

Sur5val

How the jam works

Note: for 15 teams, at 2 ½ minutes a bout, that's 105 Jams over 4 1/2hours!!!

To make this a round robin tournament or Sur5val bout, where each team plays each other, then for this example, there would be $n/2(n-1)$ jams where $n=6$, so we would have $6/2(6-1)$ jams which is 15 jams, if each jam runs for 2 ½ minutes then you have the bout taking 37 ½ minutes.

For 15 teams, it works out at $15/2(15-1)$ times 2 ½ minutes and that is 105 jams over 4hrs 22 mins!!! ➡

Lastly, this process requires

- a) a clear, closely located area where the teams can sit - Benches
- b) a NSO to ensure the correct teams are notified to move from the Benches to the Trackside seats – they have 2 minutes to do this.

This presentation is based on what Windsor Roller Derby (UK) did for their Sur5val

Heats and Jams

- We will have 3 rounds of 5 heats, each heat has 7 Jams
- Each heat runs for 20 – 25 mins
- Between each heat, there will be a 2 min break
- Between each round there will be a 10 min break

Scoreboards

- There will be two projectors displaying
 - The current jam
 - The current heat roster or the team score

They could all display on 1 screen, it would be cluttered though

The best solution would be to have three separate screens, operating off three laptops projecting on the rear wall.

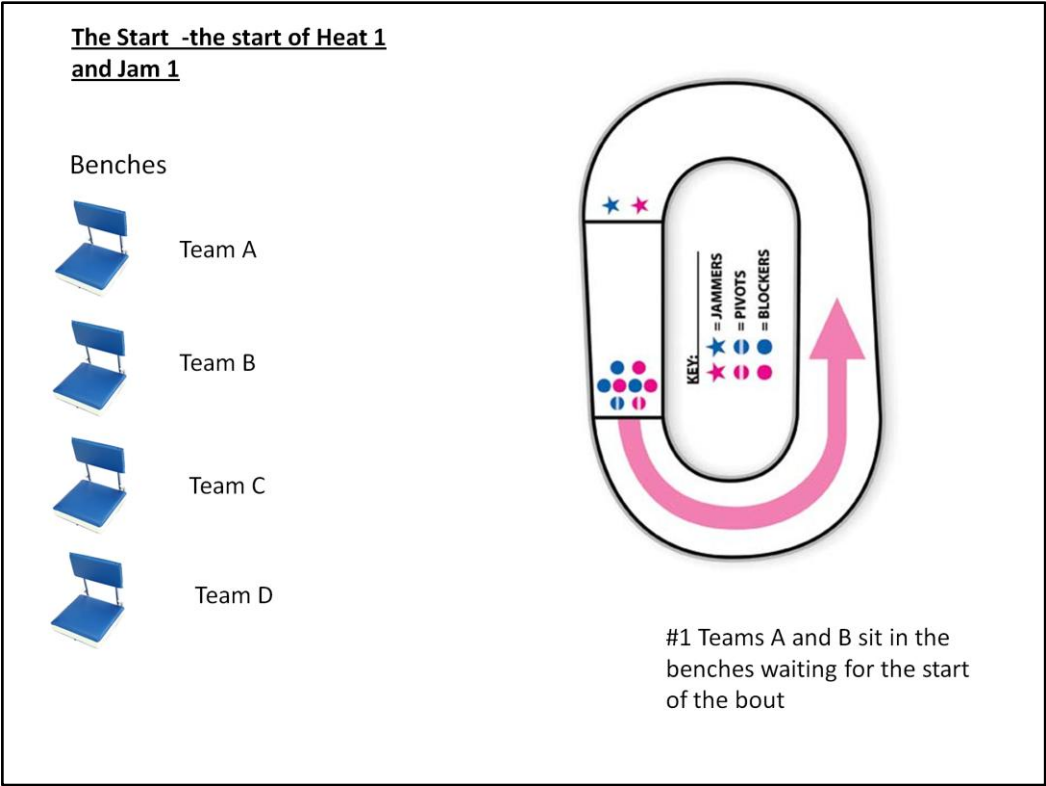
The current jam would be real time – like the CRG scoreboard show the score as it happens

At the end of the heat, the results would be transferred to the other PC's via (wireless)

How will the Heats run?

