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FROM THE EDITOR

By Linda Mojer

Now, I know what you're thinking. What on earth is this cover all about? Where are the racquetball players? But it got your attention didn't it? Now keep looking, and you'll learn about developing a random theory, doing a little research and "stretching the envelope" of traditional thinking

regarding racquetball's origins. We think it's great fun and hope you enjoy reading about the Mayan Ball Game – then reflecting on just how easy you've got it here in 1994.

Along with this slightly off-center editorial theme, you'll also find your handy AARA official rulebook in the center of this issue, reproduced in full, glorious *detail*. You'll need to hold on to it, since it will be the only rules publication to be mass distributed this year. Other versions of the official rules will be reproduced in the form of an AARA club poster and in the annual Factbook (formerly the Media Guide/Tournament Program) later in the season, but availability will be limited.

So, not only is RACQUETBALL Magazine constantly striving to improve, all AARA publications undergo periodic reviews for practicality and cost-effectiveness. Although we've had to cut some corners to accomodate the rules printing ("Industry News" and "America's Most Wanted" will return in March/April), we think it's a practical solution to getting the rulebook into the hands of the entire AARA membership.

Last, you'll see that the pro tour coverage is expanding as the tours themselves continue to grow, and that instructional segments are still a major component of this year's editorial mix (with special thanks to Ektelon's Judy Piercey).

But still (as always), we want to hear more from our readers about what, exactly, they want to read in 1994 and we hope you'll let us know – in no uncertain terms – your thoughts for the new year.

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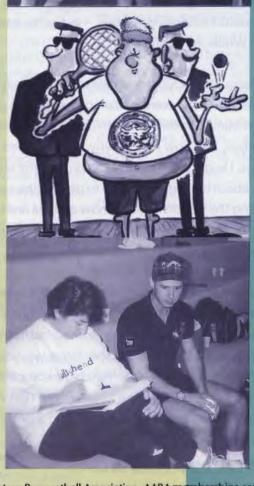
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Mayan folklore describes an ancient rubber ball game. Could it have been racquetball's "roots?" Computer imaging & artwork by Dave Titus.



Vol.5, No.1 January February 1994



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reader forum

BAG HANDLED

I was at a recent racquetball tournament and I have *never* left any tournament with so many lacerations, abrasions, contusions and hematomas, as I did from this one—and I was only a spectator. I was there to watch my son Jeffrey play. I lost count of the number of times I was jolted by one of those "bigger is better" racquetball bags the current crop of players are carrying around. I was knocked over by one of these bags, and the person carrying it didn't even realize it. He obviously could not see over his bag as he walked to a court. On another occasion I was eating my lunch when I saw I was about to get creamed by a "bag." Needless to say, I wasn't quick enough and my lunch ended up on the floor. I saw one person open a bag containing a couple of racquets, some extra clothing, gloves and then I could not believe my eyes — out of his bag pops a personal trainer. Where will it all end??

When racquetball clubs were designed, the areas where spectators stand, sit and walk were not made with Sister Sara and her two mules in mind. I know weight training is a part of conditioning for racquetball, and now I know why. It's so players can lift their two ton bags. I know there are rules to protect the racquetball players, so how about having some rules to protect the spectators? Instead of limiting the size of racquets, how about a limit, whether it be by weight or capacity, on these ever so dangerous, larger than life racquetball bags. . .

How about checking your bag, like at the airport, so when you arrive at the tournament, all bags are safely confined in a designated area? When a player wants something from their bag, you go to that area to get it. Thus, all spectators will be in a safe and sane environment, where they can watch the competition, and not play "dodge bag." One last thing ... where can I get one of those bags, so I can fill it with lead weights and fight back at the next tournament?

Armando A. Mayorga Sonoma, California

INCONSOLABLE

Most amateur tournaments do not offer consolation rounds anymore, opting instead for single elimination formats. Why is this? I entered a series tournament four years ago and shelled out a lot of money and was eliminated in the first round. Bad enough, but next the tourney director tells me that there is no consolation round. This was supposed to be understood in this tournament series. Today you seldom find a sanctioned tournament offering a consolation round.

To be honest, I'm a B player and at a recent local event, inside of thirty minutes I was retired. My ego can handle this, but my ethics can't. The individual who won the B division also went to the quarters in the A's!! This absolutely defeats the purpose of amateur levels of play and is compounded without consolation rounds.

My suggestion is simple. In all AARA sanctioned events, all players may only enter one skill level of play with the second event being age group or doubles. This rule change would promote less so-called "sandbagging" and truly challenge all participants to excel in their true level of play. In the '93 Media Guide is an excellent "How Do You Rate?" guide to help everyone find their true challenge zone!!

I would love to hear any other suggestions or comments.

Brian L. Pope Elsmere, Kentucky

THE PRO ISSUE

I have been to the National Doubles several times and have always done well and enjoyed the tournament. This year in particular, however, the trend of current and/or past professional racquetball players entering the age division events was more evident. I heard many legitimate grievances from players regarding these occurrences that I don't think reached the directors of the tournament

This is supposed to be an amateur event, so it seems unfair to eliminate the amateurs by having them play professionals, doesn't it? I cannot understand why players who have achieved national fame and acclaim, in addition to considerable earnings, would want to compete in an amateur event against players who have not had the time nor the ability to compete professionally.

I have played racquetball for 12 years and am 42 years old. If I played the age division that I qualify for, there would probably be no professionals that I would be matched against. Instead, I played women's 35+ and mixed 35+ and took third place in both events, not a bad showing. I did meet Molly O'Brien in the semi-finals of the mixed and my partner and I were rather surprised (and dismayed) at how few errors she made, rather like one would expect of someone who plays racquetball for a living. I can only imagine how discouraging it must have been for players to meet professionals in the first or second round of play.

Of approximately 30 players from my club who participated, four of our teams had to play women who are currently ranked on the pro tour. This was an unexpected turn of events for our players who trained hard and paid a considerable sum of money for this tournament. I do think that this situation will contribute to the demise of this tournament as far as amateur play is concerned. I feel that players who must travel across the country in order to compete will think twice about doing so.

Elaine Dexter Dublin, California

STATE RANKINGS

I just wanted to congratulate you for the improvements that have been made to RACQUETBALL Magazine over the past few years. I look forward to receiving every new issue.

I have heard many different suggestions for finding out what one's rank is, and the different ways to handle any mistakes pertaining to ranking. We do not receive a listed ranking in our newsletter, yet players in other states have told me that they have. Is this something that each state should be doing, or is this up to the state and the resources that they have? I have read that concerns regarding ranking points should be written or phoned in to the national

office. Is this a simple process which is done by players all the time? Why not just place the ranking points next to each division's top ten, much like you do with the state they reside in? As a B player, I often wonder how my points rank up against the top ten in my division. By placing ranking points next to the state, players would be able to know if there is a problem with the rankings (or their exclusion from them).

David M. Beaulieu Beverly, Massachusetts

DOUBLES REFFING

Wasn't Phoenix great!? The people, the weather, and all of you did a great job. But isn't it strange how people seem to be deaf when it is announced "We need a referee!" This is not just at the nationals though – as we all know, it happens at state and local tourneys as well.

One thing I would like to see is less experienced players get more involved in becoming a referee and even becoming certified. It is very simple if you get with it – study the rules and learn the game. Go to your club and ask your friends if you can referee their game, referee on league nights and local tourneys and soon you will be ready to take the certification test. And yes! I'm going to take it myself as soon as I can.

Joe Woods Houston, Texas

MR. KAPLAN'S FEET

I just wanted to thank everyone who took the time to assist Mr. Kaplan in finding good shoes for



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his aching, double E feet. We received several letters containing good information on how to find "oversize" court shoes and passed it along to him directly.

Editor

FOR THE RECORD

In the last issue, the results of the Mixed 19+ division were omitted from the National Doubles coverage. In that final, Laura Wall and Mark-o Perez defeated Sharon Jahn and Kevin Wriston, 15-11, 15-11. Also, Stockton pro coverage on page 29 cited Cliff Swain as winning a fifth game against Woody Clouse 11-0. The actual score was a much closer 11-9, as shown in the results section. On page 11, Rex Lawler was omitted from the list of approved AARA stringers.



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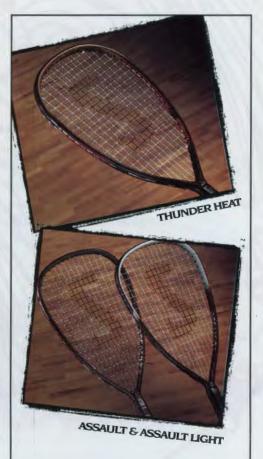
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Assistant Coach/U.S. National Racquetball Team
Head Coach/U.S. Junior National Team
Assistant Coach/U.S. Junior National Team
Qualified applicants will then be interviewed at the U.S. National Singles Championships in Houston, May 26-31.

The U.S. Team Committee will also be accepting applications for the positions of Team Leaders and Team Managers for both the adult and junior national teams (interviews at national singles are optional for these positions). For more information, or to obtain an official application, please call Jim Hiser at 719/635-5396. Forward completed paperwork to: U.S. Team Committee, 1685 West Uintah, Colorado Springs, CO 80904-2921, by February 1, 1994.



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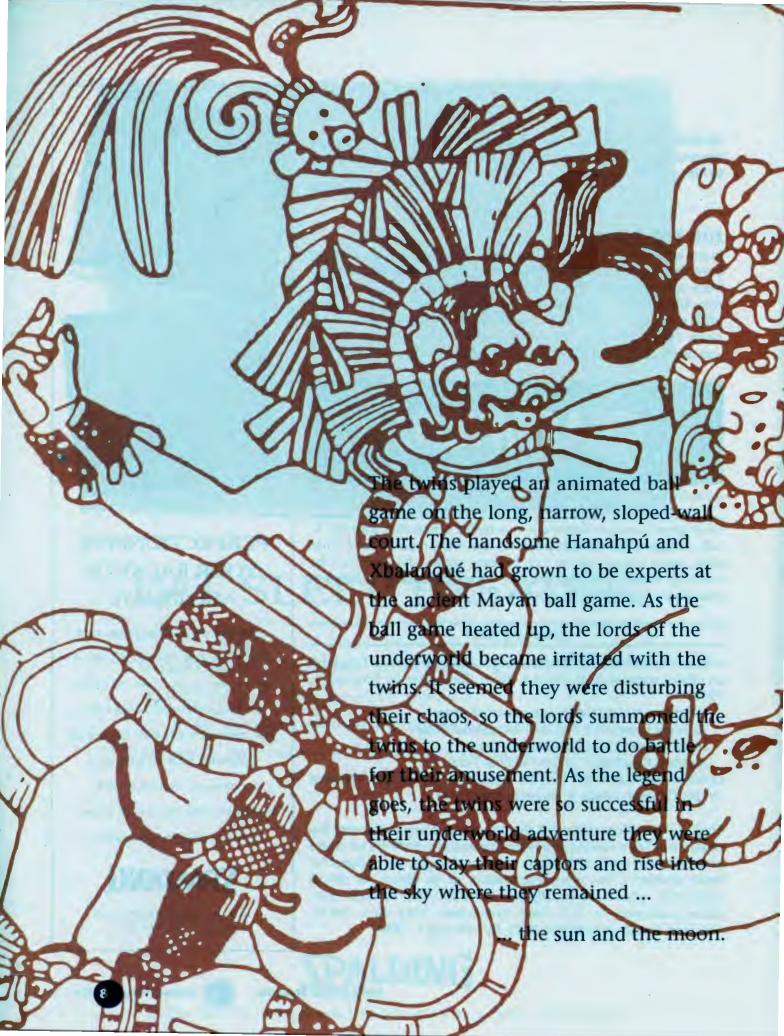
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nfamiliar with this little tale? We thought it might be a bit obscure, but it could also have profound meaning and provide an insight to the game of racquetball we know and love.

Picture this ... a solid rubber ball, slightly larger than a modern basketball, weighing in excess of five pounds, put into play by two players or two teams of up to 20 on each team on a long, narrow, capital "I" shaped court.

The players were clad in protective gear consisting of stone, leather or wicker yokes, hip skirts and waist bands, in addition to colorful headdresses, and other accoutrements of the day (see "Earthmonster"). The ball could not be touched by the hands, except perhaps to be put into play on the hip or shoulder by holding the ball with the hand palm up to drop it. In some recorded instances, a stone glove was used to put the ball in play.

In the stands that sloped upward from the court, spectators wagered huge amounts of the barter items of the day, including pottery, gold jewelry, jade, turquoise, household goods, land and even kingdoms. At stake on the court could be the mediation of political issues, or the completion of ritual ceremonies culminating in sacrifice. Or, in the case of the plebe-

ians, the game could simply be a form of entertainment, competition or a way to blow off a little steam.

Not much is documented regarding the actual playing of the Mesoamerican ball game, due in part to the fact that the game was played differently in many locations and over long periods of pre-

rubber tree. The
Mesoamericans used this latex
to make waterproof bottles
and a form of waterproof foot
coverings. Naturally, the
Mesoamericans didn't call this
product latex, but Cahachu, a
word that in various forms
and spelling is the word for
rubber in most European
languages.

THE MAYAN BALL GAME

Columbian history. But based on written history as well as artwork rendered on pottery, glyphs and baas relief on walls and other carved edifices, it stands to reason that with the conquest of Mexico, Central and South America the Spaniards took home not only the ball game itself, but the very item that made it possible, the bouncing, *nubber* ball.

When the first European explorers came to Central and South America, they found the Mesoamericans playing with bouncing balls made of rubber. The explorers learned that the Mesoamericans made these balls from latex, the milky white juice from the

The Spanish in particular described this unusual object (the rubber ball) as being "...made from the sap of a tree which grows in the hot country, from which trickle some thick white drops when it is punctured, and which soon jell, which when mixed and kneaded turns blacker than pitch. Of this ulli they make their balls ... which bounced and jumped as lightly as air-filled balls, and were better because there was no necessity for blowing them up."

The hevea tree that produces this cahachu grows in a geographical belt that extends about 700 miles on each side of the equator. This area



MN dais

October 1997

October

includes tracts of landolphia vines in Africa, quayule bushes in Mexico and Castilloa trees in Central America, all of which provide the only natural sources of rubber in any quantity. Of the sources listed, only the hevea trees yield rubber in large amounts.

So, it is easy to see that the Mesoamericans had a ready supply of rubber for their ball games, but that European populations did not have ready access until the middle 1800's when Goodyear developed "vulcanization."

In fact, prior to the Spanish conquest of the New World, European ball games used leather balls that were filled with hair or contained an inflated bladder. Indeed, the Spanish word for ball is Pelota, a word derived from "pelo" which means hair.

Ball games such as court tennis, jaialai and pallone all used these types of balls despite their origins in Europe, Egypt and the Near East. In addition to the availability of rubber, there are several other reasons why the rubber-ball games of the Mesoamericans might have been the logical precursor of racquetball.

The ball game was an integral part of classic Mayan culture. The game was played throughout ancient Mesoamerica, although the method and object of play varied from area to area and was modified over time. Today, nearly every known Maya site has one or more ball courts. As cultures came and went and trade flourished between them, the ball game's popularity grew to cover huge areas and extended well into the American southwest regions where more than 200 ball courts have been discovered.

And, consider the following ... Just as racquetball has gone through periods of rule changes and various court modifications to reach a generally accepted standard, so it appears that the Mesoamerican

Graphics (this and facing page) "Maya Ruins In Central America in Color" by William M. Ferguson [University of New Mexico Press, 1984]

(Pages 8, 9 & 12) "The Mesoamerican Ball Game by Vernon L. Scaborough and David R. Wilcox (eds.) [University of Arizona Press, 1991]



rubber ball games also came to accept a standard structure and form that held from the Lowlands to the Highlands.

One interesting archaeological supposition is that the form and angle of the masonry walls made the court slower or faster – a common variable that "weekend warrior" racquetball players contend with at every tournament.

Today, recreational players are the largest segment of the racquetball population. The same was probably true for the Mesoamerican ball game. But the latter also acted as a forum for opposing groups to vie for social and political status as well as allowing certain elite groups to confirm their social and political powers.

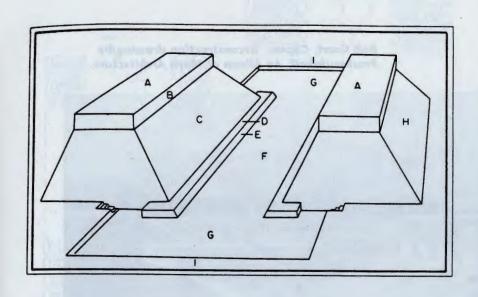
Additionally, the rubber ball game encouraged spirited betting amongst the audience – a practice only occasionally noted in racquetball spectators of this age.

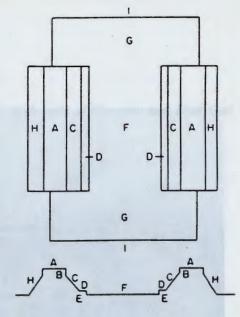
At its highest levels of abstraction, the rubber ball game prescribed a set of actions or words which involved its participants and spectators in certain beliefs of occult power. Frequently, racquetball players and their fans share responsibility or blame for certain actions with a higher being. Some ethnologists feel that this type of appeal moves sport to a higher level of cultural importance, namely

ritual, but this is strictly speculation where racquetball is concerned.

If there is a relationship between the rubber ball game and racquetball, what evidence do we have that the Mesoamerican game may have migrated north to leave subliminal cultural traces that 2000 years later evolved into racquetball?

Well, consider the archeological significance of the Hohakam ball courts found in over 200 sites in southern Arizona. These ball courts, first studied systematically in 1934, reveal a stylistic and substantive debt to the Mesoamerican rubber ball game. Both had high parallel





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- **B** Upper Wall
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- D Bench
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- F Playing Field
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- H Ball Wali
- ii buii vvuii
- I End Walls

embankments flanked to a playing alley and individual markers within the playing court.

Both used a rubber ball, which appears to be proof that the Hohokam made their ball from guayule found in the American southwest. Both games were used as part of a ceremonial exchange system that served to "federalize" semi-autonomous regions.

While the evidence is not overwhelming, it is certainly enticing to speculate that the available data shows a northward migration for the rubber ball game.

Since the sociological implications of racquetball have not been extensively studied, there are no outstanding analyses about why certain members of our society choose to play the game. Neither are there speculations on what form and function the game plays in our culture, or why a game played with a rubber ball on a court holds such appeal to so many.

In an article entitled "The Other Racquet Sports," author Dick

Squires indicates that court tennis was the rage in twelfth century Europe, played with balls made of leather, filled with hair or an inflatable bladder. He also theorizes that court/racquet/ball games were probably brought back to the continent by crusaders, as similar ball games have been recorded in the ancient Egyptian and Phoenician cultures. However by the fifteenth century, the discoverers of the "new world" had certainly brought the rubber substance back with them and the game would have probably been influenced by their tales of the "indians" they found playing the game in the new world.

While drawing no conclusions from this information, isn't it interesting to consider the origins of our sport from this perspective? All of the theories cited make it at least plausible that the rubber ball game — either through a Pan-American cultural bias or because of its wide geographical range — evolved over several millennia into new world ball games like shinny, hoop, lacrosse and perhaps even ... racquetball.

Special thanks to AARA staffer Rebecca Maxedon and (at the researcher's request) an anonymous contributor who furnished the initial draft of this article.

EARTHMONSTER

Like the twins, the earthmonster played a major role in the Mesoamerican world view. In Aztec times, the monster Tlaltecuhtli, whose back was the earth itself, was thought to be female. Her head was in the east. and the entrance to the Underworld was through her jaws. In terms of such cosmology, wearing a yoke carved in the form of the monster symbolically located the participant within a sacred and mythical framework. Participating in the ballgame meant not only a ritual awareness of death and afterlife, but the actual possibility of death through sacrifice.

Today the jungles of the Yucatan reveal timeless cities in ancient korts and temples. An ancient symbol of power and protection is revealed emanating through the people, rain forest and sports games. It is Earthmonster.

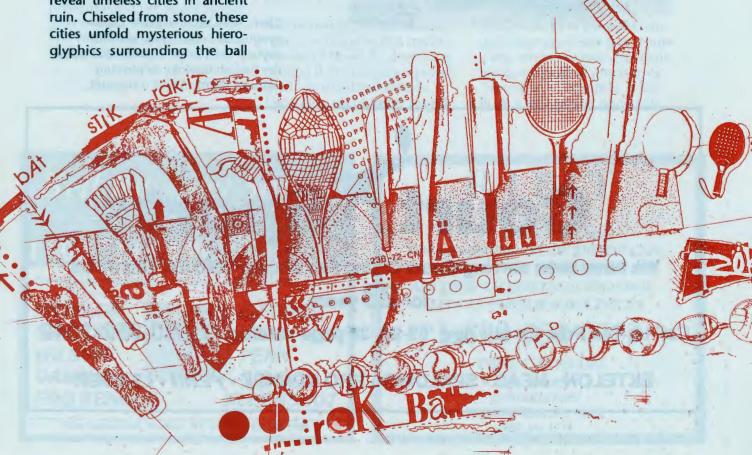
As the ball kort games developed, so did the methods. At first, the hand was used to project the ball through the territorial goal, but as the sport progressed in style and speed there became a need to target the ball with a hand tool ... the beginning of the thrust sport.

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IF BUBBA PLAYED RACQUETBALL

By James Woolcock

After almost a full year in the White House, watching our President jog each day urges the inevitable question, "What if Bubba played racquetball?" As far as politicians go, memory points to Governor Big Jim Thompson of Illinois as a racquetball player. But, our newest President ... now that's really worth considering!

First, let's talk equipment that our Bubba would use. The baseball cap would have to go, replaced by a Head sweatband. Useful for the instructions, indicating to the player where the headband goes. For our Bubba, with lots of important issues on his mind, an instructional headband would be helpful.

Then, he'd have to have Leader eyeguards ... that goes without saying. Let's hope he wouldn't make the foolish mistake of playing without them. As for a racquet,

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Finally, the shoes ... "gotta be the shoes." Certainly, Ektelon's Renegade is out ... you guessed it, politically incorrect. Head's Anatom fits the bill ... our Bubba has a penchant for the latest technology, and he'd like their little drawing in the advertisement.

Now, let's get to the courts. Bubba's entourage would present a problem. Do you station Secret Service men inside the court? Well, they would most likely get in the way, a "Secret Service" hinder, if you will. O.K., we put Bubba on the glass, make it bulletproof and put the Secret Service guys outside. That's better, but one can't help but envision a scenario like this:

Bubba (to his opponent, after a rally): "Did you get that ball?"
Opponent: "Yes, I got it clean!"
Bubba (yells an appeal to a
Secret Service guy, who was watching the match, instead of watching for trouble): "Did he get that ball?"

