

Mixed Tour 3 2008 Seeding

Teams are seeded according to their result at MT2-2008 and at the competition committee's discretion.
Seed colour corresponds to your group on Saturday.

1	Graves Beard
2	Thundering Herd 1
3	Chevron
4	FAF
5	BAF
6	Discuits
7	Locomotive Leeds
8	Brighton 1
9	Flump
10	EMU 1
11	Strange Blue
12	Brighton 2
13	BPF
14	Flaming Galahs 1
15	ABH 1
16	4 Hugs a day
17	Curve
18	Fully Charged
19	MILF
20	Fugazees
21	Kent
22	No Frills
23	Basic
24	Catch Those
25	Meat Pie
26	Limited R1
27	Thundering Herd 2
28	Curious Bacon
29	Devon
30	Limited R2
31	The Brown
32	Mythago
33	SWAN
34	ABH 2
35	Cottonopolis
36	EMU 2
37	Flaming Galahs 2
38	Cutty Sharks
39	Flyght Club
40	Poke
41	Lemmings 1
42	Lemmings 2

v2

A	B	C	D	E	F	G	H	J	K
1	2	9	10	17	18	25	26	33	34
3	4	11	12	19	20	27	28	35	36
6	5	14	13	22	21	30	29	38	37
8	7	16	15	24	23	32	31	40	39
								42	41

Saturday													Saturday	
75min to 13, half at 7, no draws, 2 TOs / team / half, 2 pt cap, hard cap 15									60min to 11, half at 6, hard cap 13					
Pitch	1	2	3	4	5	6	7	8	9	10	11	12	13	Pitch
09:30	B1vB3	B2vB4	C1vC3	C2vC4	F1vF3	F2vF4		G1vG3	G2vG4	J1vJ4	J2vJ5	K1vK4	K2vK5	09:30
(10:45)														(10:30)
11:05	B1vB2	B3vB4	C1vC2	C3vC4	F1vF2	F3vF4		G1vG2	G3vG4	J1vJ5	J3vJ4	K1vK5	K3vK4	10:50
(12:20)														(11:50)
12:40	A1vA3	A2vA4	D2vD4	D1vD3	E1vE3	E2vE4		H1vH3	H2vH4					
(13:55)										J2vJ3	J4vJ5	K2vK3	K4vK5	13:20
14:15	B2vB3	B1vB4	C2vC3	C1vC4	F2vF3	F1vF4		G2vG3	G1vG4					(14:20)
(15:30)										J1vJ3	J2vJ4	K1vK3	K2vK4	14:40
15:50	A2vA3	A1vA4	D2vD3	D1vD4	E2vE3	E1vE4		H2vH3	H1vH4					(15:40)
(17:05)														
17:25	A1vA2	A3vA4	D1vD2	D3vD4	E1vE2	E3vE4		H1vH2	H3vH4	J1vJ2	J3vJ5	K1vK2	K3vK5	17:05
(18:40)														(18:05)

Sunday													3K-5K and 3J-5J refer to the finishing positions in groups K and J, re-seeded after Sat's games		Sunday
75min games to 13, half at 7, no draws, 2 TOs per team per half, 2 pt cap, hard cap 15															
Pitch	1	2	3	4	5	6	7	8	9	10	11	12	13	Pitch	
09:00	5v12	8v9	7v10	6v11	31v34	30v35	23v26	22v27	24v25	21v28	3Jv5K	4Jv3K	5Jv4K	09:00	
	5-12 Quarters				29-36 Quarters			21-28 Quarters			37-42 Round-Robin				
(10:15)											(with Sat results carried over)			(10:15)	
10:35	16v17	5v8	6v7	13v20	14v19	15v18	22v23	32v33	29v36	21v24	4Jv5K	3Jv4K	5Jv3K	10:35	
							Bowl			Bowl					
	Quarter	Semis		13-20 Quarters			Semis	29-36 Quarters		Semis	37-42 Round-Robin				
(11:50)														(11:50)	
12:10	17v20	1v4	2v3	9v12	10v11	18v19	30v31	29v32	33v36	34v35		26v27	25v28	12:10	
		Cup					Spoon								
	Semi	Semis		Semis		Semi	Semis		Semis			Semis			
(13:25)														(13:25)	
13:45	21v22	7v8	5v6	11v12	9v10	3Jv3K	4Jv4K	5Jv5K	14v15	13v16	23v24	25v26	27v28	13:45	
	Bowl								Plate						
	Final	Finals		Finals		37-42 Round-Robin			Semis		Finals				
(15:00)														(15:00)	
15:20	29v30		3v4	33v34	35v36				13v14	15v16	17v18	19v20	31v32	15:20	
									Plate						
	Final	Cup	Final	Finals					Final	Finals			Final		
(16:35)		Final												(16:35)	
(16:55)														(16:55)	

If the game before yours overruns,
do not extend your game UNLESS
the pitch is free immediately afterwards

Notes:

- 1) New entrants GB have been restricted to one team in order to minimise the impact on club Mixed Tour teams. This one team has been seeded as accurately as possible, again for the benefit of others. If they had been seeded in the 9-16 bracket, they would have knocked down all teams in their path to 5th, disadvantaging all opponents.
- 2) The bottom six teams on Sunday actually play in a pool of six, with their Saturday results carrying through. This ensures they play different opponents in every game, and their final placing is as accurate as possible. **Report your exact scores to the TD!**
- 3) Priority has gone to teams not having to move around inbetween games, with higher seeds getting the best pitches if possible. Back-to-back games happen (you should never have to travel far for one), though three back-to-back in a row do not.
- 4) Latest start times have been given to the highest seeds, with the other groups scheduled so teams can watch their Sunday morning opponents play during their breaks.

Game rules:**All games except for J & K Saturday group games:**

75 minutes, game to 13, win by 2, hard cap 15, 2 min half at 7

J & K Saturday group games:

60 minutes, game to 11, win by 2, hard cap 13, 2 min half at 6

Timeouts:

2 timeouts per team per half

Hard Cap:

Games always finish if one team reaches the hard cap, regardless of whether there is a two point margin.

The hooter causes the hard cap to be reduced to two above the highest score at the end of that point.

Extra Play:

Extra play only occurs at 12-12 in games to 13 and 10-10 in games to 11.

Once in extra play, both teams have exactly 1 timeout (regardless of the number already used).