

# Player Rotation

If 6, 7, or 8 players are competing for a team, no one individual player is permitted to roll more than two consecutive frames. Please use the following guide to ensure an equitable distribution.

*NOTE: Within a frame, you determine the best roll order for your players.*

**Teams with 8 team members (4 athletes & 4 partners) should not be rotating. Each set of two athletes and two partners must remain on same ends throughout the game.**

## ROTATION for 5 Athletes and 3 Partners

*(can also be used for 5 Partners and 3 Athletes)*

Frame #	Athletes	Partners
1	1 & 2	1 & 2
2	3 & 4	3 & 1
3	5 & 1	2 & 3
4	2 & 3	1 & 2
5	4 & 5	3 & 1
6	1 & 2	2 & 3
7	3 & 4	1 & 2
8	5 & 1	3 & 1

## ROTATION for 4 Athletes and 3 Partners

*(Can also be used for 4 Partners and 3 Athletes)*

Frame #	Athletes	Partners
1	1 & 2	1 & 2
2	3 & 4	3 & 1
3	1 & 2	2 & 3
4	3 & 4	1 & 2
5	1 & 2	3 & 1
6	3 & 4	2 & 3
7	1 & 2	1 & 2
8	3 & 4	3 & 1

## ROTATION for 3 Athletes and 3 Partners

Frame #	Athletes	Partners
1	1 & 2	1 & 2
2	3 & 1	3 & 1
3	2 & 3	2 & 3
4	1 & 2	1 & 2
5	3 & 1	3 & 1
6	2 & 3	2 & 3
7	1 & 2	1 & 2
8	3 & 1	3 & 1

Frame #	Athletes	Partners
1		
2		
3		
4		
5		
6		
7		
8		

### Rotations for 3 athletes & 5 partners (or 3 partners & 5 athletes)

Frame #	Athletes (3)	Partners (5)	Movement <i>after</i> the frame ends.
1 (starting)	Riley (X) & Caden (Y)	Vionte (A) & Rocco (B)	Caden (Y) walks to next frame end of court and Lyla (E) walks to opposite end of court.
2	Caden (Y) & Jacob (Z)	Gianna (C) & Annie (D)	Jacob (Z) walks to next frame end of court and Rocco (B) walks to opposite end of court.
3	Jacob (Z) & Riley (X)	Lyla (E) & Vionte (A)	Riley (X) walks to next frame end of court and Annie (D) walks to opposite end of court.
4	Riley (X) & Caden (Y)	Rocco (B) & Gianna (C)	Caden (Y) walks to next frame end of court and Vionte (A) walks to opposite end of court.
5	Caden (Y) & Jacob (Z)	Annie (D) & Lyla (E)	Jacob (Z) walks to next frame end of court and Gianna (C) walks to opposite end of court.
6	Jacob (Z) & Riley (X)	Vionte (A) & Rocco (B)	Riley (X) walks to next frame end of court and Lyla (E) walks to opposite end of court.
7	Riley (X) & Caden (Y)	Gianna (C) & Annie (D)	Caden (Y) walks to next frame end of court and Rocco (B) walks to opposite end of court.
8	Caden (Y) & Jacob (Z)	Lyla (E) & Vionte (A)	Jacob (Z) walks to next frame end of court and Annie (D) walks to opposite end of court.
9	Jacob (Z) & Riley (X)	Rocco (B) & Gianna (C)	Riley (X) walks to next frame end of court and Vionte (A) walks to opposite end of court.
10	Riley (X) & Caden (Y)	Annie (D) & Lyla (E)	Caden (Y) walks to next frame end of court and Gianna (C) walks to opposite end of court.

**Athletes:** X, Y & Z

**Partners:** A, B, C, D, E

### Rotations for 3 athletes & 5 partners (or 3 partners & 5 athletes)

Current Frame #	Athletes (3)	Partners (5)	Movement <i>after</i> the frame ends.	Not rolling in current frame & sitting at opposite end of court
	X, Y & Z	A, B, C, D, E		
<b>1 (starting)</b>	(X) & (Y)	(A) & (B)	(Y) walks to next frame end of court. (E) walks to opposite end of court.	Z, C, D, E
<b>2</b>	(Y) & (Z)	(C) & (D)	(Z) walks to next frame end of court. (B) walks to opposite end of court.	X, A, B, E
<b>3</b>	(Z) & (X)	(E) & (A)	(X) walks to next frame end of court. (D) walks to opposite end of court.	Y, B, C, D
<b>4</b>	(X) & (Y)	(B) & (C)	(Y) walks to next frame end of court. (A) walks to opposite end of court.	Z, A, D, E
<b>5</b>	(Y) & (Z)	(D) & (E)	(Z) walks to next frame end of court. (C) walks to opposite end of court.	X, A, B, C
<b>6</b>	(Z) & (X)	(A) & (B)	(X) walks to next frame end of court. (E) walks to opposite end of court.	Y, C, D, E
<b>7</b>	(X) & (Y)	(C) & (D)	(Y) walks to next frame end of court. (B) walks to opposite end of court.	Z, A, B, E
<b>8</b>	(Y) & (Z)	(E) & (A)	(Z) walks to next frame end of court. (D) walks to opposite end of court.	X, B, C, D
<b>9</b>	(Z) & (X)	(B) & (C)	(X) walks to next frame end of court. (A) walks to opposite end of court.	Y, A, D, E
<b>10</b>	(X) & (Y)	(D) & (E)	(Y) walks to next frame end of court. (C) walks to opposite end of court.	Z, A, B, C