



***EASTERN SUBURBS & CHURCHES
TABLE TENNIS ASSOCIATION INC.***

MATCH REGULATIONS

Mar 2024

POWERS OF THE COMMITTEE

- A Interpretation:
In all matters pertaining to Match Regulations, protests, appeals, etc., the Committee's interpretation and ruling shall be final.
- B Conduct of All Competitions:
The Committee shall, at their discretion, arrange all matters pertaining to the organization of the competition.
- C Fines:
The Committee shall determine the fines or penalties to be charged during the season.
The Committee continues the tradition that any money received from the payment of fines will be given to the Royal Children's Hospital.
- D Misconduct:
The Committee shall have the right to discipline a player for misconduct.
- E Grading:
The Committee or its delegate may use Player statistics and TTV rankings (Ratings Central) as a basis for all grading.
- F TTV Registration:
TTV registration is required for all players who play more than 2 times in a year.
TTV registration is required for participation in any finals.
The TTV Registration period is from 1 January to 31 December of any given year.

TERMINOLOGY

In uniformity with official terminology, **Team matches** consist of **Individual matches** (singles or doubles) which consist of **games** that are scored in **points**.

In the current scorebooks, the individual matches are incorrectly referred to as sets.

THREE PERSON TEAM COMPETITION

The aim of the Three Person Team Competition is to promote competitive table tennis whilst also encouraging a friendly atmosphere for competitors and spectators.

1. MEMBERSHIP APPLICATION AND REGISTRATION

a) TTV Registration

TTV registration is required for participation in all finals matches.

All players are required to register with TTV after participating in two matches.

Unregistered players may forfeit their match scores.

b) Teams entry:

A team, for registration, shall consist of a minimum of two players and a maximum of 6. The name of the team, preferred grade, preferred playing night and player names shall be submitted via the *Team Roll Over Form* or *Team Entry Form* or via the *Multiple Team Entry Form* on the Association Website. These are due by the Grand Final of the current season.

c) Player numbers:

No more than six players may participate for any team in any grade in any one season with the exception that players may be brought up from a lower grade. In exceptional circumstances, the Committee or its delegate may allow the six player limit to be exceeded.

d) Additional players:

- (i) When they first play, fill-ins or additional players new to the ES&CTTA must complete the *ES&CTTA New Player Match Permit Form* on the Association Website and submit it by 5.00pm on the Friday following the match.
Fill-ins from within the ES&CTTA must complete and submit the *Match Permit Form* on the Association Website by 5.00pm on the Friday following the match.

- (ii) Only the Committee or its delegate can grant approval for registration of the player in the ES&CTTA so that they may continue to play after two matches. The Committee or its delegate reviews additional players and informs the team if the player is not permitted to play.
If a player's performance is above the grade standard, the Committee or its delegate, shall have the right to change that player's match results to Forfeit.

e) Fill-ins:

(i) Fill-ins for Three Person Team Competition:

- A Grade: players from anywhere.
- B, C and D grade: players of similar or lower ranking to that of the grade.

(ii) **Fill-ins from the same grade:**

A player from another team in the same grade cannot fill in for another team in the same grade within the same season.

Spare players who are not allocated to a particular team are permitted to fill in for multiple teams in the same grade within the same season in grades with only 2 players per team.

(iii) **Fill-ins from lower grade within club:**

There are no restrictions preventing a player from a lower grade filling in for multiple teams in a higher grade within the same season.

(iv) **Fill-ins from other associations:**

There are no restrictions preventing a player from another Association filling in for multiple teams in a grade within the same season.

(v) **Fill-ins from other clubs:**

There are no restrictions preventing a player from a lower grade filling in for multiple teams in a higher grade within the same season whether they are from the same club or not.

f) Matches on same night:

No Player may compete in more than one match on the same night.

2. PLAYER TRANSFERS

a) **Transfer of fill-ins to a higher grade:**

When a player fills in for a team in a higher grade, if, in the opinion of the Committee or its delegate, based on player results and TTV rankings, the player is of the standard of the higher grade and their performance is above the lower grade standard, then the player ceases to be a member of the lower team for the remainder of that season after playing:

- 3 higher grade matches in an 8/9/10 round pennant competition OR
- 4 higher grade matches in an 11/12/13 round pennant competition OR
- 5 higher grade matches in a 14/15/16 round pennant competition.

b) **Players within a grade:**

Where a Club has two or more teams in one grade; players originally registered for one team cannot play in its other team unless exceptional circumstances apply and a transfer has been obtained from the Committee or its delegate.