Secret Service Guy: "That ball double-bounced, Mr. President, your point."

Bubba: (to his opponent): "There you go, my point!"

As for style, you'll note that our Bubba is a good-sized left-hander. So, he'd most likely be an intense, center-court strategist, using his size to squeeze his opponent out of center-court. It also goes without saying the President would prefer to be a power player.

But, remember, our Bubba is aging, and age makes control players of us all. So, I see him mixing it up, playing a power game as situations dictate.

Deception on his serve would

be expected, since deception is a strength of any successful politician.

Finally, what about his racquetball ambassadorship? Well, our Bubba would invite our various national champions, as well as stars of the pro tour, to the White House. I see him being a big fan of Mike Ray ... you know, southpaw, southerner, and all. I also see the global spread of racquetball as a natural interest for our Bubba. With the '96 Olympic Games on U.S. soil, he would join us in lobbying for racquetball as a demonstration sport in Atlanta. Bubba would crown this achievement by playing a few points with Chris Cole, for all the world to see. Would Chris "crack-ace" the President?

Well, enough of these dreams and musings. There may come a day when our new President plays racquetball and is truly "one of us." Certainly, if Mr. Bush could get the hang of it ...



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PROfile

COCA COLA PRO/AM HOLIDAY PRO STOP HOPS IN DENVER

Swain wins Stop #9 at Lakewood Athletic Club By Ann Mocchi

Powered by what one spectator thought must be rocket fuel, #1 seed Cliff Swain blew past Mike Guidry 11-8, 11-4, 11-5 in the final match of the Coca Cola Pro/Am Holiday Pro Stop at the Lakewood Athletic Club in early December.

The left-handed Swain, who's known for his intensity no matter who he plays, was ready to pay back fellow southpaw Guidry for handing him a semi-final defeat in Chicago this past October.

"We've played about 10 times now," Swain said. "He beat me this last time, so I was definitely anxious for revenge.



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Revenge is sweet - it's not just a cliche."

Swain passed, pinched and aced his way toward that revenge in the first game. Despite jaw-dropping gets and dives that left the crowd ooohing and aaahing, Guidry was unable to stop Swain from snatching a crucial firstgame win. Guidry walked away from the first game simply muttering, "So many chances, so many chances."

Game two saw Swain killing Guidry's serves on the return and touching off shot after shot, spurring Guidry to dive for balls just out of reach.

By the third game Guidry was just shaking his head. Swain's relentless serves and smorgasbord of shots left Guidry skipping like a schoolgirl.

"I missed quite a few forehands," Guidry said, "which is normally my best shot."

"Cliff is just so good, and he keeps the pressure on. If you're missing your shots, you're going to have a rough time of it." Guidry said.

Rough perhaps, but not hopeless.

While play was stopped in the third game at 9-1 to sop up the sweat from Swain's and Guidry's court acrobatics, the referee took the opportunity to remind the spectators to stay in their seats for the awards presentation after the match.

However, Guidry had no intentions of giving up the match quite so soon. With the fans cheering behind him, Guidry nabbed a quick four

points in a row. It wasn't until Swain mustered the gumption to irreverently crush a Guidry hard "z" serve that Swain was able to regain the serve and put the 11th Swain/Guidry match-up to bed for good.

The victory marked Swain's third IRT title in a row, boosting his '93-'94 season total to a dashing seven of nine. The occasion was also momentous for Guidry, who bumped #2 seeded Andy Roberts and #3 Drew Kachtik out of Lakewood's Reindeer Games, and found himself in his first pro stop final ever.

"You'll definitely see Mike climb to the top four this year," Swain praised.

"That means a lot coming from Cliff," Guidry said.





SENIOR MASTER SEASON KICKS OFF

WOMEN'S SENIOR MASTER CHAMPIONSHIP

The Women's Senior Master National Championship will be held January 28-29 at the Racquetpower Health & Fitness Club in Jacksonville, Florida. The event, now in its fifth year, is expected to draw the largest numbers ever, due to the popularity of the site and the reputation of the tournament staff. Not to mention sunny Florida in mid-winter...

The tournament received a boost earlier in the season when it was designated a qualifier for the U.S. National Singles for women 35 and over. Players who compete in the event will not only enjoy a full weekend of competition among their peers, but will also be able to qualify to compete in Houston over the Memorial Day holiday in May.

Divisions are offered in 35+, 40+, 45+, 50+, 55+, 60+, 65+, 70+, 75+ and 80+ and will be played in a self-officiated, round robin format. Accomodations are available from the Homewood Suites (904/733-9299) and Holiday Inn Baymeadows (904/737-1700). To receive an entry, contact Tournament Director Mary Lyons at 904/268-8888.

GOLDEN MASTERS NATIONAL INVITATIONAL

The Golden Masters National Invitational, for men and women 55 and over, will be hosted by the Merritt Athletic Club-Security in Baltimore, Maryland, April 13-16. Geared for the mature racquetball athlete, optional activities include a free Merrill Lynch Investment Seminar, and the possibility of package tours of Baltimore, Annapolis and D.C. and a Thursday evening Luau, if interest demands.

Singles, doubles and mixed doubles events are offered in 55+, 60+, 65+, 70+ and 75+. The event will be played in self-officiated round robins, and is also a designated qualifier for the U.S. National Singles in 55 and up. Accomodations are available from the Ramada Inn (410) 265-1100. The entry deadline is March 25, and you can obtain an entry by contacting Tournament Director Mary Linkous at 410/298-8700.

Racquetball fans can expect to see more bodytossing battles between these two cagey lefties throughout the remaining IRT season.

AMATEUR RESULTS -- Men's Open Singles: Mike Bronfeld def. Roger Harripersad; MAA: Todd Koechlein def. Jurgen Denk; MA: Randy Bernard def. Craig McBride; MB: Jim Mooney def. John Hanf; MC: Bruce Shaff def. Gary Hahn; MD/Novice: Tom Lauhan def Mike Olinger; M30/35: Mark Helton def. Jay Reinsma; M40/45: Jurgen Denk def. Gary Alexander; M50: Larry Crook def. John Hanf; Junior Boys: Adam Weiner def. Phillip Law; B8 and under: Brian Reed def. Jaime Campain. Women's Open Singles: Deb Gridley def. Laura Garcia; WAA: Linda Mojer def. Shirley Parsons; WA: Ann Mocchi def. Mary Rodriguez; WB: Julie Duca def. Janelle Williams; WC: Melinda Henderson def. Salina Hernandez; WD/Novice: Debby Hunter def. Piper Craig; Girls 8 and under: Molly Law def. Courtney Thompson. Men's A Doubles: George/Hazen def. Millery/ Watkins; MBD: Baumgarten/Rhone def. Moreno/Clark; MCD: Grein Desantis def. Dawson/Murrin. Women's Open Doubles: Bailey/Canella def. Garcia/Stevens; WAD: Ingraham/Whitelaw def. Colgate/Sims; Mixed A Doubles: Goodman/Goodman def. Skinner/Krugman.

CAMPBELL'S HEALTHY REQUEST/V-8 PRO AM: Swain takes Stop #8 at Tournament House in Riverside By Jack Newman

By Jack Newman

The 8th stop of the season made a welcome return to Riverside, where the players enjoy some of their best support. At the Tournament House this year the big question was whether anyone could put an end to Cliff Swain's one year winning streak in California tournaments.

In the first round, two local players managed to stage upset victories, the first going to Adam Karp over Mike Ceresia in a 11-4 tiebreaker, earning Karp his first trip to the round of 16. With a home club advantage, Steve Lerner was able to take his upset win in four games over 14th seed Michael Bronfeld, with every game going down to the wire with great gets by both players. All the remaining top seeds were able to move on to the second round.

In the round of 16 all of the top eight seeds advanced to the quarters but not without their share of problems. Kachtik earned a drawn-out super tiebreaker victory over Karp with a score



Swain winds up a forehand against Andy Roberts in Riverside. Photo: Tim Chapman.

of 18-16 in the last of their three games. Against Lerner, Mike Ray dropped game one but came back to easily win the next three. Jack Newman avenged an earlier season loss to Woody Clouse with a five game win in a match that featured three super tiebreakers and a match point for Clouse in game four. Bret Harnett was back on tour as he defeated Mike Guidry in four close games. The top seeds all won their matches in three straight.

The quarterfinals saw Kachtik avenge a loss to Doyle by winning their rematch in five games. Gonzalez was also able to avenge his last defeat to Mike Ray by winning that match in five games. These two matches showed how evenly balanced and competitive the tour is. Roberts continued his good play with a four game victory over Jack Newman. The last quarter found Swain continuing his strong play by again defeating Bret Harnett in four games.

Andy Roberts moved to his third straight final by winning

his semi-final against Ruben Gonzalez, using strong serves and good angles to take the win. Swain came up against a hot Drew Kachtik, who seems to have regained his form of two years ago and was out to de-throne Swain. The match went back and forth with each player winning two games. The fifth game went down to the wire, tied at 9-9 before Swain was able to finish the match 11-9 and move on to the finals.

Would Swain win again? Could Roberts lose three straight finals? The answer to both of these questions is yes! Swain looked strong and determined as he won the match in four games for his second straight tournament. And for Roberts, there's no shame in making an amazing three straight finals on this year's tour.

VCI CHALLENGE CUP SERIES #2: Swain wins Stop #7 at Merritt Athletic Club

The TransCoastal IRT Tour moved to the East Coast for the VCI Challenge Cup Series and the seventh stop of the season, where the Merritt Athletic Club's sidewall glass exhibition courts allowed overflow crowds to view the event, which also drew 300 amateur entrants. Baltimore brought a tough pro draw as many top East Coast players took their shot at the pros.

The first round produced some interesting match ups, along with a few upsets. In four games matches, Tim Doyle lost one game to top junior player Sudsy Monchik, Chris Cole advanced his new pro career with a win over local Mike Engel, and Dan Fowler, another local player, defeated Rob McKinney. Seeded #9, Dave Johnson struggled to defeat Derek Robinson 11-9 in the fifth game of a close match. The big upset in the round saw former pro Jim Cascio defeat up and coming John Ellis in four games, marking a setback in John's new pro career.

The round of 16 opened with Tim Doyle dispatching Aaron Katz in three straight, followed by another easy straight game win by Drew Kachtik over Todd O'Neil. Mike Ray and Jim Cascio staged a rematch from the 80's with Mike winning in four close games. The first upset of the round found Dan Obremski, who seems to be playing better with a limited schedule, winning easily in three straight over Ruben Gonzalez. Next Woody Clouse got a big serve going to defeat Jack



Roberts and Swain met again in the finals in Baitimore. Photo: Courtesy Killshot.

Newman in four. Andy Roberts eliminated Chris Cole in three, while Dave Johnson played one of his better matches of the year to beat a hot Mike Guidry in four. The final match saw Cliff Swain defeat local Dan Fowler in three games.

Tim Doyle fired up the quarters by overpowering Drew Kachtik, and almost served out with nine aces in the fourth and final game. Mike Ray struggled past an inspired Dan Obremski to win a close five game match. Dan was killing the ball well, but Mike was able to keep him off balance enough to win. Andy Roberts, playing on an injured knee, lost the first game to Woody Clouse 11-3, but then forced mistakes on Woody to come back and win the next three. The last match only went two games as Cliff Swain dominated 11-1, 11-6 against Dave Johnson. At the end of the second game Johnson took a nasty spill and had to retire.

In his semi-final, Roberts' knee injury appeared to slow him down as Mike Ray easily took the first game 11-3. But in the second it seemed that Andy's knee loosened up and Mike's game tightened up. Andy, with great straight-in kills, won the next three games to advance to his second consecutive final. The next match featured two of the game's best servers in Swain vs. Doyle. The only problem in this match was that Swain had a better return of serve, and moved to the finals with a straight game victory 11-5, 11-9, 11-5.

In the final it was #1 vs. #2, with Swain against Roberts. Cliff was looking to go through the tournament without losing a game, and got off to a great start by winning the first two games 11-4 and 11-8. But Roberts, who is as mentally tough as anyone on the tour, did not quit, and was able to win the next two 11-5, 11-7. The fifth game was all Roberts as he jumped out to a 9-4 lead and appeared to be on the edge of victory. But, Swain proved why he is #1 on the tour as he held off Roberts to win 11-9.

HALLOWEEN CLASSIC: Kachtik takes Stop #6 at Woodfield Athletic Club

October always means a trip to Chicago for the Halloween Classic, a favorite among the players, with rowdy crowds that bring a party atmosphere at the club. The amateur draw brought over 300 players from all over the midwest to this special event.

The first round brought some tough five game matches and a few upsets along the way. Jason Thoerner pushed #5 Drew Kachtik to a tiebreaker before bowing out, while Mike Ceresia and Dan Fowler had their usual war, with Ceresia again finishing on top. Brian Rankin took a 2-1 game lead over #10 Dave Johnson before losing in five. Former amateur champ Chris Cole won his first match with an upset win over #13 Roger Harripersad in a close five games. All the top seeds advanced with relative ease.

The round of 16 marked a complete sweep for the top eight seeds with only two close matches. Tim Doyle was lulled to sleep by Aaron Katz before coming back to win in five games. The other close match featured lefties Mike Guidry and Woody Clouse. In a match filled with diving and great rallies, Guidry won in a super-tiebreaker 13-11 in the fifth game. All the other matches were straight game victories for the higher seeds.

The quarterfinals began with Drew Kachtik defeating Ruben Gonzalez in three straight



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Drew Kachtik puts a forehand down the line against Ruben Gonzalez. Photo: Charlie Palek.

games, avenging some late season losses from last year. Tim Doyle won his second straight match over Mike Ray in five games of classic control versus power, while Andy Roberts quickly dispatched instructional colleague Jack Newman in three straight games. The last and best match of the night featured Mike Guidry, who covering the entire court and did a good

job returning top seeded Cliff Swain's serve to pull out the upset in five games.

The first semi-final was between two power players with Roberts against Doyle. In a typical see-saw match, Roberts was able to take the deciding fifth game and move to the final to defend his win in Chicago last year. The battle of Texas was next as long-time friends and roommates Mike Guidry and Drew Kachtik took the court. But the showdown never really got started as Kachtik played as well as he had in a long time, and took Guidry out in three.

The finals staged a classic rivalry between Drew Kachtik and Andy Roberts, who seem to have a genuine dislike for each other on the court. The match was a closely contested battle through the first four games, before the fifth game found Andy ahead 8-5 and on his way to a repeat victory. Drew fought back with good

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shots and some friendly bounces on Woodfield's famed court and was able to come back to win 11-8. This was Drew's first tour victory since December of 1991, and marked the first time in a year that a player ranked outside the top four has taken a win.

VCI CHALLENGE CUP SERIES #1: Ray wins Stop #5 at the New Club 230 in Montreal

The coveted VCI Challenge Series got underway with international flair in Canada, where the New Club 230 hosted this event for the second straight year. On the slower courts of this site, it always seems that the tour's control players have an edge, while the Canadian players have fun getting to show their stuff against the top American pros.

All of the first round matches ended in three games with one exception – Eric Muller and Mike Engel staged a tough five game match. Engel won the first 11-8, but Muller came back to win games two and three 11-4 and 11-3. Although Eric seemed to be on the verge of winning his first pro match, Engel dug in to win game four 11-7 and turn the tide to close out the match 11-2 in the fifth.

The round of 16, as always, offered great matches. Tim Doyle and Egan Inoue staged a drive serve battle on the slow court. In a match that was close as can be, Doyle won three close games 11-9, 12-10 and 11-7. Ruben Gonzalez and Todd O'Neil had a terrific five game match, with Gonzalez jumping out to a two game lead 11-2 and 11-7. O'Neil came back by playing his best racquetball, winning game three 11-2 and game four 11-9. The fifth game was tied 9-9 before Ruben was able to dive his way to a close 11-9 victory.

Mike Ray and Canadian hopeful Mike Ceresia played one of the strangest matches of the year. Ray won the first 11-4, only to be doughnutted in game two 11-0. Ceresia

INTERNATIONAL RACQUETBALL TOUR WRAP-UP

Stop #9: Coca Cola Pro Am, Denver Cliff Swain def. Mike Guidry 11-8, 11-4, 11-5

Stop #8: Campbell's Healthy Request/V8 Pro Am, Riverside Cliff Swain def. Andy Roberts 11-4, 11-7, 3-11, 11-3

Stop #7: VCI Challenge Cup Series #2, Baltimore Cliff Swain def. Andy Roberts 11-4, 11-8, 5-11, 7-11, 11-9

Stop #6: Halloween Classic, Chicago Drew Kachtik def. Andy Roberts 11-13, 11-8, 4-11, 11-8, 11-8

Stop #5: VCI Challenge Cup Series #1, Montreal Mike Ray def. Ruben Gonzalez 11-7, 11-9, 11-1

continued the onslaught, winning game three handily 11-2. What looked like a routine Ceresia victory turned ugly as Ray returned the 11-0 doughnut in game four. The tiebreaker was the only close game with Ray pulling out the 11-7 win.

Dan Obremski returned to action after missing the last few tourneys and looked good as he dispatched Jack Newman in four games. Drew Kachtik defeated Texas nemesis Aaron Katz in three blowout games. Next up, Andy Roberts fought off John Ellis in a close 13-11 first game, before taking the next two 11-4 and 11-7. Mike Guidry played his most consistent ball to defeat Woody Clouse in four close games. The last match saw Cliff Swain easily defeat Mike Engel in three straight.

The quarterfinals got off to a great start with the Doyle and Gonzalez match. Doyle, who has started off the season playing well, won the first two games 11-8, 11-6. But Gonzalez seems to thrive on comebacks as he easily won game three 11-1 and game four 11-6 to set up the tiebreaker, where Gonzalez enjoyed crowd support as he prevailed 11-9. Obremski vs. Ray was next with Dan jumping out to a first game win 11-5, before Ray came back to win the next three games and advance to the semis. The always physical battle between Kachtik and Roberts was next, with Andy taking a quick first game win 11-3. But an inspired Drew would not roll over and came back 11-9, 11-7 and 11-9 to win the match in four. The

last quarter saw Cliff Swain continue his dominance with a win over Mike Guidry in four.

The first semi-final was a spectacular match between Mike Ray and Drew Kachtik. Each game went down to the wire with Ray able to come from behind to eke out games one and two 12-10 each. The third game was the only game not to go to a super tiebreaker, as Ray won the game and match 11-9. The second semi had old rivals Cliff Swain and Ruben Gonzalez going head to head. This match looked like a carbon copy of Gonzalez' victory

over Doyle. Swain won the first two games with relative ease 11-2, 11-7 before Gonzalez, with support from the crowd, fought back with tremendous gets to win the next three games 11-6, 11-6, 11-6 to complete the terrific comeback.

The final saw defending champion Ruben Gonzalez vs. friend and roommate Mike Ray. All those comebacks seemed to take a toll on Ruben as he was unable to mount much of an attack against Ray, who dominated the match, and tournament, with a three straight victory 11-7, 11-9, 11-1.



IRT UPDATE

By Hank Marcus

SPALDING HEAT: Spalding, the official racquet of the IRT Tour, kicked off the Spalding Heat Fast Serve contest at the VCI event in Dallas. Top male and female amateurs will receive a Spalding racquet at each stop, while all the pros will be battling for a year end bonus pool based on top speed at each tour stop. Finally everyone will know who hits the hardest and you may be

surprised. Insiders pick John Ellis, Louis Vogel and Vince Kelley as early favorites.

SPECIAL THANKS: It takes a great number of people and sponsors to put on each tour stop, so I'd like to thank some of those who put their time and effort into these events. Chicago's Woodfield Racquet Club is the tour's party capital thanks to the Negrete brothers. Baltimore's Merritt Athletic Club has the finest spectator facility in the country and Mary Linkous of the club and tournament director Jay Sweren put on a first class event. Riverside brings out the California crowds, where you can see racquetball legends from Rich Wagner to Craig McCoy, and it's always a treat to work with Rich, Robin Dixon and Vance Lerner.

IRT SIGNS OFFICIAL SPORTSWEAR: IRT is proud to announce that Toltec Sportswear of California is the official sportswear of the IRT Tour. Toltec's sportswear line features unique colorful sweatshirts, creative racquetball-related t-shirt designs, as well as varying styles and colors of shorts, caps and headbands. Toltec sportswear is available through mail-order, at local proshops, and at IRT Tour stops.

JOIN THE IRT: IRT now offers the chance to join the tour with its official IRT Membership Program. Your \$35.00 annual membership includes a can of Penn racquetballs, a Toltec IRT logo shirt, bag tag, membership card, 15 issues of Pro Watch newsletter, and free admission to pro clinics at tour stops. Mail checks to IRT/Pro Watch, 3326 Lorna Rd., #2-243, Birmingham, Alabama 35216.

RANKINGS & CALENDAR

VCI CHALLENGE **CUP SERIES** RANKINGS

Rankings based on finishes in the six VW Credit events held in Montreal, Baltimore, Dallas, Atlanta, Los Angeles and Minneapolis

- 1. Cliff Swain, SC
- 2. Mike Ray, SC
- 3. Andy Roberts, TN
- 4. Tim Doyle, OR
- 5. Drew Kachtik, TX
- 6. Ruben Gonzalez, NY
- 7. Mike Guidry, TX
- 8. Woody Clouse, FL

BI-RAK-IT

The official crosstraining sport of the IRT Tour rankings are based on finishes in Bi Rak It events held at each pro stop.

- 1. Woody Clouse
- 2. John Ellis
- 3. Roger Harripersad
- 4. Mike Brady
- 5. Drew Kachtik
- 6. Aaron Katz
- 7. Mike Ray
- 8. Vince Kelley

PENN GLOVE

Official glove of the IRT Tour rankings include those players who wear the Penn Glove and their tournament finishes.

- 1. Cliff Swain
- 2. Tim Doyle
- 3. Mike Guidry
- 4. Woody Clouse
- 5. Dave Johnson 6. Roger Harripersad

HEAD ANATOM SHOE

Official shoe of the IRT Tour includes those players wearing the Head shoes and their tournament finishes.

- 1. Mike Ray
- 2. Mike Guidry
- 3. Woody Clouse
- 4. Bret Harnett
- 5. Dave Johnson
- 6. Louis Vogel

TOUR SCHEDULE

VCI CHALLENGE **CUP SERIES**

#4 (IRT # 11) February 2-6 Atlanta, GA #5 (IRT #14) March 16-20 Los Angeles, CA #6 (IRT #16) May 4-8 Minneapolis, MN

OTHER STOPS

#10 January 19-23 Racquet Club of Memphis, Tenn.

#11 = VCI Series #4 (See separate listing)

#12 February 16-20 Racquet Club of Pittsburgh, Pa.

#13 March 2-6 Saskatoon, Canada

#14 = VCI Series #5 (See separate listing)

#15 April 13-17 Sporting House Las Vegas, Nev.

