

## **8 SWLBA OPEN TRIPLES/ FOURS**

- 8.1 Event Duration: Two (2) consecutive days.
- 8.2 Entry Qualification: Male members in good standing of a lawn bowling club approved by the SWLBA, or male club members affiliated any with National or International organizations.
- 8.3 Maximum number of entries: none, however committee may limit entries (see charts).
- 8.4 Entry Fee: \$30.00 per player.
- 8.5 Traditional Format or 1<sup>st</sup> Day Qualifier format at the discretion of the Tournament Committee
- 8.5A 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 4 place Championship Flight, and four 1<sup>ST</sup> AND 2<sup>ND</sup> place subordinate flights.
  - Blind Draw for First Round Team/Rink Assignments. Score cards marked in advance with first round team/rink assignments;
  - 14-Ends for preliminary rounds.
  - 16 End finals. (1<sup>st</sup> and 2<sup>nd</sup> place in Championship Flight only)
  - Scoring: Game win or loss (no ties) only to move forward in or to a flight, or be eliminated according to the system plan, (Plus points not used)
- 8.5B 1<sup>st</sup> Day Qualifier format
- No dead ends; re-spot rule will be in effect for all games.
  - 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 (ties stand).
  - If more than 8 undefeated teams, the first flight teams shall be determined by a playoff as later described in paragraph 8.7. All other ties shall be broken first with method described on page 4. and then, if necessary, by shot percentage. If a tie still exists the team shall play until one team wins 2 ends, points shall not matter. 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
- 8.6 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 3<sup>rd</sup> flight. See paragraph 8.6 to seed the eliminated teams into the third flight.

8.7 Scoring:

- Game Win or Loss only to move forward in a bracket, or be eliminated according to the system plan. (Plus points not used.)

8.8 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: If five flights

Championship flight 50%

2<sup>nd</sup> Flight 15.5%

3<sup>rd</sup> Flight 12.5%

4<sup>th</sup> Flight 11.5%

5<sup>th</sup> Flight 10.5%

If 4 flights: Championship 52%

2<sup>nd</sup> flight 20%

3<sup>rd</sup> flight 16%

4<sup>th</sup> flight 12%

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

Championship flight

1<sup>st</sup> Place 40%

2<sup>nd</sup> Place 25%

3<sup>rd</sup> Place 20%

4<sup>th</sup> Place 15%

2<sup>nd</sup> through 5<sup>th</sup> Flight

1<sup>st</sup> Place 60%

2<sup>nd</sup> Place 40%

: Appropriate awards will be presented to 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners of the Championship Flight

<b>Number</b>			
<b>of</b>		<b>1st Day</b>	<b>Reject</b>
<b>teams</b>	<b>Traditional</b>	<b>Qualifier</b>	<b>entries</b>
17			xxx
18			xxx
19			xxx
20		xxx	
21		xxx	
22		xxx	
23		xxx	
24		xxx	
25		xxx	
26		xxx	
27		xxx	
28		xxx	
29		xxx	
30		xxx	
31		xxx	
32		xxx	
33			xxx
34			xxx
35			xxx
36		xxx	
37		xxx	
38		xxx	
39		xxx	
40		xxx	
41		xxx	
42		xxx	
43		xxx	
44		xxx	
45		xxx	
46		xxx	
47		xxx	
48	xxx		
49			xxx
50 or more	xxx		