

QUALIFYING

1. Qualifying will consist of 3 games.
2. Eliminator round(s) will consist of 1 game. Qualifying finalists advancing are determined by number of participants per division. Ties for eliminator rounds cut positions will advance to next round. (See chart below).

32 or more bowlers in a division - top 16 qualify

- 4th game (16) - Bowl 1 game drop 6
- 5th game (10) - Bowl 1 game drop 6
- 6th game (4) - Bowl 1 game to determine order of place

21-31 or more bowlers in a division - top 12 qualify

- 4th game (12) - Bowl 1 game drop 4
- 5th game (8) - Bowl 1 game drop 4
- 6th game (4) - Bowl 1 game to determine order of place

16-20 or more bowlers in a division - top 10 qualify

- 4th game (10) - Bowl 1 game drop 3
- 5th game (7) - Bowl 1 game drop 3
- 6th game (4) - Bowl 1 game to determine order of place

10-15 or more bowlers in a division - top 8 qualify

- 4th game (8) - Bowl 1 game drop 2
- 5th game (6) - Bowl 1 game drop 2
- 6th game (4) - Bowl 1 game to determine order of place

6-9 or more bowlers in a division - top 6 qualify

- 4th game (6) - Bowl 1 game drop 2
- 5th game (4) - Bowl 1 game to determine order of place

1-5 or more bowlers in a division - top 4 qualify

- 4th game (4) - Bowl 1 game to determine order of place

3. All final rounds will consist of one (1) game. Pins will not carryover. Five minutes of practice for all bowlers before the first eliminator round ONLY.
4. Ties for trophy positions in final game will be decided by a 9th & 10th frame roll-off with HDPC. (20% of their handicap for the 9th & 10th frame).
5. All awards will be awarded the day of the tournament. First place in each division will receive a JACKET, SWEATSHIRT OR PLAQUE. 2nd - 4th place will receive trophies. High series (scratch) medals for all Divisions, based on qualifying round of first three games.

POINTS

1. Each scholarship bowler that bowls 3 games of qualifying will receive extra state scholarship funds. Additional participation funds will be awarded once you have bowled in three (3) or more tournaments in a

scholarship year - August 1st thru July 31st. See example below:

Example:

2009/10 Amounts

1st Tournament - 9 points	= \$14.04
2nd Tournament - 9 points	Total 18 = \$28.08
3rd Tournament - 9 points	
+ 5 additional bonus points	Total 32 = \$49.92
4th Tournament - 9 points	
+ 10 additional bonus points	Total 51 = \$79.56
5th Tournament - 9 points	
+ 15 additional bonus points	Total 75 = \$117.00

If you bowl all five (5) tournaments, it means 30 extra points. You may bowl in all of the scheduled tournaments, however bonus points stop after 5. The balance you will receive 9 points only.

HANDICAPS

1. Handicaps for Div. I & Div. II will be 100% of the difference between the bowler's current average and 220 - 12 game minimum. If you don't have a current average with the minimum number of games, use last year's highest average - 12 game minimum. All averages must be verified by the coach.

WALK INS

1. In case a bowler walks in without previous registration and coaches verification, his/her highest current average will be used. If none, then last year's highest average
2. A separate verification sheet will be signed at the tournament site. If this average does not then agree with the coaches verification, then the bowler will be disqualified from entering future tournaments that fall in that point period.
3. \$5 late fee will be added for Walk-ins the day of the tournament.

{Entry Fee is a Total of \$22.00}

**{Walk-Ins day of the tournament will pay \$27.00
Subject to Lane Availability}**

If needed, centers with 10 lanes or less have the option to have their house bowlers bowl on a Saturday shift and still have 2 shifts available for Sunday.

YOUR COMMITTEE WORKS FOR YOU! IF YOU HAVE SUGGESTIONS CONTACT THE BCAW OFFICE @ 262-783-4292, or 800-229-3098.

NOTE: Entries can also be FAXED to the BCAW office @ 262-783-4590 no later than NOON Friday. If you need a entry go to <http://wigrandprix.com>. You now may cut the top half off of the entry by indicating the tournament choice on the second half.