Players wishing to apply for such a transfer need to lodge the *Player Transfer to another Team Form* on the Association Website.

c) **Players to a lower grade:**

Players in a higher division team are not permitted to play in a lower division, except where the Committee or its delegate considers exceptional circumstances apply.

Players wishing to apply for such a transfer need to lodge the *Player Transfer to another Team Form* on the Association Website.

d) **Players between Clubs:**

Players originally registered for one Club shall not, unless special circumstances exist, be granted a transfer to another Club in that season.

Players wishing to apply for such a transfer need to lodge the *Player Transfer to another Club Form* on the Association Website.

PLAYING CONDITIONS

a) **Home rules:**

Visiting teams and any spectators must obey home ground rules. Breaking home ground rules could result in a team, player or spectator being banned from that venue. Home team captains have the responsibility of communicating any such home ground rules in the right spirit. Home team captains may report any breaches via the *Match Disputes and Protests Form* on the Association Website within three (3) days of occurrence.

b) **Protests regarding playing conditions during normal rounds:**

Protests regarding playing conditions of venues for non final matches must be lodged via the *Match Disputes and Protests Form* on the Association Website within three (3) days of occurrence.

c) **Protests regarding playing conditions during finals**

Protests regarding playing conditions of venues for final matches must be lodged via the *Match Disputes and Protests Form* on the Association Website within three (3) days of a match played at that venue.

3. RESPONSIBILITY OF THE HOME TEAM

a) **Playing Area:**

It is the responsibility of the home team to ensure that the general conditions of the playing area are suitable for match play.

In addition, the home team must contact the visiting team to advise of late starts or change of venue.

b) **Supply of Balls:**

The home team shall supply a new ball for the match. If a second table becomes available during the match a used ball in good condition can be used on the other table. All balls must be approved by the Committee or its delegate. The Committee or its delegate will provide balls for Grand Finals.

4. CONDUCT OF MATCHES

a) Match Dates:

The dates of matches shall be arranged by the Committee or its delegate.

b) Season Fixtures:

The dates of matches shall be arranged by the Committee or its delegate.

The Standard 10 round fixture for 5 or 6 teams is:

1	2	3	4	5	6	7	8	9	10
1v2	2v6	6v3	3v1	5v4	6v5	1v4	5v1	4v6	2v3
3v4	5v3	4v2	2v5	1v6	2v1	6v2	3v6	1v3	4v5
5v6	4v1	1v5	6v4	3v2	4v3	3v5	2v4	5v2	6v1

The Standard 9 round fixture for 4 teams is:

1	2	3	4	5	6	7	8	9
1v2	2v3	4v2	4v3	1v4	3v1	3v4	2v3	4v2
3v4	4v1	1v3	2v1	3v2	2v4	1v2	4v1	1v3

To allow 4 team grades to conduct the same finals system, in a standard 10 weeks season, week 1 of the season shall be a bye.

c) Postponed Team Matches:

Competing teams can mutually arrange a team match to be played at a later date, but it must be played by the completion of home and away matches for the current season.

The Home team should complete the *Match Postponement Notification Form* on the Association Website by 5.00pm on Friday following the scheduled team match.

d) Team Matches Not Completed:

A team match is not completed when it is interrupted by a power failure, or other unavoidable circumstance, for more than half an hour. When scoring, for those individual matches that are unfinished or unplayed leave the scores empty.

e) Allocation of Premiership Points:

The winning team in any team match will score four premiership points. Results of matches shall be determined by the number of individual matches won. If necessary, games then points can be used to determine the winner.

5. MATCH RULES

a) Match commencement:

- (i) All teams should have their tables up and ready for play by 7.20pm. All matches shall commence no later than 7.30pm unless notified. If no member of a team is ready to play by 8.15pm the match will be forfeited to the opposing team and a walkover shall be claimed as per match regulation 8b).
- (ii) In the event of only one or two players not being ready to commence their individual matches in the correct order of play, then the specific individual matches, if not commenced shall be forfeited as follows:
 - I. First individual match: at 7.45pm
 - II. Second individual match: at 8.00pm or 15 minutes after completion of the first match, whichever is the later.
 - III. Third individual match: at 8.15pm or 15 minutes after the completion of the second match, whichever is the later.
 - IV. Other individual matches: after completion of the first three individual matches, play shall be continuous and individual matches may be claimed as they fall due.