#16 = VCI Series #6 (See separate listing)

#17 May 11-5 Harbor Square Athletic Club - Seattle, Wash.

#18 June 1-5 Multnomah Athletic Club - Portland, Ore.

#19 Tokyo, Japan: Late June event featuring top 16 players awaiting final confirmation from major sponsor, Sega.

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* Tournament committees formed in the following cities currently working on IRT stops - Boise, Anchorage, Birmingham, Philadelphia, Kansas City.

1993/94 IRT Tour will be limited to 20 events.



In addition to winning the tournament, Gould also received a \$700.00 check for winning the Penn Bonus Pool last season. WPRA Representative Molly O'Brien (right) made the presentation.

O'Brien capitalized on unforced errors to take the next three games, 11-5, 11-5, and 11-7. WPRA president Robin Whitmire surprised Evon with a new tenacious and extremely accurate game style. Whitmire took the first game 11-8 and continued her aggressive play but dropped the next two, 11-9 and 11-8. Evon then took advantage of Whitmire's loss of intensity in the fourth game winning 11-1 to move into the quarterfinals.

GOULD WINS WPRA OPENER!

By Chris Evon

The Women's Professional Racquetball Association kicked off the 1993-94 season at the Track and Racquet Club in Syracuse, New York, with Michelle Gould taking home the first title of the year. With six of the top ten unable to play the event, many players found themselves seeded higher than usual.

Number two ranked Marci Drexler had aggravated an old knee injury but hopes to be healthy by the next stop. Both Malia Bailey and Jackie Paraiso-Gibson (ranked 3 and 4 respectively), are expecting and decided to sit this one out. Paraiso-Gibson however, has hinted that she may make a few more pro appearances before she is forced into a short leave of absence. Kaye Kuhfeld was attending to personal responsibilities and Toni Bevelock is still going through therapy for an injured shoulder. Caryn McKinney is in "partial retirement" and no one is ever quite sure when her name will appear on a draw sheet.

The top seeds all advanced to the quarterfinals with only Molly O'Brien and Chris Evon being pushed to four games. Lorraine Galloway's strength and tremendous reach stunned O'Brien as she took the first game 11-10. Forced to resort to a different game plan,

The first quarterfinal round matched up hometown favorite Ellen Crawford against veteran Molly O'Brien. O'Brien was able to hold off the determined Crawford, who was backed by a loud cheering section, and sweep in three games 11-10, 11-8, 11-10. Robin Levine was able to oust Evon in a decisive 11-3, 11-9, 11-1 victory, and Michelle Gould dominated Cheryl Gudinas with deceptive serves and spectacular winners taking the match 11-7, 11-4, 11-3. The only upset of the tournament occurred when eighth seed, Laura Fenton, denied number two seeded Lynne Coburn a chance to repeat her last year's appearance in the finals of this event. Fenton took the first game 11-7, but Coburn fought back to win the next two 11-6, 11-10. It looked as if Coburn's serves and shooting abilities were going to dominate, but Fenton stayed cool, and very methodically won the next two games and the match 11-4, 11-4 to reach the first semifinal of her career.

In the semi's Gould dominated over O'Brien taking three straight games 11-5, 11-7, 11-2 and Levine was able to stop the "hot" Fenton, winning 11-3, 11-1, 11-9. Levine came into the tournament seeded #7, and had never made it past the quarter's last season. With a newfound confidence and a bit more control to her "reckless" style, she blasted her way through the draw, impressing both players and

spectators alike. The first game of the finals had the fans cheering for an upset.

With incredible gets and serves that kept Gould off guard, Levine snatched away the first game, winning 11-7, marking what would be the only game Gould would lose in the tournament. Game two went in Gould's favor but Levine was still looking as if she had found the solution to Gould's dominance on the tour. But as she has done so often, Gould's concentration improved with the challenge before her. Serves became more precise, winners were hit from unthinkable positions, and she was able to wear her opponent down, physically and mentally, winning the last three games and the tournament, 11-8, 11-6, 11-3.

The Track and Racquet Club also hosted their traditional pro/am mixed doubles event, pairing up the women's pros with local men's open players. Power, control, diving, and jumping always make this an event full of surprises and excitement! This year's winners, Lorraine Galloway and Jeff Conine defeated Doreen Metzold and Dave Cardillo 13-15, 15-8, 11-0.

FLUID AND ELECTROLYTE REPLACEMENT

By Marcy Lynch

Did you know that exercise fatigue is often the result of dehydration? If you exercise for thirty minutes or more, the following information could improve your workout.

On the average, without any exercise, we lose 80 ounces of water a day due to natural





WPRA TOUR SCHEDULE

January 27-30*
Sporting Club at Tysons Corner, VA
February 17-20*
Racqueteer's Fitness & Health Club

Mayfield, PA March 17-20

Sports Barn, Chattanooga, TN

April 7-10
PIZZA HUT CHALLENGE

Sports Life Club Cobb, Atlanta, GA
April 27 - May 1
DIET PEPSI WPRA NATIONALS

DIET PEPSI WPRA NATIONALS
Merritt Athletic Club, Baltimore, MD
* Tentative stops

WPRA RANKINGS (as of 11/9/93)

- 1. Michelle Gould, ID
- 2. Malia Bailey, VA
- 3. Lynne Coburn, MD
- 4. Marci Drexler, CA
- 5. Robin Levine, CA
- 6. Laura Fenton, NE
- 7. Ellen Crawford, NY
- 8. lackie Paraiso-Gibson, CA
- 9. Molly O'Brien, Souderton, PA
- 10. Toni Bevelock, CA



body functions. That's why you often hear that you should drink at least eight glasses of water a day. Any increase in physical activity causes a direct increase in the loss of body water. With most types of exercise we lose between 15-65 ounces of fluid per hour. Endurance activities can deplete as much as 100 ounces of fluid per hour. Thirst is an indication that dehydration has begun but it is not always reliable, especially

during exercise. By the time we feel thirsty we might already be significantly dehydrated.

Drinking fluids before exercise can prepare the body for 15-20 minutes before exercise. It's important to continue to drink fluids during exercise to replace what is being lost. You should replace about 80% of the fluid lost through perspiration. The best way to determine fluid loss is to weigh yourself before and after an hour of exercise. Every pound lost equals 16 ounces of fluid. Replacing the fluid in this manner regulates body temperature and prevents premature fatigue.

The balance of your fluids should be replaced after exercise. This is important for proper recovery. Failure to rehydrate may result in feelings of fatigue and discomfort even after activity is complete.

In addition to fluid loss, sweating causes a loss of electrolytes. Sodium, potassium and chloride in proper proportions help maintain fluid balance in the cells and tissues of the body. Prolonged sweating can disrupt the balance of these substances, which can decrease performance and jeopardize your health.

Electrolytes also improve the absorption of fluids that contain them. Studies show that solutions containing electrolytes achieve better absorption than water. So to prepare for fluid loss, maintain fluid and electrolyte balances, and rehydrate, an electrolyte replacement added to water is better than water alone. Not all electrolyte replacements are the same, however. Many have an over abundance of sodium (an inexpensive electrolyte) which can alter the delicate balance of electrolytes.

"Sportalyte" is a performance drink from Interior Design Nutritionals that supplies proportionate quantities, replaces electrolytes in the same manner that we lose them and maintains critical balance necessary for proper hydration. "Sportalyte" also has carbohydrates in the form of maltodextrin for sustained energy throughout your activity. For more information about electrolyte replacement, contact Marcy Lynch at 215/361-5789.

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1 — THE GAME

Rule 1.1 TYPES OF GAMES

Racquetball may be played by two or four players. When played by two it is called singles and when played by four, doubles. A non-tournament variation of the game that is played by three players is called cutthroat.

Rule 1.2 DESCRIPTION

Racquetball is a competitive game in which a strung racquet is used to serve and return the ball.

Rule 1.3 OBJECTIVE

The objective is to win each rally by serving or returning the ball so the opponent is unable to keep the ball in play. A rally is over when a player (or team in doubles) is unable to hit the ball before it touches the floor twice, is unable to return the ball in such a manner that it touches the front wall before it touches the floor, or when a hinder is called.

Rule 1.4 POINTS AND OUTS

Points are scored only by the serving side when it serves an irretrievable serve (an ace) or wins a rally. Losing the serve is called a sideout in singles. In doubles, when the first server loses the serve it is called a handout and when the second server loses the serve it is a sideout.

Rule 1.5 MATCH, GAME, TIEBREAKER

A match is won by the first side winning two games. The first two games of a match are played to 15 points. If each side wins one game, a tiebreaker game is played to 11 points.

Rule 1.6 DOUBLES TEAM

(a) A doubles team shall consist of two players who meet either the age requirements or player classification requirements to participate in a particular division of play. A team with different skill levels must play in the division of the player with the higher level of ability. When playing in an adult age division, the team must play in the division of the younger player. When playing in a junior age division, the team must play in the division of the older player.

(b) A change in playing partners may be made so long as the first match of the posted team has not begun. For this purpose only the match will be considered started once the teams have been called to the court. The team must notify the tournament director

of the change prior to the beginning of the match.

Rule 1.7 CONSOLATION MATCHES

(a) Each entrant shall be entitled to participate in a minimum of two matches. Therefore, losers of their first match shall have the opportunity to compete in a consolation bracket of their own division. In draws of less than seven players, a round robin may be offered. See Rule 5.5 about how to determine the winner of a round robin event.

(b) Consolation matches may be waived at the discretion of the tournament director, but this waiver must be in writing on the

tournament application.

(c) Preliminary consolation matches will be two of three games to 11 points. Semifinal and final matches will follow the regular scoring format.

2 — COURTS AND EQUIPMENT

Rule 2.1 COURT SPECIFICATIONS

The specifications for the standard four-wall racquetball court are:

(a) Dimensions. The dimensions shall be 20 feet wide, 40 feet long and 20 feet high, with a back wall at least 12 feet high. All

surfaces shall be in play, with the exception of any gallery opening or surfaces designated as court hinders.

(b) Markings. Racquetball courts shall be marked with lines 1 1/ 2 inches wide as follows:

 Short Line. The back edge of the short line is midway between, and is parallel with, the front and back walls.

Service Line. The front edge of the service line is parallel with, and five feet in front of, the back edge of the short line.

Service Zone. The service zone is the five-foot area between the outer edges of

the short line and service line.

4. Service Boxes. The service boxes are located at each end of the service zone and are designated by lines parallel with the side walls. The edge of the line nearest to the center of the court shall be 18 inches from the nearest side wall.

5. Drive Serve Lines. The drive serve lines, which form the drive serve zone, are parallel with the side wall and are within the service zone. The edge of the line nearest to the center of the court shall be three feet from the nearest side wall.

6. Receiving Line. The receiving line is a broken line parallel to the short line. The back edge of the receiving line is five feet from the back edge of the short

line. The receiving line begins with a line 21 inches long that extends from each side wall. These lines are connected by an alternate series of six-inch spaces and six-inch lines. This will result in a line composed of 17 six-inch spaces, 16 six-inch lines, and two 21-inch lines.

7. Safety Zone. The safety zone is the five-foot area bounded by the back edges of the short line and the receiving line. The zone is observed only during the serve. See Rules 4.11(k) and 4.12.

Rule 2.2 BALL SPECIFICATIONS

(a) The standard racquetball shall be 2 1/4 inches in diameter; weigh approximately 1.4 ounces; have a hardness of 55-60 inches durometer; and bounce 68-72 inches from a 100-inch drop at a temperature of 70-74 degrees Fahrenheit.

(b) Only a ball having the endorsement or approval of the AARA

may be used in an AARA sanctioned tournament.

Rule 2.3 BALL SELECTION

(a) A ball shall be selected by the referee for use in each match. During the match the referee may, at his discretion or at the request of a player or team, replace the ball. Balls that are not round or which bounce erratically shall not be used.

(b) If possible, the referee and players should agree to an alternate ball, so that in the event of breakage, the second ball can

be put into play immediately.

Rule 2.4 RACQUET SPECIFICATIONS

(a) The racquet, including bumper guard and all solid parts of the handle, may not exceed 21 inches in length.

(b) The racquet frame may be any material judged to be safe.(c) The racquet frame must include a thong that must be securely

attached to the player's wrist.

(d) The string of the racquet should be gut, monofilament, nylon,

graphite, plastic, metal, or a combination thereof, providing the

strings do not mark or deface the ball.

(e) Using an illegal racquet will result in forfeiture of the game in progress or, if discovered between games, forfeiture of the preceding game.

Rule 2.5 APPAREL

(a) Lensed Eyewear Required. Lensed eyewear designed for racquet sports is required apparel for all players. The protective eyewear must be worn as designed and may not be altered. Players who require corrective eyewear also must wear lensed eyewear designed for racquet sports. Failure to wear protective eyewear will result in a technical foul and the player will be charged with a timeout to secure eyewear. The second infraction in the same match will result in immediate forfeiture of the match. (See Rule 4.18(a)(9). Note: A list of approved eyewear is available by writing the AARA National Office. The AARA recommends that players select eyewear with polycarbonate plastic lenses with 3-mm center thickness.

Clothing and Shoes. The clothing may be of any color; however, a player may be required to change wet, extremely loose fitting, or otherwise distracting garments. Insignias and writing on the clothing must be considered to be in good taste by the tournament director. Shoes must have soles which do not

mark or damage the floor.

Equipment Requirements During Warm-up. Approved eyeguards must be worn and wrist thongs must be used during any on-court warm-up period. The referee should give a technical warning to any person who fails to comply and assess a technical foul if that player continues to not comply after receiving such a warning.

3 — OFFICIATING

Rule 3.1 TOURNAMENT MANAGEMENT

All AARA sanctioned tournaments shall be managed by a tournament director, who shall designate the officials.

Rule 3.2 TOURNAMENT RULES COMMITTEE

The tournament director may appoint a tournament rules committee to resolve any disputes that the referee, tournament desk, or tournament director cannot resolve. committee, composed of an odd number of persons, may include state or national officials, or other qualified individuals in attendance who are prepared to meet on short notice. The tournament director should not be a member of this committee.

Rule 3.3 REFEREE APPOINTMENT AND REMOVAL

The principal official for every match shall be the referee who has been designated by the tournament director, or his designated representative, and who has been agreed upon by all participants in the match. The referee's authority regarding a match begins once the players are called to the court. The referee may be removed from a match upon the agreement of all participants (teams in doubles) or at the discretion of the tournament director or his designated representative. In the event that a referee's removal is requested by one player or team and not agreed to by the other, the tournament director or his designated representative may accept or reject the request. It is suggested that the match be observed before determining what, if any, action is to be taken. In addition, two line judges and a scorekeeper may also be designated to assist the referee in officiating the match.

Rule 3.4 RULES BRIEFING

Before all tournaments, all officials and players shall be briefed on rules as well as local court hinders, regulations, and modifications the tournament director wishes to impose. The briefing should be reduced to writing. The current AARA rules will apply and be made available. Any modifications the tournament director wishes to impose must be stated on the entry form and be available to all players at registration.

Rule 3.5 REFEREES

(a) Pre-Match Duties. Before each match begins, it shall be the duty of the referee to:

. Check on adequacy of preparation of court with respect to cleanliness,

lighting and temperature. 2. Check on availability and suitability of materials—to include balls, to<mark>wels,</mark> scorecards, pencils and timepiece—necessary for the match.

Check the readiness and qualifications of the line judges and scorekeeper. Review appeal procedures and instruct them of their duties, rules and local

regulations.

4. Go onto the court to introduce himself and the players; brief the players on court hinders, local regulations, rule modifications for this tournament; explain misinterpreted rules.

5. Inspect players' equipment; identify the line judges; verify selection of a

primary and alternate ball.

6. Toss coin and offer the winner the choice of serving or receiving.

(b) Decisions. During the match, the referee shall make all decisions with regard to the rules. Where line judges are used, the referee shall announce all final judgments. If both players in singles and three out of four in a doubles match disagree with a call made by the referee, the referee is overruled (with the exception of technical fouls and forfeitures).

Protests. Any decision not involving the judgment of the referee will, on protest, be accorded due process as set forth in the by-laws of the AARA. For the purposes of rendering a prompt decision regarding protests filed during the course of an ongoing tournament, the stages of due process will be first to the tournament director and second to the tournament rules committee. In those instances when time permits, the protest may be elevated to the state association and then to the National Board of Directors in the manner prescribed in the by-laws.

(d) Forfeitures. A match may be forfeited by the referee when: Any player refuses to abide by the referee's decision or engages in

unsportsmanlike conduct.

2. Any player or team who fails to report to play 10 minutes after the match has been scheduled to play. (The tournament director may permit a longer

delay if circumstances warrant such a decision.)

(e) Defaults. A player or team may be forfeited by the tournament director or official for failure to comply with the tournament or host facility's rules while on the premises between matches, or for abuse of hospitality, locker room, or other rules and procedures. (f) Spectators. The referee shall have jurisdiction over the spectators, as well as the players, while the match is in progress.

(g) Other Rulings. The referee may rule on all matters not covered in the AARA Official Rules. However, the referee's ruling

is subject to protest as described in Rule 3.5(c).

Rule 3.6 LINE JUDGES

(a) When Utilized. Two line judges should be used for semifinal and final matches, when requested by a player or team, or when the referee or tournament director so desires. However, the use of line judges is subject to availability and the discretion of the tournament director.

(b) Replacing Line Judges. If any player objects to a person serving as a line judge before the match begins, all reasonable effort shall be made to find a replacement acceptable to the officials and players. If a player objects after the match begins, any replacement shall be at the discretion of the referee and/or

tournament director.

(c) Position of Line Judges. The players and referee shall designate the court location of the line judges. Any dispute shall

be settled by the tournament director.

(d) Duties and Responsibilities. Line judges are designated to help decide appealed calls. In the event of an appeal, and after a very brief explanation of the appeal by the referee, the line judges must indicate their opinion of the referee's call.

Signals. Line judges should extend their arm and signal as follows: (i) thumb up to show agreement with the referee's call, (ii) thumb down to show disagreement, and (iii) hand open with palm facing down to indicate "no opinion" or that the play in question

wasn't seen.

(f) Manner of Response. Line judges should be careful not to signal until the referee acknowledges the appeal and asks for a ruling. In responding to the referee's request, line judges should not look at each other, but indicate their opinions simultaneously in clear view of the players and referee. If at any time a line judge is unsure of which call is being appealed or what the referee's call was, the line judge should ask the referee to repeat the call and

the appeal.

(g) Result of Response. If both line judges signal no opinion, the referee's call stands. If both line judges disagree with the referee, the referee must reverse the ruling. If one line judge agrees with the call and one disagrees, the referee's call stands. If one line judge agrees with the call and one has no opinion, the call stands. If one line judge disagrees with the referee's call and the other signals no opinion, the rally is replayed. Any replays, with the exception of appeals on the second serve itself, will result in two serves.

Rule 3.7 APPEALS

(a) Appealable Calls and Non-Calls. In any match using line judges, a player may appeal only the following calls or noncalls by the referee: skip ball; fault serve, except screen serves; out serve; double bounce pickup; receiving line violation; and court hinder. At no time may a player appeal a screen serve, a hinder call (except court hinders), a technical foul, or other discretionary call

of the referee.

(b) How to Appeal. A verbal appeal by a player must be made directly to the referee immediately after the rally has ended. A player who believes there is an infraction to appeal, should bring it to the attention of the referee and line judges by raising his non-racquet hand at the time the perceived infraction occurs. The player is obligated to continue to play until the rally has ended or the referee stops play. The referee will recognize a player's appeal only if it is made before that player leaves the court for any reason including timeouts and game-ending rallies or, if that player doesn't leave the court, before the next serve begins.

(c) Loss of Appeal. A player or team forfeits its right of appeal for that rally if the appeal is made directly to the line judges or, if the appeal is made after an excessive demonstration or complaint.
(d) Limit on Appeals. A player or team may make three appeals per game. However, if either line judge disagrees (thumb down) with the referee's call, that appeal will not count against the three-appeal limit. In addition, the game-ending rally may be appealed

even if the three-appeal limit has been reached.

Rule 3.8 OUTCOME OF APPEALS

(a) Skip Ball. If the referee makes a call of "skip ball", the call may be appealed. If the call is reversed, the referee then must decide if the shot in question could have been returned had play continued. If in the opinion of the referee, the shot could have been returned, the rally shall be replayed. However, if the shot was not retrievable, the side which hit the shot in question is declared the winner of the rally. If the referee makes no call on a shot (thereby indicating that the shot did not skip), an appeal may be made that the shot skipped. If the no call is reversed, the side which hit the shot in question loses the rally.

(b) Fault Serve. If the referee makes a call of fault serve, the call

may be appealed. If the call is reversed, the serve is replayed, unless if the referee considered the serve to be not retrievable, in which case a point is awarded to the server. An appeal may also be made if the referee makes no call on a serve (indicating that the serve was good.) If the no call is reversed, it will result in second serve if the infraction occurred on the first serve or loss

of serve if the infraction occurred on the second serve.

(c) Out Serve. If the referee makes a call of out serve, the call may be appealed. If the call is reversed, the serve will be replayed, unless the serve was obviously a fault in which case the call becomes fault serve. However, when the call is reversed and the serve is considered an ace, a point will be awarded. An appeal may also be made if the referee makes no call on a serve (indicating that the serve was good.) If the no call is reversed, it results in an immediate loss of serve.

(d) Double Bounce Pickup. If the referee makes a call of two bounces, the call may be appealed. If the call is reversed, the rally is replayed, except if the player against whom the call was made hit a shot that could not have been retrieved, then that player wins the rally. (Before awarding a rally in that situation, the referee must be certain that the shot would not have been retrieved even if play had not been halted.) An appeal may also be made if the referee makes no call thereby indicating that the get was not two bounces. If the no call is reversed, the player who made the two bounce pickup is declared the loser of the rally.

(e) Receiving Line Violation (Encroachment). If the referee makes a call of encroachment, the call may be appealed. If the call is overturned, the service shall be replayed. An appeal may also be made if the referee makes no call. If the appeal is successful, the server is awarded a point.

(f) Court Hinder. If the referee makes a call of court hinder, the rally is replayed. If the referee makes no call and a player feels that a court hinder occurred, that player may appeal. If the appeal

is successful, the rally will be replayed.

Rule 3.9 RULES INTERPRETATIONS

If a player feels the referee has interpreted the rules incorrectly, the player may require the referee or tournament director to show him the applicable rule in the rulebook. Having discovered a misapplication or misinterpretation, the official must correct the error by replaying the rally, awarding the point, calling sideout or taking whatever corrective measure necessary.

4 — PLAY REGULATIONS

Rule 4.1 SERVE

The player or team winning the coin toss has the option to either serve or receive at the start of the first game. The second game will begin in reverse order of the first game. The player or team scoring the highest total of points in games 1 and 2 will have the option to serve or receive first at the start of the tiebreaker. In the event that both players or teams score an equal number of points in the first two games, another coin toss will take place and the winner of the toss will have the option to serve or receive.

