The first designed-for-television glass portable court is scheduled to debut in Memphis ... read about how the sport and TV are now "clearly"... MADE FOR EACH OTHER

1 RUBEN GONZALEZ & MICHELLE GOULD WIN OPEN CROWNS!
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Okay, if you've spoken with me lately (in person, by phone, or via email-dom), I'll admit I've sounded a bit distracted. Ask "what's up?" and my usual reply consists of: a brief pause to gaze up and to the left (to access what's left of my short term memory) followed by the old standby "Busy. Crazy. You know, the same." (I was thinking about having the phrase embroidered onto pillows ...)

But it's not the same. Not by a long shot.

For starters, we'll all soon be struggling to UN-learn our favorite way of referring to the association. The AARA has officially opted to change its name to the United States Racquetball Association, or USRA, effective January 1, 1997. For me, that means picking up roughly 30 seconds per reference when I'm talking to someone who doesn't know what I'm talking about. "That's A - A - R - A ... Uh-uh, no "P" ... that's American ... Amateur ... Racquetball ... Association. Yes, racquetball ... Uh-hrn, national governing body ... Great sport ... Yes, associated with the U.S. Olympic Committee ... sure, I'll hold." The new, improved version holds an entire world of new possibilities for instant association and name recognition with our 40+ USOC co-NGB's - like USA Basketball, U.S. Swimming, USA Boxing, U.S. Figure Skating ... you get the idea.

Throughout this issue, you catch the drift of several new directions for the sport. The new portable court project holds the greatest promise for a turnaround in the way the sport is televised to, and perceived by, the sport-hungry audience. With the court, the sport will have everything it takes to capture that audience.

Much of this issue is devoted to the current rulebook, and you'll pick up hints about changing its format before the next printing. We'll look at refining the book to separate actual rules (those that affect the way the game is played) from policies that affect how the game is administered. It's an interesting project that should result in a more structured, and more useful, reference.

For RACQUETBALL Magazine, we're enjoying a new cover "look" thanks to Dave Titus, and hoping to increase our page count in the fall. In the Media/PR Department, we welcome new PR Coordinator Kevin Vicroy to the staff.

So, what's new? If you ask me again, the reply will be "Plenty!" And ... (at least for the past few days), I've been playing pretty well. And that's certainly a switch ...

from the editor
RACQUETBALL Magazine

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PHOTOS
Top: Randy Stafford conducts on-court "research." Center: Van Dubolsky (right) congratulates Men's A National Champion Scott Grunin. Bottom: Michelle Gould on her way to the '96 WIRT National Championship in Las Vegas. Photo: Courtesy Killshot.

ON THE COVER
Taken from the engineer's rendering of the portable court design, this graphic gives a pretty “clear” picture of what the final version will look like. Computer generated art designed by Kevin Orr of Memphis, Tennessee.
The Question: How can we promote racquetball to re-create its early 80's explosion in popularity? Could a highly-visible, made-for-television portable court to debut at the U.S. OPEN be one answer? You bet ...

Enter ... Randy Stafford and Mike Mattingly, owners of The Court Company. Having built more that 2,500 courts in 20 years, the Court Company is considered the highest authority in court construction. Having played pro racquetball himself during the sport's formative years, Randy Stafford is highly regarded as an expert on both sides of the glass.

When it was decided to approach this team to design and construct a truly made for TV portable racquetball court, no one really anticipated the quick and incredible level of commitment with which Randy Stafford embraced the project. Not only did he commit to build the court in time for the first Promus Hotels U.S. OPEN Racquetball Championships in November, but he agreed to do it at his cost. Many “friends of racquetball” with engineering expertise offered Randy assistance, including the University of Mississippi College of Engineering where Randy has now spearheaded the engineering effort to design the court for the past few months.

As more and more people have learned of the portable court project, callers have asked about everything from how the court will be structurally supported, to how much will it weigh? We thought it would be informative to catch up with Randy Stafford to ask him some of the more frequent questions that find their way to the national office.

[Interview by Doug Ganim]
Q: This is not the first portable racquetball court ever built. The first was made by Joe Garcia and was eventually scrapped for parts. How is this court different?
A: There are many specific structural differences between Garcia's court and the one we are about to build. However, the main objectives of the court are what really define the major differences – 1) to build an optimal court for the successful televising of the sport; 2) to dedicate the engineering expertise necessary to build a court which is as portable as possible; and 3) to build a court which performs like a top quality conventional permanent racquetball court. Using these items as a "mission statement" for the project helped us design a portable court very different from its predecessor. For instance, Garcia's court used steel columns and beams to form a sort of "cage" for the court. The walls were then installed to the inside of the frame. Our court will have very few metal beams to obstruct the view of TV cameras. The glass walls will be supported by transparent "fins" which make for a crystal clear presentation.

Q: Why is the court only clear on two sides (front and side) rather than on three sides?
A: Since the goal of the court is to maximize visibility for television, a solid side and front wall offers many advantages. The pros hit the ball near 200 mph, so picking up the ball on television has always been a challenge. At this time, it's imperative to have a solid background for filming. As broadcast technology is developed to meet this challenge, we can always change the court to a three wall glass venue.

Q: Is it true that squash has a portable court made for TV?
A: Yes. As a matter of fact they have two. I've spent a considerable amount of time researching the engineering of those courts and have learned a great deal from their experiences. Their courts are quite a bit easier to engineer, however, because no ceiling is needed and the side walls don't go up as high as in a racquetball court. In addition, squash does not have nearly the body impact into the walls that pro racquetball does, so more structural strength is a must for our court. The effort squash has made to televise their sport is quite impressive, but they have had more success abroad with television audiences. In the U.S., I think the faster action of racquetball is what the American sports enthusiast prefers.

Q: How long will it take to build?
A: Once all the materials arrive it will take about a month to build the first time. We are designing the court to be as portable as possible, which means ease of installation and quick tear down are top priorities. Presently, we estimate a maximum of three normal working days to set-up the court and three days to take it down, with a crew of three skilled workers. A larger crew working a double shift could cut down on the set-up and tear down time when needed.

Q: Looking at the color rendering of the court, many will notice that the back half of the court is missing above 10 feet. What's that all about?
A: Going back to our goal of portability, we looked at a conventional court for areas that were not absolutely necessary. At the pro level, the rear 16 feet of the court above 10 feet is hardly ever used. To test this we had several pros play matches with this area taped off. As we expected, the ball hardly ever hit in this area. This revelation allowed us to eliminate a significant amount of materials thereby reducing set-up and tear down time, plus construction and shipping costs. And once we saw a rendering of what the court would look like, another benefit came to light. Fans will be even closer to the action than ever before with the back of the court open. All sounds inside the court will easily be heard by spectators and television crews will be able to get even more unobstructed camera angles.

Q: How will the court be constructed?
A: The floor is critical in terms of getting this court to play like a top quality conventional permanent court. One of the keys will be to build a firm base for the floor consisting of aluminum I-beams with a plywood top. Once the sub-structure is in place the court floor will go down rather quickly since we will be using the same kind of sectional floor systems used by major sports coliseums which routinely put up basketball courts over the top of ice in hockey arenas. The materials are made of pre-finished 4' x 8' maple strip panels with tongue and groove fittings. Once finished it will play exactly like a permanent court floor.

Q: This project sounds like quite a challenge. Why did you agree to take it on?
A: It is a lot of work but it is a labor of love for me. I have been playing racquetball for over 20 years and the game has given me great personal enjoyment. Further, the sport of racquetball has provided my partner and me with an opportunity to build a successful business. This project represents a significant way for me to give back to a sport that has given me so much throughout my life.

Want to help the portable court become a reality? The AARA has launched a major fundraising campaign to underwrite construction costs. To find out how you can become a recognized donor to the project, call the national office at 719/635-5396.

RACQUETBALL Magazine
In some ways it was all brand new. In others, much the same. After a successful run of fourteen consecutive years in Houston, the Downtown YMCA site is downright home-y to those champions who return year after year to defend their titles. So at first glance, this year's Ektelon AARA U.S. National Singles, presented by Penn Racquet Sports, was much the same. But court renovations left tournament desk staff with five less courts than in previous years — on which to schedule roughly the same hundreds of players to almost twice as many opening matches. The upside? Fewer complaints about being assigned to the lower courts. The flipside? On the main exhibition courts, a shake-up in men's open brought two new faces to the U.S. national team at the close of a grueling five days of preliminaries. The downside? It was no more than a minor tremor that jostled the positioning of the top five women on that same list, moving two up, one down and one out.

Men's U.S. Team Qualifier
In a full 64-draw, plus some, the men's open U.S. Team qualifier brought out the best. Going in, defending champion Michael Bronfeld was favored to set a record with a third consecutive win. He was followed in the seeding by #2 Brian Rankin, #3 Doug Ganim and #4 Adam Karp. But surprises began to pop up in the round of sixteen when Chris Wright narrowly defeated former collegiate opponent Rankin in an 11-10 tiebreaker. In the next, all-important qualifying round, the stakes got higher. Big: Derek Robinson's defeat of Adam Karp, 11-8 in the tiebreaker. Bigger: Ruben Gonzalez' shoulder injury, sustained late in his 11-10 third game win over Doug Ganim. Biggest: Todd O'Neil's upset of Bronfeld in straight games of 15-8, 15-13, which ended on an avoidable hinder call by referee Rich Clay.

O'Neil kicks jinx
With the major upset to his credit, plus his follow-up semifinal win over doubles partner Derek Robinson to reach the title playoff, Todd O'Neil ended a 13-year "jinx" that had kept him from getting beyond the round of 16 in as many attempts. "Everyone has always expected me to do well here," said O'Neil early in the week, "but...
the draws have been so tough that I've never gotten past the 16's." Although O'Neil qualified for the U.S. National Team last October in doubles, this was the first time he had made the squad on the strength of his singles game since winning the Intercollegiate nationals in 1990.

"It was great to finally play well at Nationals. I've been coming here for a long time and have lost six 11-10 tiebreakers. Now I'm looking forward to representing the U.S. in the World Championships this summer. That's a nice change... "

Experience a plus

At the ripe old age of 44, Ruben Gonzalez was a little nervous about resuming his amateur career after recovering from an achilles tendon injury that sidelined him for much of the '95 season. "On the pro tour, I'm pretty used to all the top guys and their styles," said Gonzalez, "but this is a little scary." "These kids are tough, fast and hungry ... I don't have any idea what they're going to do, I just have to react." That plan appeared to have merit in his narrow 11-10 tiebreaker win over talented up-and-comer Kelly Gelhaus in their semifinal.

Prior to that match, Gelhaus had commented on the injured Gonzalez, "I can't even think about the fact that he might be hurt" he said, "He's such a phenomenal player. I'm going to have to focus on my own game if I'm going to win." Still, when it came down to match point, both Gelhaus and Gonzalez were focused, but neither could finish. Gelhaus served for the match five times, and Gonzalez six, before a skipped backhand return of serve by Gelhaus ended the round and advanced Gonzalez into the final.

Huge opener

No pressure. Going into the final, Todd O'Neil won the serve only to have his first point overturned on appeal as a short serve instead of the ace called by referee Craig Rappaport. But it didn't phase him. He went ahead and regained serve, zipped to 5-1 and settled there for a while. After a series of scrambles that put them at 8-3, the two traded eight sideouts without scoring. That seemed to tire them both out to the point of resorting to lob serves, which marked a shift in the balance. A quick study, Ruben had paid close attention as Todd skipped only one shot in the entire first game. Now an error right at the start, plus Todd had begun to use his timeouts at the close of the first game. Was he tired or just beginning to think about the possibility of winning? The second

... He's a fierce competitor. But we need to check his birth certificate ... there's no way that guy is 44!"

Tipping the Scales

Back on the court for game two, O'Neil opened with a skipped forehand that marked a shift in the balance. A quick study, Ruben had paid close attention as Todd skipped only one shot in the entire first game. Now an error right at the start, plus Todd had begun to use his timeouts at the close of the first game. Was he tired or just beginning to think about the possibility of winning? The second
HOPE SPRINGS ETERNAL

Dictated by Jaime Guerra

Attaining "ageless wonder" status on Memorial Day, Ruben Gonzalez gave hope to all over 40 — and stunned many — when he took his first men’s open division win in Houston. While Michelle Gould’s final victory over Cheryl Gudinas to win her seventh title was of the "what else is new?" variety, Ruben’s tiebreaker win over Texan Todd O’Neill was electrifying. After advancing through two tough 11-10 tiebreakers and nursing a sore shoulder that forced him to forfeit in the 40+ division, doubts about the strength of a still-recuperating achilles tendon injury entered the mix. But Ruben, the epitomy of determination, kept his fans happy and eager to describe his feats as “unbelievable” and “incredible.”

So, what makes a man of 44 come take to the court with “no legs” in the first game, lose badly and come back to dispatch the next two games in a national final?

“Hunger,” Ruben called it. “Hunger to prove to myself and the world that I can still play.” That he did. From opening rounds, Ruben retrieved shots that few even get close enough to wave at, then made shots that take an active imagination to describe.

Looking back at the first game of his match, Ruben recalled that “I watched him make all his shots, but I knew that once I started to put pressure on him, that would end. He had given it all in that first game and I could only get better.”

Of course, he’s also supremely confident. During one of O’Neil’s timeouts early in the second game — even though he was behind in the score — Ruben delighted the crowd with a few dance moves full of the Latin rhythm and grace he brings to his game.

“I always feel that I’m 110 percent better than my opponent at the start,” mused Gonzalez. “When 100 percent, which is what I always give, is not enough, you have to be able to go up to that 110 percent. That’s how you win.”

And what about that fountain of youth? “Beating these young kids is the fountain of youth,” said the new champion. I hope such wonders never cease.

game held a steady pace, with the two staying even in points up to 5-5, before Ruben began to work his forehand and the lob-z serve which hadn’t quite done the trick in the first game. Then at 11-6, Ruben cautioned referee Rappaport to “watch the [receiving] line,” as he turned the tables by forcing weak returns off his own z-lob into the glass sidewall to O’Neil’s backhand — and move to a 14-9 lead. Todd called his third timeout, then recovered the serve one last time before two backhand winners by Ruben forced the tiebreaker.

