



NSWRL MATCH OFFICIALS INTRUST SUPER PREMIERSHIP NSW

ROUND

FIVE

Game: Wests Magpies v NZ Warriors (*Fox Game)	Date: Saturday 7 April 2018
Venue: Campbelltown Stadium	Kick-off: 12.45pm
REFEREE: Drew Oultram	MATCH DAY ASSESSOR: Michael Lewis
TOUCH JUDGE: Adam Reid	MATCH DAY COACH:
TOUCH JUDGE: Mitchell Stone	TRAINER:
STAND BY REFEREE: Tom Cambourn	
Monday REVIEW: Co-ordinate with MDA	JERSEY COLOUR: Yellow
Game: Canterbury Bulldogs v Wyong Roos (** Channel 9)	Date: Saturday 7 April 2018
Venue: Belmore Sports Ground	Kick-off: 1.00pm
REFEREE: Todd Smith	MATCH DAY ASSESSOR: Paul Kalina
ASSISTANT REFEREE: Damian Briscoe	MATCH DAY COACH:
TOUCH JUDGE: Mark Bohan	TRAINER:
TOUCH JUDGE: Jake Sutherland	
STAND BY REFEREE: Andrew McRae	
Monday REVIEW: Co-ordinate with MDA	JERSEY COLOUR: Yellow
Game: Mounties v Penrith	Date: Saturday 7 April 2018
Venue: Aubrey Keech Reserve	Kick-off: 3.00pm
REFEREE: Kieren Irons	MATCH DAY ASSESSOR: Russell Turner
TOUCH JUDGE: James Vella	MATCH DAY COACH:
TOUCH JUDGE: John Woods	TRAINER:
Monday REVIEW: Co-ordinate with MDA	JERSEY COLOUR: Teal
Game: Newtown Jets v St George Illawarra Dragons	Date: Saturday 7 April 2018
Venue: Henson Park	Kick-off: 3.00pm
REFEREE: Ryan Jackson	MATCH DAY ASSESSOR: Sean Hampstead
TOUCH JUDGE: Liam Nicholls	MATCH DAY COACH:
TOUCH JUDGE: Andrew Gilchrist	TRAINER:
Monday REVIEW: Co-ordinate with MDA	JERSEY COLOUR: Yellow
Game: Newcastle Knights v North Sydney	Date: Saturday 7 April 2018
Venue: McDonald Jones Stadium	Kick-off: 5.15pm
REFEREE: Darian Furner	MATCH DAY ASSESSOR: Tony De Las Heras (via Hudl)
TOUCH JUDGE: Ben Teague	MATCH DAY COACH: Alan Shortall
TOUCH JUDGE: Cameron Mitchell	TRAINER:
Monday REVIEW: Co-ordinate with MDA	JERSEY COLOUR: Yellow
Game: Blacktown WSE v Wentworthville Magpies	Date: Sunday 8 April 2018
Venue: HE Laybutt Fields	Kick-off: 3.00pm
REFEREE: Damian Briscoe	MATCH DAY ASSESSOR: Jason Robinson
TOUCH JUDGE: Mark Bohan	MATCH DAY COACH:
TOUCH JUDGE: Cameron Paddy	TRAINER:
Monday REVIEW: Co-ordinate with MDA	JERSEY COLOUR: Yellow

