



10 PLAYER ROTATION



SEGMENT 1	1ST QUARTER	SEGMENT 2	HALFWAY	SEGMENT 3	2ND QUARTER	SEGMENT 4	HALFWAY
	1		6		1		6
	2		7		2		7
	3		8		3		8
	4		9		4		9
	5		10		5		10
SUB	6	SUB	1	SUB	6	SUB	1
SUB	7	SUB	2	SUB	7	SUB	2
SUB	8	SUB	3	SUB	8	SUB	3
SUB	9	SUB	4	SUB	9	SUB	4
SUB	10	SUB	5	SUB	10	SUB	5
SEGMENT 5	3RD QUARTER	SEGMENT 6	HALFWAY	SEGMENT 7	4TH QUARTER	SEGMENT 8	HALFWAY
	1		6		1		6
	2		7		2		7
	3		8		3		8
	4		9		4		9
	5		10		5		10
SUB	6	SUB	1	SUB	6	SUB	1
SUB	7	SUB	2	SUB	7	SUB	2
SUB	8	SUB	3	SUB	8	SUB	3
SUB	9	SUB	4	SUB	9	SUB	4
SUB	10	SUB	5	SUB	10	SUB	5

PLAYER #	PLAYER'S NAME	SEGMENTS
1		4
2		4
3		4
4		4
5		4
6		4
7		4
8		4
9		4
10		4

* ALL PLAYERS PLAY FOUR (4) SEGMENTS = HALF THE GAME

* REMEMBER THAT WHAT LINEUP YOU SET IS WHAT YOU HAVE TO STICK WITH