New Ballgame

O’Neil opened the deciding third game with a drive-z to the right for a point on a skipped forehand pinch attempt by Ruben, then stayed to within two points of his “elder” throughout the game. But Ruben took the lead at 5-4, prompting a timeout by O’Neil, then held it to the end. Long, drawn-out rallies between the airborne athletes gave the crowd exactly what it was looking for in an open final. One heartbreaker near the end of the game saw both players on and off the floor countless times, both taking shots behind themselves and between the legs, both retrieving 2’-high passing shots ... only to have the rally end on a light hinder for a replay! From that point, only Ruben recovered. The replay at 9-7 was with his serve (the lob-z, right), from which he took a “falling backward” forehand pinch rollout to go to match point. A final lob to O’Neil’s backhand angled into the sidewall glass just enough to force a skipped return of serve to close the match.

EVENT TICKER ... 29th annual event (established in 1968) ... 14th year at the Downtown YMCA (since 1983) ... 1000+ opening matches scheduled for 530+ participants ... 26 national titles awarded on Memorial Day ... Qualifier for U.S. National Team (top four men’s and women’s open finishers appointed: Ruben Gonzalez, Todd O’Neil, Derek Robinson & Kelly Gehaus, plus Michelle Gould, Cheryl Gudinas, Jackie Paraiso-Gibson, Maia Bailey) ... Fifth place team alternates: Chris Wright & Laura Fenton ... Qualifier for World Championship Team (top three open finishers added to World Team roster [in finish order]: Gonzalez, O’Neil, Robinson; Gould, Gudinas, Paraiso-Gibson) ... World Team to mount eighth consecutive defense of U.S. claim to World Cup in Phoenix, Arizona, August 10-17.

July – August 1996
"I was hot in the first," admitted O'Neil later. "In the second, I grew impatient to end the match and started forcing a lot of shots, which let him back in the match and changed the momentum. He's a great champion and a fierce competitor. But we need to check his birth certificate, because there's no way that guy is 44."

Women's Team Qualifier

Starting in a round of 32, with a handful of feeder matches to play into the top seeds, the women's draw was as traditional as they come. Defending champion and six-time winner Michelle Gould topped the list of seeds, followed by #2 Malia Bailey, #3 Cheryl Gudinas and #4 Laura Fenton — or the finish order of last year's event. Other notables in the draw included former and current national age division champions Janet Myers (two-time winner in the 40's); Kersten Hallander (three-time winner in the 25+); Mary Lyons (30+ champ in '91); plus intercollegiate champions Tammy Brockbank ('95, '96) and Elaine Mardas ('91). Remaining spots were filled with crossover pro tour athletes with an eye toward a U.S. Team spot, including WIRT ranked #3 Amy Kilbane, #9 Dina Moreland, #10 Lynne Coburn, #11 Chris Evon and #12 Lorraine Galloway.

From this talented group, eight advanced to heat up the quarterfinal round. After an 11-3 tiebreaker victory over Kersten Hallander in the preceding round, Amy Kilbane found herself up against Gould, who, barring injury or illness, was pretty much a sure bet to advance. Dina Moreland defeated Lynne Coburn in a closer 11-10 tiebreaker to go up against Gudinas and Chris Evon ousted Tammy Brockbank in three to face Bailey. But the fleet-footed Jackie Paraiss-Gibson was the player to watch in the team round, as she took Laura Fenton out of contention with an 11-7 tiebreaker win. Last year, Gibson lost in the round of 16. This year, she roared back to become the only player in the draw to even reach a double-digit score against Michelle in their semifinal.

At the Annual Awards banquet ... Four Hall of Fame inductees honored: Mary Low Acuff, Keith Colkins, Johnny Hennen, Gary Mazarron ... Four Athletes of the Year named: Michael Bronfeld, Michelle Gould, Shelley Ogden, Bobby Sanders ... Achievement awards: Presidential Award to Geoff Peters of Illinois ... Joe Sobek Contributor Award to National Rules Commissioner Otto Dietrich of Georgia ... State President "Rookie of the Year" recognition given to Chris Baker of Mississippi and Dianne Nero of New York.
in what could easily have been the final, Gibson even went so far as to hold a lead in both games of her match against Gould, but couldn't get past the narrow closing deficits, 15-14, 15-13. For Gudinas, the straight-game win over Bailey was less of a challenge at 15-11, 15-8, but the next two games would not end in her favor.

**Been there, done that**

In that final, Gudinas' opening gambit was to raise her racquet on the first serve from Gould to earn a sideout. The intensely focused Gould fell for the trick again when she regained serve, then punished her doubles co-champion with a run of points to take the lead at 7-2. Throughout the match, Gould was an equal-opportunity server, earning as many points on ace drives as she did sideouts on short serves, ending with four of each. In rallies, she mixed her shots with calculated abandon - a series of cross court passes from both the forehand and backhand, with an occasional forehand pinch thrown in for good measure. For 27 minutes, if Cheryl was in front she was passed, if she hung back, Michelle would shoot. The strategy not only worked, but the nine points Cheryl did earn appeared to tire her out so much that she didn't even make an attempt at Michelle's last shot to her forehand, which was unexpectedly playable.

The second game was business as usual for Michelle, as she upped her percentage of aces to faults, with only one short serve and a string of three drives in a row to both sides to earn points 9, 10 and 11 to Cheryl's 2. With the advantage at 14, a rare skipped backhand on return of serve by Michelle gave Cheryl her third and final point of the 15 minute rout. Then to illustrate the fluke, Michelle rolled out the same service return, regained her serve and closed the match with a clean backhand down the line.

**World Team**

Now it gets complicated. With her double-gold win in the team qualifiers (both the '95 doubles and '96 singles), Michelle now has the option of playing either singles or doubles at the World Championships in August. She's expected to defend her singles crown and go for a third consecutive title. So, who will Cheryl play doubles with, since she finished higher in the '95 doubles with Michelle than in singles against her...? Or will Cheryl be tapped for singles, allowing the '95 doubles silver medalists, twins Jackie Paraiso-Gibson and Joy Mackenzie, to take over the doubles spot? Although her fourth place finish in Houston didn't qualify her for the world team, Malia Bailey would be next in line to be moved up on the roster.

For the men, Ruben Gonzalez has less than six weeks to fully recover from his shoulder injury if he is to claim the #1 singles spot on the men's roster, followed by Todd O'Neil and Derek Robinson. In doubles, current national champions Bill Sell and Adam Karp appear to have a lock on their positions. Even so, #4 finisher Kelly Gelhaus might want to keep his calendar open.

Only Head Coach Jim Winterton knows for sure, and he's not saying. The final roster may not be released until just prior to the event, to give coaching staff plenty of time to review its talent and make recommendations for fielding the best squad to bring home the World Cup for the eighth consecutive time.
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Bay 101 IRT World Championships
The race for number One!!

That's right, after an entire season, the race for the number one spot would include someone other than perennial frontrunner Cliff Swain. The math was clear — if Swain were to lose before the final of this event, someone new could end up on top of the heap. Let's see what happened...

The round of sixteen was business as usual, with all top four seeds advancing ... Swain over Robinson, Roberts over Rankin, Monchik over Clouse and Ray over Katz. Elsewhere, Tony Jelson took the first from Guidry, but lost the next three; Mannino dropped the first against Bronfeld, but won the next three. In the renewed Battle of Old, Gonzalez and Kachtik played a two hour plus match, with Ruben squeaking out a 12-10 victory; and yet another upset from south-paw Todd O'Neil took out John Ellis in four. O'Neil's ranking had been on a downward spiral throughout the season, but this weekend he looked as sharp as ever.

The quarterfinals opened with Mike Ray vs. Ruben Gonzalez, and the two elder statesmen put on quite a show. Ruben was on fire in the first with an 11-1 win, but seemed to show signs of fatigue as the match wore on. Ruben even said “You know if Mike Ray's drive serve is aceing you, you're showing signs of being tired.” Next up was Sudsy vs. Jason — always a fun match for the crowd because it usually consists of Sudsy shooting and Jason diving and making incredible gets. This match didn't disappoint, as Mannino won the first and then Monchik took control of the next three. Cliff played a sharp match to eliminate Mike Guidry in three straight, and Roberts beat O'Neil in an old college rematch.

The Monchik vs. Roberts semifinal was one of the best matches on tour all season. Both played terrific ball from the first point, and Roberts went up 10-3 in the first before Sudsy came roaring back to win 12-10. After Monchik took the next game as well, Roberts changed his strategy to win the next two and tie the match at two games apiece. At 8-8 in the fifth Sudsy served what Roberts thought was a screen, Andy hit a bad ceiling ball and turned around asking for the call. Monchik rolled the next shot and Andy went nuts. He pleaded with the referee as only Andy Roberts can, but to no avail. Sudsy took advantage of the break and advanced to the finals by winning the fifth 11-8.

Mike Ray had been quietly working his way through the draw as he usually does. Ray has the kind of game that can give Cliff Swain trouble if he's not on, and Ray had beaten Swain a couple times this season. The match was tight the whole time, but Ray pulled off the upset (much to the delight of Monchik!) in four.

Swain's defeat in the semi's opened the door. The number one spot was Monchik's for the taking. If he could beat Mike Ray, he would be the first person other than Cliff to hold the top spot in four years. Ray looked his usual relaxed self as the match began, and both players made some tough shots to bring the first game to 9-9 before Sudsy hit two big shots to finish it. Ray started out quickly in the second, and evened to match at one game a piece. But Monchik cranked up the drive serve and played like the Sudsy we all know, winning the next two games 11-5 and 11-6 to take the Bay 101 IRT World Championships and earn his first-ever number one season ranking.

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Las Vegas! Glitz, glamour and sleepless nights: my kinda town! The site alone makes the Foxwoods IRT Pro Nationals one of the most exciting events on tour. Add the front wall glass court, $10,000 first prize and ranking points bumped to 1.75 times their usual value and you've got some major league excitement.

July – August 1996
The round of sixteen began with #3 Sudsy Monchik ending the upset run of Joe Paraiso in straight games. Swain continued to dominate, breezing past Gelhaus in three, while #2 seeded Roberts did the same to Brian Rankin. The upset of the round went to Mike Bronfeld, who knocked off #7 seed Drew Kachtik 11-8 in the fifth. Dan Fowler was equal to the task, defeating #4 Mike Ray in five. Jason Mannino beat Ruben Gonzalez in four; Mike Guidry defeated Mike Engel in three tight ones; and John Ellis took out Adam Karp in three.

On Friday night the quarterfinals were standing room only, since tickets had sold out three weeks in advance! First up was Guidry vs. Fowler, who played an unbelievable match, mixing drives Z's into the glass with straight in serves which kept Guidry totally off balance. Mike did not play one of his better matches, and lost in three quick ones. Andy Roberts was gunning for the $10,000 first prize and rolled over Michael Bronfeld in three 11-8, 11-7, 11-1. The Monchik vs. Ellis card was a rematch of the Phoenix finals, but Monchik dominated the glass court to beat Ellis in three. The last match of the round was Jason Mannino vs. Cliff Swain, who had been flawless to this point, not dropping a game to anyone. Unfortunately for Jason this trend continued, as Swain blew through him in three.

Saturday’s semifinals were set for Fowler vs. Swain and Roberts vs. Monchik. The Monchik/Roberts match up is always a spectators delight, with Sudsy’s incredible pure talent and Roberts’ mental toughness and animation on the court. The two players traded games before Sudsy grabbed the advantage and went up 2-1. In the deciding fourth, Roberts missed a few easy balls and Sudsy kept applying the pressure with some good gets to run away with an 11-3 victory.

Dan Fowler opened against Swain by doing what had worked against Guidry the previous day: drives Z's and a good mix of straight-in serves. But Swain would have nothing of it as he stepped up and attacked each serve.
and reversed any advantage Fowler had hoped for. Cliff was “rippin’ and rollin’” balls from everywhere, and blew Fowler off the court 11-0, 11-7, 11-1.

In the Swain vs. Monchik final, the packed house looked almost as surprised as Sudsy did, as they watched Cliff have his way with one last opponent in Las Vegas. Monchik never got started, and Cliff hit the ground running to take the match, the $10,000 check and Foxwoods IRT Pro Nationals title with an 11-5, 11-6, 11-1 victory.

Foxwoods WIRT Pro Nationals

In one of the most exciting events of the season, the WIRT and the IRT joined forces for their pro national events, and both played before a packed crowd at the Las Vegas Sporting House throughout the weekend.

In the round of 32, Chris Evon returned to the tour after a leave of absence, and advanced over Jen Yokota in three ... welcome back, Chris! Dina Moreland continued her steady play, advancing over Kerri Stoffregen, and Michelle Wirag shared Karen Holden in straight games. Canadian Lori Powell sent Lisa Calliri off to the blackjack tables early, along with veteran Janet Myers, who fell to Debbie Tisinger in a tough tiebreaker. Also advancing were Jackie Gibson and Randi Friedman, both tour finalists earlier this season.

Gould, Evon, and Moreland won their next matches handily in straight games, while Amy Kilbane put an end to Powell’s quarterfinal hopes; Jackie Gibson defeated an injured Kim Machiran in three; and Debbie Tisinger pressed on to the next round by taking out Lorraine Galloway in four. Finally, revenge was sweet for #2 seeded Cheryl Gudinas when she met and defeated Randi Friedman, who had handed her a loss earlier in the season.

In the quarters, Gould, Moreland, Gibson and Gudinas all advanced in straight games over their opponents. This put Dina Moreland against Michelle Gould in the semis once again, but Gould didn’t miss a beat, served well, and kept Moreland from getting anything going offensively as she took the match in three. Gudinas faced another grudge match, this time against Jackie Gibson. Serving the “angel lob” and shooting well, Gudinas kept her intensity throughout, to win in straight games.

The finals saw #1 and #2, Gould and Gudinas, matched up once more. Early on, it appeared that both players were having a rough time picking up the ball on the front wall glass. Serving at a high speed that affected Gudinas’ reaction time, Gould stormed through the first, 11-1. In the second, Gudinas changed her strategy a bit by using the glass to her advantage and hitting some effective pinches in hopes of getting some momentum. This worked well to earn some points, but Gould still came back strong to win games two and three 11-7, 11-7. This victory for Michelle returned the pro national title to her once more. Congrats, Michelle!
**IRT: Paine Webber Pro-Am**

Great weather and the beautiful Arizona Athletic Club combined to host the annual IRT stop in Phoenixur, where qualifying matches launched a few locals and some out-of-towners into the main draw. Congrats to Arizona’s own Joey Sacco, Pat Gonzales, Jeff Bell, and neighbors Jeff Wilson, Scott Hamon, Scott Liparelli and Rafael Fillipini.