In the spirit of cooperation, it is strongly encouraged that the team that is entitled to the individual match would defer the match till later in the evening in the hope that all individual matches can be completed within a reasonable time on the evening.

- (iii) If no members of any home team arrive and make themselves visible at the entrance by 7.45pm and the captains are unreachable by mobile phone then the team match(es) will be forfeited to the visiting team(s) and a walkover or walkovers shall be given. Visiting team(s) to such a venue are not required to wait beyond 7.45pm after attempting to contact the home captain(s) by mobile phone. If they have no means of attempting to contact the home captain(s), then it is necessary to wait until 8.15pm to claim the walkover. It is the responsibility of the home captain(s) to take the necessary steps to ensure that the venue is opened on time and in the case of a delay beyond 7.30pm to contact the visiting captain(s) to inform them of the delay. Phone logs should be kept in case the Committee or its delegate need to verify the timing of events. It is recommended that all captains have mobile phones with the opposition captains' contact details.

b) Team Lettering:

The home team will take the letters A B C and the visiting team will be X Y Z.

c) Order of Play:

The order of play is as follows:

AvX, BvY, CvZ, Doubles, BvX, AvZ, CvY, Doubles, BvZ, CvX, AvY.

d) Exchange of Names:

Before the match commences the team captains shall independently allot a singles player to each of the letters A B C or X Y Z. The captains shall then exchange the names and order of their singles players; these cannot be changed unless agreed to by both captains. Before the commencement of each doubles, the pairs selected by the captains shall also be exchanged. The same two players shall not participate together in more than one doubles match.

e) Service and Umpire/scorer:

The home team, in the first match, shall serve first and provide the umpire/scorer while the away team has the choice of ends. In the following individual matches, on the scoresheet, these are alternated in turn, with the team serving first providing the umpire/scorer.

f) Doubles Match going to 5 games:

Normal rules apply for doubles which are restated here for convenience. The fifth game commences with the same team serving as in the first game. Either partner may take the serve, but to the same receiver as that player served to in the first game.

When one team reaches 5 points, ends are changed. The pair due to receive shall change their order of receiving.

g) Incomplete Teams:

In the event of a team being unable to field a full side, the players available shall take part in the match. The absent player(s) shall forfeit his/her individual matches.

When scoring, enter f for Forfeit for each game for each match for the absent player. E.g., f three times for best of 5 games.

For those individual matches where neither side has a player, the match shall not be counted. When scoring, leave the scores empty.

h) Incomplete Matches:

If a player is unable to play out their match, forfeiting it, enter the scores for any completed games and f for Forfeit for each game forfeited.

i) Byes:

When a team has a bye, it is given 4 premiership points.

No individual matches are given to players.

No individual matches, games or game points are allocated to the team.

j) Walkovers:

The team receiving the walkover receives 4 premiership points.

When scoring, all 11 individual matches will be awarded as forfeits (enter f for each game for each match) and a win will be awarded for the walkover.

Note:

Any new player shall not be listed as any of the singles players in a walkover.

k) Forfeit Points:

Both teams and players receive match, game and point scores for forfeited matches, with 11 points being awarded in each forfeited game.

l) Play shall be continuous during a game.

(i) Players are entitled to practise on the match table for up to 2 minutes immediately before the start of a match.

(ii) Players are entitled to an interval of up to 1 minute between successive games of an individual match.

(iii) Any player is entitled to brief intervals for towelling after every 6 points from the start of each game and at the change of ends in the last possible game of an individual match.

There is no reason why players may not towel at times which do not further interrupt the continuity of play, such as when the ball is being retrieved from outside the playing area, but care must be taken that players do not deliberately cause such delays.

6. BEHAVIOUR

a) Penalties:

The type of behaviour for which penalties may be imposed includes deliberate damage to equipment such as breaking the ball or hitting the table with a racket, excessive shouting or bad language, unfair delaying tactics such as deliberately hitting the ball out of the playing area, and persistent disregard of the regulations prohibiting advice during play. Wherever possible, warnings should be given without interrupting play. For repeat offences in the same match the umpire should award 1 penalty point to the opponent and for a third and subsequent offences the umpire should award 2 points.

b) Advice:

There are no timeouts.