Rule 4.2 START

The server may not start the service motion until the referee has called the score or "second serve". The serve is started from any place within the service zone. (Certain drive serves are an exception, see Rule 4.6.) Neither the ball, nor any part of either foot may extend beyond either line of the service zone when initiating the service motion. Stepping on, but not over, the lines is permitted. When completing the service motion, the server may step over the service (front) line provided that some part of both feet remain on or inside the line until the served ball passes the short line. The server may not step over the short line until the ball passes the short line. See Rules 4.10(a) and 4.11(k) for penalties for violations.

Rule 4.3 MANNER

After taking a set position inside the service zone, a player may begin the service motion—any continuous movement which results in the ball being served. Once the service motion begins, the ball must be bounced on the floor in the zone and be struck by the racquet before it bounces a second time. After being struck, the ball must hit the front wall first and on the rebound hit the floor beyond the back edge of the short line, either with or without touching one of the side walls.

Rule 4.4 READINESS

The service motion shall not begin until the referee has called the score or the second serve and the server has visually checked the receiver. The referee shall call the score as both server and receiver prepare to return to their respective positions, shortly after the previous rally has ended.

Rule 4.5 DELAYS

Except as noted in Rule 4.5(b), delays exceeding 10 seconds

shall result in an out if the server is the offender or a point if the receiver is the offender.

(a) The 10 second rule is applicable to the server and receiver simultaneously. Collectively, they are allowed up to 10 seconds, after the score is called, to serve or be ready to receive. It is the server's responsibility to look and be certain the receiver is ready. If the receiver is not ready, he must signal so by raising his racquet above his head or completely turning his back to the server. (These are the only two acceptable signals.)

(b) Serving while the receiving player/ team is signalling not ready is a fault

(c) After the score is called, if the server looks at the receiver and the receiver is not signalling not ready, the server may then serve. If the receiver attempts to signal not ready after that point, the signal shall not be acknowledge and the serve becomes legal.

Rule 4.6 DRIVE SERVICE ZONES

The drive serve lines will be three feet from each side wall in the service box, dividing the service area into two 17-foot service zones for drive serves only. The player may drive serve to the same side of the court on which he is standing, so long as the start and finish of the service motion takes place outside the drive serve zone. Violations of this rule, either called or not called, may be appealed.

(a) The drive serve zones are not observed for crosscourt drive serves, the hard-Z, soft-Z, lob or half-lob serves.

(b) The racquet may not break the plane of the 17-foot zone while making contact with the ball.

(c) The drive serve line is not part of the 17-foot zone. Dropping the ball on the line or standing on the line while serving to the same side is an infraction.

Rule 4.7 SERVE IN DOUBLES

(a) Order of Serve. Each team shall inform the referee of the order of service which shall be followed throughout that game. The order of serve may be changed between games. At the beginning of each game, when the first server of the first team to serve is out, the team is out. Thereafter, both players on each team shall serve until the team receives a handout and a sideout.

(b) Partner's Position. On each serve, the server's partner shall stand erect with back to the side wall and with both feet on the floor within the service box from the moment the server begins the service motion until the served ball passes the short line. Violations are called foot faults. However, if the server's partner enters the safety zone before the ball passes the short line, the server loses service.

Rule 4.8 DEFECTIVE SERVES

Defective serves are of three types resulting in penalties as follows:

(a) Dead-Ball Serve. A dead-ball serve results in no penalty and the server is given another serve (without canceling a prior fault serve).

(b) Fault Serve. Two fault serves result in an out (either a sideout or a handout.) (c) Out Serve. An out serve results in an out (either a sideout or a handout.)

Rule 4.9 DEAD-BALL SERVES

Dead-ball serves do not cancel any previous fault serve. The following are dead-ball serves:

(a) Ball Hits Partner. A serve which strikes the server's partner while in the doubles box is a dead-ball serve. A serve which touches the floor before touching the server's partner is a short serve.

(b) Court Hinders. A serve that takes an irregular bounce because it hit a wet spot or an irregular surface on the court is a dead-ball serve. Also, any serve that hits any surface designated by local rules as an obstruction.

(c) Broken Ball. If the ball is determined to have broken on the serve, a new ball shall be substituted and the serve shall be replayed, not canceling any prior fault serve.

Rule 4.10 FAULT SERVES

The following serves are faults and any two in succession result in an out:

(a) Foot Faults. A foot fault results when: 1. The server does not begin the service motion with both feet in the service zone.

2. The server steps completely over the service line (no part of the foot on or inside the service zone) before the served ball crosses the short line.

3. In doubles, the server's partner is not in the service box with both feet on the floor and back to the side wall from the time the server begins the service motion until the ball passes the short line. See Rule 4.7(b).

(b) Short Service. A short serve is any served ball that first hits the front wall and, on the rebound, hits the floor on or in front of the short line either with or without touching a side wall.

(c) Three Wall Serve. A three-wall serve is any served ball that first hits the front wall and, on the rebound, strikes both side walls before touching the floor.

(d) Ceiling Serve. A ceiling serve is any served ball that first hits the front wall and then touches the ceiling (with or without touching a side wall).

(e) Long Serve. A long serve is a served ball that first hits the front wall and rebounds to the back wall before touching the floor (with or without touching a side wall).

(f) Out-of-Court Serve. An out-of-court serve is any served ball that first hits the wall and, before striking the floor, goes out of the court.

(g) Bouncing Ball Outside Service Zone. Bouncing the ball outside the service zone

OR BEGONE.



In a game where serves have been clocked at over 180 mph, that rule applies equally to players and balls. Any questions?

The Official Ball of the AARA.

as a part of the service motion is a fault serve.

(h) Illegal Drive Serve. A drive serve in which the player fails to observe the 17-foot drive service zone outlined in Rule 4.6.

(i) Screen Serve. A served ball that first hits the front wall and on the rebound passes so closely to the server, or server's partner in doubles, that it prevents the receiver from having a clear view of the ball. (The receiver is obligated to place himself in good court position, near center court, to obtain that view.) The screen serve is the only fault serve which may not be appealed.

(j) Serving before the Receiver is Ready. A serve is made while the receiver is not ready as described in Rule 4.5.

Rule 4.11 OUT SERVES

Any of the following serves results in an out:

Two Consecutive Fault Serves. See Rule 4.10.

Failure to Serve. Failure of server to put the ball into play

under Rule 4.5.

(c) Missed Serve Attempt. Any attempt to strike the ball that results in a total miss or in the ball touching any part of the server's body. Also, allowing the ball to bounce more than once during the

(d) Touched Serve. Any served ball that on the rebound from the front wall touches the server or server's racquet, or any ball intentionally stopped or caught by the server or server's partner.

(e) Fake or Balk Serve. Any movement of the racquet toward the ball during the serve which is noncontinuous and done for the purpose of deceiving the receiver. If a balk serve occurs, but the referee believes that no deceit was involved, he has the option of

declaring "no serve" and have the serve replayed without penalty.

(f) Illegal Hit. An illegal hit includes contacting the ball twice, carrying the ball, or hitting the ball with the handle of the racquet

or part of the body or uniform.
(g) Non-Front Wall Serve. Any served ball that does not strike the

front wall first.

(h) Crotch Serve. Any served ball that hits the crotch of the front wall and floor, front wall and side wall, or front wall and ceiling is an out serve (because it did not hit the front wall first). A serve into the crotch of the back wall and floor is a good serve and in play. A served ball that hits the crotch of the side wall and floor beyond

the short line is in play.

(i) Out-of-Order Serve. In doubles, when either partner serves out of order, the points scored by that server will be subtracted and an out serve will be called: if the second server serves out of order, the out serve will be applied to the first server and the second server will resume serving. If the player designated as the first server serves out of order, a sideout will be called. The referee should call no serve as soon as an out-of-order serve occurs. If no points are scored while the team is out of order, only the out penalty will have to assessed. However, if points are scored before the out of order condition is noticed and the referee cannot recall the number, the referee may enlist the aid of the line judges (if they are being used) to recall the number of points to be deducted.

(i) Ball Hits Partner. A served ball that hits the doubles partner while outside the doubles box results in loss of serve.

(k) Safety Zone Violation. If the server, or doubles partner, enters into the safety zone before the served ball passes the short line, it shall result in the loss of serve.

Rule 4.12 RETURN OF SERVE

(a) Receiving Position

The receiver may not enter the safety zone until the ball bounces or

crosses the receiving line.

2. On the fly return attempt, the receiver may not strike the ball until the ball breaks the plane of the receiving line. The receiver's follow-through may carry the receiver or his racquet past the receiving line.

3. Neither the receiver nor his racquet may break the plane of the short line, except if the ball is struck after rebounding off the back wall.

4. Any violation by the receiver results in a point for the server.

Defective Serve. A player on the receiving side may not intentionally catch or touch a served ball (such as an apparently long or short serve) until the referee has made a call or the ball has touched the floor for a second time. Violation results in a point.

(c) Legal Return. After a legal serve, a player on the receiving team must strike the ball on the fly or after the first bounce, and before the ball touches the floor the second time; and return the ball to the front wall, either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those A returned ball must touch the front wall before touching the floor.

(d) Failure to Return. The failure to return a serve results in a point

for the server.

(e) Other Provisions. Except as noted in this rule (4.12), the return of serve is subject to all provisions of Rules 4.14 through

Rule 4.13 CHANGES OF SERVE

(a) Outs. A server is entitled to continue serving until:

1. Out Serve. See Rule 4.11.

2. Two Consecutive Fault Serves. See Rule 4.10.

3. Ball Hits Partner. Player hits partner with attempted return.

4. Failure to Return Ball. Player, or partner, fails to keep the ball in play as required by Rule 4.12(c).

5. Avoidable Hinder. Player or partner commits an avoidable hinder which

results in an out. See Rule 4.16.

(b) Sideout. In singles, retiring the server is a sideout. In doubles, the side is retired when both partners have lost service, except that the team which serves first at the beginning of each game loses the serve when the first server is retired. See Rule 4.7.

(c) Effect of Sideout. When the server (or serving team) receives a sideout, the server becomes the receiver and the receiver

becomes the server.

Rule 4.14 RALLIES

All of the play which occurs after the successful return of serve is called the rally. Play shall be conducted according to the

(a) Legal Hits. Only the head of the racquet may be used at any time to return the ball. The racquet may be held in one or both hands. Switching hands to hit a ball, touching the ball with any part of the body or uniform, or removing the wrist thong results in a loss of the rally

(b) One Touch. The player or team trying to return the ball may touch or strike the ball only once or else the rally is lost. The ball may not be carried. (A carried ball is one which rests on the racquet long enough that the effect is more of a sling or throw than

(c) Failure to Return. Any of the following constitutes a failure to

make a legal return during a rally:

1. The ball bounces on the floor more than once before being hit.

2. The ball does not reach the front wall on the fly.

3. The ball caroms off a player's racquet into a gallery or wall opening without first hitting the front wall.

4. A ball which obviously does not have the velocity or direction to hit the front wall strikes another player.

5. A ball struck by one player on a team hits that player or that player's partner.

6. Committing an avoidable hinder. See Rule 4.16.

7. Switching hands during a rally.

8. Failure to use wrist thong on racquet.

9. Touching the ball with the body or uniform.

10. Carry or sling the ball with the racquet.

(d) Effect of Failure to Return. Violations of Rules 4.14(a) through (c) result in a loss of rally. If the serving player or team loses the rally, it is an out. If the receiver loses the rally, it results in a point for the server.

(e) Return Attempts. The ball remains in play until it touches the floor a second time, regardless of how many walls it makes

contact with - including the front wall.

1. In singles, if a player swings at the ball and misses it, the player may continue to attempt to return the ball until it touches the floor for the second

2. In doubles, if one player swings at the ball and misses it, both partners may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to return the ball.

(f) Out of Court Ball

1. After return. Any ball returned to the front wall which, on the rebound or the first bounce, goes into the gallery or through any opening in a side wall shall be declared dead and the server shall receive two serves.

2. No Return. Any ball not returned to the front wall, but which caroms off a player's racquet into the gallery or into any opening in a side wall either with or without touching the ceiling, side wall, or back wall, shall be an out for the player failing to make the return, or a point for the opponent.

(g) Broken Ball. If there is any suspicion that a ball has broken during a rally, play shall continue until the end of the rally. The referee or any player may request the ball be examined. If the referee decides the ball is broken the ball will be replaced and the rally replayed. The server will get two serves. The only proper way to check for a broken ball is to squeeze it by hand. (Checking the ball by striking it with a racquet will not be considered a valid check and shall work to the disadvantage of the player or team which struck the ball after the rally.)

(h) Play Stoppage

1. If a foreign object enters the court, or any other outside interference occurs, the referee shall stop the play immediately and declare a dead-ball hinder.

2. If a player loses any apparel, equipment, or other article, the referee shall stop play immediately and declare an avoidable hinder or deadball hinder as described in Rule 4.16(i).

Replays. Whenever a rally is replayed for any reason, the server is awarded two serves. A previous fault serve is not considered.

Rule 4.15 DEAD-BALL HINDERS

A rally is replayed without penalty and the server receives two serves whenever a dead-ball hinder occurs.

(a) Situations

1. Court Hinders. The referee should stop play immediately whenever the ball hits any part of the court that was designated in advance as a court hinder (such as a door handle). The referee should also stop play (i) when the ball takes an irregular bounce as a result of contacting a rough surface (such as court light or vent) or after striking a wet spot on the floor or wall and (ii) when, in the referee's opinion, the irregular bounce affected the rally. A court hinder is the only type of hinder that is appeal-

able. See Rule 3.7(a).

2. Ball Hits Opponent. When an opponent is hit by a return shot in flight, it is a dead-ball hinder. If the opponent is struck by a ball which obviously did not have the velocity or direction to reach the front wall, it is not a hinder, and the player who hit the ball will lose the rally. A player who has been hit by the ball can stop play and make the call though the call must be made immediately and acknowledged by the referee. 3. Body Contact. If body contact occurs which the referee believes was sufficient to stop the rally, either for the purpose of preventing injury by further contact or because the contact prevented a player from being able to make a reasonable return, the referee shall call a hinder. Incidental body contact in which the offensive player clearly will have the advantage should not be called a hinder, unless the offensive player obviously stops play. Contact with the racquet on the follow-through normally is not considered a hinder.

4. Screen Ball. Any ball rebounding from the front wall so close to the body of the defensive team that it interferes with, or prevents, the offensive player from having clear view of the ball. (The referee should be careful not to make the screen call so quickly that it takes away a good offensive opportunity.) A ball that passes between the legs of the side that just returned the ball is not automatically a screen. It depends on the proximity of the players. Again, the call should work to the advantage of the

offensive player.

5. Backswing Hinder. Any body or racquet contact, on the backswing or on the way to or just prior to returning the ball, which impairs the hitter's ability to take a reasonable swing. This call can be made by the player attempting the return, though the call must be made immediately and is subject to the referee's approval. Note the interference may be considered an avoidable hinder. See Rule 4.16.

6. Safety Holdup. Any player about to execute a return who believes he is likely to strike his opponent with the ball or racquet may immediately stop play and request a dead-ball hinder. This call must be made immediately and is subject to acceptance and approval of the referee. (The referee will grant a dead-ball hinder if it is believed the holdup was reasonable and the player would have been able to return the shot, and the referee may also call an avoidable hinder if warranted.)

7. Other Interference. Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball. Example: When a ball from another court enters the court during a rally or when a referee's call on an adjacent court obviously distracts a player.

(b) Effect of Hinders. The referee's call of hinder stops play and voids any situation which follows, such as the ball hitting the player. The only hinders that may be called by a player are described in rules (2), (5), and (6) above, and all of these are subject to the approval of the referee. A dead-ball hinder stops play and the rally is replayed. The server receives two serves. (c) Avoidance. While making an attempt to return the ball, a player is entitled to a fair chance to see and return the ball. It is the responsibility of the side that has just hit the ball to move so the receiving side may go straight to the ball and have an unobstructed view of the ball. In the judgment of the referee however, the receiver must make a reasonable effort to move towards the ball and have a reasonable chance to return the ball in order for a hinder to be called.

Rule 4.16 AVOIDABLE HINDERS

An avoidable hinder results in the loss of the rally. An avoidable hinder does not necessarily have to be an intentional act and is the result of any of the following:

(a) Failure to Move. A player does not move sufficiently to allow an opponent a shot straight to the front wall as well as a cross-court shot which is a shot directly to the front wall at an angle that would cause the ball to rebound directly to the rear corner farthest from the player hitting the ball. Also when a player moves in such a direction that it prevents an opponent from taking either of these shots.

ELSE IS JUST



The Penn Tac Racquetball Glove has a leather grip and padding in the knuckles. It's the only recommended clothing for serious players that want to smash some balls, not build some snowmen.

The Official Glove of the IRT.

(b) Stroke Interference. This occurs when a player moves, or fails to move, so that the opponent returning the ball does not have a free, unimpeded swing. This includes unintentionally moving the wrong direction which prevents an opponent from making an open offensive shot.

(c) Blocking. Moves into a position which blocks the opponent from getting to, or returning, the ball; or in doubles, a player moves in front of an opponent as the player's partner is returning the ball. (d) Moving into the Ball. Moves in the way and is struck by the

ball just played by the opponent.

(e) Pushing. Deliberately pushes or shoves opponent during a

rally. (f) Intentional Distractions. Deliberate shouting, stamping of feet,

waiving of racquet, or any other manner of disrupting one's opponent.

(g) View Obstruction. A player moves across an opponent's line of vision just before the opponent strikes the ball.

(h) Wetting the Ball. The players, particularly the server, should insure that the ball is dry prior to the serve. Any wet ball that is not corrected prior to the serve shall result in an avoidable hinder

against the server.

Apparel or Equipment Loss. If a player loses any apparel, equipment, or other article, play shall be immediately stopped and that player shall be called for an avoidable hinder, unless the player has just hit a shot that could not be retrieved. If the loss of equipment is caused by a player's opponent, then a dead-ball hinder should be called. If the opponent's action is judged to have been avoidable, then the opponent should be called for an avoidable hinder.

Rule 4.17 TIMEOUTS

(a) Rest Periods. Each player or team is entitled to three 30second timeouts in games to 15 and two 30-second timeouts in games to 11. Timeouts may not be called by either side after service motion has begun. Calling for a timeout when none remain or after service motion has begun, or taking more than 30 seconds in a timeout, will result in the assessment of a technical

foul for delay of game.

(b) Injury. If a player is injured during the course of a match as a result of contact, such as with the ball, racquet, wall or floor, he will be awarded an injury timeout. While a player may call more than one timeout for the same injury or for additional injuries which occur during the match, a player is not allowed more than a total of 15 minutes of rest during a match. If the injured player is not able to resume play after total rest of 15 minutes, the match shall be awarded to the opponent. Muscle cramps and pulls, fatigue, and other ailments that are not caused by direct contact on the court will not be considered an injury.

(c) Equipment Timeouts. Players are expected to keep all clothing and equipment in good, playable condition and are expected to use regular timeouts and time between games for adjustment and replacement of equipment. If a player or team is out of timeouts and the referee determines that an equipment change or adjustment is necessary for fair and safe continuation of the match, the referee may award an equipment timeout not to exceed 2 minutes. The referee may allow additional time under

unusual circumstances.

(d) Between Games. The rest period between the first two games of a match is 2 minutes. If a tiebreaker is necessary, the rest period between the second and third game is 5 minutes.

(e) Postponed Games. Any games postponed by referees shall

be resumed with the same score as when postponed.

Rule 4.18 TECHNICAL FOULS AND WARNINGS

(a) Technical Fouls. The referee is empowered to deduct one point from a player's or team's score when, in the referee's sole judgment, the player is being overtly and deliberately abusive. If the player or team against whom the technical foul was assessed does not resume play immediately, the referee is empowered to forfeit the match in favor of the opponent. Examples of actions which may result in technical fouls are:

1. Profanity.; 2. Excessive arguing.

3. Threat of any nature to opponent or referee.

4. Excessive or hard striking of the ball between rallies.

5. Slamming of the racquet against walls or floor, slamming the door, or any action which might result in injury to the court or other players.

6. Delay of game. Examples include (i) taking too much time to dry the court,

(ii) questioning of the referee excessively about the rules, (iii) exceeding the time allotted for timeouts or between games, or (iv) calling a timeout when

7. Intentional front line foot fault to negate a bad lob serve. 8. Anything considered to be unsportsmanlike behavior.

9. Failure to wear lensed eyewear designed for racquet sports is an automatic technical foul on the first infraction and a mandatory timeout will be charged against the offending player to acquire the proper eyewear. A second infraction by that player during the match will result in automatic

forfeiture of the match.

(b) Technical Warnings. If a player's behavior is not so severe as to warrant a technical foul, a technical warning may be issued without point deduction. (c) Effect of Technical Foul or Warning. If a referee issues a technical foul, one point shall be removed from the offender's score. If a referee issues a technical warning, it shall not result in a loss of rally or point and shall be accompanied by a brief explanation of the reason for the warning. The issuing of the technical foul or warning has no effect on who will be serving when play resumes. If a technical foul occurs between games or when the offender has no points, the result will be that the offender's score will revert to minus one (-1).

5 — TOURNAMENTS

Rule 5.1 DRAWS

(a) If possible, all draws shall be made at least 2 days before the tournament commences. The seeding method of drawing shall be

approved by the AARA.

(b) At AARA National events, the draw and seeding committee shall be chaired by the AARA's Executive Director, National Tournament Commissioner, and the host tournament director. No other persons shall participate in the draw or seeding unless at the invitation of the draw and seeding committee.

(c) In local and regional tournaments the draw shall be the

responsibility of the tournament director.

Rule 5.2 SCHEDULING

(a) Preliminary Matches. If one or more contestants are entered in both singles and doubles, they may be required to play both singles and doubles on the same day or night with little rest between matches. This is a risk assumed on entering two singles events or a singles and doubles event. If possible, the schedule

should provide at least 1 hour between matches.

(b) Final Matches. Where one or more players has reached the finals in both singles and doubles, it is recommended that the doubles match be played on the day preceding the singles. This would assure more rest between the final matches. If both final matches must be played on the same day or night, the following procedure is recommended that: (1) The singles match be played first and (2) A rest period of not less than 1 hour be allowed between the finals in singles and doubles.

Rule 5.3 NOTICE OF MATCHES

After the first round of matches, it is the responsibility of each player to check the posted schedules to determine the time and place of each subsequent match. If any change is made in the schedule after posting, it shall be the duty of the committee or tournament director to notify the players of the change.

Rule 5.4 THIRD PLACE

Players are not required to play off for 3rd place. However, for point standings, if one semifinalist wants to play off for third and the other semifinalist does not, the one willing to play shall be awarded third place. If neither semifinalist wishes to play off for 3rd then the points shall be totaled, divided by 2, and awarded evenly to both players.