But the top five seeds — Swain, Roberts, Monchik, Ray & Ellis — greeted several of those qualifiers with straight game losses in the first round. Jeff Wilson managed to steal a game off a slow-starting Mannino, and Jeff Bell capitalized on a lackluster performance from Louis Vogel to advance to the round of sixteen.

The sixteens had some very close match ups, including Guidry over Tony Jelso in five games. Another match to go distance was James Mulcock stretching Sudsy to five before losing. Mulcock played tough the first three games but Monchik took over to win the fourth and fifth 11-2, 11-2. The surprise of this round had to be Woody Clouse over the very consistent Mike Ray, who will usually grind out a match if it goes the distance. But Clouse wanted to redeem himself from Pittsburgh and closed out the fifth 11-4. Jeff Bell started out well against Mike Engel, but looked fatigued after his big upset in the first round and lost in straight games. Andy Roberts cruised over Gelhaus in three, and Jason Mannino dropped his usual first game and then won in four over Tony Boscia.

The quarterfinals on Friday had two routine wins and two huge upsets, the first of which was Jason Mannino over Andy Roberts, who missed some key shots in the two-hour plus battle. Not to be outdone, Mike Guidry pulled off the biggest upset of the tournament with a come-from-behind win over Cliff Swain. Cliff cruised through the first two games before Guidry shifted into high gear to take the win. Mike Engel fell to Sudsy Monchik in straight games and Ellis cruised past Clouse the same way in spite of taking an overhead right in the eyeguards. After a few words were exchanged and an injury timeout taken, Ellis made his point by ending Clouse’s run.

The Saturday afternoon semifinals between Guidry/Ellis and Monchik/Mannino were played to a packed house. First up were Jason and Sudsy, who quickly took the first two. But as he sometimes does, Monchik went to sleep and dropped the third game before regaining his focus and taking the fourth 11-3. John Ellis dropped his only game this tournament to Guidry, but still looked sharp overall as he continued his winning ways to move into the final.

The capacity Phoenix crowd settled in for an exciting final between two of the tour’s premiere bangers — Ellis vs. Monchik. Ellis jumped out to a 1-0 game lead with an 11-6 win, but Monchik answered in the second by giving Ellis a doughnut. The third game became critical, and the two battled it out with some incredible gets and lightning fast shots before Monchik edged it out 11-9. Sudsy kept the momentum going in the fourth and went on to repeat as the Phoenix Pro-Am champion with an 11-3 victory.

**WIRT Pro-Am**

The WIRT headed to hot and sunny Houston, Texas for the last stop of the season on May 3-5. Northwest Fitness Club played host to this first time event.

In the round of sixteen, top seeds Gould and Gudinas handed their opponents losses in straight games. Amy Kilbane advanced by forfeit over Dee Ferreira Worth while Dina Moreland, who has been consistent and impressive all season, handed Lorraine Galloway an early straight game. Jackie Gibson, becoming a tour regular once again, took Chris Evon out of contention in three, and Molly O’Brien defeated tour suntan queen, Kim Machiran, who is still recovering from a bout with tendonitis. The barnburners of the first round...
were the matchups of Laura Fenton against Lynne Coburn, and Marcy Lynch vs. Kim Allen. With both matches lasting in excess of two hours, Coburn, who hasn’t had anything but tough first-rounders all season, fell to Fenton in a fifth game tiebreaker, 11-3. In the longest match of the tournament, Allen and Lynch played perhaps the most exciting match of the season, with Kim Allen logging the upset. Needless to say, both were exhausted afterwards!

In the quarters Laura Fenton frustrated #3 seed Amy Kilbane early to take the match in straight games. Cheryl Gudinas went up against Dina Moreland for the first time and also won in three. (I think we saw Cheryl dive in that one…). It took four games, but Molly O’Brien eliminated Kim Allen, and Michelle Gould dropped one game en route to her victory over the pesky Jackie Gibson.

Laura Fenton’s mission came to an end, as she faced #2 seed Gudinas in the first semifinal matchup. Using a mix of down-the-lines and splats, Gudinas got going early, allowing Fenton no chance to generate much offense. In the other half, Michelle Gould got her patented drive serve going to force O’Brien to put up some weak returns, which were promptly put away on the next shot.

Michelle continued with this plan in the final against Gudinas, who did not get into her groove as she had all weekend. Destroying Gudinas in the first two games, Gould served exceptionally well, leaving almost no offensive opportunities for her opponent to work with. In the third however, Michelle found herself down 6-10, as Gudinas got her serves and pinches going. But she hung tough as usual, ultimately finding herself with an 11-10 advantage, when she had to laugh. Upon realizing Cheryl was having difficulty with her contacts, Michelle came over, assessed the situation, stuck her finger in her opponent’s eye and removed the fuzz that had been causing the discomfort! Everyone got a chuckle, and Gould went on to win the third, 12-10.

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Derek Robinson wins with KillFire in his racquet.

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<td>Ashaway</td>
<td>800 556-7260</td>
</tr>
<tr>
<td>California</td>
<td>Pacific Sports Warehouse</td>
<td>600 835-1055</td>
</tr>
<tr>
<td>Indiana</td>
<td>The Racquetball Mart</td>
<td>800 875-3701</td>
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<td>Kentucky</td>
<td>Michael's, The Ript Club</td>
<td>800 552-6453</td>
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<td>Massachusetts</td>
<td>NRC Sports</td>
<td>800 243-5033</td>
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<td>Ohio</td>
<td>Samuel's Tennisport</td>
<td>800 543-1153</td>
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<td>Pennsylvania</td>
<td>ATS</td>
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# 1996-97 Official Rules of Racquetball

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

2. 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.

3. 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 Rule 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, on 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 cord 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) Effective September 1, 1995, lensed eyewear designed for racquetball, and which meets or exceeds ASTM F803 or Canadian (CSA) impact standards, is required apparel. This rule applies to all persons, including those who must wear corrective lenses. The eyewear must be worn as designed and at all times. A player who fails to wear proper eyewear will be assessed a technical foul and a timeout to obtain proper eyewear. A second infraction in the same match will result in immediate forfeiture of the match. [See Rule 4.18(a)(9)]. The current AARA Approved Eyewear list is published periodically in RACQUETBALL Magazine, and is available from the AARA's national office.
(b) 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...
The following is the SHORT LIST of currently approved eyeguards (by company and model name only). It is provided as a reference; but additional models may be added at any time. To be sure your eyewear meets the specifications cited in rule 2.5(a), always be sure to check with the national office for the most recent updated list.

BLACK KNIGHT - Action Eyes, Black Knight Sight Guard.
EAGLE EYEWEAR, INC. - Rep 1; Rep 2.
EKTelon - Mirage; Odyssey; Olympus; Quantum; Scopa; Spector.
ITECH SPORT PRODUCTS/RBI INC. -
Itech Pro Sonic; Ittech Reflex; Ittech Sonic; Ittech Sonic II; Ittech Super Sonic.
KLEERSHOT, INC. - Kleershot.
LEADER - Albany; Britanny; Champion;
Dallas; Maxim; New Yorker; OptiView;
Ultima; Vision 2.
LIBERTY OPTICAL - All Pro Rec; Spacs/large & small; Helmet Spec; Helmet Spacs for Kids;
Junior Large Rec Spec; Junior Small Rec Spec; Large Rec Spec; Pro Guard Rec Spacs; Rec Spacs for Kids; Racket Spacs/x-Large & small; Spor-Lock; Sport Goggle II; Super Rec Spec; Wrap I by Rec Spec; Wrap II by Rec Spacs.
NORTHLAND SERVICES, INC. - Thor.
PROKENNEX - Pro Kleer.
RAD ATHLETICS - Classic 6000; Feather 5020; Pro 5048.
REM OPTICAL CO./CONVERE SPORTS
EYEGEAR - M.V.P.; Sport Goggle 7; Sport Goggle 2; Sport Goggle 3; Switch Hitter.
R.P.M. DISTRIBUTORS - Safetlytec.
SPALDING - Doral; Pasadena; San Luis; San Diego; San Mateo; Sacramento.
UNIQUE SPORTS PRODUCTS INC. - Fashion Racket Spacs; Pro View; RX Spacs; Super Spacs.
WILSON RACQUETBALL - Focus; Omni; Phantom; Tempo; Vista.

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. The 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 a 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 the 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 the 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:
1. 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, towels, scorecards, pencils and timepiece necessary for the match.
3. 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
The two best reasons to play with Head are also the two best players in the game.

Sudsy Monchik
The New IRT World Champion.

Cliff Swain
4 Time IRT World Champion.

Sudsy's hot and right now he's the number one player on the tour. Just ask him and he'll tell you all about it. It's really when he stops talking that you'd better be ready to play! He chooses to play with the Big Bang, one of six in the Pyramid Series.

Cliff, the legendary 4 time IRT Champion, is currently ranked #2 in the world. He doesn't like to say much, most of the time he lets his racquet do the talking. The one he's speaking with currently is the New PP 175 G, One of six in the New PP G Series.
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.

(c) Protests. Any decision not involving the judgment of the referee will, on protest, be accorded due process as set forth in the constitution 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 or, when appropriate, to the national level as called for in the AARA constitution.

(d) Forfeitures. A match may be forfeited by the referee when:
1. 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.

(e) 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 the 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.

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(j) 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), referee may call a technical foul for delays exceeding 10 seconds.
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(a) The 10 second rule applies 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 a receiver is not ready, they must signal by raising the racquet above the head or completely turning the 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 serve.

(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 acknowledged and the serve becomes legal.

Rule 4.6 DRIVE SERVICE ZONES
The drive serve lines will be 3 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 between the body and the side wall nearest to where the service motion began only if the player starts and remains outside of the 3-foot drive service zone. In the event that the service motion begins in one drive service zone and continues into the other drive serve zone, the player may not hit a drive serve at all. 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

... rules online at http://www.racquetball.org ...
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) 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.
(b) 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 cancelling 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 Serve. A short serve is any served ball that first hits the front wall and, on the rebound, hits the floor 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 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.
(k) Ball Hits Partner. A served ball that hits the doubles partner while in the doubles box results in a fault serve.

**Rule 4.11 OUT SERVES**

Any of the following serves results in an out:

(a) Two Consecutive Fault Serves. See Rule 4.10.
(b) 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 service motion.
(c) 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.
(d) 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, the option of declaring “no serve” and having the serve replayed without penalty can be exercised.
(e) 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.
(f) Non-Front Wall Serve. Any served ball that does not strike the front wall first.
(g) Crotch Serve. Any served ball that hits the crotch of the front wall and floor, front wall and side wall, or front
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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.

(h) 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, 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.

(j) 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

1. 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 the racquet past the receiving line.
3. Neither the receiver nor the 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.

(b) 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 surfaces. 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 4.16.

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 following rules:

(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. A carried ball is one which rests on the racquet long enough that the effect is more of a sling or throw than a hit.

(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 time.
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.)
American Amateur Racquetball Association

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The professional matches will be held at The Racquet Club of Memphis. The Racquet Club is a world class health club and dining facility featuring indoor and outdoor tennis courts, racquetball courts, elegant banquet and meeting rooms, locker rooms with all the amenities, state of the art fitness center, executive health club, four star restaurant, pub with dance floor, outdoor swimming pool, and much, much more. The Racquet Club is no stranger to hosting world class sporting events as they are the annual site for the acclaimed Kroger/St. Jude ATP tennis tournament which in 1996 had such top name players as Andre Agassi, Pete Sampras, Michael Chang, Todd Martin, and many more of the world’s top men’s tennis players.

Amateur divisions will be played at The University of Memphis Recreation Center (8 minutes from The Racquet Club) and Wimbledon Sportsplex (15 minutes from The Racquet Club). Complimentary shuttle service between all three facilities will be provided on a regular basis.
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<tr>
<th>Division</th>
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The Men’s Pro draw will begin in the round of 64 with qualifying rounds scheduled as needed. The Women’s Pro draw will begin in the round of 32 with qualifying rounds scheduled as needed. The Men’s and Women’s Open divisions will be made up of all Pro entrants who do not win prize money (i.e., lose in the round of 64 for Men or lose in the round of 32 for Women, and all players losing in qualifying rounds). Players will not be able to enter the OPEN division directly without participating in the Pro division first!

### Hospitality Village

The nerve center of the Promus Hotels U.S. OPEN Racquetball Championships will be the U.S. OPEN Hospitality Village. Many activities are scheduled to take place in the Hospitality Village including an extensive industry trade show, hard hit contests, pro autograph signing sessions, live stage with entertainment, concessions, cash bars, and restaurant style seating. Admission is free for all spectators and players.

### Parties, Parties and More Parties

That’s right! For those of us that like to enjoy ourselves during the evening hours the U.S. OPEN promises to be one solid week of non-stop fun beginning with our Tuesday evening Registration Party in the Pub at The Racquet Club. And that’s only the beginning! Wednesday night, Thursday night, and Friday night will feature more of the same as DJ’s spin the hottest tunes for your dancing pleasure. Free munchies will be served each night. Mingle with the Pro’s and racquetball fans from throughout the country.

Saturday evening will top off the party calendar with the gala racquetball bash of the year—the first Annual U.S. OPEN “PARTY WITH THE PROS.” Over 1,500 racquetball fans are expected to turn out at The Racquet Club Party Center for an evening of live entertainment featuring one of Tennessee’s hottest dance bands. Elegant ice carvings, an extravagant buffet, huge dance floor, live auction for St. Jude, a cash bar, a multi-media slide show, and all the top racquetball pros in the world will make the evening one to remember. Discount tickets will be available in advance for $10 per person for all players in the tournament. The cost for guests and tournament spectators is $25 per person.

