

West Coast District Championship Mingles

1-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 games tally sheet, maximum 75 points.
- A player can get a bye, recorded as a win at 50 points. (Write BYE on tally sheet.)
- 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 players may be put in Upper or Lower at TD discretion.
- Wins and 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, playing for separate prize pools.
- Three 16-frame (8 rounds) Mingles Doubles games.
- 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: minimum 8 points; maximum 75 points.
- A player can get a bye, recorded as a win at 50 points. (Write BYE on scoresheet.)
- If there are three odd players in a Division, no bye – the player on Black plays as their own partner, playing both ends (walking). If a player is physically unable to walk, they may switch with a Yellow player (all players on court agree) or be reassigned by the TD or the TD's designee.
- Top four players in each Division advance to the Playoffs.
- Any FSA Pro player in the Lower Division must win all 3 games in Round Two to be eligible to advance to the Playoffs.

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

- 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, pusher calls and 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 second 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.

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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.

All events are Open: all players from other districts and states are welcome. TBD.

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: Sunday, Oct 11, 2026

W02: Saturday, Nov 7, 2026

W03: Sunday, Dec 6, 2026

W04: Saturday, Jan 23, 2027

W05: Sunday, Feb 21, 2027

W06: Saturday, Apr 3, 2027

Schedule Designations

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

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.

No hard shooting; don’t stop discs with feet; sit when play is at the other end; lift your cue when opponent shooting.

Lunch/Snacks/Drinks

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