Rule 5.5 ROUND ROBIN SCORING

The final positions of players or teams in round robin competition is determined by the following sequence: a. Winner of the most matches; b. In a two way tie, winner of the head-tohead match; c. In a tie of three or more, the player who lost the

fewest games is awarded the highest position.

(1) If a two way tie remains, the winner of the head-to-head match is awarded

the higher position.

(2) If a multiple tie remains, the total points scored against each player in all matches will be tabulated and the player who had the least points scored against him is awarded the highest position.

Note: Forfeits will count as a match won in two games. In cases where points scored against is the tiebreaker, the points scored by the forfeiting team will be discounted from consideration of points scored against all teams.

Rule 5.6 TOURNAMENT MANAGEMENT

In all AARA sanctioned tournaments, the tournament director and/or AARA official in attendance may decide on a change of court after the completion of any tournament game, if such a change will accommodate better spectator conditions.

Rule 5.7 TOURNAMENT CONDUCT

In all AARA sanctioned tournaments, the referee is empowered to forfeit a match, if the conduct of a player or team is considered detrimental to the tournament and the game. See Rules 3.5(d) and (e).

Rule 5.8 PROFESSIONAL

A professional is defined as any player who has accepted prize money regardless of the amount in any professional sanctioned (including WPRA and IRT) tournament or in any other tournament so deemed by the AARA Board of Directors. (Note: Any player concerned about the adverse effect of losing amateur status should contact the AARA National Office at the earliest opportunity to ensure a clear understanding of this rule and that no action is taken that could jeopardize that status.)

(a) An amateur player may participate in a professional sanctioned tournament but will not be considered a professional (i) if no prize money is accepted or (ii) if the prize money received remains intact and placed in trust under AARA guidelines.

(b) The acceptance of merchandise or travel expenses shall not be considered prize money, and thus does not jeopardize a player's amateur status.

Rule 5.9 RETURN TO AMATEUR STATUS

Any player who has been classified as a professional can recover amateur status by requesting, in writing, this desire to be reclassified as an amateur. This application shall be tendered to the Executive Director of the AARA or his designated representative, and shall become effective immediately as long as the player making application for reinstatement of amateur status has received no money in any tournament, as defined in Rule 5.8 for the past 12 months.

Rule 5.10 AARA ELIGIBILITY

(a) Any current AARA members who has not been classified as a professional (See Rule 5.8) may compete in any AARA sanctioned tournament.

(b) Any current AARA member who has been classified as a professional may compete in any event at an AARA sanctioned tournament that offers prize money or merchandise.

Rule 5.11 DIVISIONS

(a) Open Division. Any player with amateur status.(b) Adult Age Divisions. Eligibility is determined by the player's age on the first day of the tournament. Divisions are:

55+ - Golden Masters 19+-Junior Veterans 25+-Junior Veterans 60+ - Senior Golden Masters 30+ - Veterans 65+ - Veteran Golden Masters 35+-Seniors 70+ - Advanced Golden Masters 40+ - Veteran Seniors 75+ - Super Golden Masters 45+ - Masters 80+ - Grand Masters

50+ - Veteran Masters

(c) Junior Age Divisions. Player eligibility is determined by the player's age on January 1st of the current calendar year. Divisions are:

18 & Under 16 & Under 14 & Under 12 & Under

10 & under 8 & under

8 & under Multi-Bounce

Rule 5.12 DIVISION COMPETITION BY GENDER

Men and women may compete only in events and divisions for their respective gender during regional and national tournaments. If there is not sufficient number of players to warrant play in a specific division, the tournament director may place the entrants in a comparably competitive division. Note: For the purpose of encouraging the development of women's racquetball, the governing bodies of numerous states permit women to play in men's divisions when a comparable skill level is not available in the women's divisions.

Rule 5.13 AARA REGIONAL CHAMPIONSHIPS

(a) Adult Regional Tournaments

1. Regional tournaments will be conducted at various metro sites designated annually by the AARA and players may compete at any site they choose. 2. A person may compete in any number of adult regional tournaments, but may not enter a championship (no skill designation) division after having won that division at a previous adult regional tournament that same year. 3. A person cannot participate in more than two championship events at a

regional tournament.

4. Any awards or remuneration to an AARA National Championship will be posted on the entry blank.

(b) Junior Regional Tournaments All provisions of Rule 5.13(a) also apply to juniors, except:

1. Regional tournaments will be conducted within the following regions which

are identified for the purposes of junior competition:

Maine, New Hampshire, Vermont, Region 1 Massachusetts, Rhode Island, Connecticut

Region 2 New York, New Jersey Region 3 Pennsylvania, Maryland, Virginia, Delaware, D.C.

Region 4 Florida, Georgia

Region 5 Alabama, Mississippi, Tennessee Arkansas, Kansas, Missouri, Oklahoma Region 6

Region 7 Texas, Louisiana Region 8 Wisconsin, Iowa, Illinois West Virginia, Ohio, Michigan Indiana, Kentucky Region 9

Region 10

Region 11 North Dakota, South Dakota, Minnesota,

Nebraska

Region 12 Arizona, New Mexico, Utah, Colorado

Montana, Wyoming Region 13 Region 14 California, Hawaii, Nevada Region 15 Washington, Idaho, Oregon, Alaska North Carolina, South Carolina Region 16

2. A person may compete in only one junior regional singles and one junior regional doubles tournament each year.

3. Rules 5.13(a)(3) may not apply if tournaments (singles/doubles or adults/ juniors) are combined.

Rule 5.14 U.S. NATIONAL SINGLES AND **DOUBLES CHAMPIONSHIPS**

The U.S. National Singles and Doubles Tournaments are separate tournaments and are played on different dates. Consolation events will be offered for all divisions.

Competition in an adult regional singles tournament is required to qualify for the National Singles Championship. Current National Champions are exempt from qualifying for the next year's championships.

(b) The National Tournament Commissioner may handle the rating of each region and determine how many players shall

qualify from each regional tournament.

(c) If a region is over subscribed, a playoff to qualify players in a division may be conducted the day prior to the start of a National Championship.

Rule 5.15 U.S. NATIONAL JUNIOR OLYMPIC CHAMPIONSHIPS

It will be conducted on a different date than all other National Championships and generally subject to the provisions of Rule

Rule 5.16 U.S. NATIONAL INTERCOLLEGIATE CHAMPIONSHIPS

It will be conducted on a different date than all other National Championships. Consolation events will be offered for all divisions.

6 — EIGHT AND UNDER MULTI-BOUNCE **MODIFICATIONS**

In general, the AARA's standard rules governing racquetball play will be followed except for the modifications which follow.

Rule 6.1 BASIC RETURN RULE

In general, the ball remains in play as long as it is bouncing. However, the player may swing only once at the ball and the ball is considered dead at the point it stops bouncing and begins to roll. Also, anytime the ball rebounds off the back wall, it must be struck before it crosses the short line on the way to the front wall, except as explained in Rule 6.2.

Rule 6.2 BLAST RULE

If the ball caroms from the front wall to the back wall on the fly, the player may hit the ball from any place on the courtincluding past the short line-so long as the ball is bouncing.

Rule 6.3 FRONT WALL LINES

Two parallel lines (tape may be used) should be placed across the front wall such that the bottom edge of one line is 3 feet above the floor and the bottom edge of the other line is 1 foot above the floor. During the rally, any ball that hits the front wall (i) below the 3-foot line and (ii) either on or above the 1-foot line must be returned before it bounces a third time. However, if the ball hits below the 1-foot line, it must be returned before it bounces twice. If the ball hits on or above the 3-foot line, the ball must be returned as described in the basic return rule.

Rule 6.4 GAMES AND MATCHES

All games are played to 11 points and the first side to win two games, wins the match.

7 — ONE-WALL & THREE-WALL MODIFICA-**TIONS**

In general, the AARA's standard rules governing racquetball play will be followed except for the modifications which follow.

Rule 7.1 ONE-WALL

There are two playing surfaces the front wall and the floor. The wall is 20 feet wide and 16 feet high. The floor is 20 feet wide and 34 feet to the back edge of the long line. To permit movement by players, there should be a minimum of three feet (six feet is recommended) beyond the long line and six feet outside each side line.

- (a) Short Line. The back edge of the short line is 16 feet from the wall.
- (b) Service Markers. Lines at least six inches long which are parallel with, and midway between, the long and short lines. The extension of the service markers form the imaginary boundary of the service line.
- (c) Service Zone. The entire floor area inside and including the short line, side lines and service line.

(d) Receiving Zone. The entire floor area in back of the short line, including the side lines and the long line.

Rule 7.2 THREE-WALL WITH SHORT SIDE WALL

The front wall is 20 feet wide and 20 feet high. The side walls are 20 feet long and 20 feet high, with the side walls tapering to 12 feet high. The floor length and court markings are the same as a four wall court.

Rule 7.3 THREE-WALL WITH LONG SIDE WALL

The court is 20 feet wide, 20 feet high and 40 feet long. The side walls may taper from 20 feet high at the front wall down to 12 feet high at the end of the court. All court markings are the same as a four wall court.

Rule 7.4 SERVICE IN THREE-WALL COURTS

A serve that goes beyond the side walls on the fly is an out. A serve that goes beyond the long line on a fly, but within the side walls, is a fault.

8 — WHEELCHAIR MODIFICATIONS

Rule 8.1 CHANGES TO STANDARD RULES

In general, the AARA's standard rules governing racquetball play will be followed except for the modifications which follow.

- (a) Where AARA rules refer to server, person, body, or other similar variations, for wheelchair play such reference shall include all parts of the wheelchair in addition to the person sitting on it.
- (b) Where the rules refer to feet, standing or other similar descriptions, for wheelchair play it means only where the rear wheels actually touch the floor.
- (c) Where the rules mention body contact, for wheelchair play it shall mean any part of the wheelchair in addition to the player.
- (d) Where the rules refer to double bounce or after the first bounce, it shall mean three bounces. All variations of the same phrases shall be revised accordingly.

Rule 8.2 DIVISIONS

(a) Novice Division. The novice division is for the beginning player

who is just learning to play.
(b) Intermediate Division. The Intermediate Division is for the player who has played tournaments before and has a skill level to be competitive in the division.

(c) Open Division. The Open Division is the highest level of play and is for the advanced player.

(d) Multi-Bounce Division. The Multi-Bounce Division is for the individuals (men or women) whose mobility is such that wheelchair racquetball would be impossible if not for the Multi-Bounce Division.

(e) Junior Division. The junior divisions are for players who are under the age of 19. The tournament director will determine if the divisions will be played as two bounce or multi-bounce. Age divisions are: 8-11, 12-15, and 16-18.

Rule 8.3 RULES

(a) Two Bounce Rule. Two bounces are used in wheelchair racquetball in all divisions except the Multi-Bounce Division. The ball may hit the floor twice before being returned.

(b) Out-of-Chair Rule. The player can neither intentionally jump out of his chair to hit a ball nor stand up in his chair to serve the ball. If the referee determines that the chair was left intentionally it will result in loss of the rally for the offender. If a player unintentionally leaves his chair, no penalty will be assessed. Repeat offenders will be warned by the referee.

(c) Equipment Standards. In order to protect playing surfaces, the tournament officials may not allow a person to participate with black tires or anything which will mark or damage the court.

(d) Start. The serve may be started from any place within the service zone. Although the front casters may extend beyond the lines of the service zone, at no time shall the rear wheels cross either the service or short line before the served ball crosses the short line. Penalties for violation are the same as those for the standard game.

(e) Maintenance Delay. A maintenance delay is a delay in the progress of a match due to a malfunction of a wheelchair, prosthesis, or assistive device. Such delay must be requested by the player, granted by the referee during the match, and shall not exceed 5 minutes. Only two such delays may be granted for each player for each match. After using both maintenance delays, the player has the following options:

Continue play with the defective equipment.
 Immediately substitute replacement equipment.

3. Postpone the game, with the approval of the referee and opponent.

Rule 8.4 MULTI-BOUNCE RULES

(a) The ball may bounce as many times as the receiver wants though the player may swing only once to return the ball to the front wall.

(b) The ball must be hit before it crosses the short line on its way

back to the front wall.

(c) The receiver cannot cross the short line after the ball contacts the back wall.

9 — VISUALLY IMPAIRED MODIFICATIONS

In general, the AARA's standard rules governing racquetball play will be followed except for the modifications which follow.

Rule 9.1 ELIGIBILITY

A player's visual acuity must not be better than 20/200 with the best practical eye correction or else the player's field of vision must not be better than 20 degrees. The three classifications of blindness are B1 (totally blind to light perception), B2 (able to see hand movement up to 20/600 corrected), and B3 (from 20/600 to 20/200 corrected).

Rule 9.2 RETURN OF SERVE AND RALLIES

On the return of serve and on every return thereafter, the player may make multiple attempts to strike the ball until (i) the ball has been touched, (ii) the ball has stopped bouncing, or (iii) the ball has passed the short line after touching the back wall. The only exception is described in Rule 8.3.

Rule 9.3 BLAST RULE

If the ball (other than on the serve) caroms from the front wall to the back wall on the fly, the player may retrieve the ball from any place on the court—including in front of the short line—so long as the ball has not been touched and is still bouncing.

Rule 9.4 HINDERS

A dead-ball hinder will result in the rally being replayed without penalty unless the hinder was intentional. If a hinder is clearly intentional, an avoidable hinder should be called and the rally awarded to the nonoffending player or team.

10 — NATIONAL RACQUETBALL ASSOCIATION OF THE DEAF [NRAD] MODIFICATIONS

In general, the AARA's standard rules governing racquetball play will be followed except for the modifications which follow.

Rule 10.1 ELIGIBILITY

An athlete shall have a hearing loss of 55 db or more in the better ear to be eligible for any NRAD tournament.

11 — WOMEN'S PROFESSIONAL RACQUET-BALL ASSOCIATION [WPRA] MODIFICATIONS

In general, the AARA's standard rules governing racquetball play will be followed for competition on the Women's Professional Racquetball Association tour, except for the modifications which follow:

Rule 11.1 MATCH, GAME, SUPER TIEBREAKER

A match is won by the first side winning three games. All games, other than the fifth one, are won by the first side to score 11 points. The fifth game, called the super tiebreaker, is won by the first side scoring 11 points and having at least a 2-point lead. If necessary, the game will continue beyond 11 points until such time as one side has a 2-point lead.

Rule 11.2 APPEALS

There is no limit on the number of appeals that a player or team may make.

Rule 11.3 SERVE

The server may leave the service zone as soon as the serve has been made.

Rule 11.4 DRIVE SERVICE ZONE

The server may begin a drive serve anywhere in the service zone so long as the server is completely inside the 17-foot drive service zone when the ball is actually contacted.

Rule 11.5 RETURN OF SERVE

The receiver may enter the safety zone as soon as the ball has been served. The served ball may not be contacted in the receiving zone until it has bounced. Neither the receiver nor the receiver's racquet may break the plane of the short line unless the ball is struck after rebounding off the back wall. On the fly return attempt, the receiver may not strike the ball until the ball breaks the plane of the receiving line. The receiver's follow through may carry the receiver or the racquet past the receiving line.

Rule 11.6 AVOIDABLE HINDER

An avoidable hinder shall be called when one of the following occurs:

(a) The player's movement or failure to move interferes with their opponent's opportunity to take an offensive shot. The player is entitled to a free, unimpeded swing on their shot. The player should not be blocked by the opponent, preventing their getting to or returning the ball for an offensive shot.

(b) Any other action or conduct described in Rules 4.16(d)

through 4.16(i).

Rule 11.7 TIMEOUTS

Each player or team is entitled to two 30-second timeouts per game.

Rule 11.8 TIME BETWEEN GAMES

The rest period between all games will be 2 minutes except that a 5-minute rest period will be allowed between the fourth and fifth games.

Rule 11.9 EQUIPMENT TIMEOUTS

A player does not have to use regular timeouts to correct or adjust equipment provided that the need for the change or adjustment is acknowledged by the referee as being necessary for fair and safe continuation of the match.

12 — TRANSCOASTAL INTERNATIONAL RAC-QUETBALL TOUR [Men's Professional] MODI-FICATIONS

In general, the AARA's standard rules governing racquetball play will be followed for competition in the Transcoastal International Racquetball Tour, except for the modifications which follow:

Rule 12.1 GAME, MATCH

All games are played to 11 points, and are won by the player who scores to that level, with a 2-point lead. If necessary, the game will continue beyond 11 points, until such time as one player has a 2-point lead. Matches are played the best three out of a possible five games to 11.

Rule 12.2 APPEALS

The referee's call is final. There are no line judges, and no appeals may be made.

Rule 12.3 SERVE

Players are allowed only one serve to put the ball into play.

Rule 12.4 SCREEN SERVE

Screen serves are replayed.

Rule 12.5 COURT HINDERS

No court hinders are allowed or called.

Rule 12.6 OUT OF COURT BALL

Any ball leaving the court results in a loss of rally.

Rule 12.7 BALL

All matches are played with the Penn Pro ball.

Rule 12.8 TIMEOUTS

Each player is entitled to one 1-minute timeout per game.

Rule 12.9 TIME BETWEEN GAMES

The rest period between all games is 2 minutes.

RULE CHANGE PROCEDURES

To ensure the orderly growth of racquetball, the AARA has established specific procedures that are followed before a major change is made to the rules of the game. Those procedures are:

1. Rule change proposals must be submitted in writing to the

AARA National Office by June 1st.

2. The AARA Board of Directors will review all proposals at its October board meeting and determine which will be considered.

3. Selected proposals will appear in RACQUETBALL Magazine—the official AARA publication—as soon as possible after the

October meeting for comment by the general membership.

4. After reviewing membership input and the recommendation of the National Rules Committee and National Rules Commissioner, the proposals are discussed and voted upon at the annual Board

of Directors meeting in May.

5. Changes approved in May become effective on September 1st. Exception: changes

in racquet specifications become effective 2 years later on

September 1st.

6. Proposed rules that are considered for adoption in one year, but are not approved by the Board of Directors in May of that year, will not be considered for adoption the following year.

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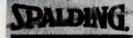
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So you want to be a star, or at least win your fair share of tournaments. It takes determination and mental strategy, along with skill, to succeed in racquetball ... or in life, for that matter. To help you on your way, we've asked Eric Muller and Laura Fenton, both 1993 Ektelon/AARA U.S. Doubles Champions, to offer encouragement for all levels of players. Learn to turn your game around, set your sights on a goal, and achieve success.



SETTING GOALS ... AND REACHING THEM

By Eric Muller 1993 U.S. National Doubles Champion

Eric Muller, who signed with Ektelon two years ago, has proven to be a tough competitor. Over the past fifteen years Muller has captured numerous regional and national championships – including regaining his former national doubles title at the 1993

Ektelon/AARA U.S. National Doubles Championship. A valuable asset to the U.S. Racquetball Team, he has also become an outstanding ambassador for the sport throughout the world. Last summer the Boston University senior taught clinics in Puerto Rico, and recently Muller worked with junior players in the Dominican Republic.

reat things are accomplished one step at a time. The Great Wall of China was built one brick at a time, and great works of literature (as well as great instructional articles!) are written one word at a time. So why do people insist on setting goals that are broad in scope, general in nature, and have no process by which they will be achieved?

Losing weight, becoming a better racquetball player, being successful,

are certainly noble and worthy intentions. But these goals may never be realized: in order to accomplish difficult tasks, we must approach our goals one step at a time. (Perhaps that is why 1994 New Year's resolutions sound exactly like last year's versions).

How do we change our ways? Read on! If you follow these general rules for goal setting, you will find yourself achieving more than you ever thought possible.

Build a road map

Remember that goals work in stages. We have to achieve shorter term goals before we can even begin to think about our bigger goals. Suppose you are currently playing the "C" division in tournaments, but your ultimate goal is to become an "open" player. Sound formidable? Maybe. Is it possible? Definitely!

Using the "Staircase Method to Goal Setting," you'll find that our shorter term goals are merely steps to achieving overall goals. First, recognize the need to set and achieve shorter term goals such as developing consistent forehand and backhand strokes, learning advanced court positioning and shot selection, and successfully competing at the "B" and "A" levels. Only after reaching these interim goals will your larger goal of becoming an "open" player be realized.

Like many top athletes, you can achieve success by breaking goals down into manageable pieces. First, set an overall "long term" objective. This should generally be something you wish to accomplish in four years. Next, commit to mid-range goals, setting one for the end of each year. These are major building blocks to reach your overall goal. The next step is to set six- and three-month goals which are necessary for you to accomplish your yearly objectives. Obviously, the next step is to set weekly goals designed to help you fulfill your monthly goals. Finally, set a goal for what you will accomplish today! A great philosopher once said that the most difficult step in a long journey is the first one. The sooner you begin your quest, the sooner you will reap the benefits of reaching your overall objectives.

Now that we have a method for achieving our goals, we need to keep in mind the following rules.

RULE 1: Write down your goals. It isn't a goal until it's written down. By putting pen to paper you go a long way toward making the goal tangible, and making a commitment to its success. This is a crucial step: although you may not follow your road map exactly, writing down what you plan to accomplish provides a benchmark to guide your efforts and measure your progress.

RULE 2: Goals must be realistic, believable and achievable. Goals should be challenging, but not so much so that they become unattainable. For example, it is probably futile to set your sights on winning the "A" division and club championships next year if you are currently a "C" level player (unless of course, you select your club very carefully!). A better objective would be to plan on winning the "A" division within four years. This goal is both realistic and believable if you are

committed to achieving the necessary interim goals.

RULE 3: Goals must be specific. It is not enough to set a general goal such as, "I want to be a better racquetball player." You must define what "better" means. Does "better" mean a more consistent backhand? Does "better" include developing a great lob serve? You must be able to answer these types of questions in order to make your goals more attainable.

RULE 4: Goals should be process-oriented, not resultoriented. Focusing on results (i.e. I have to win this match!) puts unnecessary pressure on you and inhibits your ability to reach your goals. By worrying too much about the end result, we tend to forget that the only way to achieve our goals is to successfully perform the interim steps which are required to get there. When my doubles partner and I went to the 1992 National Doubles Championships, our goal was to win the title for the second consecutive year. But we became so wrapped up in wanting to win that we forgot to play our best. As a result, we were upset in the quarterfinals. We had learned something when we returned to Phoenix in 1993 - we still wanted to win, but our intent was to play as a team and to give 100% effort in each rally. The strategy worked, and our ultimate objective of reclaiming the national title became a reality

because we focused on our short term, process goals.

RULE 5: Goals must be measurable. If you can't measure your goals, how will you know when you've achieved them? When you are mapping out your goals, make sure you can quantify your results. For example, if your goal is to have a better backhand, you can chart how many times in a match or practice session you skip the ball (videotaping yourself playing is a great help).