### Made for TV Portable Racquetball Court

One of the most exciting aspects of the inaugural Promus Hotels U.S. OPEN Racquetball Championships is the first truly "made for TV" portable racquetball court will make its debut! The court will feature stadium seating for 800 plus luxury boxes for sponsors and VIP’s. From the quarter-finals on, all Men’s and Women’s pro matches will take place on the stadium court. Dramatic player introductions, complete with laser light shows and booming music, will treat racquetball fans to a total entertainment experience never before seen in the sport of racquetball!
**PRO MATCH SCHEDULE**

<table>
<thead>
<tr>
<th>Event</th>
<th>Date/Time</th>
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<tbody>
<tr>
<td>Men's &amp; Women's Pro Qualifying</td>
<td>Wednesday, 9am-3pm</td>
</tr>
<tr>
<td>Men's round of 64</td>
<td>Wednesday, 4pm-11pm</td>
</tr>
<tr>
<td>Men's round of 32</td>
<td>Thursday, 11am-3pm</td>
</tr>
<tr>
<td>Women's round of 32</td>
<td>Thursday, 2pm-6pm</td>
</tr>
<tr>
<td>Men's round of 16</td>
<td>Thursday, 6pm-10pm</td>
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<tr>
<td>Women's round of 16</td>
<td>Friday, 11am-3pm</td>
</tr>
<tr>
<td>Men's quarters</td>
<td>Friday 4pm-9pm</td>
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<tr>
<td>Women's quarters</td>
<td>Saturday 10am-noon</td>
</tr>
<tr>
<td>Women's semi #1/Men's semi #1</td>
<td>Saturday 2pm-4:30pm</td>
</tr>
<tr>
<td>Women's semi #2/Men's semi #2</td>
<td>Saturday 5pm-7:30pm</td>
</tr>
<tr>
<td>Women's finals/Men's finals</td>
<td>Sunday 12:30pm-3pm</td>
</tr>
</tbody>
</table>

**START TIMES**

Available after 5pm on Monday, November 11th by calling The Racquet Club at (901) 765-4409.

**PLAY BEGINS**

Players must be prepared to play as early as 8 a.m. on the following dates. Requests for special starting times must be indicated on the entry form. Every effort will be made to accommodate special requests, however no guarantees can be made.

- **Wednesday Nov. 13th**
  - Men's A, B, C, D, 19+, 19+/A/B, 19+/C/D, 25+, 30+, 30+/A/B, 30+/C/D, 35+, 40+, 40+/A/B, 40+/C/D, 45+, 50+/A/B, 50+/C/D
- **Friday Nov. 15th**
  - Men's 50+, 55+, Women's A, B, C, D, 19+, 19+/A/B, 19+/C/D, 25+, 30+, 30+/A/B, 30+/C/D, 35+, 40+, 40+/A/B, 40+/C/D, 45+, 50+/A/B, 50+/C/D
- **Thursday Nov. 14th**
  - Men's 60+, 65+, 70+, 75+, 80+, Women's 50+, 55+, 60+, 65+, 70+/70+

**MEMBERSHIP**

All players must be current members of the AARA. If you are not, a membership can be purchased at the event ($20 per year). All players entering the pro draws must be current members of the IRT/WIRT Players Association or join at the event.

**CHECK IN**

All player registration will take place at The Racquet Club of Memphis and check-in is required prior to participating in the event. Hours for registration are: Tuesday Nov. 12th 6pm-10pm, Wednesday Nov. 13th 8am-9pm, Thursday Nov. 14th 8am-9pm, Friday Nov. 15th 8am-9pm, Saturday Nov. 16th 8am-3pm.

**SKILL LEVEL VERIFICATION**

All players entering skill divisions (i.e. A, B, 30B/C, etc.) must either have their skill level verified by an AMPRO clinician prior to the event (have certification card) or submit the enclosed verification form with entry. All information submitted will be subject to verification by the State Association President in your home state. Players must compete in the same skill divisions as they have played in during the three month period prior to the U.S. OPEN.
FOR ALL OF YOU
WHO HAVE TASTED
THE KILL
AND CRAVE MORE,
WE ONLY HAVE
ONE THING TO SAY...

Dinner's
Ready.
**EKTELEON**

Whoever said winning isn't everything

**IS REORGANIZING**

hasn't tasted the thrill of the kill.

**THE POWER STRUCTURE**

And come back, hungry for more.

**IN RACQUETBALL.**

"I can taste success in '96. It's sweet. The Power Ring is just the thing I need to take my game to even higher levels. Its power is amazing... like lightning in my hand."

Michelle Gould

"I'm back; the knee is strong on the Ektelon team. They know I expect... to take them too. Maybe I'm just a little bit back. Comin' on strong..."

Andy Roberts

"Not so fast, Michelle. I'll be playing The Ring, too. And this racquet may just put me over the edge. I won't be able to contain myself. Guess who's comin' to dinner."

Cheryl Gull

"I'm back; the knee is strong on the Ektelon team. They know I expect... to take them too. Maybe I'm just a little bit back. Comin' on strong..."

Andy Roberts

"Not so fast, Michelle. I'll be playing The Ring, too. And this racquet may just put me over the edge. I won't be able to contain myself. Guess who's comin' to dinner."

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"I'm back; the knee is strong on the Ektelon team. They know I expect... to take them too. Maybe I'm just a little bit back. Comin' on strong..."

Andy Roberts

"Not so fast, Michelle. I'll be playing The Ring, too. And this racquet may just put me over the edge. I won't be able to contain myself. Guess who's comin' to dinner."

Cheryl Gull

"I'm back; the knee is strong on the Ektelon team. They know I expect... to take them too. Maybe I'm just a little bit back. Comin' on strong..."

Andy Roberts
And I’m glad to be on what it takes to get leaders the next level. Hungrier. Yeah, I’m hungrier.

I have only one thing to say: ‘On tour, there’s only two places. First Place and No. 1. I’m reaching for the top and Ektelon’s giving me the extra boost I need. Winning puts fire in my belly.”

“...You can’t ask for anything more. Top of my game. I’m in great shape. New attitude. And new Ektelon. New power, awesome power with Power Ring. Sizzling colors, too. I’m hungry, what’s for dinner?”

You can’t ask for anything more. Top of my game. I’m in great shape. New attitude. And new Ektelon. New power, awesome power with Power Ring. Sizzling colors, too. I’m hungry, what’s for dinner?”

Is the 1996/97 Ektelon Racquet and Equipment brochure missing?

It was here....

Did your opponent get it before you?

Want one for yourself?

We’ll send it right out to you. Call us at 1-800-4-EKTELEON (1-800-435-8356)

Racquetball 1996/97
Racquetball is an intense workout for anyone. Sort of like a wild kingdom.

You'll burn up to 700 calories in an hour's vigorous workout – more than cycling at 20 m.p.h., more than hoops. And we can prove it.

**WORK OUT!**

See *The Racquetball Workout*, an Ektelon video presentation featuring Ektelon Team pros and a professional fitness and conditioning trainer. Enhancing your fitness level will enrich your performance and enjoyment of racquetball. Then you'll know why we love this game as much as we do!

**PLAY HARD.**

Your heart rate will increase, and maintain a pace 70-80% of max. You'll cover nearly two miles in a tarantella of one and two-step bursts, exercising all the major muscle groups – legs, torso, arms, back and stomach – because it's an action/reaction sport. 1,200 explosive movements in an hour.

**LOOK GOOD.**

Flexibility is increased through the wide range of motion your body is subjected to, improving your stamina, joint flexibility and muscle strength. Of course, stretching before and after combat is essential, reducing the likelihood or severity of any injury.

Oh, and during all that... keep your eyes on the ball, too. Needless to say, your eye-hand coordination will improve. Can a stepper or spinning offer that?

Get *The Racquetball Workout* – A Total Body Fitness Program, FREE when you buy any pair of Ektelon Natural Foot Shape indoor court shoes.*

*Plus shipping and handling charges. See order form inside shoe box.

Or purchase *The Racquetball Workout* video for $19.95 each (includes shipping and handling). To order, call 1-800-4-EKTELON (1-800-435-8356).

(VISA or Mastercard only.)
**Tickets for Pro Matches**

All spectators will be required to purchase tickets for pro matches (see ticket application) and the Saturday evening "PARTY WITH THE PROS". Amateur and Pro players will qualify for discounted ticket prices. Seats are limited, therefore it is strongly recommended that you purchase tickets in advance. ABSOLUTELY NO VIEWING WILL BE PERMITTED WITHOUT A TICKET.

**Travel and Lodging**

The United States Olympic Travel Desk and United Airlines join the AARA in offering you the lowest possible airfares to the U.S. OPEN. For reservations, call UNITED AIRLINES Olympic Travel Desk at (800) 521-4041 between 8:30am and 8pm EST, weekdays. Be sure to reference the special AARA account number - 587WB to receive your lowest possible fare.

When making hotel reservations, mention the U.S. OPEN Racquetball Championships. Rates are good for up to 4 people per room.

1. **EMBASSY SUITES**
   1022 S. Shady Grove Road
   Memphis, TN 38120
   (901) 684-1777
   Rate: $128 per night

2. **HOMEWOOD SUITES**
   5811 Poplar Avenue
   Memphis, TN 38119
   (901) 762-0500
   Rate: $106-$115

3. **HAMPTON INN-Poplar**
   5320 Poplar Avenue
   Memphis, TN 38119
   (901) 683-8500
   Rate: $78

4. **HAMPTON INN-Walnut Grove**
   33 Humphrey Center Drive
   Memphis, TN 38120
   (901) 747-3700
   Rate: $78

5. **HILTON HOTEL**
   5069 Sanderson Ave.
   Memphis, TN 38117
   (901) 767-6666
   Rate: $89

6. **THE RACQUETBALL CLUB**
   Of MEMPHIS
   5111 Sanderson Ave.

7. **UNIVERSITY OF MEMPHIS**
   630 Echles St.

8. **WIMBLEDON SPORTSPLEX**
   6161 Shelby Oaks Dr.

Regular shuttle service will be available between all three clubs throughout the event. In addition, transportation will be provided from each host hotel to The Racquet Club during select morning and evening hours.

**Hospitality**

Limited hospitality for amateur players will be available at this event. However, The Racquet Club of Memphis features a four star restaurant for your dining pleasure as well as an extensive Hospitality Village with concessions throughout all hours of the tournament.

**St. Jude Hospital**

The Pramus Hotel: U.S. OPEN Racquetball Championships is proud to name as our designated charity St. Jude Children's Research Hospital. Founded in 1962 by the late entertainer Danny Thomas, St. Jude is dedicated to the successful treatment of diseases that afflict children. Having treated more than 13,000 patients from 47 states and 53 countries, the hospital has been established as a world leader in the treatment of catastrophic childhood illnesses.

**Silent Auction & Pro/Am Doubles Challenge**

For the benefit of St. Jude Children's Research Hospital and the U.S. National Racquetball Team, a silent auction will be held during the event featuring Olympic memorabilia and racquetball equipment from all the biggest manufacturers in the sport. Checks, cash and American Express, Visa or MasterCard are welcome. In addition, on Tuesday evening November 12, thirty two lucky amateurs will have the opportunity to play in a single elimination (1 game to 15) doubles challenge with a top professional player as their partner. All proceeds will be donated to St. Jude and each amateur player will receive a pro autographed racquet. Call 1-614-890-6073 for more information as spots are limited. Cost $200.
RULES

All amateur divisions will be played according to official AARA rules. Pro divisions will use IRT/WIRT rules. For all age divisions, players must meet the proper age requirement as of the first day of the tournament (Nov. 13th). All divisions (pro and amateur) will use the ProPenn (green) ball.

RANKING POINTS

Amateurs: For all skill level divisions the U.S. OPEN represents the highest level ranking tournament of the year (level 6) and all winners will be deemed National Champions. For all Open Age divisions the U.S. OPEN will be a Level 5 event. Professionals: On the IRT/WIRT tours, prize money determines the level of ranking points associated with a given event. The U.S. OPEN is the largest prize money event of the season for both the Women and the Men and will therefore be worth more ranking points than any other professional tournament this season.

OFFICIATING

All players will receive $5 for each amateur match they referee.

PROMUS HOTELS CORPORATION

The U.S. OPEN is very pleased to have as its title sponsor Promus Hotels. Promus is the parent company of Hampton Inn, Embassy Suites, Hampton Inn & Suites, and Homewood Suites. Recognized around the world as a premier developer and management firm of hotel properties, Promus Hotel Corporation has experienced incredible growth. With well over 700 hotels worldwide and opening new properties every month, Promus is a jewel in the hotel industry. As a publicly traded company, Promus Hotel Corporation's stock has consistently outperformed the hotel industry indexes. Lead by CEO Ray Schultz, a long-time racquetball fan and player, Promus is poised to continue its explosive growth rate well into the next century.

TOURNAMENT DIRECTORS

Overall: Doug Ganim, Jim Hiser, Marty Austin
Amateur: Margo Daniels
Professional: Hank Marcus

For More Information Call the Promus Hotels U.S. OPEN Racquetball Championships Headquarters at (800) 678-5396.
<table>
<thead>
<tr>
<th>SESSION #1:</th>
<th>Men's &amp; Women's Pro Qualifying</th>
<th>Wednesday, 10am-3pm</th>
<th>$5</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Men's round of 64</td>
<td>Wednesday, 4pm-11pm</td>
<td></td>
<td></td>
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<tr>
<td>SESSION #2:</td>
<td>Men's round of 32</td>
<td>Thursday, 11am-3pm</td>
<td>$5</td>
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<tr>
<td></td>
<td>Women's round of 32</td>
<td>Thursday, 2pm-6pm</td>
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<tr>
<td>SESSION #3:</td>
<td>Men's round of 16</td>
<td>Thursday, 6pm-10pm</td>
<td>$5</td>
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<tr>
<td>SESSION #4:</td>
<td>Women's round of 16</td>
<td>Friday, 11am-3pm</td>
<td>$10</td>
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<tr>
<td></td>
<td>Men's quarters #1, #2</td>
<td>Friday, 4pm-6:30pm</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>SESSION #5:</td>
<td>Men's quarters #3, #4</td>
<td>Friday, 6:30pm-9pm</td>
<td>$10</td>
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<td>SESSION #6:</td>
<td>Women's quarters (all)</td>
<td>Saturday, 10 am-noon</td>
<td>$5</td>
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<tr>
<td>SESSION #7:</td>
<td>Women's semi #1 / Men's semi #1</td>
<td>Saturday, 2pm-4:30pm</td>
<td>$12</td>
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<tr>
<td>SESSION #8:</td>
<td>Women's semi #2 / Men's semi #2</td>
<td>Saturday, 5pm-7:30pm</td>
<td>$12</td>
<td></td>
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<tr>
<td>SESSION #9:</td>
<td>Women's finals / Men's finals</td>
<td>Sunday, 12:30pm-3pm</td>
<td>$18</td>
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<tr>
<td>BEST VALUE</td>
<td>Ticket package (includes all sessions listed above)</td>
<td>$65</td>
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<tr>
<td></td>
<td>Ticket package for players in amateur draws (also inc. Party with the Pros)</td>
<td>$49</td>
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<tr>
<td></td>
<td>Ticket for Party with the Pros</td>
<td>$25</td>
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<tr>
<td></td>
<td>Saturday, 8pm-1:30am</td>
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<tr>
<td></td>
<td>Discounted ticket to Party with the Pros for amateur players</td>
<td>$10</td>
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<tr>
<td></td>
<td>Processing fee</td>
<td>$3</td>
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</tbody>
</table>

**TOTAL**

Seating is limited. Must purchase tickets in advance to be guaranteed a seat.
A very limited number of 4 person box seats (with table service) are available.
Call 1-800-678-5396 for prices and availability.

