

BADMINTON U14 BOYS SINGLES FOF 2022

ROUND 1 - ROUND ROBIN

DATE: 26th NOVEMBER				VENUE: AGA KHAN SPORTS				S CENTRE		
	COMMUNITY	GROUP 1	AAYUSH	AHMED	MEHLAM	AARYAN	PLAYED	WON	LOST	POSITION
1	PATEL	AAYUSH								
2	MEMON	AHMED								
3	BOHRA	MEHLAM								
4	PATEL	AARYAN								
	DATE: 26th NO	VEMBER		START TIM	E: 8:00 AM		AGA	KHAN SP	ORTS CEN	TRE
	COMMUNITY	GROUP 2	JASH	DYLAN.C	VEDANT	ILYUN	PLAYED	WON	LOST	POSITION
1	VOC	JASH								
2	GOAN	DYLAN.C								
3	MM	VEDANT								
4	SPO	ILYUN								
	DATE: 26th NOVEMBER			START TIM	AGA KHAN SPORTS CENTRE					
	COMMUNITY	GROUP 3	RASHID	UMEIR	KAAVYA	YUSAF	PLAYED	WON	LOST	POSITION
1	ISMAILI	RASHAAD								
2	CSMU	UMEIR								
3	VOC	KAAVYA								
4	SPO	YUSAF								
	DATE: 26th NO	VEMBER		START TIME : 8:00 AM AGA KHAN SPORTS CEN					TRE	
	COMMUNITY	GROUP 4	RUHAN	ABUBAKKAR	VISHWAJIT	NATHAN	PLAYED	WON	LOST	POSITION
1	PATEL	RUHAN								
2	CSMU	ABUBAKKAR								
3	MM	VISHWAJIT								
4	SICS	NATHAN								
	DATE: 26th NO	VEMBER		START TIME: 8:00 AM AGA KHAN SPORT				ORTS CEN	TRE	

	COMMUNITY	GROUP 5	DYLAN R	SUHAYB	ALANWAR	DHRU	PLAYED	WON	LOST	POSITION	
1	GOAN	DYLAN R									
2	MEMON	SUHAYB									
3	BOHRA	ALANWAR									
4	VOC	DHRU									
	DATE: 26th NO	VEMBER	START TIME: 8:00 AM				AGA KHAN SPORTS CENTRE				

	COMMUNITY	GROUP 6	HUZEIFA	HET	SOHAN	SASHMIT	PLAYED	WON	LOST	POSITION
1	BOHRA	HUZEIFA								
2	PATEL	HET								
3	VOC	SOHAN								
4	UKAN	SASHMIT								
	DATE: 26th NO	VEMBER	START TIME: 8:00 AM				AGA KHAN SPORTS CENTRE			

	COMMUNITY	GROUP 7	RAJVEER	NATHAN	SRI HARSHA	HUSSEIN	PLAYED	WON	LOST	POSITION
1	MM	RAJVEER								
2	GOAN	NATHAN								
3	SICS	SRI HARSHA								
4	BOHRA	HUSSEIN SADIQALI								
	DATE: 26th NO	VEMBER	START TIME: 8:00 AM				AGA KHAN SPORTS CENTRE			

	NOTES
1	PLAYERS MUST BE READY TO PLAY 15 MINUTES BEFORE THEIR GAME.
2	ALL GAMES FOR THE ROUND ROBIN SHALL BE PLAYED ON THE DAY PLANNED.
3	PLAYERS SHALL BE PLAYING ON FIRST COME FIRST SERVE BASIS.
4	PLAYERS MAY BE REQUIRED TO PLAY MULTIPLE GAMES BACK TO BACK DEPENDING ON THEIR TIME OF ARRIVAL.
5	ANY GAMES NOT COMPLETED ON THE DAY DUE TO PLAYERS ARRIVING LATE SHALL BE A WALK-OVER TO THE PLAYER
	ARRIVING EARLIER.
6	TOP 2 PLAYERS FROM EVERY GROUP QUALIFY & PROGRESS TO THE KNOCKOUT ROUND