

COLOR CHANGE PROCEDURES FOR THIRD GAMES

In order for the order of hammers to be correct in 12-Frame Singles and 16-Frame Doubles when disc color is changed at the half-way point, the color ledger board must be changed when the players change disc colors. In order to understand why that is true, we must first think first in terms of players or teams then add color to the equation.

16-Frame Doubles

In a 16-Frame game where Team A is playing Team Z, we understand that the lead would be as shown below.

FRAME	LEAD	LEAD	FRAME
1	A	A	9
2	A	A	10
3	Z	Z	11
4	Z	Z	12
5	A	A	13
6	A	A	14
7	Z	Z	15
8	Z	Z	16

As can be seen “A” leads out the first round and “Z” leads out the last round and the hammers are in correct order.

Now let’s add the color for the first 8 frames.

FRAME	LEAD	LEAD	FRAME
1	A	A	9
2	A	A	10
3	Z	Z	11
4	Z	Z	12
5	A	A	13
6	A	A	14
7	Z	Z	15
8	Z	Z	16

For the second half of the game, “A” and “Z” must switch disc colors and, in order to maintain the correct order of hammers, must also change the color ledger board as illustrated below.

FRAME	LEAD	LEAD	FRAME
1	A	A	9
2	A	A	10
3	Z	Z	11
4	Z	Z	12
5	A	A	13
6	A	A	14
7	Z	Z	15
8	Z	Z	16

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12-Frame Singles

In a 12-Frame game where Player A is playing Player Z, the lead would be as shown below.

FRAME	LEAD	LEAD	FRAME
1	A	A	7
2	Z	Z	8
3	A	A	9
4	Z	Z	10
5	A	A	11
6	Z	Z	12

As can be seen “A” leads out the first frame and “Z” leads out the last frame and the hammers are in correct order.

Now let’s add the color for the first 6 frames.

FRAME	LEAD	LEAD	FRAME
1	A	A	7
2	Z	Z	8
3	A	A	9
4	Z	Z	10
5	A	A	11
6	Z	Z	12

For the second half of the game, “A” and “Z” must switch disc colors and, in order to maintain the correct order of hammers, must also change the color ledger board as illustrated below.

FRAME	LEAD	LEAD	FRAME
1	A	A	7
2	Z	Z	8
3	A	A	9
4	Z	Z	10
5	A	A	11
6	Z	Z	12