Make check payable or use credit card and mail to:
U.S. OPEN Racquetball Championships
1685 West Uintah
Colorado Springs, CO 80904-2921

AmEx*/Visa/MC #

Cardholder's Name (print)

Signature

*Use your American Express Card and receive a free souvenir US OPEN Poster.
WAIVER: I hereby, for myself, my heirs, executors, and administrators, waive and release any rights I may have against the AARA, IRT, WIRT, Ganim Enterprises, Inc., Promus Hotel Corporation, The State Association President in your home state. Players must compete in the same skill divisions as they have played during the 3 months prior to this event. Further, I understand that the division(s) I have entered and the tournament record submitted above will be verified by my State Association President and that reclassification may take place if deemed appropriate by the Tournament Director.

Participant Signature ___________________________ Date __________________

** Men’s (IRT)** ____________________ Women’s (WIRT)** ____________________

** The Men’s Pro draw will begin in the round of 64 with qualifying rounds scheduled as needed. The Women’s Pro draw will begin in the round of 32 with qualifying rounds scheduled as needed. The Men’s and Women’s Open divisions will be made up of all Pro entrants who do not win prize money (i.e. lose in the round of 64 for Men or lose in the round of 32 for Women, and all players losing in qualifying rounds.) Players will not be able to enter the OPEN divisions directly without participating in the Pro divisions first!

** Use your American Express Card and receive a free souvenir US OPEN Poster.

First Event (Amateurs)………………….. ($65) ______________________
Second Event (Amateurs)………………… ($35) ______________________
Pro Division ……………………………… ($80) ______________________
Late Fee …………………………………… ($15) ______________________
TOTAL ……………………………………… ($180) ______________________

AmEx*/Visa/MC ______________________ Exp. Date ______________________
Cardholder’s Name (print) ______________________
Signature ______________________

ENTRY FEES

Players may enter a maximum of two events. Only singles divisions are offered. Single elimination format will be used in all divisions and consolation will be offered only if court time is available. Players in two divisions may play back to back matches. Returned checks will be assessed a $20 service charge. Phone entries will be accepted through the entry deadline with an $8 service charge and a major credit card by calling the U.S. OPEN headquarters at (800) 678-5396. Maximum amateur draw is 550 players. Once filled, all additional entries received will be returned with refund.

ENTRY DEADLINE: All entries must be received by Saturday November 2nd. No refunds will be given after the entry deadline. All entries received after the entry deadline will be assessed a $15 late fee if space is still available in the tournament.

ENTRY FEE INCLUDES: Limited hospitality, free access to Hospitality Village and fan fair activities at The Racquet Club, souvenir PROMUS HOTELS U.S. OPEN shirt, and discounts on tickets to all pro matches and Saturday evening "PARTY WITH THE PROS."

Have you enclosed your Pro Match Ticket Application and payment for tickets? Seating is limited. Must purchase tickets to be guaranteed a seat. One check can be written for entry fees and tickets.
INSTRUCTIONAL VIDEOTAPE SERIES

Learn your Lessons III
Advanced Racquetball
(shown left) offers much more than the typical instructional video, investigating the psychology of winning athletes, speed training techniques of world champions and the on- and off-court preparations required to maintain peak performance. $35.00, plus shipping/handling.

... PLUS ... Learn your Lessons I
A step by step approach outlining the fundamentals of racquetball. Learn the basics of stroke mechanics, court positioning and strategy. Great for the beginner interested in improving their racquetball skills. $19.95 + s/h.

... AND ... Learn your Lessons II
AMPro practice drills help you improve every aspect of your game with individual, paired and group examples. Great for the instructor looking for new ideas, or for intermediate players who want more out of their practice sessions. $19.95 + s/h.

USA RACQUETBALL POLO SHIRTS
All cotton, with tri-color embroidery. [S,M,L,XL] Colors: Navy, Coral, Turquoise, White & NEW! GRAPE. $29.00

U.S. RACQUETBALL TEAM SWEATSHIRT & TEE
50/50 Hanes sweatshirt, with National Team eagle logo on front, USA on back, AARA on sleeve. White. [S,M,L,XL,XXL] $20.00. • 100% cotton pre-shrunk Hanes Beefy-T (not shown) has same design as sweatshirt, without sleeve logo. White. [S,M,L,XL] $12.00.
(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 dead-ball hinder as described in Rule 4.16 (i).

(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 appealable. See Rule 3.7 (a).

2. Ball Hits Opponent. When an opponent is hit by a 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 that striking the opponent with the ball or racquet is likely, 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.
(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, waving 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.
(i) 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 30-second 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, an injury timeout will be awarded. 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.

1. Should any external bleeding occur, the referee should halt play as soon as the rally is over, charge an injury timeout to the person who is bleeding, and not allow the match to continue until the bleeding has stopped.

2. 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. Some 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 damage to the court or injury to other players.
6. Delay of game. Examples include (i) taking too much time to dry the court, (ii) excessive questioning of the referee about the rules, (iii) exceeding the time allotted for timeouts or between games, (iv) calling a timeout when none remain, or after the service motion begins, or (v) taking more than ten seconds to serve or be ready to receive serve.
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 [See Rule 2.5(a)] is an automatic technical foul on the first infraction, plus a mandatory timeout (to acquire the proper eyewear) will be charged against the offending player. 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 Director, and the host tournament director. No other persons shall participate in the draw or
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-to-head 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 them 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 COURT ASSIGNMENTS
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

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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 IRT/WIRT) 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 a 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:

- 24 & under - Junior Veterans
- 25+ - Junior Veterans
- 30+ - Veterans
- 35+ - Seniors
- 40+ - Veteran Seniors
- 45+ - Masters
- 50+ - Veteran Masters
- 55+ - Golden Masters
- 60+ - Veteran Golden Masters
- 65+ - Senior Golden Masters
- 70+ - Advanced Golden Masters
- 75+ - Super Golden Masters
- 80+ - Grand 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 (regular rules)
- 8 & Under (multi-bounce rules)

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 metropolitan 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 division [as specified in Rule 5.11] 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:
   Region 1 — Maine, New Hampshire, Vermont, Mass., 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
   Region 6 — Arkansas, Kansas, Missouri, Oklahoma
   Region 7 — Texas, Louisiana
   Region 8 — Wisconsin, Iowa, Illinois
   Region 9 — West Virginia, Ohio, Michigan
   Region 10 — Indiana, Kentucky
   Region 11 — North Dakota, South Dakota, Minnesota, Nebraska
   Region 12 — Arizona, New Mexico, Utah, Colorado
   Region 13 — Montana, Wyoming
   Region 14 — California, Hawaii, Nevada
   Region 15 — Washington, Idaho, Oregon, Alaska
   Region 16 — North Carolina, South Carolina
2. A person may compete in only one junior regional singles and one junior regional doubles tournament each year.
3. Rule 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.
   (a) Competition in an Adult Regional singles tournament is required to qualify for the National Singles Championship.
      1. Exception: Men of the age of 55 and over (55+), and women age 45 and over (45+), are not required to qualify for the National Singles Championship.
      2. Exception: Any player who competes in either a junior or intercollegiate regional preceding the National Singles, will not be required to compete in an Adult Regional event.
   (b) The National Tournament Director may handle the rating of each region and determine how many players shall qualify from each regional tournament.
   (c) If a region is oversubscribed, 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 5.14.
Rule 5.16 U.S. NATIONAL HIGH SCHOOL CHAMPIONSHIPS
It will be conducted on a different date than all other National Championships. Consolation events will be offered for all divisions.

Rule 5.17 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.

Rule 5.18 U.S. OPEN RACQUETBALL CHAMPIONSHIPS
It will be conducted on a different date than all other National Championships, and include both pro and amateur competitive divisions.

6 — Eight & 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 court — including 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 Modifications
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**

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

**Rule 8.1 CHANGES TO STANDARD RULES**

(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 the chair to hit a ball nor stand up in the 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 the 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...
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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: 1. Continue play with the defective equipment. 2. 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 — Hearing Impaired 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 — International Racquetball Tour Pro Modifications

In general, competition on both the International Racquetball Tour [IRT] and Women’s International Racquetball Tour [WIRT] will follow the standard rules governing racquetball established by the AARA, except for the modifications which follow. Modifications for both professional tours are consistent, with one exception as noted in Rule 11.4.

Rule 11.1 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 11.2 APPEALS
The referee’s call is final. There are no line judges, and no appeals may be made.

Rule 11.3 SERVE
Players are allowed only one serve to put the ball into play.

Rule 11.4 SCREEN SERVE
In IRT matches, screen serves are replayed. In WIRT matches, two consecutive screen serves will result in a side out.

Rule 11.5 COURT HINDERS
No court hinders are allowed or called.

Rule 11.6 OUT OF COURT BALL
Any ball leaving the court results in a loss of rally.

Rule 11.7 BALL
All matches are played with the Penn Pro ball. The first, third and fifth (if necessary) games of the match are started with a new ball.

Rule 11.8 TIMEOUTS
Each player is entitled to one 1-minute timeout per game.

Rule 11.9 TIME BETWEEN GAMES
The rest period between all games is 2 minutes.

Rule 11.10 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.

... rules online at http://www.racquetball.org ...
At last month’s National Singles Championships in Houston, I heard several rumors of some “new rules” that were frankly, false!

The most prevalent falsehoods I heard were that 1) it is now legal to “carry the ball,” and 2) hitting the ball out of court or above the 12-foot line results in automatic loss of rally. Both of these assertions are wrong! The truth is:

If you carry the ball (that is you contact the ball so that it is more of a sling or throw than a hit) you lose the rally immediately.

Only if the ball goes directly out of court without touching the front wall is the rally lost. Otherwise, a deadball hinder is called and the rally is replayed without penalty. Further, there is no “12-foot line” cited in the court specifications.

So, just where did these misconceptions originate? One factor may be the increasing numbers and variety of persons exposed to the rules of the International Racquetball Federation (at the annual World Juniors, World Seniors and World Intercollegiates, for example). IRF rulings are different from the U.S. version in several ways, including the use of an official 12-foot line to call shots out of play. This rule is also used by the Canadian racquetball association.

While the “carry” is certainly very difficult for a referee to detect (and therefore call), I personally don’t think it will ever be made legal. The reason for this vividly demonstrated to me several years ago when a local open player showed me how he could literally catch a ceiling shot with his racquet, pirouette with the ball still on his strings, then throw the ball in any direction he desired. While I’ve not been able to re-create this feat, I’m sure those with far greater racquet skills can do so with ease. So trying to specify some lesser degree of acceptable on-racquet “hang time” would probably create an even greater refereeing nightmare than already exists with calling the “carry.”

This issue of the magazine includes the official rulebook. Please pull it out, read it, and then put it in your racquetball bag so it’ll be handy whenever you get into a rules discussion. Then if you’re in doubt about what someone tells you about a “new rule” you can look it up and have the final word.

The AARA has a lengthy, thorough rule change procedure (see page 35) that precludes anyone from making overnight changes in the way you play the game. So, as your National Rules Commissioner, I can assure you that the rules published in this issue won’t be changed in any material fashion that affects play before September of 1997. But well before then, you will have had an opportunity to comment on proposed changes, and been informed of the Board of Director’s adoption of any new rules in advance.

THE FINAL SHOT: If you’d like to know more about the IRF rules, contact IRF Rules Commissioner Jim Hiser at the national office. He can provide you with a copy of the IRF rules, and you can refer to the summary of the differences between U.S. and international rulings shown on the following page. Some of these variations are quite interesting ... like being able to appeal any call except technicals and forfeitures.
IRF VS. AARA RULE DIFFERENCES
by Otto Dietrich

Following are the differences between International Racquetball Federation (IRF) rules and the American Amateur Racquetball Association (AARA) rules.

1. Players are allowed only one (1) serve. [IRF Rule 4.4(b)]

2. Any call (or non-call) may be appealed except for technical fouls and forfeitures. [IRF Rule 3.7]

3. Each player/team is allowed five (5) appeals per game, except in the tiebreaker when only three (3) appeals are allowed. Unlike the AARA rule, there is no additional game ending appeal. [IRF Rule 3.7]

4. If the referee's call stands in any appeal situation, then an appeal has been used. [IRF Rule 3.7]

5. The ball is "out-of-court" if it hits above the 12-foot line on the backwall. [IRF Rule 2.1(b)8]

6. If the ball hits ABOVE (not on) the 12-foot line without first bouncing on the floor, the person who hit it automatically loses the rally. If the ball (after touching the front wall) goes through an opening in the side wall, the rally is replayed. [IRF Rule 4.10(f)2]

7. In doubles, it's an out serve if the serve hits the non-serving partner while standing in the service box. [IRF Rule 4.6(j)]

8. A time out cannot be called by either player after the referee calls the score or "second serve."

9. A player may request a "Referee Time Out" to correct uniform or equipment problems without using regular time outs. Upon referee substantiation of the need for such an adjustment, two (2) minutes will be allowed for a uniform adjustment and thirty (30) seconds for an equipment adjustment. [IRF Rule 4.13(c)]

10. A third technical foul for a player results in AUTOMATIC forfeiture of the match. [IRF Rule 3.5(d)4]

11. A technical foul can be called on a coach who exhibits unsportsmanlike behavior — with the technical charged to that coach's player. Also, coaches may NOT go on the court at any time unless the referee has first granted permission. Doing so is a technical foul. [IRF Rule 4.14(b)]

12. Forfeiture time is twenty (20) minutes after the scheduled match time. [IRF Rule 3.5(d)3]

13. If a player loses equipment, play doesn't stop until it that equipment actually interferes with play. If it does interfere, then it's an "avoidable" hinder. Losing one's eyeguards is an immediate "avoidable." [IRF Rule 4.12(g)]
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the serve

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The two-step approach builds momentum as you step forward into the service motion. Position yourself in the center court area of the service zone, and use the entire area between the short line and service line during the serve.

