

## 14 WATERBURY ALL-LEAGUE CHAMPIONSHIP

14.1 Summary: A season-end competition among the winners of each of the five SWLBA league schedules to determine the SWLBA League Champion. Launched in 1983 by Carl Waterbury who provided the initial financial support and its perpetual trophy, it continues on a self-funded basis.

14.2 Event Duration: One Day. Scheduled after completion of league season. Venue is suggested but not required to be other than at league champion's club.

14.3 Entry Qualification: Two Triples Teams from each club that won their league. Players must be regular members of the same SWLBA Club. Players are not allowed to switch teams during the day of the event. Players could not have competed for a different club during the qualifying matches in the respective leagues.

14.4 Maximum Number of Entries: (2 Teams X 5 leagues).

14.5 Entry Fee: \$10.00 per player.

14.6 Format:

- Round Robin

Two winning club teams from each league are separated into "A" and "B" groups by blind draw. Round Robin play within groups.

League Team 1 A & B  
League Team 2 A & B  
League Team 3 A & B

League Team 4 A & B  
League Team 5 A & B

<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>	<u>Game 4</u>
A 1 – B 2	A 1 – B 3	A 1 – B 4	A 1 – B 5
A 2 – B 3	A 2 – B 4	A 2 – B 5	A 2 – B 1
A 3 – B 4	A 3 – B 5	A 3 – B 1	A 3 – B 2
A 4 – B 5	A 4 – B 1	A 4 – B 2	A 4 – B 3
A 5 – B 1	A 5 – B 2	A 5 – B 3	A 5 – B 4

- Each group plays four 10-End games. One and one-half hour time limit per game.

14.7 Scoring:

- Total WTPP for each two-team combination, Plus Points limited to +/- ~~40~~7. Should two team combinations tie on WTPP, then defer to actual game scores—highest combined total game points wins.

14.8 Awards:

- Cash: 100% of the Cash Award Pool (After deducting green fees and hospitality expenses) will be awarded to the club represented by the winning teams.
- Trophy: Name of winning club engraved (at SWLBA expense) on the perpetual trophy contributed by Mr. Waterbury and presented to the club.