PEG BOARD SYSTEM

The Peg Board

HOW THE PEG BOARD SYSTEM WORKS

1. Put your peg at the end of the line (Start Here)
   - Name pegs are for players who have paid their shuttle fees.
   - Numbered drop-in pegs are for guests who have paid the drop-in fee for the day in the box by the door.

2. The ‘Picker’ selects a team of four players
   - The first person in the line of pegs in the ‘Pick Zone’ is the ‘Picker’.
   - The ‘Picker’ selects three other players (from the ‘Pick Zone’) and moves them to the first available ‘Court in Waiting’.
   - If a selected player declines to play, then put their peg at the end of the ‘Waiting Zone’.
   - Move waiting peg up the board and notify the next ‘Picker’.

3. Starting the next game
   - When a court becomes available, move the four chosen pegs from the first ‘Court in Waiting’ to the available ‘Court Zone’, and move the pegs from the second ‘Court in Waiting’ to the first.
   - The corresponding players will go onto the court, warm up quickly, and play ORF game using the rally point scoring.

Games are to 21 points if there are more than 8 players in the gym. Otherwise, you may play to 25.

4. After a game is finished
   - When finished playing, move your peg from the court to the back of the line of pegs.
   - The winning team may place their pegs first in line.
   - Remove your peg from the Peg Board if this was your last game for the day.

The Peg Board Content

- ‘Courts’ (6) and ‘Courts in Waiting’ (2)
- ‘Picker’, ‘Pick Zone’ and ‘Waiting to Move to Pick Zone’
- ‘Rest Zone’
HOW THE PEG BOARD SYSTEM WORKS

1. Put your peg at the end of the line of pegs (Start Here)
   - Name pegs are for players who have paid their shuttle fees.
   - Numbered drop-in pegs are for guests who have paid the drop-in fee for the day in the box by the door.

2. The ‘Picker’ selects a team of four players
   - The first person in the line of pegs in the ‘Pick Zone’ is the ‘Picker’.
   - The ‘Picker’ selects three other players from the ‘Pick Zone’ containing the next twelve players waiting in line to play and moves them to the first available ‘Court In Waiting’.
     - *If a selected player declines to play, then put their peg at the end of the ‘Waiting Zone’.*
   - Move remaining pegs up the board and notify the next ‘Picker’.

3. Starting the next game
   - When a court becomes available, move the four chosen pegs from the first ‘Court In Waiting’ to the available ‘Court Zone’, and move the pegs from the second ‘Court In Waiting’ to the first.
   - The corresponding players will go onto the court, warm up quickly, and play ONE game using the rally point scoring.
     - *Games are to 21 points if there are more than 49 players in the gym. Otherwise, you may play to 25.*

4. After a game is finished
   - When finished playing, move your pegs from the court to the back of the line of pegs.
     - *The winning team may place their pegs first in line.*
   - Remove your peg from the Peg Board if it was your last game for the day.

‘Rest Zone’

- Players that want to rest and do not want to be picked during that time, can move their peg into the ‘Rest Zone’.
- From there the peg needs to go to the back of the line when the rest time is over.