Came Singles February 3rd, 2019 Start 10:00 AM

Tournament Information:

Bowl 2 Games on each Pair.

Move right after 2 games.

Start immediately as your pair opens up.

Estimate \$15 \$10 \$5 \$10.00 pay 1 of 6

Hdcp Pots pay 3 spots per game High Hdcp Game of day

Payout, Same day soon as possible after shift end Verify your scores are correct before payout No contest after money is paid out Handicap 90% of 230 - 70 pin limit

Entry Fees:

 Bowling
 \$ 40.00

 Prize
 \$ 60.00

 Expenses
 \$.00

 Total
 \$100.00

100% Prize Payback

Rules Rules Rules

- 1. All Entrants Must report 30 mins prior to shift start.
- 2. Use Last seasons Highest average
- 3. No previous average use current min 21 gms at time of bowling.
- 4. Use current average if 10 pins over at time of Bowling.
- 5. All others not meeting average requirments bowl scratch.
- 6. Tournament is USBC Certified. Open to All
- 7. All Entrants Must be Sanctioned.
 - ★ By paying a participation fee (Rule 300c)
 - ★ Paying an associate membership fee. (Rule 300c)
- 8. Rules 319c, 319d, 319e are in effect as listed
- 9. Handicap is Based on 90% of 230.
- 10. Prize fund returned 100%.
- 11. 319d, (Waived) Prize winnings do not need to be reported.
- 12. 319e, Use Accumulated tournament average of 21 games or more if 15 pins higher within the previous 12 months.
- 13. 319c, Tournament management has the authority to adjust any entrant's average upward prior to participation in any event.
- 14. Falsification of average shall cause the forfeit of all Moneys. It is the bowlers responsibility to verify his or her average.
- 15. All rules not covered above, use USBC Rule book.
- 16. All Entrants Shall adhere to all rules.
- 17. All Optional Fees Must be Paid Prior to Bowling.
- 18. Scoring errors must be reported immediately. (Prize is paid at the finish of the tournament).
- 19. Tournament Manager reserves the right to make all final decisions in the event of any/all disputes.

Options:

Hdcp Individual Games \$20.00 Handicap Game \$10.00

\$130.00 for everything



Entries close at shift start