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CURRENT:

Rule: C.1. The player or team with the lowest line number will play the first game with yellow discs, change color and play the second game with black discs. If a third game is necessary, the players will shoot for color choice as described in 2c. Color choice must be made upon returning to the court. (approved 10-14-2006, 03-10-2007, and 03-14-2009).

Change:

Rule: C.1. The player or team with the lowest line number will play the first game with yellow discs, change color and play the second game with black discs. **If a third game is necessary, in any State Sponsored or Statewide Doubles and Walking Singles tournament to be 8 frames on EACH color (16 frames total), regardless of score. The low line number will begin the 3rd game on yellow. The color ledger board will be adjusted so that Black leads out in the ninth frame.**

Eliminate C.2.c. completely.

Reason:

This would eliminate having to lag for color on the third game, saving time, and making it fair for both teams/individuals if a court is "color-dominated."

(Attaching "COLOR CHANGE PROCEDURES FOR THIRD GAMES" as a sample. This is just slightly changed from Central District's procedure, eliminating "12-Frame Singles," but could work in 12-Frame Singles as well making the third game, if needed, 6 frames on each color regardless of score.)

COLOR CHANGE PROCEDURES FOR THIRD GAMES

In order for the order of hammers to be correct in 16-Frame Doubles and Singles when disc color is changed at the half-way point, the color ledger board must be changed when the players change disc colors. In order to understand why that is true, we must first think first in terms of players or teams then add color to the equation.

16-Frame Doubles

In a 16-Frame game where Team A is playing Team Z, we understand that the lead would be as shown below.

FRAME	LEAD	LEAD	FRAME
1	A	A	9
2	A	A	10
3	Z	Z	11
4	Z	Z	12
5	A	A	13
6	A	A	14
7	Z	Z	15
8	Z	Z	16

As can be seen "A" leads out the first round and "Z" leads out the last round and the hammers are in correct order.

Now let's add the color for the first 8 frames.

FRAME	LEAD	LEAD	FRAME
1	A	A	9
2	A	A	10
3	Z	Z	11
4	Z	Z	12
5	A	A	13
6	A	A	14
7	Z	Z	15
8	Z	Z	16

For the second half of the game, "A" and "Z" must switch disc colors and, in order to maintain the correct order of hammers, must also change the color ledger board as illustrated below:

FRAME	LEAD	LEAD	FRAME
1	A	A	9
2	A	A	10
3	Z	Z	11
4	Z	Z	12
5	A	A	13
6	A	A	14
7	Z	Z	15
8	Z	Z	16