Rocks Jewellers Singles 2018 Scratch & Handicap Finals

Sunday 13th May, 2018 - Leisureplex Stillorgan

(Check in 08:30-08:50/ Start 09:00)

Double Elimination Final – New Group Format for 2018

Scratch & Handicap Finals 16 Players in each section

***It is the finalists responsibility to familiarise themselves with the format & rules for the Finals and check the web www.bowlingforall.ie under the Rocks Jewellers tab

for up-to-date details on Qualifiers, Finals format, Practice and timings***



Rocks Jewellers Singles Finals 2018

2018 Format (Scratch & Handicap) to be aware of

Oualification

All Finalists (16 x Scratch & 16 x Handicap) are fixed on completion of the final round. The top 16 Scratch Standings bowlers automatically qualify in the Scratch section, the Handicap finalists are determined by excluding any previously qualified Scratch bowlers from the Handicap standings to complete the Handicap finalists line-up.

Where a Scratch Finalist is unable to play the Finals the next Scratch bowler in the standings will be invited to participate. In some cases this may mean a Hcp finalist moving into the Scr section as next in line unless that bowler had opted at the beginning of the season to participate in the Hcp ONLY section.

When a Handicap Finalist is unable to play the next Handicap bowler in the standings will be invited to participate.

Check-in

Finals Check-in (WR1) 08:30 – 08:50 for Qualifiers 9 to 16, Practice starts 08:50, Bowling starts 09:00

> Check-in (WR2) Qualifiers 5-8 @ 09:10-09:30

> Check-in (WR3) Qualifiers 1-4 @ 09:45-10:05

** Please do not be late, alternate bowlers may be allocated in your place or a bye given when check-in closes **

Practice

Lanes 1&2 will be available for practice from 09:10 for qualifiers 1-8 in advance of their entry into the event

➤ Outside of Round 1(WR1 – 8 mins practice) - Practice will be restricted to 2 Frames per lane for all bowlers

Tie Breaker **

All Rounds Over 1 Game Pinfall –Scratch Section or Pinfall + Handicap – Hcp Section

>SCRATCH - In the event of a tie 1 ball roll off until decided

> HANDICAP - In the event of a tie - 1 ball roll off (no hcp) until decided

Lane Maintenance

Lane Maintenance will take place prior to Wfinal & LSF

Practice

> Following Lane Maintenance there will be 6 minutes practice for all remaining Bowlers

> All Rounds following - Bowlers have 2 Frames per Lane before the match is started

➤ Double Elimination Final – 6 minutes practice

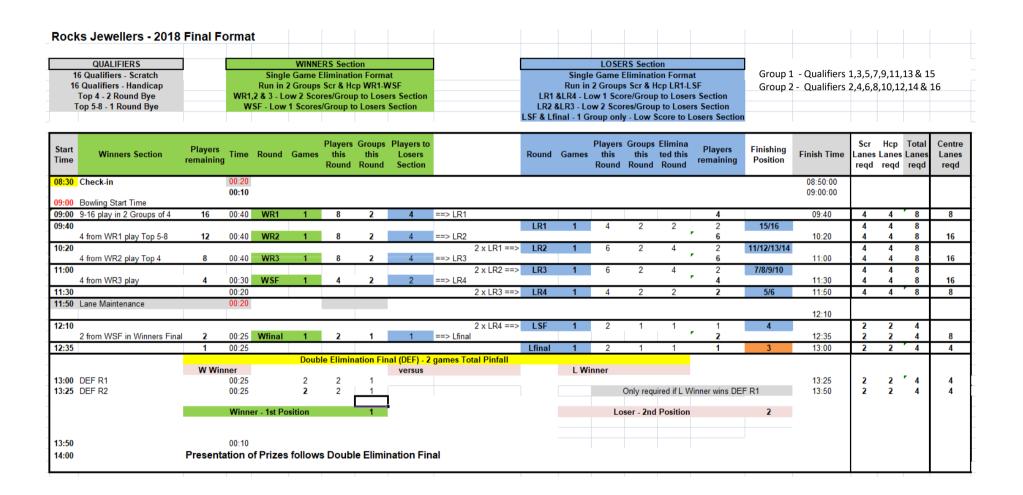
Oil Pattern

The Oil Pattern will be announce by May 6th 2018 (Kegel Main Street – 41Ft)