RULE 6: Read your goals often. Writing down your goals is not enough. You should read your goals often to keep them fresh in your mind. Sharing your goals with others can also be useful – by making your intentions public, you commit to making them a reality. I keep a list of my goals in my daily planner and

a copy in the kitchen to keep me focused, and on task.

RULE 7: Reward yourself after reaching a goal. This one is obvious. You deserve a pat on the back for a job well done. But don't stop there: after you've celebrated your achievement, set a new goal, one that will challenge and excite you again.

By becoming more goal-oriented through the staircase method and these rules, you'll find yourself more productive. Goals should be set for all aspects of your life, not just racquetball. Remember that all your goals should be challenging yet realistic. Good luck and congratulations ... just by reading this article, you have taken your first step toward achieving your goals!! Now, what are you gonna do tomorrow?



HOW TO TURN YOUR GAME AROUND

By Laura Fenton 1993 U.S. National Doubles Champion

An Ektelon-sponsored player for fifteen years, Laura Fenton has become a hot topic in racquetball news: she recently won the prestigious Long Island Open, captured the 1993 Ektelon/AARA U.S. National Doubles title with partner Michelle Gould, was the 1993 National Singles champ in the 30+ division, and is

ranked #6 her second year on the WPRA tour. For someone relatively unknown just two years ago, how did she do it? Things just started happening when the college professor and mother of one – who considers her greatest on-court strength to be her determination – realized that she could play as well as anyone else.

ow do you turn your game around? Is it a process of acquiring information ... or knowing how to use that information? Is it practicing until you become "perfect" ... or how you practice that determines progress?

There are probably hundreds of techniques that can be used to sharpen one's game. Here are just a few which have helped my racquetball this past year, and hopefully can help yours as well.

P A

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CONGRATULATIONS NEW PARI MEMBERS

The following people completed the two day PARI Clinic/Exam this past Fall. December participants will be recognized in the March/April issue.

Congratulations to those who earned Level II Teaching Professional ranking: Skip Schultz (Phoenix, AZ), Wayne Barrow (Milford, NH), Joe O'Halloran (Attleboro, MA).

Others who completed the course and passed at Advanced Instructor or Instructor levels are: Jerry Dunn (Greely, CO), Enrique Carbajal (Aurora, CO), Eric Thompson (Greeley, CO), Ken Autaubo (Lafayett, CO), Robert Rohn (Aurora, CO), Johnny Forbes (Aurora, CO), Joe Woods (Humble, TX), Dr. Dennis Rajsich (Phoenix, AZ), Russell Curtis (Phoenix, AZ), Britt

Graham (Flagstaff, AZ), Mark Warner (Mesa, AZ), Steven Isles (Glendale, AZ), Patti Warner (Mesa, AZ), Robert Daun (Stevens Point, WI), Trish Elftman (Pewaukee, WI), Alayne Manning (Richland Center, WI), Cara Pellowski (Menominee Falls, WI), Cal Waite (Stateline, NV), Bill Wehrenberg (Milwaukee, WI), Jeff Wozniak (Milwaukee, WI), Jon Zuelke (Milwaukee, WI), Jere Spunardi (Lisbon Falls, MA), Cynthia Hamilton (Milford, NH), Bernie McGinty (New Ipswich, NH), Kate McGinty (New Ipswich, NH), Joe Thomas (Stoneham, MA), Ellen Dunn (Milford, MA), Daniel Gagne (Biddeford, ME).

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Doing your Best

Place the focus on working hard on and off the court. So when the game is over, win or lose, you are still enjoying yourself.

Variety

Play a variety of different styles, speeds, personalities, etc. Get used to it – this is what you will face on the court during any given tournament.

Cross Training

A well-balanced blend of fitness activities will make you feel better, look better and play better. Along with helping out your racquetball game, cross training should be fun. It is best to structure a workout schedule around a variety of activities to avoid burnout and maximize overall results. For a change, try playing basketball, a stop-andgo type of sport like racquetball. Or jump rope, which is an excellent way of increasing your cardiovascular endurance while it keeps you on your toes.

Video

The camera will never lie! Videotaping your matches is one of the best tools you can use to improve your game. You'll see problem areas: are your feet turning, or even moving? Did you lift up your head at the last second? Where are you in relation to where your opponent is positioned? Where should you have hit the ball?

Focus

After watching two of the top female players on our WPRA tour this year, I noted that their focus was on just one thing: the ball! During matches, many of us get caught up in the score, who's watching, our opponent, what do I look like and more, rather than the plain and simple: focus only on the ball, and blot everything else out of your mind.

Practice Makes Perfect

Or does it? According to research, the amount of total time one devotes to a skill is usually proportional to mastery of the skill. In other words, as one is learning a new skill, more time should be spent on practicing that skill (Schendel and Hagman, 1982). But, after a skill has been more perfected, the practice should resemble as closely as practical the actual final performance demands (Chapire and Schmidt, 1982).

Attitude

So many times I have overheard a player say, "Well, I hope to get at least a couple of points," or "So and so isn't that good!" Until one learns to respect his/her own abilities and recognizes the abilities and experience of top players, it's difficult to turn your game around. Be determined to overcome the "excuse" syndrome, be open to constructive criticism, and believe that you can compete with anyone on the court.



Match Preparation

Know your opponent's strengths and weaknesses, and mentally rehearse the match in your mind. Also, find a routine that fits you. Taping an ankle, warming up your muscles, tying on your headband all take time. Plan ahead so that you're not rushed, and forced to jump on the court with nervous twitches and muscle spasms.

Watching Top Players

What do the top-rated players do differently to win more matches? I'm just learning that the best way to move up is to copy other players' successful strokes and strategies. Watch the added wrist snap at the point of contact on a serve, the racquet preparation as the ball is traveling towards the back wall, or the constant eye contact on the ball. This is what makes a winner.

You can turn your game around and set your racquet-ball career on the road to victory. It's not that hard...but it starts with the belief that yes, you can do it! Good luck and remember to have fun.

PARI TIP: FORMULATING A GAME PLAN - PART II

By Fran Davis Assistant U.S. Team Coach Last issue we introduced probably one of the most important aspects of any successful performance, athletic or otherwise: a game plan. We defined a game plan as a plan of action; a plan of attack. It's a pre-conceived strategy of how to play a particular match, against a particular opponent, at a particular

time. It's your road map to success.

In review there were four key tips to consider when developing a game plan that will work:

- 1. A game pian is determined by your strengths and weaknesses coupled with your opponent's strengths and weaknesses.
- 2. Have one or two back up plans in case the first one doesn't work.
- 3. Play with who you are that day.
- 4. Check the 11 major areas of concern before coming up with a game plan.

We're now ready to tackle the specific 11 areas of concern we introduced in "Formulating a Game Plan – Part I." We will discuss each area in depth so you can begin to use this information immediately.

1. Serve

a) If you are playing a power player who loves the ball hit hard and below their belly button, then hit serves that will slow them down and force them to hit above their waist and off speed – high lobs, half lobs, soft Z's, off speed drives.



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DIVISIONS: Singles, doubles and mixed doubles. Players may enter singles and doubles (in doubles, both players must be from the same school).

ENTRY DEADLINE: Received no later than Friday, February 18, 1994. (Postmarked by 02/16) PLAY BEGINS: 3:00 p.m. Friday, March 4th. Local players may begin on Thursday evening. LODGING: Holiday Inn Southwest, 10709 Watson Road, St. Louis. Rate: \$53.00 per night for up to four persons to a room. For reservations call 1-800-682-6338 or 314-821-6600 and mention the High School Championship to receive special rate.

Tournament Information ...

ENTRY FEES: \$50.00 First event per person (includes referee fee), \$18.00 Second event. DIVISIONS: Men's Team Singles #1, #2, #3, #4, #5, #6 & Doubles #1,#2,#3.

Women's Team Singles #1, #2, #3, #4, #5, #6 & Doubles #1, #2, #3.

ENTRY DEADLINE: Received no later than Monday, March 21, 1994. (Postmarked by 03/19) PLAY BEGINS: 8:00 a.m. Wednesday, April 6th. No Exceptions.

LODGING: The Lexington Hotel, in the same building as the club, offers a room rate of \$70.00 per night, for up to four guests per room. For reservations, call 602/279-9811 and mention the Intercollegiate Championship to receive special rate.

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TOURNAMENT DIRECTORS: Margo Daniels & Jim Hiser, (AARA, 719/635-5396.), plus High School Commissioner Jim Murphy @ 314/353-1500 and ACRA/Intercollegiate Commissioner Neil Shapiro @ 518/436-9522. OFFICIAL BALL: Penn Tournament. ALL ENTRIES ARE FINAL: IF any entries are accepted after the deadline, an additional \$15.00 late fee will be assessed. Absolutely no refunds after deadlines have passed. AARA MEMBERSHIP REQUIRED: Non AARA members should add \$20.00 for a one-year competitive license membership. (Note: If you have recently joined the AARA and have not received your membership card, you must present your receipt copy of the membership application or a cancelled check upon registration.) UNITED AIRLINES offers you their lowest fares to sanctioned events. For reservations, phone United's Olympic Travel Desk at 1-800-521-4041 between 8:30 am and 8:00 pm EST daily, and reference the special AARA conference account number 547KL.

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- b) If you are playing someone with knee or back problems, move them. Hit hard serves that make them change direction abruptly hard drives and hard Z's.
- c) If you are playing a control player who needs time to set up and think, rip the serves at them low and hard hard drives, hard Z's, drive jams, overhead Z's.
- d) If you are playing a player who is in the wrong position on the return of serve take advantage of it (ideal position is 3' from the back wall and in the middle): 1) Too far forward (6' from back wall) hit hard serves to give them little time to react because by playing too far forward they cut down on their own reaction time even more hard drives into corners, drive jams, hard Z's, overhead jams. 2) Too far to the left (favors backhandrighty, reverse for lefty) serve them right to forehand low and hard. 3) Too far back (1' from back wall) serve low and hard right over the short line.



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2. Return of Serve

- a) Your return of serve depends on three factors: 1) How well the serve was hit, 2) How your opponent relocates out of the box, 3) Your own ability.
- b) If your opponent hits a bad serve that comes off the sidewall or back wall and is a set up, shoot a passing shot to drive them out of the middle.
- c) If your opponent hits a good serve, go to the ceiling and drive them back.
- d) If your opponent serves and stands there, hit a ripping pass if the ball is in your hitting zone or go back to the ceiling if it's out of your hitting zone.

3. Racquet Preparations

If your opponent has poor or lazy racquet prep rip the ball low and hard giving them little time to get their racquet up and in position to swing – make them rush.

4. Shot Selection

A + B + C + D = E(you) (ball) (opponent) (score) (shot taken)

Most players are predictable and have particular tendencies. Be aware. a) Does your opponent go cross court all the time? b) Does your opponent pinch or splat all the time? c) Does your opponent always hit in one speed – hard or harder? d) Does your opponent hate their backhand and run around their backhand to use their forehand? Your mind should work like a computer and store this information and then adjust accordingly.

5. Court Position

- a) Plays too far forward pass, pass, pass.
- b) Plays too far back pinch, pinch, kill, kill or splat, splat.
- c) Crowds to one side or the other use cross court, pass to other side.

6. Power (the animal) vs. Control (the dinker)

a) The animal is the shooter, the power player. This player likes to hit everything in mach speed so slow the game down. Hit defensive serves like lobs, half-lobs, soft Z's, off speed drives, 3/4 Z's. Hit defensive shots like ceiling balls, Z's and around the wall balls. Force balls chest high.

b) The dinker has a soft touch, a finesse player. Hit the ball hard and be aggressive. Good low, hard offensive serves and during the rally, keep the ball waist to chest high because the dinker thrives on balls at knee height so they can push it into the corners.

7. Righty vs. Lefty

Figure this out early when they are warming up, not after the first game or after the match. Play the player's weakness, usually their backhand, so play the righty to the left and the lefty to the right.

8. Stroke

a) Players generally with poor mechanics, footwork, or body position are the pushers, the pokers, so hit hard at the waist level so they cannot react off of your power. Keep them moving by hitting wide angle passes.

b) Perfect strokes (the picture taker) – this is the poser who has great form. Make them hit on the run, don't let them set up or stand there and shoot. Move them into the back court with passes and ceiling shots.

9. Emotional State

Most players are too emotional and lose control. Find out what gets to them and annoy them. Get under their skin by holding your racquet up for 10 seconds before the serve, or take your full 10 seconds to put the ball in play while serving, or hit high to their backhands, or bounce the ball excessively before serving or whatever effects their emotional state adversely.

10. Quick (the rabbit) vs. Slow (the turtle)

a) The rabbit is the quick player, the sprinter who gets to everything and is in good condition. Slow them down. Kill the ball when given the chance. Don't move them around the court, they thrive on that. Keep them still.

b) The turtle is slow and doesn't like to

move. Make them move. Get them tired. Hit pinches to draw them up, then passes.

11. Healthy vs. Injured

Pick on your opponent's injury whether it be a shoulder, a knee, an elbow, a back, an ankle – hit hard and make them move, stretch and reach. Go for the jugular – don't feel sorry for them.

The above information can be very helpful in gathering the facts necessary to develop a winning game plan. Remember the formula:

YS (your strengths)

± OW (opponent's weaknesses)

= GP (game plan)

Good luck in putting this information to work in developing a game plan – it is your road map to success!



PSYCHOLOGY AND RACQUETBALL: YOUR GAME SYMPTOMS & DIAGNOSIS

By Dr. Les Barbanell

A symptom of a certain form of schizophrenia is the person speaking "gibberish," or "word salad." The observer cannot comprehend a word, as the afflicted person lives in a private world with its own language. Such a patient (in a now famous case) was placed in an institution. Ten years after her admission, she was interviewed by a young African intern who recognized her language as Swahili, and not as a symptom of mental illness. The patient was immediately released.

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1-404-442-9486 • Fax: 1-404-442-9710 169 Craemer Dr. Alpharetta, GA. 30201 Hours: Mon. - Fri. - 9:00am - 5:00pm Est. This case illustrates how symptoms can be misdiagnosed, the wrong remedy can be applied, and the effect can last for years unless corrected. We can apply the medical model to your racquetball game. In this case, you identify the symptoms, learn how to understand the reasons for the symptoms (diagnose the problem), and decide the solution.

On a sheet of paper, place the word "Symptoms" on top. Here are some examples: John was too strong during his first match, Glen was too streaky, Mark's best shot kept missing, Bob couldn't stop standing in the wrong position on the court, and Cindy often had "nothing left" for the finals. (Note these symptoms are primarily related to mental aspects of racquetball.)

Now comes the most difficult part of this approach. In the middle of the page, place the word "Diagnosis." Under this heading will be placed the underlying reasons for the symptoms you listed above. This phase demands meticulous exploration and discovery. Usually, you are too close to your own game to see the basis for the problem. You will need to ask a friend who knows your game, a highly regarded player, or even a coach. Racquetball camps can also be helpful. Videotaping, I find, is only minimally helpful in diagnosing a mental problem, but may prove more helpful when identifying symptoms. Here are examples of diagnosis: John became aware he was too strong because he got too much rest the night before his match, Glen was streaky because he practiced the same way. Mark and Bob learned that they get too comfortable (in life and on the court) with familiar patterns, and Cindy discovered she was depleted before the finals because she was obsessed with being "great" rather than just being the best she could be.

On the lower third of the page, place "Rx". Once the symptoms are identified, and the proper diagnosis is made, the prescription or remedy comes relatively easily. John found a variety of ways to slow himself down in a

match, Glen changed his habits and played his hardest – even in practice, Mark and Bob discovered the benefits of "shifting gears" in the middle of a match, and Cindy became less concerned with pushing herself into becoming a star and learned to pace herself during training.

Experts in all fields make every effort to diagnose problems and seek appropriate interventions and solutions. It is disheartening to observe racquetball players who take defeat so routinely. It is this type of player that "lives in mistakes" for years — missing out on the fun and excitement that change could bring. The identification of symptoms, the effort you make toward proper diagnosis, and the application of the correct "Rx" could change your racquetball life.







DIETRICH

WHAT'S THE CALL?

By Otto Dietrich

AARA National Rules Commissioner

The new 1994 Official Rulebook is ready at last, and a complete printing of it appears in this issue of *RACQUETBALL Magazine*. After

you've read it, pull it out and stick it in your racquetball bag for future reference.

The new rulebook also includes a clarification which attempts to answer what is, by far, the question I'm asked most frequently – what happens if my opponent hits the ball so hard that it hits the front wall a second time before I can hit it? If you don't know the answer, check out what's been added to Rule 4.14 (e).

I'm sure that some of you are wondering about those other "new rules" you've heard about. At nearly every tournament I attend, someone asks about some "new rule" that ends up being a false rumor. For example, here are two I've encountered recently:

If you hit the ball out of the court, you lose the rally. Wrong! AARA rules 4.10 (f) and 4.14 (f) are unchanged. On the serve, it's a fault and, during the rally, the outcome depends on whether the shot hit the front wall before it went out. If it hits the front wall, the rally is replayed as a hinder. But, if you hit it

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1628 WABASH AVENUE, TERRE HAUTE, IN 47807 INFO: 812-235-3701 FAX: 812-462-1705 out without touching the front wall, you lose the rally.

It's now okay to "carry" the ball. Wrong again! See rules 4.11 (f) and 4.14 (c) (10). It's still against the rules to "carry" or sling the ball. Do it and you lose the rally.

It's a mystery to me how these ideas get started. But, in the case of the out of court ball, I suspect that it's the result of more amateurs being exposed to the rules used on the Men's Pro Tour (see Rule 12 in the new rulebook) and by the International Racquetball Federation. These rules both call for the loss of rally if you hit the ball out of court or, with IRF rules, the ball hits above a 12-foot line. Several prominent events, such as the Olympic Festival and World Seniors Championships, are played by international rules.

Misconceptions about the AARA rules are why I suggest that you keep the enclosed rulebook handy. Generally, if it's not in the current book, it's not a rule. The only possible exception would be any rule changes approved at the May Board of Directors meeting which must await the publishing of the next edition of the rulebook. However, such changes always appear in the first issue of RACQUETBALL Magazine following that meeting.

THE FINAL SHOT! The 1994 AARA Regional and National Singles will feature a special rule modification – only one serve will be allowed in the men's and women's open divisions. In Georgia, our board is encouraging all tournament directors to play their tournaments using this same modification to give the open players more time to adjust. Better start practicing if you want to succeed!

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If you qualify according to the above guidelines, please send your sports resume and copy of your birth certificate to the corresponding address below by February 1.

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Puerto Rico

GROUNDBREAKING FOR WORLD CHAMPIONSHIPS IN MEXICO

Enrique Villagran, President of the Mexican Racquetball Federation and Executive Committee member of the Mexican Olympic Committee, congratulates Governor Horacia Sanchez Unzueta (far right) after setting the cornerstone for three new racquetball courts in San Luis Potosi. Looking on are Rolando Gimenec, Lomas Club Sports Director (left) and Jose Claudio Perez, President of Lomas Clubs (third from left).

The new courts are being constructed for the 1994 World Championships which will be held August 9-21. Upon completion the eight court facility will feature a stadium court with seating for over 1000 spectators.



PAN AMERICAN/CARIBBEAN GAMES RESULTS

Men's Open: Fabian Balmori, Venezuela def. Alvaro Maldonado, Mexico (2, 4). Women's Open: Claudine Garcia, Dominican Republic def. Rosy Torres, Mexico (13, (14), 9). Men's Doubles: Luis Muñoz and Javier Moreno, Mexico def. Fabian Balmori and Jorge Hirsekorn, Venezuela (14, (7), 7). Women's Doubles: Hilda Rodriguea and Diana Almeida, Mexico def. Mercedes Valentiner and Matheus Guidkar, Venezuela (9, 3). Team Standings: Men -1. Mexico; 2. Venezuela; 3. Puerto Rico; 4. Costa Rica; 5. Dominican Republic; 6. Guatemala; 7. Honduras; 8. Panama; 9. Belize. Women -- 1. Mexico; 2. Venezuela; 3. Costa Rica; 4. Panama; 5. Puerto Rico; 6. Dominican Republic; 7. Honduras. Overall -- 1. Mexico; 2. Venezuela; 3. Costa Rica: 4. Puerto Rico: 5. Dominican Republic; 6. Panama; 7. Honduras; 8. Guatemala; 9. Belize.

INTERNATIONAL INSTRUCTION NOW AVAILABLE

Jeff Leon, who has coached five national and six world champions, has announced that he will offer instruction on an international basis in year round sessions. Leon has coached champions such as Jo Kenyon, Agatha Falso,



Claudine Garcia, James Lorello, Tim Hansen, Chris George, Fabian Balmori and also players from the Dominican Republic, Honduras, Guatemala, Mexico, Panama, Columbia, Costa Rica, Venezuela, Ecuador, Argentina, Peru, Bolivia and Japan. His classes can be instructed in either English or Spanish. For further information contact Jeff Leon at 5204 Bodaga Place, Delray, Florida 33484, or call 407/496-0247.

SOUTH AMERICAN CHAMPIONSHIPS HELD IN CALL, COLOMBIA

From October 29 through November 1 teams from Argentina, Bolivia, Colombia, Ecuador, Peru and Venezuela competed for the South American Cup. The championships were held at the Club Cañasgordas in Cali, Columbia.

RESULTS: Men's Open – 1. Gustavo Retamozo, Bolivia; 2. Juan F. Gomez, Colombia; 3. Fabian Apa, Argentina; 4. Ivan Uzin, Bolivia. Women's Open – 1. Maria F. Romero, Bolivia; 2. Patricia

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Guiterrez, Colombia; 3. Amanda Kurzbard, Argentina; 4. Virginia Pacheco, Argentina. Men's Doubles – 1. Uzin/Retamozo, Bolivia; 2. Apa/Cuadri, Argentina; 3. Guiterrez/Herrera, Colombia; 4. Villacreese/Cuesta, Ecuador. Overall Team – 1. Bolivia; 2. Colombia; 3. Argentina; 4. Ecuador; 5. Peru; 6. Venezuela.

INTERNATIONAL WHEELCHAIR RACQUETBALL SCHEDULE SET

All tournaments listed (with the exception of the Stoke Mandeville Games) offer wheelchair categories in conjunction with able-bodied competitions.

February 11 - 13 Keystone Pro/Am Tournament ** Winnipeg, Canada February 18 - 20 Tralee International Tournament (Irish Open) Tralee. Ireland February 18 - 20 Pittsburgh Pro/Am Tournament Pittsburgh, USA March 26 - 29 Torneo De Las Americas Racquetball Buenos Aires, Argentina July 27 - 29 Stoke Mandeville Wheelchair Games Aylesbury, England August 13 - 20 World Racquetball Championships San Luis Potosi, Mexico

** Signifies that prize money will be offered

For information on these tournaments or Wheelchair Racquetball in general, please contact David Hinton, C/O Racquetball Canada, Suite #303, 1600 James Naismith Drive, Gloucester, Ontario, Canada, K1B 5N4.

