

Major Sponsor:



Left Coast Team

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Championship 2007

Hosted By:



What: 6-Person Bring Team (add to 4)

When: June 8-10, 2007

Where: Tehama District Fair Grounds (shuffleboard is in the Gem Bldg.)
650 Antelope Blvd.

Red Bluff, California

Play on 12 Boards

Bowers 2007 Ratings

Cost: \$100/player Entry + (\$20 Pre-Registration before May 15th)

Team Limit & Format: Friday's Preliminary up/back seeding rounds start after Sponsor Sale

Sat. & Sun.: 12 Teams * 5 of 9 Games * 15 pt games * Single Elimin.

The Left Coast Team Championship is one of many events at the Redneck Championships, June 8-10th. The organizers are taking all competition seriously and will be awarding the top three winners in each event with "gold", "silver", and "bronze" medals or cash awards. To view a list of all the planned events (pool, darts, bull riding, arm wrestling, California 8-Ball Championships, etc.) running concurrent in different buildings and areas of the fair grounds and other details, visit the Redneck Championships website:

<http://www.redneckchampionships.com> Note: Gates will Open on Thursday at 12N for practice and late entry fee payments 'til 10PM

Schedule for 6-Person Bring Team - Left Coast Team Championship Event

Date Day	Fairground Gate Opens	Sponsor Sale	Preliminary Round Start (Up/Back)	Preliminary Round Ends (Up/Back)	6-Person Bracketed Match Start	6-Person Bracketed Match 2nd Rnd	6-Person Bracketed Match 3rd Rnd	6-Person Bracketed Match "Finals"	Fairground Closes
June 8th Friday	12 Noon	1:00 PM	2:00 PM	10:00 PM					11:00 PM
June 9th Saturday	9:00 AM				10:00 AM	2:00 PM	6:00 PM		11:00 PM
June 10th Sunday	10:00 AM						11:00 AM		6:00 PM

Friday's preliminary round "Up & Back" competition.

- The "Up & Back" competition will be used to determine the seedings for the Matchplay bracketed format on Sat. & Sun. The highest scoring team will get the #1 seed, on down to the last team.
- There will be 6 rounds of "Up & Back" play. A round will consist of 1 player from each team shuffling their weights "Up & Back" on 12 boards, attempting to score as many points as possible.
- After the shooting order of each team is determined (captain's choice), the first player to shoot from each team will be allowed to practice before the start of their round. Practice time approximately 15 minutes.
- At the end of each round the scores will be posted so each team, and the spectators, will know where they stand before the start of the following round.
- At the end of each round the next player to shoot from each team will be allowed to practice for approximately 15 minutes.
- At the end of play on Friday you will know who you play, and what time you play in the matchplay bracketed format which starts on Saturday.

LODGING & RV Parking

Lodging in Red Bluff, CA

Hotels, Motels & Lodges

American Inn, 530-527-3545
America's Best Value Inn & Suites, 530-529-2028
Cinderella Riverview Motel, 530-527-5490
Crystal Motel, 530-527-1021
Days Inn & Suites, 530-527-6130
Econo Lodge, 530-528-8890
Hampton Inn & Suites, 530-529-9916
Lamplighter Lodge, 530-527-1150
Red Bluff Inn, 530-529-2028
Red Bluff Travelodge, 530-527-6020
Sky Terrace Motel, 530-527-4145
Sportsman Lodge, 530-527-2888
Super 8, 530-527-8882
Triangle Motel, 530-527-4542

Campgrounds & Recreational Vehicle Parks

Bow River Moblie Home Park, 530-527-3570
Cal Guest SVC Inc., 530-527-4416
California Guest Service, 530-529-1512
Durango RV Resort, 530-528-9232
Hampton Inn & Suites, 530-529-9916
Idlewheels RV Park, 530-527-4434
O'Nite Mobile Home Park, 530-527-5868
Red Bluff RV Park, 530-529-2929
Rio Vista Estates, 530-527-2793

Lodging in Corning, CA

(Located 20 miles south of Red Bluff)

