

Player's Meeting:

Please print this Tutorial NOW and use at the Player's Meeting.

The Player's Meeting is usually held the night before the event starts, usually around 8:00pm. It usually takes 30 minutes to an hour. Sometimes the meeting is held in the morning on the day of the tournament.

Player's Meeting Outline:

- 1) Welcome all
- 2) Dress Code
- 3) Tournament Format
- 4) Is it Blind Draw or is there Seeding of Players?
- 5) USBA Membership required
- 6) Amount of Practice time before each match
- 7) Being late for the match: no practice time
- 8) More than 10 minutes late = Forfeit
- 9) Do not quit the Tournament before all your matches are finished
- 10) Close calls on shots – seek out Tournament Director(s)
- 11) Scorekeeping – keeping your innings
- 12) Prize fund and taxes (if applicable)
- 13) Rules of the game – Official USBA Rules are used
- 14) Call every point you score out loud
- 15) High card in suit is possible switch flights***
- 16) Thank appropriate people/sponsors
- 17) The Draw
- 18) Schedules will be provided in 15 minutes

*** When you have the “Draw”, let everyone know that the highest card in each suit may need to be switched to a different flight if the flights are uneven before the start of the tournament. Example: You have 4 flights altogether: 3 flights with 7 players (Flights A, B and C). For the draw, Flight A was Diamonds, Flight B was Hearts and Flight C was Spades. The 4th flight, Flight D (Clubs) only has 6 players. On the day of the tournament, one of the players from Flight D doesn't show up. Now Flight D only has 5 players. Take one player from Flight C and put them in Flight D to give each flight 6 players. The player who drew the 7 of Spades (Flight C) is the one you switch. One exception: if you have any players that are seeded, they are not to be moved.

On the next page: “The Draw”

The Draw:

As each player comes to the table to make his pick for the draw, it is the very best time to collect dues. Collect Dues from all players who are not current on their dues and have them complete a new Membership Application.

Have plenty of Membership Applications and pens available. Also have some extra paper around for the “draw”.

Take a deck of cards and figure out how many players will be in each flight. If you are having 3 groups of 7 players each, then take out the Ace through 7 in each of three different suits. Those are the only cards you will use. Shuffle them good and place them on the table face down and spread them out all over the table. Each player will then, one by one, select one card. That will become their player number. For instance if you assign hearts as being the “A” flight, Clubs as the “B” flight and Diamonds as the “C” flight, then if a player picks the 5 of Clubs, his player number would be B5. By the way, the “A”, “B” and “C” flights have absolutely nothing to do with the players’ level of play. That is something different. This is simply assigning a letter to the name of the flight. The letters are not important. You can call one flight the “M” flight or the “Z” flight, it’s up to you. Once each player has their “player number”, you now know who plays whom in the schedule. Make sure you write down each player’s pick right away. Have a list of all the players handy, call them one by one to pick, and then write down their pick on your list. You can also have a blank flight list ready. Have a blank list, numbered 1 through 7, for “Hearts”, “Diamonds” and “Clubs”, and then write each player’s name into the correct slot as they make their picks. If you have MORE than 4 flights, then you would obviously need more than one deck of cards. You would have to write on each card that has a duplicate suit, so that you can have 5 flights or 6 flights, and so on.