

9 SWLBA OPEN PAIRS

- 9.1 Event Duration: Two (2) consecutive days.
- 9.2 Entry Qualification: Open to Male members in good standing of a lawn bowling club approved by the SWLBA, or male club members affiliated with any National or International organizations.
- 9.3 Maximum number of entries: none, however committee may limit entries (see charts).
- 9.4 Entry Fee: \$30.00 per player.
- 9.5 Traditional Format:
- See chart for number of flights...
 - No dead ends; re-spot rule will be in effect for all games.
 - Winners and losers move into a multi-flight bracket playdown that results in a four place Championship Flight, and a 1st and 2nd place in subordinate flights.
 - Blind Draw for First Round Team/Rink Assignments.
 - 14-End games
 - 16-End finals (1st and 2nd place, Championship Flight only.)

8.5A Scoring: Game Win or Loss only to move forward in a bracket, or be eliminated according to the system plan.

9.6 1st Day Qualifier format

Day one shall consist of 3 blind draw games. Day two: Teams will be placed into 8 teams flights based upon their overall WTPP standings. If more than 8 undefeated teams, the first flight teams shall be determined by a playoff as later described in paragraph 9.7. All other ties shall be broken with method described on page 4. All teams will qualify for the second day of play except, up to 7, which would not fit into a full flight of 8 teams

- 9.7 Undefeated teams tie breaker. If needed the following tie breaker system will be used to determine the teams that qualify for the championship flight. If there are 9 undefeated teams then the bottom 4, based upon WTPP shall go into a tie breaker, if more than 9 tied teams the bottom 8 shall compete. The tie breaker shall begin 10 minutes after the tournament director has determined which teams shall be involved. Any team not present to begin on time shall forfeit that round after the 10 minutes. A forfeit for that same team shall be declared for any subsequent round as soon as their opposition has been determined. Each round shall be played until one team has won 2 ends, points do not matter. Losers of each round shall advance until the requisite number of teams remain which need to be eliminated. All eliminated teams are dropped to the 3rd flight. See paragraph 8.6 to seed the eliminated teams into the third flight.

9.8 Awards:

- Cash:

See the chart that shows the payouts depending upon the number of flights

The Cash Award Pool will be allocated to the flights:

Championship flight 50%

2nd Flight 15.5%

3rd Flight 12.5%

4th Flight 11.5%

5th Flight 10.5%

If 4 flights: Championship 52%

2nd flight 20%

3rd flight 16%

4th flight 12%

If six (6) flights: Championship 48%

2nd Flight 14%

3rd Flight 12%

4th Flight 10%

5th Flight 9%

6th Flight 8%

- For each flight, the following percentage of that flights cash pool will be awarded as follows:

Championship flight

1st Place 40%

2nd Place 25%

3rd Place 20%

4th Place 15%

2nd through 6th Flight

1st Place 60%

2nd Place 40%

Awards: Appropriate awards will be presented to each member of the 1st, 2nd, and 3rd place team in the Championship Flight