Facing the side wall, put your left foot in front of your right foot along the short line. To avoid a foot fault, no part of either foot can extend over the short line during the service motion. To begin the service motion, with your right foot take a step back and a little forward as you drop the ball. The ball and your right foot should touch the floor at the same time.
Step forward with your left foot as you swing ... and follow through.

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July - August 1996
So, how's your doubles game coming along? In my previous article, I talked about doubles shots and serves. This time we'll cover tips on how to pick a partner, and what I call the "Cardinal Rules" of doubles play. So let's dive right in!

How to pick a partner
This is an easy topic to talk about, because the answer is very simple. Pick someone you like, have fun with, and can talk to. All too often I see a team on the court fighting and belittling each other. How much fun can that be? Or I'll see one player dominating the play, pushing their partner off into a corner, where they proceed to look embarrassed and frustrated. Again, how much fun can that be? If you're not having fun, even winning won't make things right. In fact, I know several players who chose not to continue playing with an excellent doubles partner — even though they were practically guaranteed a win! It just wasn't fun and worth all the hassles. I can't stress it enough ... find a partner you like, have fun with, and can talk to.

Your next consideration is game style. Your ultimate goal is to have no weaknesses as a team — your strengths make up for your partner's weaknesses and vice versa. Back in the old, old days, when I played doubles on the pro tour, I was fortunate to be blessed with the perfect partner. Terri Gilreath was everything I wasn't, and always made me look good. Let me explain. My style of play is deliberate, planned and cerebral. I like to set my feet, shoot from deep court, and move my opponents around until I eventually get the right set-up. I was also a talker. I liked to direct my partner, constantly telling her what our opponents were doing, how they were moving, who was playing up, who was back, when to pinch, the list could go on. I'm sure I was obnoxious at times, but hey, I like to talk. If I got quiet for too long, something was wrong.

Terri took all this in stride and complemented me in every way. She was an exceptional athlete. She was fast, had lightning quick hands, could dive from one side of the court to the other, and would routinely perform amazing acrobatic stunts to keep a ball in play. So I would: 1) stay back; 2) give her plenty of court to move around in; 3) watch in awe as she retrieved balls I couldn't get on my best day, and 4) wait for my set up. That's why she made me look good. I was most often the one to end the rally with a winning shot. But more often then not, the only reason I had the opportunity to win the rally was because Terri had kept us in it in the first place!

Terri also understood my need to direct. She didn't take it personally, because she knew it was my way of stay-
ing calm and focused. If I ever got out of hand, she would stop me, steer me back, and re-focus my attention. What a wonderful partner!

So what does all this rambling and reminiscing mean to you as a doubles player? First of all, find a partner that brings skills to your team that you don't possess. You have a killer backhand, but your forehand is only so-so ... you need a partner with a strong forehand. You like to run and dive and hit it hard ... pick a partner who has good shot-making skills, can play a ceiling game, and cover behind you when you're up in front court digging shots out of the corner. Remember, you want your team to be solid in all areas. Two fast people just end up running over each other. Two emotional people will self-destruct. Two calm, level-headed players will go comatose from boredom.

Lastly, be the type of partner you would want to play with. Many times we get paired up with a partner we don't know. If it turns out that this partner is less than you hoped for, make the best of it. Treat them with respect. Let them play their own shots (no hogging). Praise them when they do well and encourage them when they make mistakes. After all, isn't that how you would like to be treated?

How often do we hear players comment on their abilities as though they were controlled by some magic force, a stroke of luck, or an evil curse? “I'm so hot today, I can't miss!” or “I couldn't find the front wall with both hands!” It's usually an easy victory when a player doesn't miss a shot and, unfortunately, a depressing defeat when that same player can't find the front wall. Nobody can be at their best or be “on” every time they play, so how do some players manage to win more consistently than others? The answer lies in smart decision-making on the court.

Let’s assume that two players are of equal ability, with the same overall percentage of making any particular shot. What will separate them if they are both playing to their potential? We contend that the player who makes better decisions and is more judicious in their shot selection will come out the winner. The better the player, the more consistently they will make the correct — or at least the most advantageous — decisions on the court.

What exactly is good decision making on the court?

If you are on the defensive (waiting for your opponent to hit the ball), you need to decide where to be on the court to best retrieve your opponent’s shot. This decision is critical and requires some deductive reasoning. In this instance it's important to watch the opponent’s body positioning to determine which shot(s) they are able — and most likely — to hit. By carefully watching your opponent you won't be caught off guard, and (a bonus for less experienced players) you'll be much less likely to get hit by the opponent's ball or racquet.

If you are on the offensive (your turn to hit the ball) your decision is solely that of shot selection. You'll reason “deductively” here too. By getting into position as quickly as possible, you'll force your opponent to commit to a shot or an area of the court, which then allows you to hit the ball into undefended territory. Again, being aware of your opponent’s position is primary to your decision, enabling you to select a shot that your opponent will be least able to return. Remember, even a mediocre shot can be effective if it is well placed. Be aware of your own body position when you hit the ball and don’t force a shot that you are not properly set up for. It is usually better to try for a smart shot than a spectacular one.

This leads to another important factor in making good decisions on the court — knowing your strengths and your limitations. Don’t attempt shots that you have not practiced or are beyond your ability. After seeing great players hit some phenomenal shots, you might be tempted to try an “over the shoulder backhand splat” during a match, but it's not advisable. Before incorporating new shots into your game, you'll need to practice them over and over again (as tedious as that may sound).
Let's emphasize these points in effective decision making:

1) When on the defense, watch your opponents carefully as they prepare to shoot, so you'll know what shot(s) to cover.

2) In offensive play, get into position early and force your opponent to commit to cover something.

3) Know where your opponent is and take the shot that will be most difficult for them to retrieve.

4) Don't force a shot that your body is not in position to execute.

There are endless examples of logical shot selections and prudent court coverage and the response will vary as the situations change. Obviously, choices differ between levels of play, but the idea of playing intelligently applies to all abilities. For more discussion on this subject and for answers to specific examples, see your local AmPro professional or your club pro.

Racquet strings differ from one another in three ways: gauge or thickness (which we've looked at in previous columns), materials, and construction. String manufacturers make all sorts of claims about the benefits of different high-tech fibers and proprietary manufacturing methods. We'll look at the materials in this installment, and consider string construction in a later issue.

There are endless examples of logical shot selections and prudent court coverage and the response will vary as the situations change. Obviously, choices differ between levels of play, but the idea of playing intelligently applies to all abilities. For more discussion on this subject and for answers to specific examples, see your local AmPro professional or your club pro.

Aramid fibers get a lot of attention, so let's look at them first. Aramids, which include DuPont's well-known Kevlar® fiber, are also used in bulletproof vests, automobile tire cords, and top-end canoes. As you would expect, aramids are extremely stiff, tough, and resistant to stretching. In racquet string, Kevlar is used primarily for the core, or central load-bearing member. (Example: Ashaway DuraKill™) At recommended stringing tensions of 25-55 lb., Kevlar stretches only about 3 percent.

Because of their stiffness and lack of stretch, Kevlar-cored strings don't have much "trampoline effect"—in other words, they don't provide a lot of power. A Kevlar string bed remains flat during hard shots, so players can maintain a superior level of control.

Continued on Page 57
the classifieds...

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FOR THE MATURE PLAYER ...
Two “special interest” organizations offer competitive opportunities for men and women over the age of 35. The National Masters Racquetball Association hosts four events annually for both men and women, and the Women’s Senior/Master Racquetball Council conducts the Women’s Senior/Master National Championships in February of each year. Both organizations generate newsletters and maintain special mailing lists to keep their members informed. If you would like to join either association, or would like more information, please contact: Paul Banales, National Masters Racquetball Association (NMRA), 4201 North 83rd Drive, Phoenix, AZ 85037 [602/849-6298] or Kendra Tutsch, Women’s Senior/Master Racquetball Council (WSMRC), 110 South Midvale Blvd., Madison, WI 53705 [608/233-5865].

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TOURNAMENT INFORMATION
U.S. TEAM: Winning teams in men’s and women’s open will be appointed to the U.S. National Racquetball Team for one year.

ENTRY FEE: $65.00 first event per player (includes referee fee), $35.00 second event per player. Two division limit. ENTRY DEADLINE: October 2, postmarked no later than September 30. If any entries are accepted after the deadline an additional $15.00 late fee will be assessed (payment at tournament check-in is processed as a late entry). All entries are FINAL, with absolutely no refunds after the deadline date.

STARTING TIMES: Will be available after 5:00 pm on Monday, October 14. Do not call the AARA office for starting times! They will be available only on site, by calling 602/285-2929.

PLAY BEGINS:
Mens OpenA 19-25-30+ ............................. Wed. 10/16
Mens 35-40-45-50+ ............................. Wed. 10/16
Mens 55-60-65+ ................................. Thu. 10/17
Women’s OpenA 19-25+ .......................... Thu. 10/17
Women’s 30-35-40-45+ ........................ Thu. 10/17
All Mixed Divisions .............................. Thu. 10/17
Mens 70+75+80+ ............................... Fri. 10/18
Womens 50-55-60-65-70+75+80+ .......... Fri. 10/18

OFFICIATING: $5.00 will be paid for every match you referee. Director of Referees: Otto Dietrich, AARA National Rules Commissioner. Tournament Director: Margo Daniels, AARA National Tournament Director. DRUG TESTING: Random testing will be performed. For more information about specific medications call the Drug Hotline at 1-800-233-0393.

LODGING: The Lexington Hotel offers a room rate of $75.00 per night for up to four persons per room. To receive special tournament rates, be sure to mention the National Doubles when you make your reservations by calling 602/279-9811. The hotel is in the same building as the tournament facility. Accommodations are also available from the Quality Hotel & Resort (2 blocks from club) for $75.00 per night if you mention the tournament when making reservations at 602/248-0222.

UNITED AIRLINES FARE DISCOUNT: United offers you 5% off any published United fare regardless of cost. Phone Uniteds toll-free number at 800/521-4041, daily between 8:30 am and 8:00 pm EST and use AARA account number 587 WB.
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Phone (Day) __________________ (Evening) ________________
Birthdate __________________ Age __________________
Regional Competed In __________________ Finish __________________
Partner __________________ Division __________________
Partner __________________ Division __________________

EQUIPMENT SURVEY

My racquet is __________________
My glove is __________________
My eyeguards are __________________
My shoes are __________________
I am sponsored by __________________

AARA MEMBERSHIP: An AARA competitive license membership is required to compete in this event ... please add your fees if necessary. [Note: If you have recently joined the AARA at a sanctioned event and have not yet received your membership card, you must present your receipt copy of the membership application or a cancelled check upon registration.]

WAIVER: I hereby, for myself, my heirs, executors, and administrators, waive and release any and all rights and claims that I may have against the AARA, Ektelon, Penn Racquet Sports, City Square Sports Club, the Lexington Hotel or their respective agents for any and all injuries. I also acknowledge the potential risk of eye injury during competition, and certify that my protective eyeguards (including prescription frames/lenses) conform with all standards specified in AARA Rule 2.5 (a). By registering to compete in this event, I consent to drug testing as administered according to AARA/USOC guidelines.

Participant Signature & Date

DIVISIONS ... Two event maximum

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DEADLINE: OCTOBER 2nd
ENTRIES MUST BE POSTMARKED BY SEPTEMBER 30th
AMPRO TIP: How Mentally Tough are You?
By Fran Davis, Assistant U.S. National Team Coach & Diana McNab, U.S. National Team Sports Psychologist

You’ll often hear people in sports use the term “Mentally Tough.” Commentators, coaches and athletes all use it, whether it be on T.V., radio or in print. When you think of professional or elite level athletes who are mentally tough, the following people might immediately top your list: Joe Montana, Chris Evert, Michael Jordan, Cliff Swain, Michelle Gould and Michael Bronfeld ... just to name a few.

So what is this “mentally tough” state of being everyone refers to anyway?

According to Jim Loehr, director of Sport Science for the USTA, “Mentally Tough means you are a player who accepts responsibility for controlling these aspects of competitive play under your control ... tangibles such as effort, attitude, self-talk, your physical image of a confident fighter, pre-match preparation and rituals before serve and serve return. You can even control your level of motivation by setting goals and taking risks with yourself.”

Unfortunately, there is a misconception that mental toughness means staying relaxed and never getting nervous, never choking and always taking charge and winning the big points. “That’s just not true”, says Loehr. “You can’t always control winning, nervousness, or how well or badly you play. You can’t control bad playing conditions or the personality of your opponent. However, he adds, “You can control your emotional response to these external events and that’s what sets the mentally tough competitor apart.”

What happens to you in the heat of the battle, when you’re in competitive play? Do you rise to the occasion and play tough? Do you control your emotional responses to the external events, regardless of whether you can influence the outcome? At this point why don’t you find out just how mentally tough you are by taking the Mental Toughness Quiz, designed by Dr. Loehr ...

MENTAL TOUGHNESS QUIZ

In the space next to each question, answer by writing a number from 1 to 5 for: 1 – Almost Never, 2 – Seldom, 3 – Sometimes, 4 – Often, 5 – Almost Always.

1. My on-court image remains strong and confident, regardless of the situation. __________
2. I do not complain or make excuses when things go badly during play. __________
3. I am highly motivated to play my best. __________
4. My coaches would say that I have a positive attitude during play. __________
5. I give my best effort regardless of the score. __________
6. The tougher the situation, the more challenged I become. __________
7. I look relaxed and loose under pressure. __________
8. I perform well-defined rituals before serving and returning. __________
9. I love competition, win or lose. __________
10. I practice and play with great intensity. __________

TOTAL __________

Quiz Key — Total Score: 42-50 - Mentally Tough; 34-41 - Needs Work; Below 34 - Red Alert. Written by Dr. James Loehr.

The following are corresponding “Mental Toughness Tips” developed by Diana McNab to assist you in your quest of becoming mentally tough.

Mental Toughness Tips

1. Body image is the key to enhancing your motivation, intimidating your opponent and keeping a winning attitude. A strong body image leads to mental strength. Stance – head-up, chin horizontal, shoulders, back and high, energy walk.
2. Complaining distracts you from “being in the now!” You will only take your game farther away from the last point. Erase the mistake, then visualize the correct response and get ready for the next point.
3. “Quality Practice” leads to “Quality Results.” You should play only your best whenever you go on the court, otherwise you’ll incorporate mistakes into your game. “There is only one way to play – your best.”

4. Coachability is a great asset. A positive attitude leads to a positive result. You need to create positive energy to improve. Think positive.