FRANCE TO HOST TOURNAMENT

The Forest Hill City Form Club in Nanterre, France will host a tournament January 29 - 30 featuring a guest appearance by the Number 1 ranked American pro, Cliff Swain.

The deadline for entry is January 27. For further information contact Objectif Racquetball, 24, rue Fontaine, 93200 Saint-Denis France, or call 33 1 48 78 02 58 (Pierre) or 33 1 47 00 37 03 (Sunny or Keutch).

RACQUETBALL IN CUBA

By Juan R. Velázquez Fernández Cuban National Team Coach

I have been a coach for many years and I've never faced such a peculiar experience as the one I went through these last months. In fact, the introduction of racquetball in Cuba was an interesting project in every sense.

Our first task was the selection of the proper technical staff. We had four at the beginning, all of them teachers who belonged to tennis or front tennis teams. We all gathered to study the the material given by the AARA which became "the magic key" due to its quality and it also helped us to enter the wonderful world of racquetball.

Our strategy consisted in a theoretical study of the official rulebooks and everything concerning the techniques of this sport. This basic work (racquet's grip, position, forehand and backhand strokes) was carried out during the months of October and November. Then in December we performed a systematic practice of the techniques previously learned which, besides the basics, included the forehand strokes, backhand strokes and also the serve and the return.

These technical elements corresponded to the court's design that we had to implement inside an area of 20 meters (front tennis court) in order to start the racquetball training. The length and width of the court also corresponded to the official measurements of 40 and 20 feet respectively, but the front wall (which was the back wall of the front tennis court) was only 10 to 12 feet high, forcing us to learn a lower game.

In December we carried out the selection of a group of young people from both sexes who had the necessary characteristics to perform this sport. The college of Physical Culture "Manuel Fajardo" was the place where we selected the athletes. As a leading school of athletes in our country it guaranteed young people with good physical health, and ten players of both sexes were selected. Some were tennis or front tennis players while others played badminton or had never had previous experience in any sport.



Ages varied from 18 to 22 and they were studying in high school or in a university institute. Training with a group of teenagers started to ensure the development of this sport for the future.

The team's work started in January with a schedule of three stages to correspond with three fundamental competitions. The first national championship at the end of June, and international competition in September and the Centroamerican Games in November.

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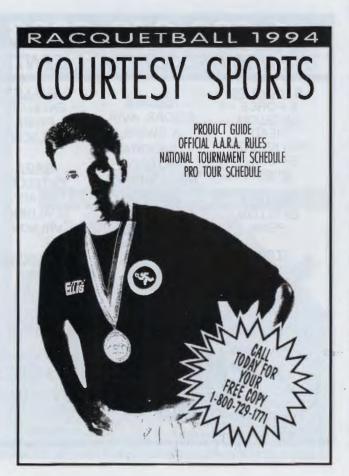
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VISA ACCEPTED

After these ten months, we consider that we have fulfilled our first objective, since the group has learned the basics well and they have initiated the work with the essential technical and tactical elements. This has permitted the introduction and preparation for competitive events that constitute the principal motivation for racquetball in Cuba.

I think that now we have paved the way for a brilliant future of racquetball in our country because most of the essential conditions have been created. If we regard the particular characteristics of the Cuban athlete such as strength and speed, along with the will to compete, we are sure to create a potentially suitable athlete for this sport.

Now, I couldn't close without thanking the United States Olympic Committee, the AARA and especially Luke St. Onge and Jim Hiser for their help and attention, without which we would never have accomplished this project.



THE YEAR IN REVIEW: 1993

By Rebecca Maxedon

The 25th Anniversary of the AARA started with a bang that carried us through a year of major changes.

RACQUETBALL Magazine took on a new look in January with its glossy new format. The coated stock upgrade of the magazine enhanced the look of everything in it and worked like a shot in the arm for the entire operation.

The anniversary theme and logo permeated every event and caught on with manufacturers as Ektelon and Penn designed their own logos to commemorate the special year.

Jason Armbrecht and Tammy Brockbank took high school titles home from St. Louis. For those wins they earned a spot at the junior team trials which were held in Colorado Springs late in the summer.

Tim Sweeney came closer to his goal of winning four straight Intercollegiate championships with his victory over Joel Bonnett in Phoenix. Tanya Spangler, who had taken a couple of years off, surprised everyone by taking the women's intercollegiate crown.

The U. S. National Team traveled to Cochabamba, Bolivia in April to compete in the Tournament of the Americas, where Chris Cole defended his title with a tiebreaker win over Simon Roy of Canada. In women's singles Jackie Paraiso Gibson defeated Carol McFetridge of Canada while doubles teams Joel Bonnett/Bill Sell and Mary Lyons/Susan Pfahler brought home gold medals as well.

The Downtown YMCA in Houston, the longtime singles site, buzzed with activity on Memorial Day weekend. This year was special as the formal anniversary celebration took place. A total of 715 entrants made this the largest singles ever held.

Making racquetball history, Michelle Gould captured her fifth consecutive singles title with a win over Malia Bailey. John Ellis traded his 1992 silver medal for gold, defeating Mike Bronfeld in the men's final round.

In another special event to celebrate the silver anniversary, a special competitive "Legends Division" was offered to players who had competed in a national championship prior to 1980. Davey Bledsoe bested Larry Meyers 21-12 to win the affectionately termed "old timers" division! Part of the fun included the use of "original" equipment and attire, with technicals given for not wearing the appropriate "dated" garb!

The Junior Olympics went to Gaithersburg, Maryland, where Sudsy Monchik capped a precedent-setting career, taking the 18- division win over long-time friend and doubles partner Jason Mannino. Monchik had taken gold in every division since his debut in the 8-division ten years earlier. In Girls 18 and under, Kerri Stoffregen took opponent Tammy Brockbank to a tiebreaker, beating her 4-15, 15-7, 11-6. In doubles, Monchik and Mannino took gold, winning over Justin Bell and Shane Wood while the girls team of Andrea Beugen and Shannon Feaster snatched victory away from Kerri Stoffregen and Dawn Peterson.

In August all four of the U.S. National Team members selected to compete in the World Games in the Netherlands ended up facing one another in re-matches of their national singles finals. With the "one serve" international rule in effect, Michael Bronfeld came away with a win over John Ellis in straight games of 15-8, 15-6. Malia Bailey improved her scores against Michelle Gould, but could not upset the champion, losing 15-5, 15-12. In preliminary rounds, the four went up against the finest international athletes from the national teams of Canada, Mexico, Japan, the

Netherlands, Ireland, Germany and Great Britain.

The AARA moved its headquarters across town to a newly purchased building, and August was hectic as the entire national office staff pitched in to make the new offices a comfortable and inspirational environment.

Just after the dust settled, the National Doubles in Phoenix named sixteen players to the roster of the 1994 U.S. Olympic Festival as eight semi-final teams in men's and women's open were selected to compete in St. Louis. The assembled group became the cover subjects for the Nov./Dec. issue, including open champions Michelle Gould/Laura Fenton and John Ellis/Eric Muller.

NEWSFLASH: EKTELON TO REMAIN IN SAN DIEGO

After eleven months of industry rumors and confusion, a decision has been made: Ektelon will continue to maintain its own operations, and brand identity, in San Diego, California.

Confusion began early in 1993, with talk of Ektelon consolidating operations with Prince corporate headquarters in New Jersey. Ektelon president Norm Peck made the recent announcement. "The new management and new strategic direction at Prince Sports Group—the parent corporation of Ektelon—has determined that Ektelon will remain an autonomous subsidiary. Ektelon was founded in San Diego, and will continue to be the dominant name in the sport of racquetball, with headquarters in San Diego."

Added Charlie Peifer, newly appointed CEO at Prince Sports Group, "Ektelon will continue to enjoy the support of the Prince Sports Group as well as the entire Benetton Sports System. We are committed to helping Ektelon grow, and expand both its markets and market share." According to Peck, Ektelon and Prince will continue to synergize certain business functions to achieve cost efficiency, such as legal and credit, but all other operations will be managed in San Diego.

So, it's back to "business as usual" for Ektelon in 1994, which the company takes to mean the introduction of the new 1994-95 line already in development, reported Peck. "These new frames will represent another first, and an innovative concept for racquetball. It's a new year, bringing renewed energy for those of us at Ektelon."



SPANGLER



BARASCH



FEASTER



GARFINKEL

RB:PEOPLE

TANYA SPANGLER SCORES BIG WINS IN TWO RACQUET SPORTS

Tanya Spangler, 24, a junior at San Jose State University, accomplished the difficult feat of winning national championships in two different racquet sports in the same year. After winning the women's division of the World Intercollegiate Racquetball Championships in Phoenix in April, Spangler won the Women's "B" division of the **USSRA** National Softball (squash) Championships in San Francisco in October. Spangler had only two and a half months of squash preparation as she was still competing in racquetball in late July, winning a silver medal at the Olympic Festival in San Antonio.

"I'm no Conine," says Tanya referring to RACQUETBALL Magazine's Sept./Oct cover feature on baseball star Jeff Conine, "but this was a very satisfying, as well as surprising, win for me. Squash is fun and a great cross-training sport for me both physically and mentally. It demands patience, persistence, endurance, and a 'rally' mentality – all are elements that can improve my racquetball performance."

Tanya did not have any easy time going through the draw, winning only one of her matches in three straight games. "My toughest matches were my first and third. By the time I got to the finals, my game had improved and I was beginning to develop some confidence. Even after losing the first game of the finals 10-8, I thought I was going to win and I managed to take the next three games for the championship."

When she is asked which sport is going to receive priority, Tanya shrugs her shoulders, flashes her big smile, and says, "Racquetball! – for now. In squash, as in racquetball, it is a big jump from the second level

to the top level of competition."

Tanya adds, "No disrespect to Jeff and baseball, but my two sport hero(ine) as a kid was Heather McKay."

JUNIOR ADVOCATE ALVIN BARASH PASSES AWAY

(The following excerpted from a tribute to Alvin written by his friend, Bill Piggott)

Alvin Barash died unexpectedly, at his home, on Thursday, December 9 at the age of 54. Alvin was one of those rare, rich characters who pop up occasionally to bless a sport, and those lucky people who happen to be around at the time. He tirelessly promoted racquetball through the eighties, extolling the achievements of others (always of others), the Olympic hopes of the future, and his primary love, the juniors. Alvin never tired of exhorting the rest of us to focus on the "grassroots" of racquetball. He knew that the

game would never grow unless we invested heavy time and effort in the youngsters. He never missed a chance to write about, talk about, or brag about some twelve-year-old's sportsmanship and court skills.

He served as both president and vice president of the Illinois State Racquetball Association, as well as serving on the board of directors in that state for at least a dozen years. He was an AARA Regional Commissioner and in 1988 he received the long-overdue ISRA Distinguished Service Award.

Alvin's eagerness rubbed off on everyone. He infused the dullest meeting with enthusiasm and optimism. If a job needed doing he was there. If you needed advice or help, he would put aside his successful career as an accountant, and instantly, was at your disposal. This was a perpetually sanguine, colorful and valued man who brightened the lives of his family, and the legion of friends who will miss him greatly.

For quite a while, the lights on the court will seem just a little dimmer.

SHANNON FEASTER NAMED AS DIAL AWARD FINALIST

Junior Team member Shannon Feaster of Washington, D.C. was selected as one of ten national finalists in the 1993 Dial Award for High School Seniors. The award, established in 1979, recognizes outstanding achievement in athletics and scholarship by high school seniors. The original 1979 award was presented to Herschel Walker.

Feaster, who also excels in tennis, earned the AARA's nomination for her numerous junior titles, combined with her 4.1 GPA at the School without Walls and her many civic honors and activities, including membership in the D.C. Bureau of Public Speakers.

CHARLIE GARFINKEL NAMED TO BUFFALO HALL OF FAME

Congratulations go out to Charlie "The Gar" Garfinkel for being recently inducted into the Buffalo Sports Hall of Fame, joining O.J. Simpson of the Buffalo Bills and other sports greats. Garfinkel is a Team Ektelon player and was inducted into the AARA Hall of Fame in 1989.



WEDDING BELLS. World champion Chris Cole and Nancy Personette tied the knot on October 9th in Flint, Michigan.



RACQUETBALL





JANUARY

anuary 20 Atlanta Cash Open Sportslife (Club Cobb) Atlanta, GA – 404/952-2120

Elgin Super Bowl Elgin YMCA Elgin, IL – 708/888-7400

Hampton Inn Pro Classic Racquet Club of Memphis Memphis, TN – 901/765-4400

January 21 Best of the West Club Green Meadows Vancouver, WA-206/256-1510

Billings Athletic Club Pro-Am Billings, MT

Cottonwood Club Open Lincoln, NE-402/475-3386

East Coast Open The Club at Woodbridge Woodbridge, NJ 908/634-5000

Frostbite Shoot Out Pottstown Health Club Pottstown, PA – 215/326-6216

Iron Range Open Supreme Courts R/B & Fitness — Virginia, MN — 218/749-8318

January Jubilee The Court House Racquet Club Florence, AL – 205/764-0034

Metroplex Championships Maverick Athletic Club Arlington, TX – 817/275-3348

New York City Series #2 BQE Fitness & R/B Club Woodside, NY - 718/726-4343 Rollout the New Year Merritt A.C. - Security Baltimore, MD - 410/298-8700

RWFC/Chick-Fil-A Winter Riverside Wellness & Fitness Richmond, VA – 804/794-6888

Saline Grand Prix Fitness Unlimited Benton, AR – 501/778-2571

Special K R/B Series #3 Parma Courts Chesterland, OH 216/729-8032

St. Clair Open St. Clair Racquet Club St. Paul, MN – 612/690-0600

Superbowl Open West Lane Racquet Club Stockton, CA – 209/472-2100

Winter Classic Southridge Athletic Club Greenfield, WI – 414/421-5770

Winterfest 1994 Maple Athletic Club Troy, MI – 313/362-3777

2nd Balls & Walls Open The Health Connection Richmond, IN - 317/935-9191

3rd Parkland Medical Ctr. Executive Health & Fitness Manchester, NH 603/627-4552

January 22 Smash and Splash Green River Rec Center Green River, WY 307/875-4772

January 25 Orem Fitness Center Open Orem, UT – 801/224-7158

January 27 4th Annual Kahlua Klassic Southlake Club Mundelein, IL – 708/949-8180

January 28 Ball Breaker @ Kourt House Laramie, WY – 307/742-8136

Bell Socialization Services Wynfield Club York, PA – 717/848-5767

Coors Light Series Heights Health & Racquet Powell, OH–614/548-4188

Coors Light Winter Open The Royal Court of Kearney Kearney, NE – 308/236-5110

Country Oaks RB Classic Country Oaks Racquet Club Woodland, CA – 916/666-2444 Erie County Farms Open Nautilus – Erie, PA 814/868-0072

Hall of Fame Pro Am Northeast Racquetball Club Col. Hts., MN – 612/572-0330

Icefog Classic Alaska Athletic Club Fairbanks, AK – 907/456-1914

LA/Rollout Hilltop Community Center Lewiston, ME

Las Cruces Open Tom Young's Racquet & Fit. Center – Las Cruces, NM 505/526-4477

Racquetball One Michigan Athletic Club Lansing, MI

Sanlando Winter Classic Sanlando Park Altamonte Springs, FL 407/869-5966

Winter Jam @ Maryland Farms Athletic Club – Brentwood, TN 615/373-5120

12th Summit City Open Summit City Court Club Ft. Wayne, IN – 219/485-1671

AARA OR Regional #10 Summit City Court Club Ft. Wayne, IN - 219/485-1671

1994 Winter Open Snowcreek Athletic Club Mammoth Lakes, CA 619/934-8511

5th Ewers Tournament Jefferson City MO/YMCA Jefferson City, MO 314/635-4181

January 29 Courtesy Sports Junior Series @ Schoebers – Pleasanton, CA 415/968-7970

FEBRUARY

February 1 Jordan Valley Open Jordan Valley Athletic Club Kearns, UT – 801/969-9911

February 2 2nd Southern Classic VCI Falcon Complex Suwanee, GA – 404/256-1963

February 3 ISRA State Doubles Glass Court Swim & Fitness Lombard, IL – 708/629-3390 February 4
Blue Bali @ Teton Athletic Club
Riverton, WY – 307/856-5424

Bud Light Classic Pennyrile Racquetball Club Hopkinsville, KY 502/885-4200

February Fever South Hampshire A.C. St. Louis, MO

Great Easter Seals Open Schoebers Athletic Club San Jose, CA – 408/629-3333

Harbor Winter Open Harbor Athletic Club Middleton, WI -- 608/831-6500

Heartbreaker Open Racquetball World Canoga Park, CA 818/884-5034

Icicle Open Allentown R/B Club Allentown, PA – 215/821-1300

Mid-Winter Open Hall of Fame Fitness Ctr. Canton, OH – 216/455-7788

Pro/Am Cash Tournament Orlando Fitness & Racquet Orlando, FL – 407/645-3550

Racquets Four Winter Open Racquets Four Sports Center Indianapolis, IN 317/783-5411

Stuck in Lodi Open Twin Arbors Athletic Club Lodi, CA – 209/334-4897

The Best in the East Riverview R/B & Nautilus Ctr. – New Milford, NJ 201/444-0859

Waycross Winter Open Waycross Athletic Club Cincinnati, OH 513/742-1700

Winter Carnival Pro-Am River Valley Athletic Club Stillwater, MN 612/439-7611

Wintergreen Open Laurel Racquet & Health Club – Laurel, MD – 301/953-1414

Wintemationals YMCA Family Fitness Ctr. Butte, MT

13th Annual T & R Open Track & Racquet Club Fayetville, NY – 315/446-3141

ORA Intercollegiate Doubles Baldwin-Wallace College Berea, OH – 216/723-5086

NATIONAL CALENDAR

Texas State Singles Rac & Fitness Clubs of S.A. San Antonio, TX 210/349-2781

February 5 R.A.M. Women's Only Davison Racquet & Fitness Davison, MI – 313/653-9602

February 9 Pro-Am @ Alaska Athletic Club Anchorage, AK 907/562-2460

February 10 St. Valentine's Day Massacre Woodfield Racquet Club Schaumburg, IL 708/884-0678

February 11 Alpha Double Trouble Alpha Racquetball Club Mechanicsburg, PA 717/533-4554

Cupid's Splat Open Garden Health & Fitness Monterey, CA – 408/646-0550

Decathlon Invitational Decathlon Athletic Club Bloomington, MN 612/854-7171

Erlanger Cancer Society Sportsbarn — Chattanooga, TN 615/266-1125

Fitness Barn Open @ The Fitness Barn — Valparaiso, IN 219/762-3191

Harbor Square Pro-Am Harbor Square Athletic Club Edmonds, WA – 206/778-3546

Michelob Light Classic Grand Forks Tennis Centre Grand Forks, ND 701/746-2790

Old South Classic @ Fitness USA Raleigh, NC - 919/832-5595

Silver Bullet Bash Rawlins Rec Center Rawlins, WY – 307/328-4573

St. Valentine's Massacre Sports Courts - Lincoln Lincoln, NE – 402/475-5686

Timberhill A.C. Jr. Tour Timberhill Athletic Club Corvallis, OR – 503/757-8559

Valentine Classic North Hills Athletic Club Menomonee Falls, WI 414/251-1420

West James Open West James of St. Charles St. Charles, MO 314/441-0006 Wildcat Open @ UK Seaton Ctr. Lexington, KY - 606/257-3928

14th St. Valentines Day North Valley Athletic Club Chico, CA – 916/891-4700

Valentines Tourney Racquetball International No. Windham, ME 207/892-3231

NY State Singles & Doubles Colonie Court Club Albany, NY – 518/459-4444

February 12 State High School Champs @ 98th Street R/B & Health Club — St. Louis Park, MN 612/377-5779

February 15 Valentine's Day Massacre Redwood Multi-Purpose Ctr. West Valley City, UT 801/974-6923

February 17 Midwest Regional Collegiate Woodfield Racquet Club Schaumburg, IL 708/394-3972

Schaumburg Winter Classic Schaumburg Park District Schaumburg, IL 708/490-7020

February 18 Buckeye Classic Westerville Athletic Club Westerville, OH614/882-7331

Camp Confidence Pro-Am Ultimate Health & Racquet Club Baxter, MN – 218/829-6453

Men's Pro Stop Racquet Club of Pittsburgh Monroeville, PA 412/856-3930

Racquetball One Seniors Michigan Athletic Club Grand Rapids, MI 616/956-0550

St. Valentine's Day Open Boyertown Area YMCA Boyertown, PA – 215/944-8629

The Meadowlands Open Classic Athletic Club Lyndhurst, NJ – 201/444-0859

10th 7-Up R/B Classic Reno Athletic Club Reno, NV – 702/788-5588

Montana State Doubles Crossroads – Helena, MT

AARA Adult Regional Keystone Fitness Center Indianapolis, IN 317/846-1111 MO State Championships Ballwin Racquetball & Fitness – Ballwin, MO – 314/391-8087

February 19 Casper YMCA Open Casper, WY – 307/234-9187

February 22 Park City Open Prospector Athletic Club Park City, UT – 801/649-6670

February 24 St. Valentine's Open Healthy Attitude Tinley Park, IL – 708/748-4810

TN State Singles @ Club Vita Nashville, TN – 615/871-4301

February 25 Colstrip Racquetball Classic Colstrip, WY

Coors Light Series Congress Park Athletic Club Powell, OH – 614/548-4188

FBX Racquetball Classic Alaska Athletic Club Fairbanks, AK — 907/456-1914

Grand Island YMCA Open Grand Island YMCA Grand Island, NE 308/384-8181

New York City R/B Series #3 BQE Fitness & R/B Club Woodside, NY – 718/726-4343

Rocket city Family Fitness Center Huntsville, AL – 205/880-0770

Snowball Open The Fitness Club Waterville, ME - 207/873-0571

Tri-Cities Championships Saginaw Valley Hlt & Racquet Saginaw, MI – 517/631-0255

WPRA Pro Stop Racqueteers HIt & Fit Club Mayfield, PA – 717/876-5432

Midwest Sr/Master Invit. Arena R/B & Health Club St. Louis Park, MN 612/377-5779

NC State Singles Charlotte R/B & Health Club Charlotte, NC - 919/379-0550

VA State Singles Roanoke Athletic Club Roanoke, VA - 703/989-5758

WY State Juniors Gillette Fitness Center Gillette, WY – 307/686-7627

MARCH

March 3 Collegiate Regionals Weber State University Utah – 801/626-6483

ISRA State Singles Woodfield Racquet Club Schaumburg, IL 708/394-3972

March 4 Cabin Fever Open South Tahoe Fitness Center South Lake Tahoe, CA 916/544-6222

