

### **REC PLAY**

Uses the Winners/Challengers system (described below), booked through Court Reserve; limited to sign-up of 6 people/court (e.g., 24 people if 4 courts are allocated)

Cohort Play is not allowed

### **OPEN PLAY**

Uses the paddle system (described below), booked through Court Reserve; limited to sign-up of 6 people/court (e.g., 24 people if 4 courts are allocated)

Cohort Play is allowed

### **COHORT PLAY**

A member books a court instead of booking an individual spot. That member then plays with their chosen group (1-4 players).

Cohort play can be used for doubles games, singles games, or drilling.

Only members can participate in cohort play

### **SINGLES PLAY**

Booked through Court Reserve; limited to sign-up of 3 people/court (e.g. 6 people if 2 courts are allocated)

### **WINNERS / CHALLENGERS SYSTEM**

- If you won your game put your paddle left to right in the Winner side of the paddle box.
- If you lost your game put your paddle left to right in the Challenger side of the paddle box
- When a court becomes available, owners of the first four paddles in the Winner box go play.
- When the next court becomes available, owners of the first four paddles in the Challenger box go play.
- As courts become available, play alternates between winners and challengers.

### **PADDLE SYSTEM**

- PADDLE BOX PLACEMENT: Place your paddle in the box, working from left to right. This ensures a clear and fair order for everyone waiting to play.
- NEXT UP: The first four paddles from the left are the next group up to play. This group should enter a court as soon as one becomes available.
- FOURSOME GROUP: If you wish to stay together as a foursome, place your paddles in sideways. This indicates that you intend to play as a group and are treated as a single unit in the rotation.
- ROTATION: Once your game is finished, exit the court promptly, allowing the next four players (or designated foursome) to enter.