5. “I will find a way!” Michelle Gould always knows that she will find a way to win! Be creative, patient and ready ... dig deep within.

6. The tougher the situation the more energy there is available for you to try things and take your game to a higher level. Relax and enjoy the competition and press the envelope on your game.

7. Never let your opponents see your true emotions! Always look loose, relaxed and ready to go. The fastest neuromuscular contractions happen when your muscles are relaxed, not tense. Shake out ... monkey slump ... deep breathing.

8. Rituals create the mind/body blueprint of your perfect shot(s) ... go use them. Pre-serve and pre-service return, etc. List your rituals.


10. A great player has great practice sessions too. Quality builds quality and consistency ... ask Michael Bronfeld ... he is a prime example.

In talking with and reading what the experts say ... 80% of the game is mental, if not more. (When he finished in the semifinals of the 1991 U.S. Open, Jimmy Connors said, “The mental part of the game is 90%”). If this is true, I urge you to take the time to take this test ... and be honest with yourself. Then take the appropriate steps. Make the necessary improvements to move one step closer to becoming that mentally tough player you’ve always dreamed about. You — and only you — can make it a reality. Good Luck.

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STRING ... Continued from page 53

Aramids are also extremely notch-resistant, and have extraordinary tensile strength (i.e., resistance to breakage due to stretching), so they tend to be very durable. There are a few strings that use Kevlar not just for the core, but for the cover layer as well. These are so stiff that they are used almost exclusively as the mains in hybrid string sets, while a second, softer string is used for the crosses. (Example: Ashaway KillFire®)

In sum, aramid strings are for powerful players who want improved ball control, and for those who want extra string longevity. If you don’t have a really strong swing, keep reading.

Zyex®, the other well-known high-tech fiber, is a poly ether ether ketone (PEEK) material introduced by British chemical giant ICI, and recently spun off as Zyex Ltd. More flexible and resilient than Kevlar, Zyex is still pretty stiff compared to nylon: at typical stringing tensions it stretches about 6 percent.

Zyex’s remarkable characteristic is its “dynamic stiffness,” – that is, it recovers from stretch very quickly. A racquet strung with a Zyex-cored string maintains a fairly flat string bed, which helps in ball control, but the rapid recovery from stretch provides good power. Tennis players believe that Zyex performs similarly to natural gut, which is still the string of choice for many top-ranked tennis pros. But Zyex is far more durable than gut, making it a fine material for racquetball strings.

(Example: Ashaway PowerKill™ Pro) For players looking for a good balance of power and control, Zyex is an excellent choice.

Nylon is a do-anything material, with different chemical compounds appearing in everything from women’s stockings to machine bearings. String designers use nylon’s broad range of properties for different purposes. When used as a string core, nylon provides a great deal of resilience. Although it doesn’t spring back as quickly as Zyex, it stretches more, so the amount of power it generates can be comparable. In fact, nylon can be quite stretchy or quite stiff, depending on the gauge of the string. At typical stringing tensions, nylon stretches from 10 to 15 percent. Nylon-cored strings tend to be the least expensive on initial purchase, and tend to be easier to string than those made from stiffer fibers. (Example: Ashaway SuperKill® II) Nylon strings are great for beginning players, for those who can afford to give up a little control in order to gain power, and for anyone who needs to keep an eye on the contents of their wallet.

Nylon also appears as the outer jacket, or wear layer, on most strings, including those with Kevlar or Zyex cores. For this usage, string designers often choose a harder, less resilient nylon fiber, to resist wear and notching, and to bond the core fibers together.

The different fibers in racquet strings influence their power, control, durability, and cost. Whether you’re working with a Certified Racquet Technician, or buying through a mail-order ad, you can get the properties you want by selecting a string made from the right materials.

Steve Crandall is Vice President of Sales & Marketing for Ashaway Racket Strings
AmPRO UPDATE
by Michelle Gould

On it’s mission to make racquetball the best it can be, AmPRO is moving into many new and exciting areas. The first item on this agenda is to provide our members with leading edge ideas on how to improve racquetball profitability for themselves and their facilities. If we help our members become more successful, the entire sport benefits.

With this in mind, professionalism is the key ingredient in AmPRO’s mission. We are making improvements every day, and look forward to working with the leaders in the sport to accomplish their goals as players, instructors, programmers, and coaches. You won’t want to miss any of the new programs released in the coming months!

We hope you enjoy these excerpts from the current issue of the AmPRO ClubRACQUET newsletter.

“Insider” ... for instructors
The instructor certification program is undergoing major improvements, including a revised manual to include more specific information to meet our instructor’s needs. The new manual will be over 400 pages in length and will be released in the fall. Any AmPRO member who has attended an instructor’s clinic will be able to purchase a copy of the new manual at a reduced rate without attending another clinic. We are also developing continuing education requirements for those who want to maintain their AmPRO certification, access new ideas, learn new teaching techniques, and keep up to date on the latest changes taking place in the sport. The more educated our instructors are, the more they will be able to meet the needs of their students.

“Courtside” ... for programmers
AmPRO recently released “Racquetball 101,” a comprehensive workbook filled with valuable information about how court clubs can expand and enhance their racquetball programs. The workbook is free to IHRSA facilities, so check to see if your club has received its copy. If not, call AmPRO Programming Director Connie Martin at (503) 666-7642 to request the workbook, or to hear more about the upcoming programmer certification program scheduled to debut this fall. This new program is designed to increase the numbers of people who play racquetball in your facility, keep them happy, and have a positive effect on club profitability. Don’t miss out on all the great ideas available through this new AmPRO program — get your hands on “Racquetball 101” today, and plan to attend a certification clinic in the fall!

“Sidelines” ... for Coaches
Another AmPRO offering set for a fall release is our new coaching certification program. Whatever your interest — at the parent/volunteer, scholastic, or elite/national coaching levels — AmPRO has a coaching program that is right for you. Program information is currently being prepared for publication, but you can request additional specifics from AmPRO Coaching Director Jim Hiser at (719) 635-5396, extension 30.

New AmPRO Certified Instructors
Rick Deutschman ....... AI
Gil Fernandez .......... AI
Tony Glavas ........... AI
Karl Isberg .......... AI
Fred Johnson ......... PI
Bob Sellers .......... AI
Jeff Trecker ......... AI
Cindy Wittenbrink ... I
Randy T. Sims ...... I
Rita Puleo ........ I
Chris Pacheco ....... AI
Jaime Boucher ....... AI
Herman Hernandez ... AI
Key: I = Instructor, AI = Advanced Instructor; PI = Professional Instructor.

For more information about the American Professional Racquetball Organization, contact Michelle Gould, AmPRO Executive Director, 4516 Maverick Way, Boise, ID 83709-5429 — Tel: (208) 362-3844 Fax: (208) 362-6900.
The AARA Board of Directors held its first annual board meeting of '96 at the U.S. National Singles in Houston. Highlights of major decisions made by the board follow.

General — The AARA corporate name will be changed to “United States Racquetball Association” (USRA) effective January 1, 1997. The change will better reflect the expanding responsibilities of the organization and at the same time align more closely with the other 40 National Governing Bodies of the U.S. Olympic Committee ... Approved a major fundraising project to help fund the portable court ... Approved the employment of Kevin Vicroy as Media and Public Relations Coordinator ... Approved the separation of rules from policy, with an official revision published as the 97-98 rulebook.

Elections — New board members elected to a three year term were: Dario Mas-Delaware; Shelly Ogden – Ohio; Keith Calkins – California; Janell Marriott – Rhode Island. Elected the following officers for a two year term: Van Dubolsky – President; Janell Marriott – Secretary; Keith Calkins – Treasurer; Mike Arnolt – Vice President. ... The AARA Nominating Committee, which recommends nominees for open board seats, may nominate no more candidates than the number of seats open, plus one. Prior to this legislation, the committee could nominate unlimited numbers of candidates.

Regional Qualifying — In an historic decision, all women, 45+, and men, 55+, will no longer be required to qualify through a regional in order to compete in the Nationals ... A player competing in either a junior or intercollegiate regional will automatically qualify for the adult nationals and does not have to compete in an adult regionals ... U.S. and team delegates are exempt from regionals only if they are involved in a bona fide international competition that falls on the regional week-end.

Membership & Programs — Established a task force to restructure the current relationship of state organizations with the AARA. The task force has been requested to establish parameters whereby state organizations become true affiliates of the AARA with a contract executed between the two organizations ... Established a task force to report back to the AARA board on the restructuring of the ACRA responsibilities as they relate to the regionals and competitive growth of intercollegiate racquetball.

Competition — Approved St. Louis as the site for the 1997 High School Championships and Boise, Idaho, as the site for the 1997 Intercollegiate Championships ... The AARA Rules Committee will review the status of foreign players competing in adult and junior regional events ... Eliminated the 19+ division (effective immediately) in both men and women’s events in favor of a 24 and under division ... Approved sending part of the junior team to Honduras and part of the junior team to Guatemala in early July ... Approved sending two wheelchair athletes to the World Championships in Phoenix, Arizona ... Extended the Head Coaching position on the U.S. Team through 1999 and the Pan American Games.
**MEN**

**Men's Open**
1. Ruben Gonzalez, NY
2. George Delaney, MA
3. Jimmy Lowe, KY
4. Todd O'Neill, TX
5. Eric Muller, MA
6. Brian Simpson, IN
7. Craig Rappaport, PA
8. Tony Boscia, CO

**Men's 25+**
1. Kevin Graham, WI
2. James Lorelo, FL
3. Brian Londo, CA
4. Mark Cavallaro, NJ
5. Jeff Wilson, NM
6. Rick Sarriman, CA
7. Mike Locker, PA
8. John Davis, CA
9. Hal Perry, TX
10. David Meagher, MD

**Men's 30+**
1. Bruce Erickson, MO
2. Rabbit Rogers, ID
3. Lance Gilliam, TX
4. Alan Sheppard, NC
5. Sam Wasko, VA
6. Chris Gugliallo, IN
7. Jim Grant, CA
8. Rob French, CO
9. Tim Hansen, CO
10. Gay Griffin, SC

**Men's 35+**
1. Mike Martinez, CA
2. Mitch Smith, PA
3. Dave Peck, FL
4. Dave Lopic, CO
5. Bill Lyman, FL
6. Martin McDermott, TX
7. Gil Rodriguez, OR
8. Joe Hazeey, AZ
10. Jeff Hann, NY

**Men's 40+**
1. Ed Garabedian, PA
2. Gene Couch, AL
3. Tom Travers, OH
4. Mitt Lyman, FL
5. Gregg Mandell, CA
6. Rick Saramon, CO
7. Randy Stafford, TX
8. Darryl Warren, CA
9. Mark Baran, VA
10. Troy Stallings, MN

**Men's 45+**
1. Doug Dickman, CA
2. Mitt Lyman, CA
3. Greg Hasty, FL
4. Rick Tusari, CA
5. Leo Gurnoe, CA
6. Gary Mazoroff, NM
7. Don Davis, TX
8. Randy Hisey, NY
9. Domenic Palmieri, OH
10. Jim Bailey, VA

**Men's 50+**
1. Ray Huss, OH
2. Ed Remen, VA
3. Dennis O'Brien, ID
4. Russ Deleon, FL
5. Horace Miller, IL
6. Tom Mckie, TX
7. Ron Johnson, IL
8. Joe Gellman, NM
9. Stan Lemon, TX
10. John Mootz, NY

**Men's 55+**
1. Wendell Nelson, ID
2. Jim Wiking, UT
3. Dario Mas, DE
4. Bobby Sanders, OH
5. Jerry Wirsing, LA
6. Marty Mulholland, WI
7. Charlie Garfinkel, NY
8. Robert Large, KS
9. Jerry Davis, OH
10. Bob Hill, TX

**Men's 60+**
1. Paul Bananes, AZ
2. Jack Dussmoom, ID
3. Gary Jordan, ND
4. Daniel Jordan, NJ
5. Don Alt, OH
6. Otis Chapman, OH
7. Art Hurley, NY
8. Rex Benham, CA
9. Joe Lambert, TX
10. Jim Riley, TX

**Men's 65+**
1. John Bogasky, VA
2. John O'Donnell, IL
3. Joe Lambert, TX
4. Victor Sacco, NY
5. Verlyn Dunn, ID
6. Bert Shuilmann, IL
7. Charles Kaiser, MI
8. Peace Grove, VA
9. Frank Trask, MI
10. Richard Davis, TX

**Men's 70+**
1. Jack Gushue, NY
2. Victor Sacco, NY
3. Ricco Sacco, NY
4. Robert McAdam, TX
5. Earl Acuff, NC
6. Che Lefevre, AL
7. Bill Matomar, NM
8. Hank Richard, CA
9. Tony Duarte, CA
10. Malcolm Roberts, FL

**Men's 75+**
1. Earl Acuff, NC
2. Charles Russell, CA
3. Robert McAdam, TX
4. George Speer, FL
5. Hank Richard, CA
6. Andy Trozzi, MA
7. Cam Snowberger, SC
8. Frank Sangano, FL
9. C. Allen Shepherd, MD
10. Charles Estram, CA

**Women**

**Women's Open**
1. Tommy Brockbank, ID
2. Dina Moreland, CA
3. Lisa Hjelm, CA
4. Michelle Gould, ID
5. Marcia Hartz, NY
6. Robin Rodriguez, AK
7. Malia Bailey, VA
8. Pat Mulholland, PA
9. Kim Machiron, TN
10. Denise Mock, TX

**Women's A**
1. Angela Daake, CA
2. Esmeralda Berrin, CO
3. Cheryl Gistand, TX
4. Lisa Marquart, NE
5. Candy Masson, MA
6. Darlene Truett, TN
7. Dianne Pratt, WA
8. Pattie Schof, LA
9. Carol Zimlinghaus, CO
10. Kelly Craig, FL

**Women's B**
1. Esmeralda Berrin, CO
2. Melanie Mueller, CO
3. Angela Burtch, VA
4. Becky Kaufman, KS
5. Linda Vallieres, VT
6. Kristen Kova, NE
7. Aimee Perry, VA
8. Kim Brackett, NH
9. Jennifer Bennett, UT
10. Joanna Boyte, NC

**Women's C**
1. Gina Fuller, TX
2. Anita Antony, CO
3. Lorene Studig, CO
4. Kassi Herr, FL
5. Laurie Gorton, CA
6. Belinda Dettman, FL
7. Shari half, WA
8. Chris Herrmann, MO
9. Charlotte Kochenspanger, PA
10. Vicki Leech, AR

