

Rocks Jewellers Singles 2015

Scratch & Handicap Finals

Sunday 24th May, 2015 - Leisureplex Stillorgan
(Check in 08:00 / Start 08:30)

****Check ITBA Website for all updates / changes ****

Support for the Rocks Jewellers Singles has continued in 2014/15 - Avg 44 players / mth

This has allowed us to continue with the Matchplay Winners & Losers format again

This Year with the addition of a Double Elimination Final

Scratch & Handicap Finals 16 Players in each section

Updated 18/05/2015 v3



Rocks Jewellers Singles Finals 2015

2015 Format & Changes (Scratch & Handicap) to be aware of

- Finals Format extended to include Double Elimination Final step

Check-in

- Finals Check-in (WR1) 08:00 for Qualifiers 9 to 16, Practice starts 08:25, Bowling starts 08:30
 - Check-in (WR2) Qualifiers 5-8 @ 08:30 and (WR3) Qualifiers 1-4 @ 09:00

Practice

- Lanes 1&2 will be available for practice from 08:40
- Outside of Round 1(WR1) - Practice will be restricted to 2 balls per lane for New Bowlers only
 - (Qualifiers 1-8) joining the event in WR2 & WR3
- All Bowlers have the opportunity to practice on Lanes 1&2 in advance of their entry into the event or waiting for a new round to commence

After WR3 no more practice balls on match lanes as all bowlers have played on lanes

Lane Maintenance

Lane Maintenance on Lanes 1-10 prior to LR4

Practice

- Lanes 1&2 open and available for practice by all remaining Bowlers
- All Rounds following Lane Maintenance – Bowlers have 2 Balls per Lane