Hotels, Motels & Lodges

American Inn, 530-824-5103
Best Western, 530-824-2468
Casino, 530-824-3220
Comfort Inn, 530-824-5200
Days Inn, 530-824-2000
Economy Inn, 530-824-4322
Holiday Inn Express, 530-824-6400
Note:
Ramada Inn, 530-824-8300

6-PERSON BRING TEAM - OFFICIAL "UP and BACK" Seeding Event - How to Play & Score

"UP and BACK" is a variation of "HORSECOLLAR". Each contestant uses one set of pucks [4 with RED tops, and 4 with BLUE tops]. Each contestant will slide all 8 pucks one at a time from one end of the table UP to the other, attempting to get at least one into the 3-zone or better to get the scoring started. You may bump or tap your pucks to accomplish this or simply lag one in. All pucks must be past the long foul line or removed from the board immediately.

Summarizing, the objective is to get at least one puck into the 3 point or better zone in order for any points to count. When all 8 pucks have been shuffled, the score for that end is counted as shown in "Method of scoring" section. Then, shuffle all 8 weights BACK to the other end and score points accordingly, thus the name "UP and BACK".

How to count players scores- "Method of scoring"

After all 8 pucks in a frame have been played, it must first be determined whether at least one puck is completely in the 3-zone or overhanging the end (13 point zone), or the left or right corner of the end of the board (26 point zone). If there is NO puck in this zone, NO SCORE OF ANY KIND CAN BE COUNTED, regardless of how many pucks remain on the board.

If there is at least one puck in the 3-zone, or overhanging the end (13 point zone) or the left or right corner of the board (26 point zone), then the score is counted as follows:

- * All pucks overhanging the left and / or the right corner along with overhanging the end of the board count as 26 points.
- * All pucks overhanging the end of the board count as 13 points.
- * All pucks between the 3 line and the end of the board count as 3 points.
- * All pucks between the 2 line and the 3 line including any touching the 3 line count as 2 points.
- * All pucks touching or in front of the 2 line count as 1 point. This applies to the entire area up to the long foul line, and the puck must be completely clear of the long foul line to count.
- * All pucks which fall into the gutters, or do not completely cross the long foul line are dead and do not count.

SCORE COUNT SUMMARY

In order to score any points, you must have at least one puck in the 3-zone or better (It doesn't have to be the first puck thrown, in order to score). For example, if at the end of the frame you had one puck in the 3-zone, two pucks in the 2-zone, and the rest (five pucks) in the 1-zone past the long foul line, you would score that frame as 12 points.

Hangers are worth 13 points. (A hanger is a puck that is hanging partially off the end of the playing surface).

Hangers that are hanging partially off both the end and the side of the playing surface are worth 26 points.

NOTE: A puck hanging only off the side of the playing surface has no special meaning or point value unless it is a 26 point hanger on one of the two corners.

6-Person Bring Team Registration Form

(Add to 4 or more)

Team Captain Name (must be the one to register each team):

Address: _____

City: _____ State: _____ Zip: _____

Home Phone: _____ Wk Phone: _____ Cell Phone: _____

Email: _____

	NAME	BOWERS 2007 RATING
Team Captain:	_____	_____
Player 2:	_____	_____
Player 3:	_____	_____
Player 4:	_____	_____
Player 5:	_____	_____
Player 6:	_____	_____

One-Time Registration Fee: \$20.00/Player plus Event Entry Fee \$100/Player
(Total of \$120 per player prior to May 15th; or \$130 per player if not paid in full before May 15th)

Amount Enclosed: _____

NOTE: All teams must submit a minimum of \$20/player pre-registration fee before May 15th. Any unpaid balance due for each team may be paid upon arrival on Thursday (gates open 12N) until 10PM or before the Sponsor Sale on Friday between 12N and 1:30PM. 100% of total fees must be paid either via pre-registration form submission, or balance paid at the event before 1:30PM on Friday (June 8th).

Send your team entry and pre-registration fees before May 15th to: (Do Not Mail any payments after May 15th)

Dan Hitt, Tournament Director

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