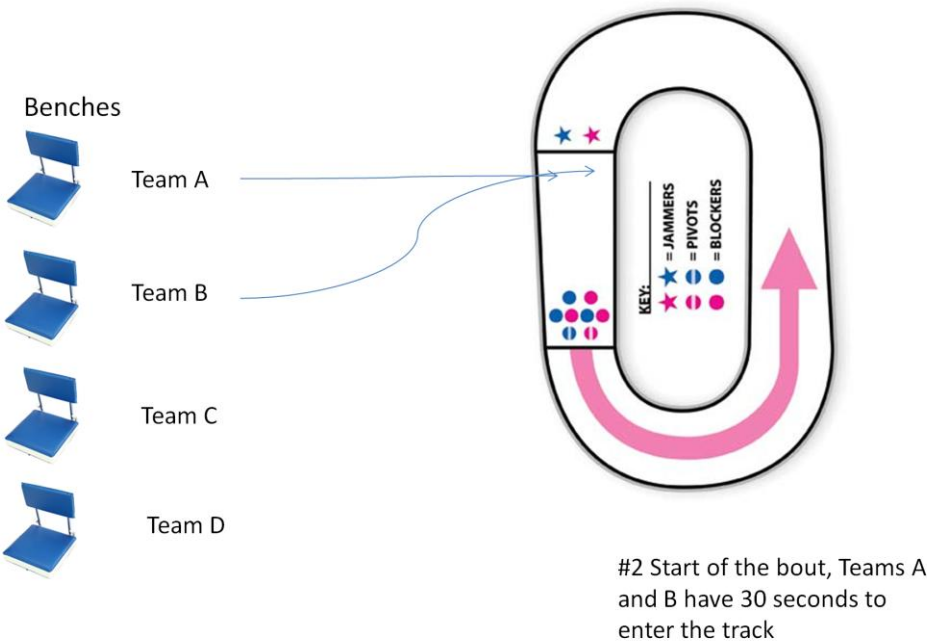
- Lets look at an example using 4 teams having 3 jams (as they fit nicely in Powerpoint!)
- On the day we would have in a heat, 7 teams and 6 jams

The Sur5val package and other applications can quickly generate team schedules – just Google round robin tournaments, enter the number of teams and tracks available and ...




