

Here is a comprehensive coverage of the SD format and its potential outcomes. The main difference is you now have *the possibility* of 2 racks instead of just a single rack to determine the winner.

The three-point scoring system places emphasis on 'match points earned' over 'individual matches won'. The Product Development Committee (PDC) has worked in conjunction with the APA National Office to develop a Sudden Death procedure that also places emphasis on 'match points earned' over 'individual matches won', using 'individual matches won' strictly to break point ties.

Sudden Death for the 3-Point system will work as follows:

In the first game of Sudden Death (SD), the rack is worth two (2) points. If those two (2) points mathematically win the team match, the match is over, and the second game of SD becomes unnecessary. However, if the two (2) points earned in the first game of SD do not mathematically win the team match, there would be a second rack worth one (1) point. This procedure would apply for all individual matches of SD.

For example, if we do not have a winner after the first game of SD in individual match four (worth two (2) points), we will play a second game of SD in match four (worth one (1) point). If after the two games of SD in individual match four, we still do not have a mathematical winner of the team match, we will go into SD in individual match five. Just like in individual match four, the first game of SD in individual match five is worth two (2) points. If those two (2) points mathematically win the team match, the match is over. However, if those two points do not mathematically win the team match; A second game of SD, worth one (1) point will decide a winner.

In short, there will be a possibility of two games of SD for each individual match, unless the points earned make it mathematically impossible for the other team to come back and win. If the points are tied at the end of all SD play, the overall individual matches won will determine the winner.

Here are more examples of how SD will be applied in various situations. I will focus on the fifth individual match of SD for the purpose of remaining concise.

IF AFTER FOUR INDIVIDUAL MATCHES...

- **Team A & Team B are tied in team points.**

- If Team A wins the first game of SD, putting them two (2) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.

- If Team B wins the first game of SD, putting them two (2) points ahead of Team A, the match is over because Team A cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.

- **Team A is up one (1) point and up in the individual matches 3-1.**

- If Team A wins the first game of SD, putting them three (3) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.

- If Team B wins the first game of SD, putting them one (1) point ahead of Team A, the match will go to a second SD game to determine the winner. If Team B wins the second SD game, they will win the match because they have more points than Team A. If Team A wins the second SD match, they will tie Team B in points, but will win because they won three out of the five individual matches. This is the tiebreaker.

- **Team A up one (1) point and the individual matches are tied 2-2.**
- If Team A wins the first game of SD, putting them three (3) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, putting them one (1) point ahead of Team A, and up 3-2 in individual matches won, the match is over because Team A cannot earn more than one (1) point in the second SD game and Team B holds the tie-breaker on individual match wins. Therefore, the second SD game is unnecessary.
- **Team A up two (2) points**
- If Team A wins the first game of SD, putting them four (4) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, tying them with Team A in points, the match will go to a second SD game to determine the winner. If Team B wins the second SD game, they will win the match because they have one (1) more point than Team A. If Team A wins the second SD match, they will win the match because they have one (1) point more than Team B. The tiebreaker is unnecessary for this match because one team will finish with more points than the other will.
- **Team A is up three (3) points and up in the individual matches 3-1.**
- Team A wins. Since SD is only worth a maximum of three (3) points, Team B can only tie Team A, and since Team A holds the tiebreaker of individual matches won, the match is over. Therefore, SD is unnecessary.
- **Team A is up three (3) points and the individual matches are tied 2-2.**
- If Team A wins the first game of SD, putting them five (5) points ahead of Team B, the match is over because Team B cannot earn more than one (1) point in the second SD game. Therefore, the second SD game is unnecessary.
- If Team B wins the first game of SD, putting them one (1) point behind Team A, the match will go to a second SD game to determine the winner. If Team B wins the second SD game, they will win the match because they have tied Team A in points, but they hold the tiebreaker of 3-2 individual matches won. If Team A wins the second SD match, they will win the match because they have two (2) points more than Team B.
- **Team A is up four (4) or more points.**
- Team A wins. Since SD is only worth a maximum of three (3) points, Team B cannot gain enough points to tie or win the match. Therefore, SD is unnecessary.