a very slow game. Because the ball does not bounce very high or travel far, it draws the players to the net. It is also soft so when struck too hard does not sail out of bounds creating longer initial rallies for beginners.

Ideally, I would use this ball as a starter, then move folks up to the Cosom and then finally the Onix.

## Specific Characteristics

Following is some information regarding the more popular balls found in today's marketplace and playing venues. Ball weight (and then hardness to some degree) has proven to be quite variable from one production lot to another. Therefore, this information may best be used to rank balls relative to one another. The bounce and hardness statistics are from the USAPA's website as of June, 2014: Physical Characteristics of IFP/USAPA Approved Balls. I have augmented this information with measurements from balls I have received from various manufacturers and/or distributors. The table of material specifications is available upon request.

## Manufacturer: Mach Z Brand: Finesse

Description:
This was the newest ball on the market circa 2012 and was made exclusively for pickleball. It was touted as a breakthrough. Designed to complement the thinking player's game, it was deemed optimal for placement, strategy and "finesse"-the game's originally intended playing style. It is the lightest and softest pickleball available making it a quiet and low-impact ball. Despite its weight, it is also intended to be one of the most durable balls made today.

Review:
I have found this ball to be so dramatically different from any other ball that I have limited its introduction to strictly teaching beginners. The ball does however live up to its name by providing a significantly slower game. Given its minimal bounce, the ball draws and keeps players at the non-volley line.

Great ball for teaching beginners.
As of April 2013, this manufacturer is no longer in business. There is some inventory remaining (approximately 8,000 balls) that can be found throughout the Web via various distributors and the former manufacturer/distributor.

## Manufacturer: Jugs <br> Brand: Bulldog

Description:
This is a durable polyball, claimed by the manufacturer to be "the toughest polyball ever made." This ball is midweight and mid-hardness. It is good for those who like a fast action ball, but is easy to slow down for those finesse shots and dinks.

Review:
I play regularly with this ball indoors on wooden floors and enjoy it. It takes spin very well. Lighting conditions often make this ball difficult to see though. It is unfortunate that it doesn't come in other colors.

The bounce test shows this as being the one with greatest bounce which speaks to it being a little too lively.

## Manufacturer: Cosom <br> Brand: Fun Ball (aka: Safe-T-Play)

Description:
Because they are designed to be lighter, less material is used in making Cosom pickleball balls. The result is a thinner ball that is significantly less durable than other balls. On the plus side, the lower density of Cosom balls makes them safer than other balls. When players are hit with Cosom balls, they are less likely to suffer from bruises or welts. This makes them a popular choice for pickleball programs with seniors and small children. In addition to this, Cosom pickleballs used to come in a unique range of six different colors which make them easier to see in gyms with hardwood floors and/or various colored walls.

Review:
The ball promotes finesse while still affording a speed/power game. Downsides are that the seam quality requires some prep before introduction to play and "slammers" greatly diminish the longevity. This is my ball of choice when introducing pickleball to an indoor facility with wood floors since it is offered in more colors making this an excellent ball for difficult lighting conditions and backgrounds.

## Bonus aspect:

Visual training is a critical aspect of hitting skills development. Multi-colored balls allow you to run drills which challenge the eyes, brain and body to react quickly. Reduced reaction times can speed up the paddle for better contact, more control. Soft tossing two balls of different colors at the same time and calling out which one to hit is a great technique for reaction training.

Popular Misconceptions:
The Fun Ball is NOT the same ball as the Safe-T-Play, the latter being the injury reduction version. As of approximately April 2013, the Safe-T-Play is no longer in production. Also note that the Safe-T-Play is NOT sanctioned for use by the USAPA. The Fun Ball on the other hand is sanctioned for play. However, the ball is no longer being produced in Green, Blue or Orange. Only Red, White, Blue and Yellow are available on an on-going basis.

## Manufacturer: Dura <br> Brand: 26 (aka: big or large hole)

Description:
Big Hole Duras are just like the standard Dura 40 outdoor pickleballs but 0.100 oz lighter and with bigger holes to slow the ball down.

Review:
This ball has so much material removed that after only a few rallies the ball starts to wobble.

## Manufacturer: Dura <br> Brand: 40 (formerly 56)

Description:
This ball is the hardest and one of the most durable of all brands. Pickleball played with this brand will result in a faster paced game with shorter point plays geared towards playing a game of power hitting. The Dura ball is seamless as it is constructed through a rotationally molded one piece construction process. After cooling, holes are drilled out of the ball. This ball has added durability due to its thick wall construction.

## Review:

This is one of the most popular balls for outdoor play. Use on a gym floor results in the ball sliding more than bouncing making it a poor choice for indoor play.

## Manufacturer: Onix <br> Brand: Sports 503

Description:
This too is one of the hardest and one of the most durable of all brands. Like the Dura ball, it is seamless as it is constructed through a rotationally molded one piece construction process. After cooling, holes are drilled out of the ball. This ball has added durability due to its thick wall construction. However, the hole sizes are uniform (all 40 holes are medium) creating a lighter ball.

Review:
While this ball is a knock-off of the Dura 40 it is an improved version as the 40 medium sized holes reduce the weight just enough to afford more control to promote a finesse game yet retains the durability for outdoor play. As this ball gains market share, I expect it to overtake the Dura in popularity.

