## PANAMA CITY SCRATCH MATCH PLAY TOURNAMENT

## McCONNAUGHHAY. COONROD Attorneys At Law TRACEY HYDE, Partner

Where: Bowlarama, 2300 W. 15<sup>th</sup> Street, Panama City FL 850-763-2972 When: <u>Sunday, MAY 7, 2017.</u> Entries close at 9:30 a.m., bowling begins at 10 a.m.

## \$500 added to prize fund

 Prize fee:
 \$22.00

 Bowling fee:
 \$15.00

 Expense fee:
 \$3.00

 Total:
 \$40.00

Cost per bowler \$40.00. This includes all lineage. No additional charge for elimination matches

Prize fund is based on at least 32 entries. Prize fund is subject to change if fewer than 32 entries. Prizes awarded to top 16 finishers if at least 64 entries. All prize fees to be returned 100%

- 1. The first cut is to the top 32 after three games. Two more games are bowled and the field is cut to the top 16. Two more games are bowled and the field is cut to the top 8. The last 8 will bowl single elimination (2 game matches) with seeding to be determined by scores i.e. (1vs8, 2vs7, 3vs6 and 4vs5). No scores will carry over. Top 5 will bowl a stepladder.
- 2. If there is a tie for a position standing, the highest individual game will be used to determine the higher qualifier, 2<sup>nd</sup> game if needed. Ties in the match play will be settled by an additional 9<sup>th</sup> & 10<sup>th</sup> frame roll off.
- 3. Failure to show at the scheduled time will result in disqualification. No funds will be returned.
- 4. The Tournament Management reserves the right to weigh and check any bowling ball Errors in scoring and any protest must be reported in writing within 72 hours of the time bowled. In case of a protest, contact the tournament managers at once. Rule 329 will apply.
- OFFICIAL SCORE: The recap sheet will be the official score and will be accepted as such. Autoscoring printouts will be held to settle any dispute with regard to scores. Rule 327b will be used to handle scoring errors.
- 6. Anything not covered by the above rules or the USBC rules and regulations will be determined by PC USBC tournament managers at their sole discretion.

## **BOWLER NAME**