

ORDER OF PLAY (OOP) FOR FRIDAY, 31 JULY 2026

Row	Header	Estimated Time	Remark
Block 1	Starting at	8:00	Report to venue 1 hour before
Block 2	Followed by	8:20	
Block 3	Followed by	8:40	
Block 4	Followed by	9:00	ie. You can arrive hall at 8:00
Block 5	Followed by	9:20	
Block 6	Followed by	9:40	
Block 7	Not Before 9:30	10:00	ie. You can arrive hall at 9:00
Block 8	Followed by	10:20	
Block 9	Followed by	10:40	
Block 10	Followed by	11:00	ie. You can arrive hall at 10:00
Block 11	Followed by	11:20	
Block 12	Followed by	11:40	
Block 13	Court & Time TBA	12:00	Move court after Block 12 finished
Block 14	-	-	
Block 15	Starting at	13:30	After noon's prayer
Block 16	Followed by	13:50	
Block 17	Followed by	14:10	
Block 18	Followed by	14:30	ie. You can arrive hall at 13:30
Block 19	Followed by	14:50	
Block 20	Followed by	15:10	
Block 21	Not Before 15:00	15:30	ie. You can arrive hall at 14:30
Block 22	Followed by	15:50	
Block 23	Followed by	16:10	
Block 24	Followed by	16:30	ie. You can arrive hall at 15:30
Block 25	Followed by	16:50	
Block 26	Followed by	17:10	
Block 27	Court & Time TBA	17:30	Move court after Block 26 finished ;
Block 28	-	-	3v3 will play not before 17:30
Block 29	Not Before 19:00	19:00	ie. You can arrive hall at 18:00
Block 30	Followed by	19:20	
Block 31	Followed by	19:40	
Block 32	Followed by	20:00	ie. You can arrive hall at 19:00
Block 33	Followed by	20:20	
Block 34	Followed by	20:40	
Block 35	Not Before 20:30	21:00	ie. You can arrive hall at 20:00
Block 36	Followed by	21:20	
Block 37	Followed by	21:40	
Block 38	Court & Time TBA	22:00	Move court after Block 37 finished ;
Block 39	Court & Time TBA	22:20	can be different court allocated

Remark :

- Since using Followed by, all matches will be based on **actual progress** at the court;
- Most active player with 2 events will have 2-4 matches in different session or courts;
- Kindly **monitor own match time and be alert** to announcement made inside the venue;
- Players are advisable to arrive 1 hour (or more) before estimated play time, to consider travel time and local traffic etc. **(stay around venue compound until all your events finished)**