



TAIMANA Women's Classic



9-11 September 2022

TBNZ Cert No. 2230

GRADE 2 RANKED EVENT - DIVISIONS: Open Women & Graded Women

All Rounds will be bowled on 40ft '2007 Weber Cup Day 1'

ROUND ONE

8 games of Qualifying bowled in two 4 game squads

QUALIFYING FEE: \$60.00 per 4 game squad

Maximum 16 entries per squad

Bowlers must enter 2 squads but can enter

a 3rd squad dropping their lowest 4 game squad.

QUALIFYING SQUADS

Squad 1: Friday 2pm (Fresh oil)

Squad 2: Friday 4pm (Burn)

Squad 3: Saturday 12.30pm (Fresh oil)

Squad 4: Saturday 2.30pm (Burn)

Squad 5: Saturday 5pm (Fresh oil)

Squad 6: Saturday 7pm (Burn)

ROUND TWO MATCHPLAY – Sunday 8.30am

Top 8 Open Women: 7 Game Matchplay Top 8 Graded Women: 7 Game Matchplay

MATCHPLAY FEE: \$80.00

Pinfall from Qualifying WILL NOT Carry forward to Matchplay

Bonus pins for a win (30) Bonus pins for a draw (15)

ROUND THREE STEPLADDER FINAL – Sunday 11am

In each division, Based on matchplay finishing positions

Match 1: 4th plays 3rd Match 2: Winner of Match 1 plays 2nd

FINAL MATCH: Winner of Match 2 plays 1st

STEPLADDER FINAL FEE: \$0

PRIZEFUND PER DIVISION: Based on 18 entries in each division

1st Place: \$500 2nd Place: \$300 3rd Place: \$200 4th Place \$100

Prizemoney will be altered according to number of final entries

Completed entries to be emailed to manager@pins.co.nz

Full Name: Phone #:

Email Address:

DIVISION (circle): OPEN WOMEN / GRADED WOMEN (must be under 170 ave)

QUALIFYING SQUADS:

PAYMENT MADE: \$..... Bank Acc # 12 3038 0371281 00 (Ref: Name)

TOURNAMENT RULES

The Taimana Women's Classic is an event open to all current TBNZ registered Female bowlers.

This is a Grade 2 TBNZ Ranked event. Bowlers may compete in only 1 division.

Open Women will be a scratch event. Graded Women will be handicapped (90% of 200)

If there is less than 8 entries in a division, The tournament director may choose to combine divisions.

No smoking / vaping or consumption of alcohol is permitted from commencement of practice to conclusion of play in your squad on each day. This includes when lane changes are made, or breakdowns occur.

Ball Surface adjustments not permitted until the end of a SQUAD. Not permitted between blocks. See TBNZ Playing rules for more info.

Each competitor will bowl 4 games per squad. Bowlers must compete in at least 2 squads. A bowler can choose to enter a 3rd 4 game squad – with their lowest 4 game squad dropped. The lane draw will be random. Lane move after 2 games.

Check in is 15 minutes prior to advertised start time of any squad in qualifying and Matchplay final. Any bowler who fails to meet check-in time for Matchplay final as per the centre clock will be disqualified, without refund of any monies paid. The Tournament Director may permit a late entry, the use of a pacer, or reallocation of bowlers per lane as the Tournament Director deems appropriate.

5 Minutes practice will commence at the advertised start time of each squad & Matchplay final.

Final Qualifying placing will be decided on total 8 game pinfall. For bowlers who wish to bowl a 3rd 4 game qualifying squad, their lowest squad will be dropped. If there is a tie in 8th place, the bowlers Highest 4 game squad will determine the 8th spot in the matchplay final. If still tied, the bowlers highest game will determine placing.

Top 8 Matchplay final: 7 games will be played in a head to head matchplay final with 30 points for a win, and 15 points for a draw. Pinfall will not be carried forward from Qualifying into matchplay. The top 4 after matchplay is complete will move onto the Stepladder final. If there is a tie in 4th / 5th place, there will be a 9th/10th frame play off. If a draw remains, another 9th/10th frame play off will take place until 4th place is determined. If there is a draw in 1st, 2nd, 3rd or 4th, to determine the order of the stepladder, matchplay pinfall minus bonus points will determine placings.

Stepladder final: No pinfall will be carried forward into the stepladder final. Match one 4th and 3rd will play 1 head to head game. 3rd will choose which lane they wish to start.

The winner of match one will play 2nd place. 2nd Place will choose which lane they wish to start.

The winner of match two will play 1st place. 1st Place will choose which lane they wish to start.

The Stepladder final will be bowled on 1 freshly oiled pair of lanes.

Prior to each match, bowlers may have 4 balls warm up per lane.

All athletes are required to have a clean and tidy standard of dress. This must include either a collared shirt or a bowling company branded shirt. Women may wear skirts, dress trousers, or dress shorts. Track pants, cargo pants, or any denim material are not permitted.

All entry fees will be fully refundable up to 3 days prior to the event. No refunds will be made within three days prior to the tournament.

Protests are to be given verbally to the Tournament Director within 10 minutes of the infraction occurring and confirmed in writing within 10 minutes of completion of the block of play concerned.

Any matters not covered in these rules will be decided by the Tournament Director, whose decision will be final.

This is a TBNZ ranked event so athletes will receive ranking points based on their finishing position.

TOURNAMENT DIRECTOR:

Sarah Young – Email: manager@pins.co.nz

Tournament Committee:

Sarah Young & Zane Carlson

Ph 09 837-1111