

NELSON SCRABBLE TOURNAMENT 2019

DATE: Saturday 9th and Sunday 10th February 2019

TIME: Sat arrive 8.45 am, play 9.00, Sun arrive 8.15 am play 8.30

VENUE: The Community Centre, Stoke Retirement Village, 188 Songer St, Stoke, Nelson. Coming from Nelson, turn right at the 2nd set of lights in Stoke, turn left at the Oceania Care sign (also bike trail sign) and take the second turning on the left. Some parking available close to the Community Centre. More parks if you take the first left and there is a short walk to the Centre.

FORMAT: 14 or 15 games Round Robin (depending on numbers competing)

FEE: \$30.00. Includes NZASP Levy, morning and afternoon teas.

Entries close Saturday 2nd February

Make cheques payable to the Nelson Scrabble Club. You may pay your fee directly into our club bank account - Nelson Scrabble Club, Westpac 03 0703 0413522 00 and add your name. Please send entry forms plus \$30 to Tony Charlton, 148 Dodson Valley Road, Atawhai, Nelson 7010, or confirm by email to tonycharlton44@gmail.com

Morning and afternoon teas provided. Lunch and dinner available a few minutes' walk from the venue at Turf Hotel (by traffic lights), Stoke Bakery and several cafés in Strawbridge Square (turn left into car park before the traffic lights).

Accommodation:

(Easy walking distance, in order of distance from the venue)

Turf Hotel: 03 547 7791 Pub accommodation (\$40-50 per single room)

Boutique Motel 03 5471439

Pateke B&B 03 5473728 Holland House B&B 03 777 0014

Sakura B&B 03 547 0229

Saxton Lodge 03 547 1375 1.5 km from venue

There are lots of motels in Tahunanui, on the way to the venue from the town centre.

Get your flights booked ASAP. Plenty of Grab-a Seat deals available with Air NZ and we now have Jet Star, Origin Air, Kiwi Airlines, LAN Airlines, and Sounds Air also flying to Nelson. We will be able to drop people at the airport after the prize giving on the Sunday.

I would like to attend the Nelson Scrabble Tournament

Name _____

Address _____

Club _____

Phone _____

email _____