Advice to players can only be given at the end of each game in the match, never during a game, and never at the change of ends at 5 all in the fifth game of a match.

7. RESPONSIBILITY OF THE WINNING TEAM

a) Notification:

- (i) The winning team must enter the results by 12noon on the Saturday following the match.
Entry of the scores within 24 hours is encouraged.
- (ii) All Score Sheets must be retained in the scorebooks in case the match scores are disputed.
- (iii) The losing captain is invited to check the results. To dispute the results, complete the *Match Disputes and Protests Form* on the Association Website by 5.00pm on Saturday following the match.

b) Walkover Results:

The team giving the Walkover should contact the opposition team to notify them in advance whenever possible. The Walkover fine is paid by the team giving the walkover.

- (i) When scoring, complete the match results with 11 forfeits by entering f for each game of each match.
- (ii) Appeals against Walkover Fines will be considered by the Committee.
Complete the *Walkover Fine Appeal Form* on the Association Website by 5.00pm on Monday following the match.
Exceptional circumstances that warrant consideration need to be detailed in order that the Committee might consider the appeal.

c) Late Results:

Failure to enter the results by 12 noon on the Saturday following the match, incurs a Late Entry of Results fine and Ladder points penalty: 0 points to both teams.

- (i) The finals fixture is produced on Saturday after the last round. No changes are possible if the finals fixture is generated before a late result could be entered. Any last round late result points will not be reinstated.
- (ii) Appeals against Late Fines will be considered by the Committee. Complete the *Late Result Fine Appeal Form* on the Association Website by 5.00pm on Monday following the match.
Exceptional circumstances that warrant consideration need to be detailed in order that the Committee might consider the appeal.

8. SCHEDULE OF FINES

a) The Standard fines are:

- (i) Late entry of results \$5
- (ii) Walkover \$15

b) Fine Payment:

Team captains should forward the money for all fines to the Treasurer. Fines need to be paid by 5pm on the Monday before the finals begin. Failure to do so risks being disqualified from playing in the finals and from further participation until paid.

9. CONDUCT OF FINALS

All the rules for the season apply to the finals including fines unless overridden by particular rules specified here.

a) Finals Fixtures:

The finals system and matches shall be arranged by the Committee or its delegate.

The Standard Finals system shall be over two weeks:

Week 1:

SF1: 1 v 4.

SF2: 2 v 3.

Week 2:

GF: W1 v W2.

For pennant with only 4 teams, finals shall be over two weeks:

Week 1:

SF1: 2 v 3.

Week 2:

GF: 1 v W1.

b) Rankings for Finals:

In the event of two or more teams having equal premiership points at the end of the set rounds, the ranking shall be determined by:

- (i) the percentage of individual matches won; or if still equal
- (ii) the percentage of games won; or if still equal
- (iii) by the percentage of points won.

c) Eligibility to Play in Finals:

- (i) A player shall have taken part as a **singles** player in a minimum of:
 - I. Three separate matches in a 5-10 round Season competition – in a grade without a bye.
Where there is a Bye in the grade, two separate matches are sufficient to qualify;
 - II. Four separate matches in an 11-13 round Season competition – in a grade without a bye. Where there is a Bye in the grade, three separate matches are sufficient to qualify;
 - III. Five separate matches in a 14-16 round Season competition – in a grade without a bye. Where there is a Bye in the grade, four separate matches are sufficient to qualify.
 - IV. Two separate matches in a 4-team draw are sufficient to qualify.
- (ii) A player who has taken part as a **doubles only** player may play **doubles only** in finals after playing in a minimum of:
 - I. Three separate matches in a 5-10 round Season competition – in a grade without a bye. Where there is a Bye in the grade, two separate matches are sufficient to qualify;
 - II. Four separate matches in an 11-13 round Season competition – in a grade without a bye. Where there is a Bye in the grade, three separate matches are sufficient to qualify;
 - III. Five separate matches in a 14-16 round Season competition – in a grade without a bye. Where there is a Bye in the grade, four separate matches are sufficient to qualify.
 - IV. Two separate matches in a 4-team draw are sufficient to qualify.
- (iii) For match participation calculation: walkovers are counted as matches played; byes are not counted.

d) Lower grade fill-ins in finals:

A player in a lower grade team of the same club may be brought up to play in finals of a higher grade subject to qualifying to play in finals within their registered lower grade.

e) Disqualification for illegal players in finals:

Should an ineligible player participate in a finals match, the team he or she is representing will be automatically disqualified.

f) Team Lettering in finals:

In all finals, the higher placed team at the end of the regular season will be regarded as the home team. In order to avoid delays at the start of finals, the order of play will follow the same rules as during the regular season.

