



10 PLAYER ROTATION



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

SUB	6	SUB	1	SUB	8	SUB	3
SUB	7	SUB	2	SUB	9	SUB	4
SUB	8	SUB	3	SUB	10	SUB	5
SUB	9	SUB	4	SUB	1	SUB	6
SUB	10	SUB	5	SUB	2	SUB	7

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

SUB	10	SUB	5	SUB	2	SUB	7
SUB	1	SUB	6	SUB	3	SUB	8
SUB	2	SUB	7	SUB	4	SUB	9
SUB	3	SUB	8	SUB	5	SUB	10
SUB	4	SUB	9	SUB	6	SUB	1

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