In this example we have 6 teams , we will have 7 in practice


Start of the Jam





During the Jam

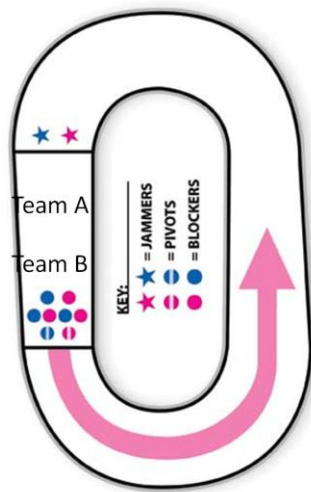
Benches

 Team A

 Team B

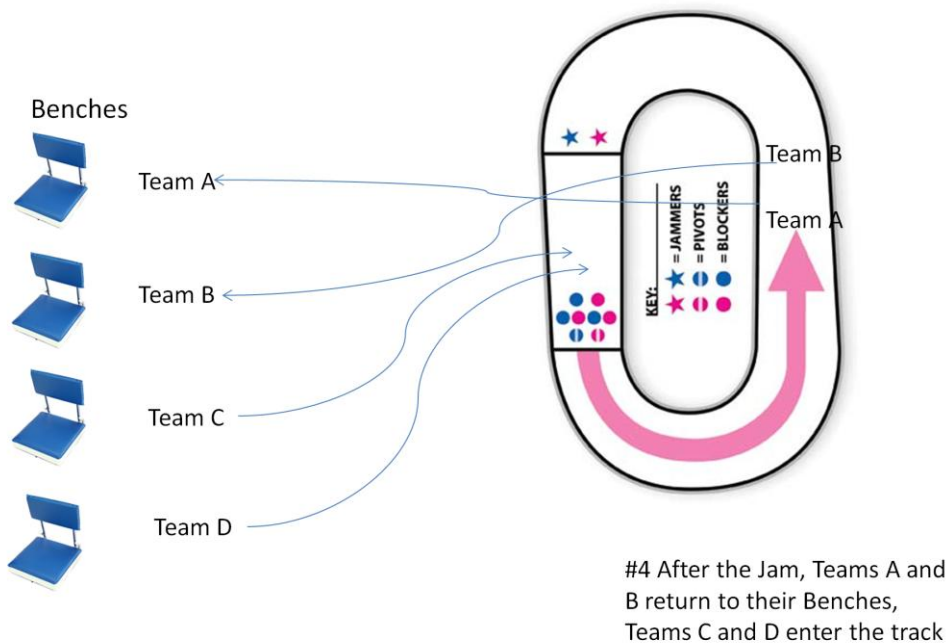
 Team C

 Team D

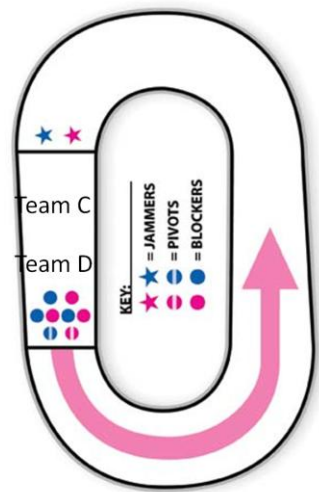
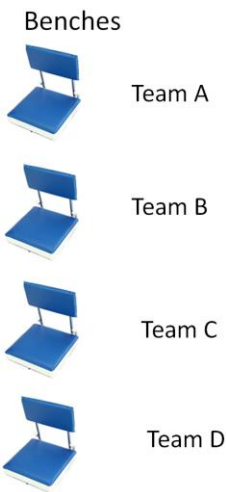


#3 During the Jam

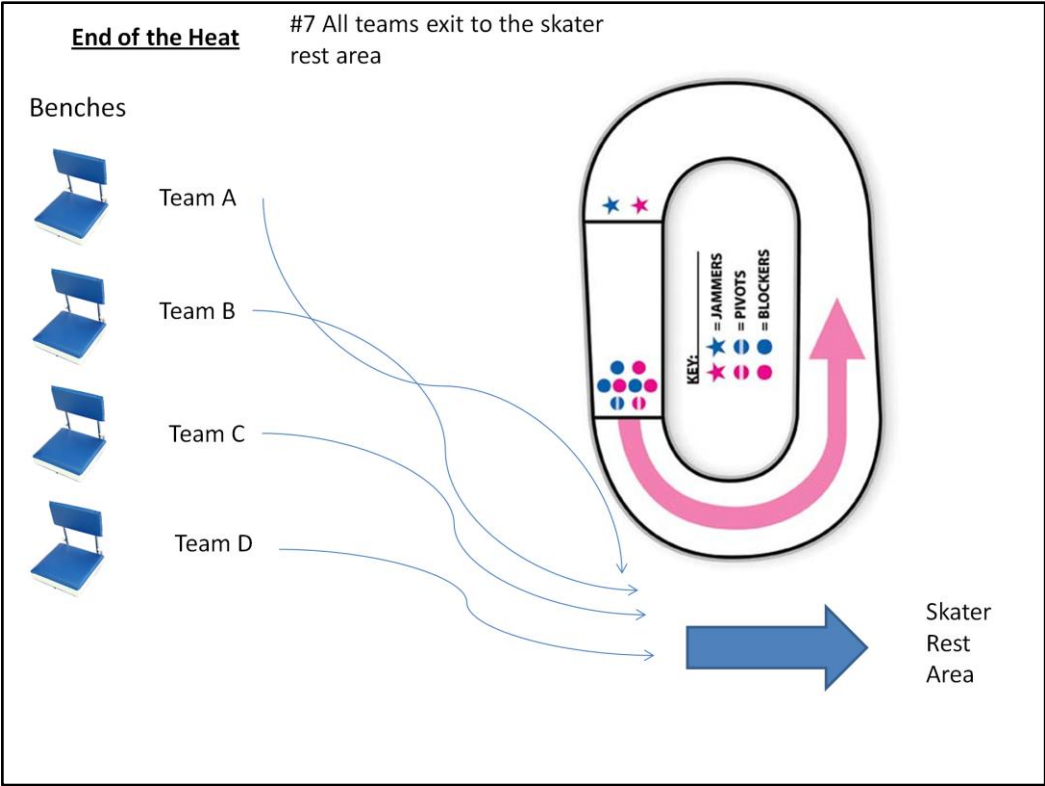
End of the Heat



During the Jam



#5 During the Jam... then repeat swapping the teams, running the jams until this heat is completed