Issued by the Tournament Organising Committee Barry Brown & Tom Byrne whose decision on all matters will be final. Format & Changes



Rocks Jewellers Singles Finals 2018







Rocks 2018 - Winners Section

WR1

Qualifiers 9-16

8 Players - 2 x Grps of 4(Top 2/Grp go thru)

4 x Go thru → WR2 / 4 x Losers → LR1

Qualifiers 5-8 receive 1 round bye

WR2

Qualifiers 5-8 + WR1 x 4

8 Players - 2 x Grps of 4(Top 2/Grp go thru)

4 x Go thru → WR3 / 4 x Losers → LR2

Qualifiers 1-4 receive 2 round byes

WR3

Qualifiers 1-4 + WR2 x 4

8 Players - 2 x Grps of 4(Top 2/Grp go thru 4 x Winners → WSF / 2 x Losers → LR3

WSF

WR3 x 4

4 Players - 2 x Groups of 2

2 x Winners → WFinal / 2 x Losers → LR4

WFinal

2 x WSF Winners 2 Players

Winner → DEF / Loser → LFinal

Winner finishes

Double
Elimination
Final 1 (2)

WFinal Winner V LFinal Winner

Winner → 1st / Loser → 2nd

Updated 04/05/2018

All Rounds over 1 Game

WR1-WR3 Low 2 Players / Group

→ 4 to Losers Section

WSF Low 1 Player / Group

→2 to Losers Section

WFinal Low Player

→ 1 to Losers Section

<u>Double Elimination Final (DEF1) –</u>

Over 2 Games - Total Pinfall

If the **WFinal Winner** is beaten in the **DEF1** then a rematch will take place as both bowlers have now been beaten once

Loser after **DEF1** (&**DEF2** if required)

→finishes 2nd

Winner after DEF1 (&DEF2 if required)

→ finishes 1st

Tie Breaker

Scratch & Handicap Sections **

- 1 ball roll off (no Hcp) until decided

Loser finishes 2nd



Rocks 2018 - Losers Section

All Rounds over 1 Game

LR1 & LR4 Low 1 Player/Group → 2 eliminated

LR2 & LR3 Low 2 Players/Group → 4 eliminated

LSF & LFinal Low 1 Player / Group → 1 eliminated

Tie Breaker

Scratch & Handicap Sections **

- 1 ball roll off (no Hcp) until decided

4 x Losers from WR1

4 Players - 2 x Grps of 2(Top 1/Grp go thru) 2 x Winners → LR2 / 2 x Losers - 15,16 Losers finish 15th & 16th

LR2

LR1

2 x Winners LR1 & 4 x Losers WR2 6 Players - 2 x Grps of 3(Top 1/Grp go thru)

2 x Winners → LR3 / 4 x Losers – 11,12,13,14

Losers finish
11th 12th,
13th & 14th

LR3

2 x Winners LR2 & 4x Losers WR3

6 Players - 2 x Grps of 3(Top 1/Grp go thru) 2 x Winners → LSF / 4 x Losers - 7,8,9,10 Losers finish
7th, 8th, 9th
&10th

LR4

2 x Winners LR3 & 2x Losers WSF

4 Players - 2 x Grps of 2(Top 1/Grp go thru) 2 x Winners → LSF / 2 x Losers - 5,6 Losers finish 5th & 6th

LSF

2 x Winners LR4

2 Players - 1 x Grp of 2(Top 1/Grp go thru) 1 x Winner → LFinal / 1 x Loser – 4th Losers finish

Goes to

Double
Elimination
Final



LFinal

LSF Winner v WFinal Loser
2 Players - 1 x Grp of 2(Top 1/Grp go thru)

1x Winners → DEF / 1 x Loser – 3rd

Loser

ROCKS