Kalispell Athletic Club Pro Am Kalispell, MT

Killshot Klassic @ One on One Ann Arbor, MI - 313/761-4440

Kings Court March Classic Kings Court Roseville Roseville, MN – 612/633-0744

March Madness Open Shelby County Athletic Club Shelbyville, IN – 317/398-2582

March Winds @ Lincoln YMCA Lincoln, NE – 402/475-9622

Maryland Open Merritt A.C. - Security Baltimore, MD – 410/356-4050

Ned Gordon @ Lakeland YMCA Lakeland, FL - 813/644-3528

Special K R/B Series #4 Severance Athletic Club Chesterland, OH 216/729-8032

Spring Shoot Out Eau Claire Athletic Club Eau Claire, Wl 715/833-2201

Suffolk Open @ Royal R/B Club Coram, NY - 516/732-5500

11th Annual Adirondack Open Glens Falls YMCA Glens Falls, NY 518/793-3878

CT State Singles NEH & R @ Enfield Enfield, CT – 203/248-6634

GSRA NJ State Singles King's Court – Lyndhurst, NJ 201/444-0859

ME State Doubles Racquetball International No. Windham, ME 207/892-3231

CALENDAR

WY State Doubles Fitness Plus - Cheyenne, WY 307/638-7587

5th Sports Unlimited Open Tampa Interbay YMCA Tampa, FL – 813/839-0210

March 5 Luck of the Heights Cottonwood Heights Rec. Ctr. Salt Lake City, UT 801/974-6923

March 9 CCFA Pro Am @ The Texas Club Houston, TX – 713/227-7000

Alaska State Doubles The Alaska Club Anchorage, AK 907/337-9550

March 10 AARA Adult Regionals So. Florida Racquetball Club Ft. Lauderdale, FL 904/395-5356 March 11 Dr. Pepper Classic @ Sportslife Birmingham, AL 205/870-0144

Hastings YMCA Open Hastings Family YMCA Hastings, NE – 402/463-3139

Northwest Open Bellingham Athletic Club Bellingham, WA 206/676-1800

Omni 41 Open Omni 41 Sports & Fitness Ctr. Schererville, IN-219/865-6969

Pennbriar March Open The Pennbriar Erie, PA – 814/825-8111

Saco Sports & Fitness Open Saco, ME - 207/284-5953

Silver Lake Country Club Open Orland Park, IL 708/748-4810 Slamrock @ Courtsouth Murfreesboro, TN 615/896-5123

Sundown Liverpool Open Liverpool, NY - 315/458-1453

Tournament of Champions La Masters Fitness Ctr. W. Chester, PA-215/436-6200

Wilson MN Doubles Championship @ Northeast Racquetball Club – Col. Hts., MN 612/572-0330

AARA Adult Regionals Sawmill & Westerville A.C.'s Powell, OH – 614/548-4188

MD State Singles Athletic Express Club Gaithersburg, MD 301/258-0661

OR State Jr. Championships Courtsport Athletic Club Eugene, OR – 503/687-2255 Sth Annual Can-Am Birchwood Athletic Club Fort Gratiot, MI 810/385-4475

March 17 Shamrock Shootout Glass Court Swim & Fitness Lombard, IL – 708/629-3390

WPRA Women's Pro Stop Sportsbarn – Chattanooga, TN 615/266-1125

ND State Championships Grand Forks Tennis Centre Grand Forks, ND 701/746-2790

March 18 B-C-D Round Robin Brighton Athletic Club Brighton, MI – 517/887-0459

Dayton Area R/B Tourney Congress Park Athletic Club Centerville, OH–513/435-4875



HAND.

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Endless Mountain Open Shadowbrook Resort Tunkhannock, PA 717/836-2151

Harbour Isle Open Harbour Isle Athletic Club Tampa, FL — 813/229-5062

Luck O'The Irish Open Tilton Athletic Club Pleasantville, NJ-201/444-0859

Shamrock Shootout Cut Bank Civic Center Cut Bank, MT

Spring Classic Downtown YMCA Louisville, KY – 502/587-2352

Tallmadge Kiwanis Classic Tallmadge Fitness Center Tallmadge, OH –216/633-2133

Wambo @ Supreme Court Madison, WI – 608/274-5080 Women's Only Pro-Am NEHR at Bristol Bristol, CT – 203/248-6634

11th Benefit for UCP Suburban R/B & Swim Club – Rockville, MN – 612/251-3965

AARA Adult/Jr Regional #6 Town & Country Racquet Club – Town & Country, MO 314/965-7783

AARA Adult/Jr Regional Wyoming Athletic Club Casper, WY – 307/265-6928

NE State Singles Sports Courts of Lincoln Lincoln, NE - 402/423-2511

March 22 UT State Singles Sports Mall – Murray, UT 801/261-3426 & & & & & &

MARCH 04-06

APRIL 06-10

MAY 25-30

IUNE 25-29

JULY 22-24

Ektelon AARA U.S. National High Schools, St. Louis, MO Ektelon AARA U.S. National Intercollegiates, Phoenix, AZ Ektelon AARA U.S. National Singles, Houston, TX Ektelon AARA Junior Olympics Chattanooga, TN

AARA U.S. Skill Level Nationals Phoenix, AZ

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GRENADE.

Of course, this is just a friendly game. Ready. Aim. Fire.



RACQUETBALL

MEN

John Ellis, CA

2. 3. Michael Bronfeld, CA Sudsy Monchik, NY Doug Ganim, OH Dan Llacera, DE Todd O'Neil, TX

Sean Graham, CT

Dan Fowler, MD Jimmy Lowe, KY

Scott Reiff, TN

Men's A

Steve Kalal, IL Bryan Stanley, TX 3.

Rick Decastro, MA Eric Harper, FL Scott Grunin, MA

David Murillo, CA Thomas Evans, TX

8. Brad Jackson, WA 9. Tim Vesevick, IL 10. Peter Appel, NY

Men's B

Mike Petrin, TN Shishir Mohan, NJ

Gabe Gose, NM David Cifelli, ND Vic Horton, MA

Sal Acosta, TX

Walt Charlton, OK Wally Miller, TN

Mark Harder, PA 10. Vem Schmitz, NY

Men's C

Jim Conlon, NY Alex Spaeth, IL

Steve Barnhouse, NM Lawrence Flores, TX David Bartscher, NE

Clint Ashby, OK

Jong Chandrickson, CA David Smith, GA Mike Ginn, NC

10. Dick Armstrong, LA

Men's D

Mike Walsh, NJ David Kersten, AR

Rhett Collins, TX Jordan Fought, NM

Preston Gaster, NC 6T.

Raul Arteaga, IL Glen Downie, MI 6T.

Bernd Dunemann, NE 6T.

Noel Farmer, CA 6T. George Hunter, FL

Graig Bradford, MA

Miguel Figueredo, NC Pierce Buller, NY

Tom Cerniello, NY Frank Dispenza, FL

Jason Dyer, CO Shef Emani, TX

Chris Lancaster, AR

Ricardo Rivas, FL 3T. Ed Rump, OH

Men's 19+ 1T. Jeff Evans, WA Grant Giles, GA

Tim Sweeney, IL Brian Fredenberg, TX David Hunter, TN Jeff Stark, CA

Jason Thoemer, FL

Adam Anderson, UT Mark Goodman, GA Joel Bonnett, MI

Men's 25+

Chris Wright, MO

Dave Cardillo, NY lim Hamilton, MI

Ron Hendren, MD

Jim Jeffers, IL Brad McCunniff, IA Tony Boscia, CO

Chris Fine, NI

Alan Sheppard, NC John Davis, LA

Men's 30+

Jimmy Lowe, KY

Armando Alonso, FL Rob French, IA Bill SErafin, NJ

Scott Worthy, MI Bill Lyman, IL

John Mack, CA Kevin Thiessen, AR

Tom Adams, NY

Mike Anderson, MI

Men's 35+

Mitch Smith, PA

Jim Young, PA Scott Worthy, MI Dave Peck, TX

Howard Walker, TX

Rick Lansing, NJ Keith Tidd, OH

Bobby Corcorran, AZ Robin Dixon, CA

10. Dane Crisp, TX

Walter McDade, TN

Tom Travers, OH Jim Bailey, VA Glen Withrow, MN

Stu Hastings, MI

Dave Kovanda, OH Mike Robinson, TX

Issac Laughinghouse,

Gary Mazaroff, NM

10. Howard Walker, TX

Men's 45+

1T. Paul Redelheim, TN

Jay Schwartz, FL

Barry Berger, AZ Bob Gravelyn, MI

Johnny Hennen, TN Bill Wolfe, NY Craig Olsen, NE

Ray Huss, OH Brad Parra, CA

10. R.O. Carson, CA

Men's 50+

Jerry Davis, OH

Ron Johnson, IL

Tom Chodosh, TX Charlie Garfinkel, NY

Ron Galbreath, PA Brad Parra, CA

7. Lynn Corbridge, UT 8. John Mootz, NY 9. Gordon Kelly, MI 10. Jerry Rand, FL

Men's 55+

Dario Mas, DE

Rex Lawler, IN Art Johnson, CO

Ron Adams, CA Jerry Stoltmann, WI

Terry Lauritsen, NM

Ron Rainey, WI Louis Berson, NY

Don Alt, FL Paul Banales, AZ

Men's 60+

Don Alt, FL

Paul Banales, AZ Max Fallek, MN

Lynn Hahn, MI

Jim Railey, TN Dan Llacera, Sr., NY Don Maxey, MO

Red Horton, CO

Fintan Kilbride, Canada

Bill Reese, TX

Men's 65+

Joe Lambert, TX

Mal Roberts, FL

Philip Dziuk, IL Glenn Melvey, ND Earl Dixon, IN

J.D. Driver, MI Fintan Kilbride, Canada

Earl Acuff, ND Tony Duarte, CA

Pierre Miller, IN

Nick Sans, CA

Earl Acuff, ND William Matotan, NM

Cam Snowberger, PA

Fred Rappoport, FL C. Allen Shepherd, MD

Luzell Wilde, UT Robert McAdam, TX

Don Goddard, MT 10. Bernard Cramer, RI

Men's 75+

1T. Charlie Russell, CA C. Allen Shepherd, MD

Luzell Wilde, UT Jack Daly, VA

Andy Trozzi, MA

Daniel Lyons, LA Earl Acuff, NC

Ed Hagen, AZ 9T. George Drake, MN 9T. Ralph Greco, FL

Jack Daly, VA John Pearce, TX Howard Hesse, AZ

Men's 80+

WOMEN

Women's Open

Elaine Hooghe, OH

Lorraine Galloway, NY

Rachel Gellman, NM

Kim Russell, GA

Tanya Spangler, CA Ellen Crawford, NY Michelle Gould, ID

Kersten Hallander, FL

Leesa Smith, ME 10. Laura Fenton, MA

Grace Hastings, TX

Bridget Barron, TX Claudia Andrade, FL

Vicky Savin, NY Helen Thomas, NJ

Jessi Slaughter, SC

Laura Rogers, TX Sue Patterson, GA

Robin Conover, TN

10. Julie Decker, FL

Women's B

Laura Brandt, FL

Cheryl Gistand, TX

Jan Nick, LA Shelley Jafferis, AR Pat Harder, CT

Karen Green, MI

Jennifer Bailey, TN

Mandi McClure, GA

8T. Sherry Mullins, NY 10. Wendy Chesters, NE

Women's C

1T. Martha Allen, NM

Teresa Buck, AR Krista Moyle, NE

Laura Nastasia, NY

Nancy Page, FL Barbie Wilson, TN

Judy Cummings, NC

Chen Prickett, AR Karla McVey, NJ

10. Teresa Fitzgerald, FL

Women's D

Teresa Plaza, OH Erin Burns, NM

Virginia Corcoran, MA

Bobbie Ross, NC

Jen Mayadas, NY

Jana Moore, AR

Jean Staley, IN Sharlene Henry, FL

Barbara Limehouse, SC 10. Sandra Allen, AR

Women's Novice Starr Welty, NM

Kim Gumett, MA

2T. Camille Hatcher, FL

IATIONAL RANKINGS

2T. Chris Levitt, NJ 2T. Jenn Sulim, NY

Carol Buckley, NY 6T. Rosa Sanchez, NM

Ana Barraza, NM Julie Giuffridi, NY

8T. Jane Gray, DE

Women's 19+

1T. Rachel Gellman, NM Amy Kilbane, OH

Cheryl Gudinas, IL Tanya Spangler, CA Ellen Crawford, NY

5. Renee Lockey, CA Heather Dunn, Ma

Lorraine Galloway, NY 9T. Diane Gronkiewicz, IN 9T. Tracy Watson, TN

Women's 25+

Lorraine Galloway, NY Rhonda Pannell, TN

3. Kersten Hallander, FL

Megan O'Malley, IL Debra Bryant, NC Kelli Peifer, MN 5T.

Tina Churchwell, TN Julie Decker, FL Naomi Morgan, TX

10. Donna Beldring, NM

Women's 30+

B.J. Ehrgott, CT Laura Fenton, MA Mary Bickley, PA

Tracey Smith, TN 4T. Karin Sobotta, PA

Peggy Ludwig, OH Janet Tyler, FL Mary Lyons, FL

Shawn Williams, CO

Annie Muniz, TX

Women's 35+

Susan Pfahler, FL Peggy Ludwig, OH

Debbie Tisinger, CA Roz Petronelli, MA

Cindy Tilbury, MN Mary Shaffer, VA

Mary Beke, AZ Vicki Hillard, TN

7T. Linda Moore, NE 7T. Val Shewfelt, UT

Women's 40+

Joanne Pomodoro, MA Gerri Stoffregen, OH

Janell Marriott, RI Willie Grover, GA

4T. Janet Myers, NC Janet Insko, MI

Julie Jacobson, WI Gail Woods, LA

9T. Deb Gridley, CO 9T. Shelley Ogden, OH

Women's 45+

Agatha Falso, FL Bev Powell, IL

June Riggs, TN Kendra Tutsch, WI

Linda Miller, IN

6T. Paula Sperling, NM 6T. Gerri Stoffregen, OH

Mildred Gwinn, NC Gwen Benham, AR

10. Pat Tarzon, IL

Women's 50+

1T. Mildred Gwinn, NC 1T. Sharon Hastings-Welty,

Nidia Funes, CA

Sylvia Sawyer, UT Pauline Kelly, IL 5. Mary Willerscheidt, MN

Jo Kenyon, FL

8T. Nancy Butts, WI 8T. Kathy Mueller, MN 8T. Jean Tull, VA

Women's 55+

Kathy Mueller, MN

Jo Kenyon, FL Joanna Raida, PA 3T. Jean Tull, VA

5. Helen Dunsmoor, ID Mary Walker, CA 6.

Susan Embry, CA Marion Crawford, NY Marilyn Brandt, LA 10. Annabelle Kovar, NE

Women's 60+

Jo Kenyon, FL Lola Markus, IL B.G. Railey, TN

Judy Fetherston, NM

Mary Low Acuff, NC Phyllis Melvey, ND Reta Harring, WI 6.

Mary Jo Kreie, AR Rita Turner, FL

10. Rosemary Ferris, CO

Women's 65+

Mary Low Acuff, NC Phyllis Melvey, ND

Dorothy Vezetinski, WA Elsie Cobb, TX

Women's 70+

Mary Low Acuff, NC Eleanor Quackenbush,

Pete Jones, CT

Women's 80+

1. Zelda Friedland, NM.

BOYS

Boy's 8 & Under

Steven Klaiman, TX Brandon Shoemaker,

Jon Hellner, OR

Ben Weaver, AL Roy Lee Luna, NM

Geoffrey Mora, CA Ryan James, WI Chris Meyer, OR 6.

Brent Schulenberg, MN 10. Tyler Hollingsworth, OR

Multi-Bounce

Brandon Shoemaker, OH

Steven Klaiman, TX Roy Lee Luna, NM

Clay Burris, FL 4T.

Ryan James, WI Jon Hellner, OR 6T.

Tyler Hollingsworth, OR 6T. Geoffrey Mora, CA

Brent Schulenberg, MN 6T. Brad Slocum, FL

Jack Huczek, MI Jim Gooden, TX

Bart Crawford, OR Matt McElhiney, FL

Paul Heathman, FL 6T. Josh Epstein, NY

6T. Adam Marmurek, AL Juan Martinez, IL Joe Roth, PA

10. Brandon Shoemaker, OH

Boy's 12-

Jeffrey Garner, AL Gabe Gose, NM

Shane Vanderson, OH Ryan Staten, KS

Brandon Friend, NY Jason Jansen, ND

Justin Carey, NY

8T. Sam Bottomley, OR 8T. Seth Taylor, IN 10. David Liakos, NE

Boy's 14-

Ben Williams, NY Jed Bhuta, AL

Rocky Carson, CA Brent McDade, TN 3T.

Sam Ryder, WI Dan Gottlieb, NY

Bucky Freeman, TX

Josh Healy, UT Trevor Larson, MN

7T. Ryan Staten, KS

David Hamilton, OH Eric Storey, UT

Chris Choukalas, AZ Mark Hurst, FL

Erik Ekman, MA 5T.

John Stanford, Jr., FL Aaron Granberg, WI ST.

Evan Pellowski, WI 7T. Tony Puggioni, NY 10. Asher Friend, NY

Jason Armbrecht, NC

Sudsy Monchik, NY Toby Lepera, IN David Hamilton, OH

Craig Rappaport, PA 4T.

Shane Wood, MA 7T. Shane Dodge, ID

7T. james Mulcock, NM

9T. Andy Gross, MN 9T. Jason Mannino, NY

GIRLS

Girl's 8 & Under

Kimberly Irons, OH Leslie Luna, NM

Kimberly Markins, AZ Jesi Fuller, NM

Melissa Jones, FL Khara Williams, NM 6.

Multi-Bounce

Kimberly Irons, OH

Melissa Jones, FL Kimberly Markins, AZ Leslie Luna, NM Feliciana Moreno, WI

Jesi Fuller, NM

Suzy Corgiat, CA Ashley Mora, CA Darai Darling, OR 8.

Melanie Mueller, CO

Rebecca Dolloff, NM Kristina Matchett, OR

Kristen Walsh, UT Molly Law, CO Morgan Rainey, AZ 5. 6.

Kimberly Irons, OH Eve Bateman, PA

Kimberly Markins, AZ 10. Margo Rainey, AZ

Glr's 12-Sara Borland, IA

Lindsay Sears, IN Kristen Walsh, UT Brooke Crawford, OR

Sharon Lacher, MD 6. Becki Bowman, IN

Brittany Morris, AL Megan Bals, NE Eve Bateman, PA Chris Born, WY

Girl's 14-Rhonda Rajsich, AZ

Vanessa Tulao, TN Melisa Boyd, UT

Erin Frost, OR 5. Katie Gould, MO

Bobbie Ross, NC Leslie Buschbom, GA Colleen Maginn, WI

9T. Erin Burns, NM 9T. Kelly Ruhl, CO

GIrl's 16-Shannon Feaster, DC Sadie Gross, MN

Debra Derr, FL 4T. Erin Burns, NM

4T. Andrea Luque, GA 4T. Karri Rogers, WU

Adrienne Bennett, DE 7T. Melisa Boyd, UT

7T. Colleen Maginn, WI 10. Alison Cremo, CA

Girl's 18-

Kerri Stoffregen, ID Tammy Brockbank, ID

Andrea Beugen, MN Jenny Meyer, CO Kristi Hale, NC

5T.

Stephanie Torrey, MA 7T. Mindy Duff, IN

Shannon Feaster, DC Cathy Tellier, NM 7T. 7T. 10. Dawn Gates, IL

> WHEEL CHAIR

Chip Parmelly, CA

Gary Baker, IN David Kiley, CA 2.

Les Gorsline, WI Steve Kuketz, MA

6. Audie Kemp, IN Marc Fenn, IN

Wayne Dake, WI George Norton, MA

10. Joe Soares, FL

DEAF

MEN Victor Peterman, OH

Joseph Valentine, OH 3. Frank McDonough, IL

Wayne Delatte, WA 5.

Scott Kramer, CA Michael Russo, CT

Frank Coenen, NY 8. Richard Nell, WI Greg Brown, AZ

10. Mike Novak, IL

Karen Rubenezer, IL

Barbara Cassin, CT

Mindy Hopper, NY Tara Miller, WI Debra Nell, WI

Laura Salvato, IL 6. 7. Lynn Kizner, NY

Cathy Oshrain, FL 9. Janet Seivert, WI 10. Patricia Youhn, IL

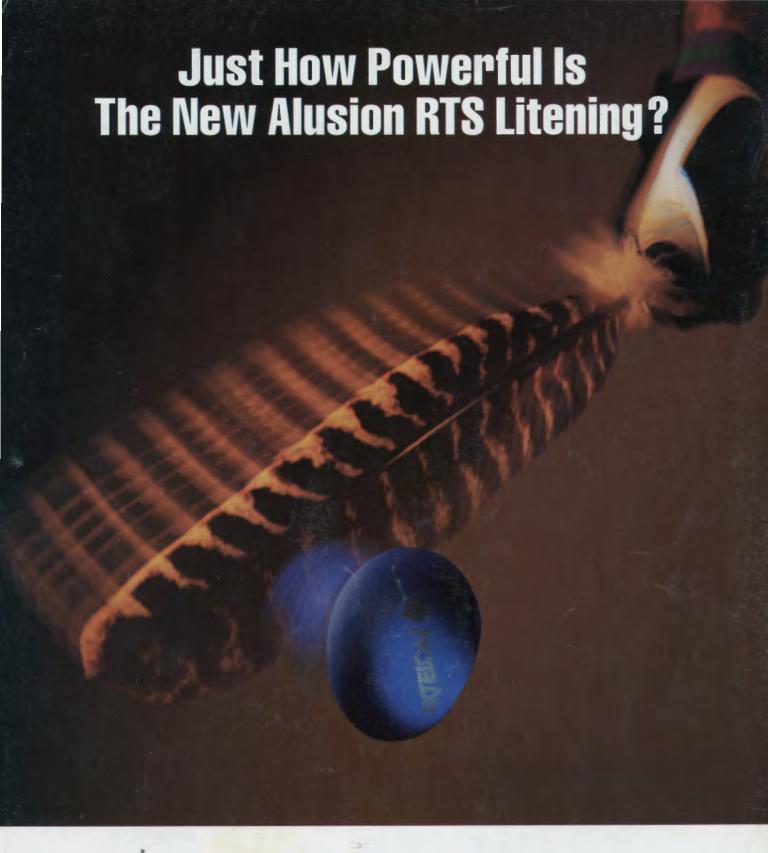
RANKINGS DATED **DECEMBER** 13, 1993





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