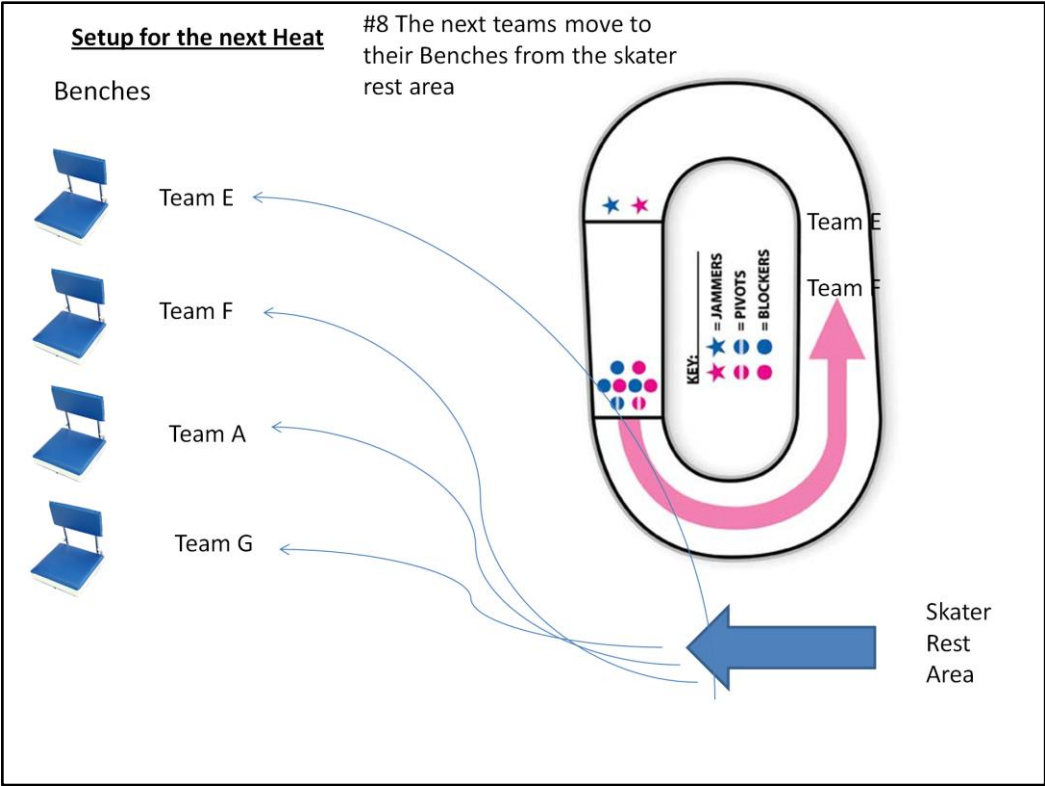
There are 5 mins between each heat for skaters to transition to and from the skater rest are and Benches, for the NSO's and Ref's to swap teams.

End of the Heat

We have 2 minutes to:

- 1) Replace the teams on the benches
- 2) Replace the referees and NSO's as required
- 3) Update scoreboards, the team running score and next team roster
- 4) Update the Board of "Shame"
- 5) Deal with any issues

Windsor did 'The current plan is for refs and NSO's to rotate after every 2 heats (so approximately 45/50 minutes).'



There are 2 mins between each heat for skaters to transition to and from the skater rest area and Benches, for the NSO's and Ref's to swap teams.

End of the Heat

Then repeat, running jams and heats

until

we have finished the round

Windsor did 'The current plan is for refs and NSO's to rotate after every 2 heats (so approximately 45/50 minutes).'

End of the Round

We have 20 minutes to:

- 1) Replace the teams on the benches
- 2) Replace the referees and NSO's as required
- 3) Update scoreboards, the team running score and next team roster
- 4) Update the Board of "Shame"
- 5) Deal with any issues

Windsor did 'The current plan is for refs and NSO's to rotate after every 2 heats (so approximately 45/50 minutes).'