In all final matches the three singles players on the home team are lettered A B C and the three singles players on the other team are lettered X Y Z. The order of play is as follows:
AvX, BvY, CvZ, Doubles, BvX, AvZ, CvY, Doubles, BvZ, CvX, AvY.

g) Balls in finals:

The home side will provide the balls for the finals.
The Committee may provide Grand Final balls if it so decides.

h) Finals Venues:

- (i) The venue for semi finals shall be the home ground of the team finishing higher on the premiership ladder at the end of the set rounds.
The Committee reserves the right to arrange neutral tables for the finals.
- (ii) The venue for Grand Finals will be decided by the Committee.
This is normally at Eley Park for Grades A to C and St Johns for A1.
- (iii) Grand Finals shall be played on the same night at the same venue. This is normally Tue for Grades A to C and Thur for A1.

i) Finals Commencement Time:

The Match starting time for Grand Finals will be specified by the Committee. This is normally 7.30pm with conclusion and by 11.00pm. Every effort must be made to complete the match on time, including the use of two tables when available.

j) Date of Grand Finals:

The Grand Final Dates are to be arranged by the Committee.
This is normally on the Tuesday of the scheduled Grand Final week for Grades A to C and Thur for A1.

k) Team photos:

Team photos will be taken during Grand Final night.

10. TROPHIES

a) The leading player and runner trophies.

The leading player and runner up are eligible to receive trophies.
Total individual matches won, then percentage individual matches, games and game points will be used to establish the leading player and runner up.

b) Premiers and runners-up medals.

Medals will be awarded to all the players involved in the Grand Final.

2person Pennant

All the rules for the Three Person Team Competition apply unless overridden by particular rules specified here.

- 1) Wherever possible, balanced teams, comprising two persons in each team, will be selected.
- 2) The Team Entry Fee shall be 2/3rds of the Team Entry Fee of the Three Person Team competition of the ES&CTTA.
- 3) Each match shall comprise 4 singles and one doubles, each best of seven games.
- 4) The order of play shall be: AvX, BvY, AvY, BvX and then the doubles.
- 5) Fill-ins will be drawn from a pool of fill-ins with fill-ins being able to play for any teams during the season, without limitation.
When possible, there will be a fill-in pool for player 1 and a fill-in pool for player 2.
When teams have a bye, the players are expected to be available to fill in as needed.
Players not scheduled for final matches can fill in.
- 6) It is recommended that a Grade Manager organise fill ins. When organised thus, all players must notify the Grade Manager directly if they are unavailable to play.
- 7) Captains should write over the letters in the score book so matches are in the order: AvX, BvY, AvY, BvX and then the doubles.
- 8) Umpiring: Home team umpires first two singles — The Home team serves first in the first two singles; the Away team umpires and serves first for last 2 singles.
- 9) Doubles: Normally the 2 person pennant has doubles matches comprising the 2 singles players from each team.
From time to time, a third player may be permitted to take part in the doubles, taking into account the circumstances of the team structures.
This will usually be advised before the season starts.
- 10) For team ladders, 4 pts are awarded for team wins and 4 pts for byes.
- 11) For player ladders, if there are no byes or equal numbers of byes, total individual matches won, then percentage individual matches, games and game points will be used to establish the leading player and runner up. If there are unequal byes, 1pt is given for each match win and 2 pts for each bye. Pts shall be used, then percentage individual matches, games and game points will be used to establish the leading player and runner up.
Fill in matches are not counted.

A1 Pennant

The aim of the A1 pennant is to promote competitive table tennis whilst also encouraging a friendly atmosphere for competitors and spectators.

