

West Coast District Championship Mingles

One-Day Weekend Tournaments

ROUND ONE: Morning Mingles (playing singles):

- Three 8-frame Mingles Singles games.
- Practice discs: 4 setup.
- Ties are broken by two frames: yellow out, then black out. If tied again, 2-disc lag (no break before lag).
- Yellow calls discs and scores. For close discs, 1st Call by Yellow at the receiving end, 2nd call by Black at receiving end; if they disagree, 3rd Call (final) by any other player.
- No drift cards in the morning.
- No re-beading requests.
- Winners only record their game score on the central scoresheet, maximum 75 points.
- A player can get a bye once, recorded as a win at the average points recorded that game. (Write BYE on scoresheet.)
- Players in the top half go into Upper Division for Round Two; players in the bottom half go into Lower Division for Round Two; based on number of games won then points totals. Odd player goes into Lower Division.
- Points do not carry over to the afternoon.

ROUND TWO: Afternoon Mingles (playing doubles):

- Upper Division (pink) and Lower Division (green) draw and score separately.
- Three 16-frame (8 rounds) Mingles Doubles games.
- Before the practice discs, the partners on Black can switch ends.
- Practice discs: 4 setup.
- Beads are added if needed to used courts before the Afternoon Mingles begin. No additional re-beading.
- For close discs, either player at receiving end may ask for 1st Call by any player from another court; other player at receiving end may ask for 2nd call by any player from another court; if the 1st & 2nd calls disagree, 3rd Call by TD or TD's designee.
- Ties are broken by two frames: yellow out at head and black out at foot. If tied again, 4-disc lag. (No break before lag.)
- Only winners record the amount they won by (the difference between the winning and losing scores), using the provided scorecards, maximum 75 points. Amounts less than 8 will be counted as 8.
- A player can get a bye once, recorded as a win at 75% of the highest points recorded that game.
- If there are three odd players in a Division, no bye – the player without a partner plays as their own partner, playing both ends (walking). If a player is physically unable to walk, they may redraw or be reassigned by the TD or the TD's designee.
- Top four players in each Division advance to the Playoffs.

ROUND THREE: Playoffs (playing non-walking singles):

- Two 12-frame non-walking singles games, 6/6 format. Yellow out after color change.
- Top 4 players in each Division draw separately for opponents for first game.
- Winners of first game play second game for 1st and 2nd placement; losers for 3rd and 4th placement.
- Practice discs: 4 setup before play on each color.
- No break when changing colors.
- Beads are added if needed to used courts before Playoffs begin.
- For close discs, either player may challenge and request a final call by TD or TD's designee.
- Ties are broken by two frames: yellow out and black out. If tied again, 4-disc lag. (No break before lag.)
- Players may choose to do a 4-disc lag or flip a coin for final position instead of playing their Finals game.

Shootouts (if any):

- Two frames of singles, yellow out then black out. Assigned court. Random draw for color. 2 practice discs.
- Tie is broken by a 2-disc lag.

West Coast District Championship Mingles

One-Day Weekend Tournaments

Reservations

All tournaments take place at Ranch Mobile Home Park (218 Lake Road, Clearwater, FL 33764), limited to 32 players. Advance reservations are available through the WCD website and in-person reservation form.

Website: <https://westcoastfsa.com/tournaments/>

Once the 32 available spots are filled, players that make a reservation will go on the Alternates list.

Cancellation of a reservation is accepted any time prior to sign-in via the WCD website or by email or phone.

Players that are a “no show” for sign-in at the event will only be eligible for the Alternates list the next time they submit a reservation

Alternates will be notified when a spot opens up for them before the day of the event.

Open spots at sign-in are filled on a first-come/first-served basis at sign-in (Alternates first, then others).

Advance payment is not available. Payment will be onsite the day of the tournament at sign-in.

Players who have not participated in any previous event get reservation priority if reserved at least 7 days in advance.

The February and April events are Open, i.e. players from other districts and states are welcome.

Tournament Entry Fees and Payouts

Entry fee of \$20.00 per person, \$2 goes to the Club, \$3 goes to WCD, remainder goes to the player prize pool.

Payouts based on 32 entries (\$480 in prize pool):

(2/3 to Upper Division; 1/3 to Lower Division; 40% - 30% - 17.5% - 12.5% for 1st thru 4th each Division)

Upper: \$128, \$96, \$56, \$40 (\$320 total) | Lower: \$64, \$48, \$28, \$20 (\$160 total)

Confirmed Dates

W01: Saturday, Oct 11, 2025

W02: Saturday, Nov 8, 2025

W03: Saturday, Dec 13, 2025

W04: Sunday, Jan 11, 2026

W05: Sunday, Feb 15, 2026 (Open)

W06: Sunday, Mar 15, 2026

W07: Sunday, Apr 4, 2026 (Open)

Schedule Designations

These tournaments carry a numbering designation of ‘W’ on the District schedule (i.e., W01, W02, W03, etc.), representing ‘West Coast District’ events.

Masters Points

WCD Masters Points are awarded to WCD players (but not in the Open events):

3-2-1-1 for Upper Division; 1-1-0.5-0.5 for Lower Division

All events that award Masters Points are restricted to players who belong to and represent a West Coast District club (WCD: Pinellas County, southwestern Pasco County, and a small portion of Hillsborough County), including St Pete Shuffleboard Club, Clearwater Shuffleboard Club, Pinellas Park Senior Center, and many mobile home parks.. WCD club membership is available at event sign-in.

General Provisions

FSA rules apply but penalties not enforced unless repeated or intentional violations, at TD’s discretion.

For live discs moved by accident, players can re-place discs and continue play if all agree, or replay the frame if any disagree with the placement.

Ties for advancement are broken by a shootout.

Lunch/Snacks/Drinks

Bring your own lunch. Coffee, bottle water, soda, cold green tea, and snacks are available.