

15 5-MAN ALL STAR

- 15.1 Summary: 5-man Teams from each SWLBA club compete in games of Triples (2), Pairs (4), Singles and Rinks. The 6-game scores are combined to determine the winner. Carroll F. Chase, SWLBA President in 1975, was the donor of a perpetual trophy plaque.
- 15.2 Event Duration: One Day; maximum entries – 16 (One team per Club). Upon approval of the Tournament Committee, Clubs not able to field a team may combine with one other Club that also cannot field a team to create a qualified team. The Tournament Committee should make all efforts to avoid an odd number of entries to avoid byes.
- 15.3 Entry Qualification: Teams composed of five members plus one named alternate who are regular members of the same SWLBA Club. You must belong to that club 90 days prior to the Tournament. Teams may include one or more novice players (see definitions). Clubs may use their own method of selecting team members. It is the intention of this tournament to have players represent the club they usually represent in other SWLBA events, and not to join a new club for the sole purpose of playing in this event.
- 15.4 Entry Fee: \$16.00 per player.
- 15.5 Format:
- Six games played: two in the morning, four in the afternoon.
 - Each Pairs, Triples and Rinks game played to 14 Ends; Singles to 18 points.
 - Rink numbers assigned to chart and cards "Blind Draw" for team numbers, Cards (or format) must preclude a team from playing any other team from the same club more than once.
 - Morning Games: One Pairs and One Triples game played concurrently.
 - Afternoon Game 1: One Triples and One Pairs game played concurrently.
 - Neither AM Game Pairs players may play in the Pairs game in the PM.
 - Afternoon Game 2: One Singles and One Rinks game played concurrently.
 - Blind Draw for opponents as above.
 - No dead ends; re-spot rule will be in effect for all games.
- 15.6 Scoring: Total WTPP over all games, with a 10-point limit on Plus (or minus) Points.
- Should top teams tie on Games won and Plus Points, one tie breaker end of singles between all opposing team members as follows:
 - All opposing members of the tied teams play one end of singles; draw will determine opponents. Total games won determines place winner. If still tied after one end, play additional ends until one team prevails.
- 15.7 Awards:
- Cash: The following percentages of the Cash Award Pool will be awarded to the top three teams:
- 1st Place: 45%
 - 2nd Place: 35%
 - 3rd Place: 20%
- Plaque:
- Name of winning club to be engraved on perpetual trophy plaque and presented to the club.
 - An appropriate award will be presented to each member of the top teams.