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# **BOWERS' CORNER**

## **3-Person Team (A-B-C) Format Options**

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The **A/B/C Draw Team** event format is a 3-Person Team Event played on one shuffleboard (has become a popular event, especially where there is only one board - as it allows the maximum number of players to participate). The top 1/3 (better skilled) players (based upon the Bowers' Rating System) will be drawn/designated as the "A" players; the middle 1/3 skilled/rated players as the "B" players; and the lesser skilled/rated 1/3 players as the "C" players. [**Variation:** Instead of an **A/B/C Draw Team**, you can do an **A/B/C Draft Team** where the highest rated players are assigned as designated captains and each captain privately drafts their other two players. You may also do an **A/B/C Bring 3-Person Team** where you have a total point criteria such as Pro A/B/C Team (add to '0' or more) and/or Amateur A/B/C Team (add to 4, 5, or 6 or more), or whatever point criteria fits your local rated/skilled players needs, so as to accommodate the majority of your player population.]. You can play this as Single Game/Double Elimination or Single Game/Single Elimination format. A Game win is determined when the first team reaches 15 points (or whatever point criteria the Tournament Director may specify - such as "mark" 3 or 4 points and play to "15 points") via playing in the below match sequence:

- **The "A" Player will be the designated Team Captain and may coach the other team members.**
- The two opposing Team Captains will flip a coin once to determine the hammer or color (winner of the flip gets choice of hammer or color) [Variation: the winner of the flip can choose hammer or his/her lineup against the other team after getting the A/B/C lineup from the opposing Team Captain (which may be preferable to some if playing a Bring Team or Draft Team event versus the Draw Team event.)]
- **Match 1: "A" Players** will play against their opposing team's "A" Player in the first match.
- **Match 2: "B" Players** will play against the opposing teams's "B" Player in the second match. They will shoot from the opposite end of the board from where the "A" Players started their first match.
- **Match 3: "C" Players** will play against their opposing team's "C" Player in the third match. They will shoot from the same end where the "A" Players started in the first match.
- Players will continue to rotate in the above sequence until the first team reaches 15 points.

### **NOTE:**

Most current Bowers' Rating is used to determine each players' official rating. Any unrated players must get with the Tournament Director to get a temporary rating established for entry criteria in an A/B/C team event BEFORE registering in the event.

Entry fees are determined by the Tournament Director. Some localities may have graduated entry fees with the same % of graduated winner payout or they may opt that all players have the same fixed entry fee and equally divided winner payout. Again, this can depend upon your local skilled player level spread and the tournament director's sole discretion when organizing the tournament and each event's format. One benefit of the graduated entry fee is that it can encourage both the Pro-level and Amateur level to participate. The Pro-level pays more to enter, but gets larger % payout according to the % of graduated entry fee paid and the Amateur level gets to participate/ learn the game for a lesser entry fee but receives lesser percentage of a winner payout if their team wins.

### **TEAM LINEUP:**

**Team Captain:** \_\_\_\_\_

**A Player:** \_\_\_\_\_

**B Player:** \_\_\_\_\_

**C Player:** \_\_\_\_\_