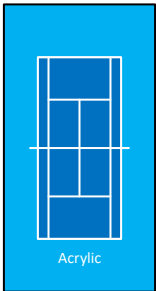


Current Configuration

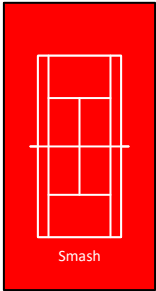


Courts

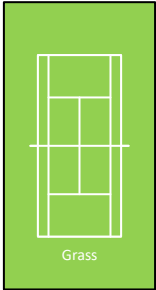
Type Amount



11



7



10



2



0

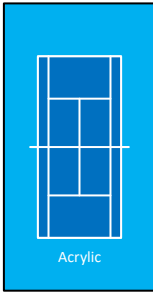
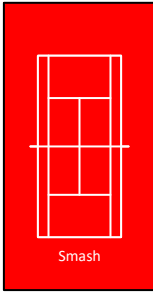
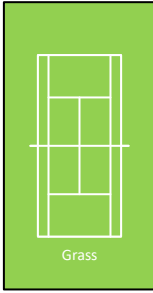
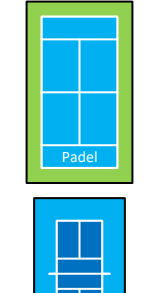

Tennis 28
Padel 2
Pickleball 0

Option 7A

Padel x 5 (4-6)
Smash x 4 (25-28)



Courts

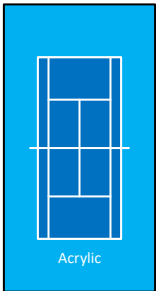
Type	Amount (Gain/Loss)
 Acrylic	11 (0)
 Smash	8 (+1)
 Grass	7 (-3)
 Padel	7 (+5)
 Pickleball	0 (0)
Tennis	26 (-2)
Padel	7 (+5)
Pickleball	0 (0)

Option 7B

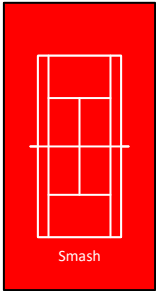
Padel x 5 (4-6)
Smash x 3 (25-27)
Pickleball x 4 (28)



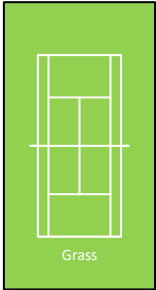
Courts
Type Amount
(Gain/Loss)



11 (0)



7 (0)



7 (-3)



7 (+5)



4 (+4)

Tennis 25 (-3)
Padel 7 (+5)
Pickleball 4 (+4)

Option 7C

Padel x 5 (25-27)
Pickleball x 4 (28)



Main Changes:

- 25-25.5 → Health Club extension (+12m)
- 25.5-27 → 5 x padel
- 28 → 4 x pickleball
- Lawn 4 → 1 x grass
- Chipping/Putting green → Lawn 4

Notes:

- Court 1 – Pickleball to continue having 4 courts taped down during winter

Pros:

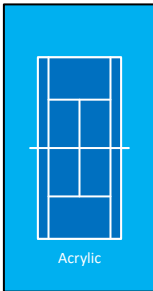
- Padel and pickleball (which are both noisy) located away from tennis and the centre of the Club
- Dedicated pickleball courts
- Least amount of building disruption to the Club

Cons:

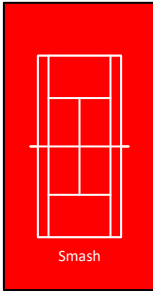
- Weak chance of obtaining a roof for padel (even weaker for both padel and pickleball)
- Tennis loses its 'prettiest' grass courts

Courts

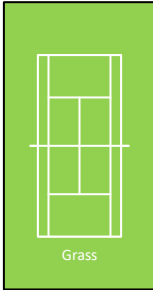
Type	Amount (Gain/Loss)
------	--------------------



11 (0)



7 (0)



7 (-3)



7 (+5)



4 (+4)

Tennis	25 (-3)
Padel	7 (+5)
Pickleball	4 (+4)