**Women's D**
1. Gina Fuller, TX
2. Linda Demiro, CA
3. Jodi Fuller, NM
4. Leslie Butler, FL
5. Linda Robinson, TX
6. Eyercer Armstrong, DE
7. Jacqueline Duprey, KS
8. Julie Bauman, CA
9. Cheryl Bird, TX
10. Susan Callum, MA

**Women's Novice**
1. Carl Mitts, NY
2. Susan Smiley, DE
3. Suzanne Carpenter, OH
4. Joanne Herrera, CO
5. Ruth Kuhl, CT
6. Judy Marcuzzo, CA
7. Jodanne Montgomery, ID
8. Janet St. Clair, SC
9. Jennifer Swallow, PA
10. Kelly Fisher, OH

**Women's 19+**
1. Amy Kibbom, OH
2. Erika Juht, DE
3. Kent Stoffregen, OH
4. Honee, Butz, VT
5. Sue Cox, FL
6. Kelly Craig, FL
7. B.J. Erghott, CT
8. Allison Garner, TX
9. Rachel Gellman, AZ
10. Elaine Mardos, MA

**Women's 25+**
1. Jen Yokota, MO
2. Elaine Mardos, OH
3. Stacy Sour, CO
4. Sheila Collins, TN
5. Sandee Roach, FL
6. Lisa Shelby, ME
7. Kelley Beane, NH
8. Tina Bragdon, ME
9. Kelley Beane, NH
10. Jennifer Swallow, PA

**Women's 30+**
1. Kersten Hallander, FL
2. Lattine, Galloway, NY
3. Debbie Tisinger, CA
4. Kim Machiron, MA
5. Dina Moreland, CA
### Women's 35+
- 1. Debby Tisinger, CA
- 2. Roz Petronelli, MA
- 3. Mary Bickley, PA
- 4. Carol Kneiher, MN
- 5. Denise Mock, TX
- 6. Kelly Kirk, MN
- 7. Mary Lyons, FL
- 8. Carole Bastien, WA
- 9. Sara Boland, IA
- 10. Melanie Mueller, CO

### Women's 40+
- 1. Joanne Pomodoro, MA
- 2. Karen Holden, CA
- 3. Janet Myers, NC
- 4. Marcia Richards, LA
- 5. Renee Fish, FL
- 6. Elaine Dextar, CA
- 7. Mary Keanan, CO
- 8. Janell Morrriott, RI
- 9. Wanda Collins, WA
- 10. Laurel Davis, IL

### Women's 45+
- 1. Eileen Tuckman, FL
- 2. Donna Ebner, OH
- 3. Terry Ann Rogers, CA
- 4. Shellee Ogden, OH
- 5. Elaine Dextar, CA
- 6. Judy Sands, OH
- 7. Paula Sperling, NM
- 8. Agatha Falco, FL
- 9. Diane Nero, NY
- 10. Betty Butterbaugh, IN

### Women's 50+
- 1. Merjane Kelley, CA
- 2. Mildred Gwinn, NC
- 3. Gerti Stoffregen, OH
- 4. Sharon Hasling-Hehy, OR
- 5. Pat Tarzian, IL
- 6. Nancy Butts, WI
- 7. Nidia Funes, CA
- 8. Donna Johnson, ID
- 9. Agatha Falco, FL
- 10. Marta Gross, MN

### Women's 55+
- 1. Mildred Gwinn, NC
- 2. Nancy Butts, WI
- 3. Helen Dunsmoor, ID
- 4. Jo Kenyon, FL
- 5. Sylvia Sawyer, UT
- 6. Kathy Mueller, MN
- 7. Sue Carow, IL
- 8. Marquita Molina, CA
- 9. Annabell Kovar, NE
- 10. Marion Crawford, NY

### Women's 60+
- 1. Jo Kenyon, FL
- 2. Kathy Mueller, MN
- 3. Lola Markus, IL
- 4. Mary Walker, CA
- 5. Mary Low Acuff, NC
- 6. B.G. Ralloy, TN
- 7. Norma Carlisle, UT
- 8. Peggy O'Brien, IRE
- 9. Ann Byers, OR
- 10. Susan Embry, CA

### Women's 65+
- 1. Retta Harring, WI
- 2. Dorothy Zevetinski, WA
- 3. Roberta Schoeniedfeld, NM
- 4. Brildi Ui Mhalogian, IRE
- 5. Mary Lou Kackert, NJ

### Women's 70+
- 1. Mary-Low Acuff, NC
- 2. Marta Cuneo, MN
- 3. Marion Russell, CO
- 4. Dorothy Zevetinski, WA
- 5. Ruth Crossan, CO

### Women's 75+
- 1. Mary-Low Acuff, NC
- 2. Iinan Quackenbush, OH

### Men's 50+
- 1. Nick Arturo, AK
- 2. Ivan Sanchez, TX
- 3. Mark Swanson, NM
- 4. Kenny Green, CA
- 5. Ort Melnik, TX
- 6. Jeffrey Gordon, TX
- 7. Alex Bruin, NM
- 8. Justin Zerdm, OH
- 9. Matt Greenway, NE
- 10. Harrison Slocum, FL

### Men's 55+
- 1. Nick Arturo, AK
- 2. Ivan Sanchez, TX
- 3. Mark Swanson, NM
- 4. Kenny Green, CA
- 5. Ort Melnik, TX
- 6. Jeffrey Gordon, TX
- 7. Alex Bruin, NM
- 8. Justin Zerdm, OH
- 9. Matt Greenway, NE
- 10. Harrison Slocum, FL

### Men's 60+
- 1. Jack Huczek, MI
- 2. Patrick DeBord, NE
- 3. Michael Lawrence, AL
- 4. Roy Lee Luka, NM
- 5. Dan Taylor, IN
- 6. Jake Kawam, NE
- 7. Steven Klaaiman, TX
- 8. Erik Lichet, AR
- 9. Matthew McElhiney, FL
- 10. Seth Parker, PA

### Men's 65+
- 1. Ryan Steners, KS
- 2. Shane Vanderson, OR
- 3. Grant Banker, MO
- 4. Joel Warrington, KS
- 5. Sanjay LaForest, NY
- 6. Scott Fisher, NY
- 7. Jason Jansen, ND
- 8. Adam Looff, IN
- 9. Mike Harmon, MN
- 10. Brian Retard, UT

### Men's 70+
- 1. Jeffrey Garner, AL
- 2. Rocky Carson, CA
- 3. Willie Tilton, CO
- 4. Andy Tucknott, NE
- 5. Ryan Steners, KS
- 6. Brit Bemard, CO
- 7. Justin Carey, NY
- 8. Shawn Fry, NC
- 9. Hal Spangenberg, CA
- 10. Josh Tucker, OH

### Men's 75+
- 1. Jeff Stover, IN
- 2. Shane Wood, MA
- 3. Stephen Mykalco, AK
- 4. Jesse Keaveny, AK
- 5. Sam Ryder, WI
- 6. Jeffrey Correth, AL
- 7. Willie Tilton, CO
- 8. Jason Con Kaenel, NE
- 9. Nate Gagne, ME
- 10. David Hamilton, OH

**GIRLS**

### Girl's 14+
- 1. Maggie De Bord, NE
- 2. Kristen Kvar, NE
- 3. Lisa Drey, CA
- 4. Kristin Walsh, UT
- 5. Adva Buza, TX
- 6. Sarah Bollard, IA
- 7. Melanie Mueller, CO
- 8. Brooke Crawford, OR
- 9. Jennifer Bennett, UT

### Girl's 16+
- 1. Katie Gould, MO
- 2. Amanda MacDonald, CA
- 3. Lindsay Sears, IN
- 4. Megan Bailes, NE
- 5. Leisa Marquart, MA
- 6. Vanessa Tulao, CA
- 7. Melissa Harmon, FL
- 8. Erin Frost, CA
- 9. Jennifer Swallow, PA

### Girl's 18+
- 1. Rhonda Rajsich, AZ
- 2. Christie Van Hees, CA
- 3. Kori Graham, NY
- 4. Sadie Gross, SD
- 5. Shannon Feaster, RI
- 6. Abigail Freitas, MA
- 7. Katie McMillan, MO
- 8. Brooke Crawford, OR
- 9. Karly McMillan, MO
- 10. Christina Lewendon, WI

**WHEELCHAIR**

### Boy's 8 & Under
- 1. Nick Arturo, AK
- 2. Andy Tucknott, NE
- 3. Jayson Wehr, CO
- 4. Andi Tucknott, NE
- 5. Ryan Steners, KS
- 6. Brit Bemard, CO
- 7. Justin Carey, NY
- 8. Shawn Fry, NC
- 9. Hal Spangenberg, CA
- 10. Josh Tucker, OH

### Boy's 12+
- 1. Jack Huczek, MI
- 2. Patrick DeBord, NE
- 3. Michael Lawrence, AL
- 4. Roy Lee Luka, NM
- 5. Dan Taylor, IN
- 6. Jake Kawam, NE
- 7. Steven Klaaiman, TX
- 8. Erik Lichet, AR
- 9. Matthew McElhiney, FL
- 10. Seth Parker, PA

### Boy's 14+
- 1. Ryan Steners, KS
- 2. Shane Vanderson, OR
- 3. Grant Banker, MO
- 4. Joel Warrington, KS
- 5. Sanjay LaForest, NY
- 6. Scott Fisher, NY
- 7. Jason Jansen, ND
- 8. Adam Looff, IN
- 9. Mike Harmon, MN
- 10. Brian Retard, UT

### Boy's 16+
- 1. Jeffrey Garner, AL
- 2. Rocky Carson, CA
- 3. Willie Tilton, CO
- 4. Andy Tucknott, NE
- 5. Ryan Steners, KS
- 6. Brit Bemard, CO
- 7. Justin Carey, NY
- 8. Shawn Fry, NC
- 9. Hal Spangenberg, CA
- 10. Josh Tucker, OH

### Boy's 18+
- 1. Edward Thorpe, IN
- 2. Shane Wood, MA
- 3. Stephen Mykalco, AK
- 4. Jesse Keaveny, AK
- 5. Sam Ryder, WI
- 6. Jeffrey Correth, AL
- 7. Wesley Tilton, CO
- 8. Jason Con Kaenel, NE
- 9. Nate Gagne, ME
- 10. David Hamilton, OH

**AARA Official Event Sponsors**

- E-Force • Ektelon • Penn • ProKennex
- Bullet • Dunlop • Ektelon • Penn (official ball)
- ProKennex • Spalding • Wilson
3rd Annual Summerfest Tournament @ Glass Court Swim & Fitness Lombard, IL 708-629-3390

Bluegrass State Games UK Seaton Center Lexington, KY 606-288-6011

Midwest Senior/Masters Continental Athletic Club – Columbus, OH 614-846-8400

Spalding/IRT Tournament/Champions 201-444-0859

July 17
Cystic Fibrosis Open Courts Plus New Bern, NC 919-633-2221

Spalding/IRT Summer Games @ Classic Athletic Club Lyndhurst, NJ 201-444-0859

Steve Powers Memorial Bally’s Holiday Spa Falls Church, VA 703-527-7785

July 26
Ballard Open Olympic Athletic Club Seattle, WA 206-789-5010

Hot Shots Chancellors Racquet & Fitness – Houston, TX 713-772-9955

I Love Racquetball Series @ Aspen Hill Club Silver Spring, MD 301-598-5200

Nutmeg State Games Downtown Health & Racquet Club New Haven, CT 860-598-5200

3rd Annual Summerfest Tournament @ Glass Court Swim & Fitness Lombard, IL 708-629-3390

Bluegrass State Games UK Seaton Center Lexington, KY 606-288-6011

Midwest Senior/Masters Continental Athletic Club – Columbus, OH 614-846-8400

Spalding/IRT Tournament/Champions 201-444-0859

August 1
CRA Membership Drive North Jeffco Fitness Center – Arvada, CO 303-431-9004

Doubles Warm-up South Florida Racquetball Club Ft. Lauderdale, Fl 954-987-6410

Quad West One Day Warm-up @ Quadrangle Athletic Club Clearwater, FL 813-535-4901

August 2
Johnston Willis Open Robious Sports & Fitness – Richmond, VA 804-330-2222

August 9
Beltways Championships Bally Total Fitness Greenbelt, MD 703-527-7785

Friendly’s Racquet Ballathon @ Nautilus Fitness Center – Erie, PA 814-868-0072

August 09-17
EKTELEON IRF 8th WORLD CHAMPIONSHIPS City Square Sports Club Phoenix, Arizona 719-635-5396

August 15
UT State Juniors Redwood Multi-Purpose Ctr – West Valley, UT 801-974-6923
**1996 NATIONAL EVENTS**

**JULY 18-20**
NMRA International Masters Invitational: Las Vegas, Nevada
National Elite Training Camp: Colorado Springs, Colorado
U.S. Junior Team Trials: Colorado Springs, Colorado
IRF 8TH WORLD CHAMPIONSHIPS @ City Square Sports Club: Phoenix, Arizona

**JULY 27-AUG. 2**
IRF 8th World Senior Championships @ Tom Young's Athletic Club: Albuquerque, New Mexico
Annual AARA Board of Director's Meeting: Colorado Springs, Colorado

**AUGUST 27-31**
IRF 8th World Junior Championships @ Tom Young's Athletic Club: Richmond, VA

**JANUARY 24-26**
USRA Annual Leadership Conference: Colorado Springs
Women's Senior/Master Championships: Chattanooga, Tennessee

**FEBRUARY**
NMRA Masters Singles Invitational: TBA

**FEB. 28 - MAR. 02**
ProKennis USRA 10th National High School Championships: St. Louis, Missouri
AARA OFFICIAL SPONSORS
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- ProKennex

AARA OFFICIAL PRODUCTS
- Ashaway: Official String Leader
- Official Eyeguard
- Mastery of Racquetball: Official College Instructional Penn: Official Ball
- Powerade: Official Sports Drink
- Python: Official Grip
- Transition: Official Racquet
- Wilson: Official Glove

AARA OFFICIAL SERVICES
- Panacea: Official Home Page Provider
  - http://www.panatech.com
  - 703/841-4348
- MBNA: Affinity Master Card
  - 800/847-7378, ext. 5000
- Member's Advantage: Calling Card
  - 800/435-6832, keycode ACJY

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"Say you saw it in RACQUETBALL Magazine"

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