- 1) Players will be invited to take part in A1 pennant.
- 2) Balanced teams, comprising two persons in each team, will be selected to the best of the Competition manager's ability in consultation with the players.
- 3) A competition entry form must be provided at the beginning of each season. This must contain the player names and mobile phone numbers. If a player is new to the ES&CTTA, the *ES&CTTA New Player Form* on the Association Website may be completed and submitted at the same time.
- 4) For A1 playing 2 player teams the Team Entry Fee shall be 2/3rds of the Team Entry Fee of the Three Person Team competition of the ES&CTTA.
For A1 playing 3 player teams the Team Entry Fee shall be the same as the Team Entry Fee in the Three Person Team competition of the ES&CTTA.
- 5) A1 pennant shall schedule their Grand Finals for the same night and venue as the Three Person Team Competition.
- 6) In seasons with 2 player teams each match shall comprise 4 singles and one doubles, each best of seven games.
In seasons with 3 player teams each match shall comprise 9 singles matches, best of 5 games with zero, one or two doubles matches according to the Competition manager's choice in consultation with the players.
- 7) In seasons with 2 player teams the order of play shall be: AvY, BvX, AvX, BvY and then the doubles.
In seasons with 3 player teams the order of play shall be: AvX, BvY, CvZ, BvX, AvZ, CvY, BvZ, CvX, AvY, (Doubles) with any doubles matches played according to the Competition manager's choice in consultation with the players.

- 8) Team Positions on the premiership ladder will be decided by the number of points won throughout the season.
1 bonus point is allocated to the team winning the most individual matches.
In best of 7 game matches the point allocation is:
4-0 8 to 0 points
4-1 7 to 1 points
4-2 6 to 2 points
4-3 5 to 3 points.
In best of 5 game matches the point allocation is:
3-0 6 to 0 points
3-1 5 to 1 points
3-2 4 to 2 points.
For teams with byes, half the points available plus one bonus point are awarded. i.e., 30 points for 3 player and 20 points for 2 player.
- 9) Forfeits in a three-person team comp (examples for best of 5 games):
If one player forfeits their matches, the points calculation remains unchanged for players and for teams, with 6 points going to the player and team for each walkover.
If two or three players forfeit their matches the min points possible for the opposition team is 31 points and the max points for the opposition team will be 41.
A maximum of 41 points is based on the workout below.
Forfeited matches – are given 4:0 to both player and team. The winning team and player gets 4 points and the losing Team get 0 points.
- 10) The leading player and runner-up are eligible to receive trophies which will be decided on total points won throughout the regular season. Percentage individual matches then games will used to separate players on equal points.
- 11) The Season Fixture shall be arranged by the A1 manager.

12) The Standard fixtures are:

ESCTTA 6 Team Fixture Template

Round	1	2	3	4	5	6	7	8	9	10
Table1	1v2	2v4	4v5	5v1	3v6	4v3	1v6	3v1	6v4	2v5
Table2	3v4	6v1	1v3	4v6	5v2	6v5	5v3	2v6	3v2	4v1
Table3	5v6	3v5	6v2	2v3	1v4	2v1	4v2	5v4	1v5	6v3

ESCTTA 7 Team, 14 round Fixture Template

Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Table1	2v7	5v3	1v6	4v2	7v5	3v1	6v4	5v4	1v7	4v3	7v6	3v2	6v5	2v1
Table2	3v6	6v2	2v5	5v1	1v4	4v7	7v3	7v2	3v5	6v1	2v4	5v7	1v3	4v6
Table3	4v5	7v1	3v4	6v7	2v3	5v6	1v2	6v3	2v6	5v2	1v5	4v1	7v4	3v7
Bye	1	4	7	3	6	2	5	1	4	7	3	6	2	5

ESCTTA 8 Team, 14 round Fixture Template

Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Table1	1v8	6v1	1v7	5v1	1v4	3v1	1v2	8v1	1v6	7v1	1v5	4v1	1v3	2v1
Table2	2v6	7v2	2v5	4v2	2v3	2v8	6v3	6v2	2v7	5v2	2v4	3v2	8v2	3v6
Table3	3v7	5v3	3v4	3v8	6v5	4v6	7v4	7v3	3v5	4v3	8v3	5v6	6v4	4v7
Table4	4v5	8v4	8v6	7v6	8v7	5v7	8v5	5v4	4v8	6v8	6v7	7v8	7v5	5v8