Oil Pattern

The Oil Pattern will be Kegel Main Street

*****All Finalists are advised to check the web for up-to-date details on Final*****

Format & Changes

Updated 18/05/2015 v3



Rocks Jewellers Singles Finals 2015

Rocks Jewellers - 2015 Final Format

16 Qualifiers - Scratch
16 Qualifiers - Handicap

Matchplay Finals for both Scr & Hcp
Run at the same time over 16 lanes

All Matchplay Rounds are over 2 games Total Pinfall
Winners & Losers Sections

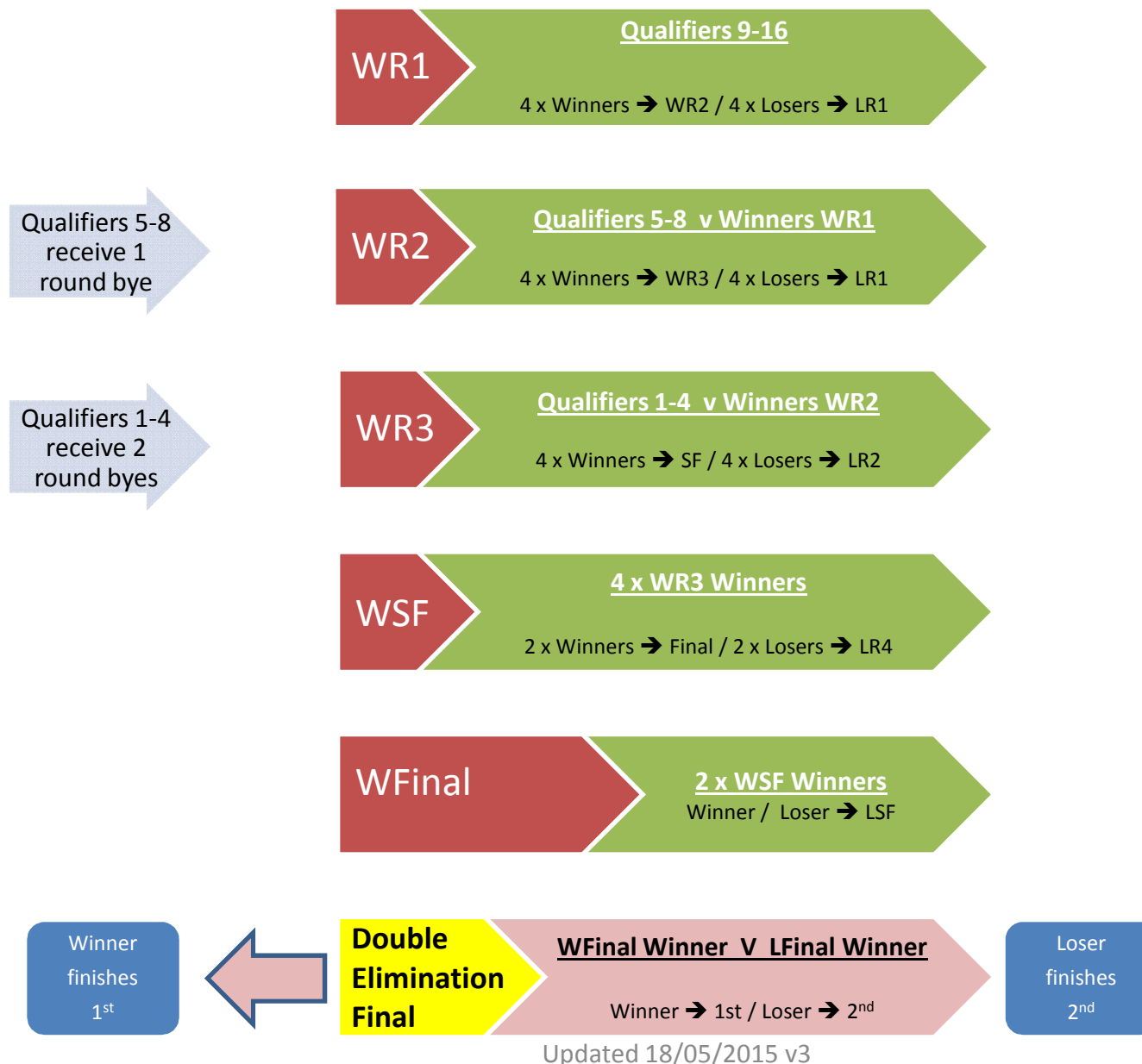
Start Time	Winners Section	Players remaining	Time	Round	Games		Round	Games	Losers Section	Players remaining	Time	Finishing Position	Finish Time	Scr Lanes reqd	Hcp Lanes reqd	Total Lanes reqd	
08:00	Check-in																
08:30	Bowling Start Time																
	Top 16 Scr & Hcp	16															
	Top 4 - 2 round Bye																
	Top 5-8 - 1 round Bye																
08:30	9-16 play		00:40	WR1	2	4 Losers ==>				4			09:10	8	8	16	
09:10	4 Winners play Top 5-8	12	00:40	WR2	2	4 Losers ==>				8			09:50	8	8	16	
09:50							LR1	2	8 Losers play	4	00:40	13/14/15/16	10:30	8	8	16	
10:30	4 Winners play Top 4	8	00:40	WR3	2	4 Losers ==>				8			11:10	8	8	16	
11:10							LR2	2	8 Losers play	4	00:40	9/10/11/12	11:50	8	8	16	
11:50	Semi Final	4	00:40	WSF	2		LR3	2	4 Losers play	2	00:40	7/8	12:30	8	8	16	
						2 Losers ==>				4							
12:30	Lane Maintenance		00:30										13:00				
13:00							LR4	2	4 Losers play	2	00:40	5/6	13:40	4	4	8	
13:40	Winners Final	2	00:40	Wfinal	2		LSF	2	2 Losers play	1	00:40	4	14:20	4	4	8	
						1 Loser ==>				2							
14:20							Lfinal	2	2 Losers play		00:40	3	15:00	2	2	4	
	W Winner	1				<==1 Winner			L Winner	1							
	Double Elimination Final (DEF) - 2 games Total Pinfall																
	W Winner			versus					L Winner								
15:00	DEF R1		00:40							2			15:40	2	2	4	
15:40	DEF R2		00:40			Only required if L Winner wins R1				2			16:20	2	2	4	
							Winner - 1st Position										
							Loser - 2nd Position										
Presentation of Prizes follows Double Elimination Final																	

Format, Timings & Lanes

Updated 18/05/2015 v3



Rocks 2015 – Winners Section



All Rounds
All over 2 Games Total
Pinfall
In the event of a tie
High last Game* – wins
then
Tie Breaker** – 1 ball
rolloff until decided

Tie Breakers
Notes
Handicap Finals – Tie Breakers
* High last game including hcp
** 1 Ball – no hcp



Rocks 2015 – Losers Section

All Rounds
Over 2 Games Total
Pinfall

In the event of a tie
High last Game* wins
then
Tie Breaker** – 1 ball
rolloff until decided

Tie Breakers

Notes
Handicap Finals – Tie Breakers
* High last game including hcp
** 1 Ball – no hcp

