| Competition/Game | Frequency <br> (No. | Approximate | Mon | hs of Y | ar Gam | Playe |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | annum.) |  | Jan | Feb | Mar | Apr | May | June | Jul | Aug | Sep | Oct | Nov | Dec |  |
| AFL Marsh Community Games | 0-3 | $\begin{aligned} & \hline 4,000- \\ & 6,500 \end{aligned}$ |  | $\checkmark$ | $\checkmark$ |  |  |  |  |  |  |  |  |  | Friday, Saturday \& Sunday |
| WCE WAFL | 0-11 | $\begin{aligned} & 1,500- \\ & 4,000 \end{aligned}$ |  |  | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |  |  | Friday, Saturday, Sunday \& Public Holidays |
| AFLW | 3-6 | $\begin{aligned} & \hline \text { 2,000 - } \\ & 5,000 \end{aligned}$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |  |  |  |  |  |  |  |  | Thursday*, Friday, Saturday, Sunday, Monday* \& Public Holidays |
| Perth Demons | 9-11 | $\begin{aligned} & \hline 1,500- \\ & 4,000 \end{aligned}$ |  |  | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |  |  | Friday, Saturday, Sunday \& Public Holidays |
| WAFLW | 0-9 | 0-500 |  | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |  |  |  |  | Friday, Saturday, Sunday \& Public Holidays |
| Misc Requests (WAFL Finals/Fan Days etc) | 0-5 | 0-6,500 |  |  |  |  |  |  |  |  | $\checkmark$ | $\checkmark$ |  |  | Friday, Saturday, Sunday \& Public Holidays |
| *AFLW hub games on Mondays and Thursdays if the season has been impacted due to a COVID-19 event, subject to satisfying the criteria based assessment and additional conditions referenced within the WCE Monday and Thursday Game Days Summary |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

