**SATURDAY SCROUNGERS**

**TOURNAMENT**

**NEW FORMAT**

**ALL PLAYERS TWO GAMES OF 8 ENDS**

**ALL PLAY IN FIRST GAME**

**ALL PLAY IN SECOND GAME – Group A** or **B**

**WINNERS PLAY WINNERS (Group A)**

**LOSERS PLAY LOSERS (Group B)**

**A 4 End FINAL MAY BE PLAYED FOR Group A & B**

**TWO WEEKLY PRIZES**

**GROUP A up to \*$25**

**GROUP B $15**

**OVER NINE WEEKS**

**Grand Final Winner up to - \*$150**

**Second Minimum - \*$40**

 **Third Minimum - \*$20**

**\*Dependant on Prizemoney Pool**

**Entry $15 per Saturday**

**SCROUNGERS TOURNAMENT**

**AIRLIE BEACH BOWLS CLUB**

**CONDITIONS OF PLAY**

The Tournament Series will be played over nine consecutive Saturday Mornings at 9.30am, subject to Weather, Pennants, Carnivals, etc. If interrupted, it is to be extended until we have nine weekly winners.

Play will consist of two games of eight ends. The first game of eight ends will open for all players.

At the completion of the first game the second game will be split with first round winners playing each other (Group A) for a further eight ends. Depending on numbers the winners of Group A may then play off for weekly final of four ends. The weekly winner of Group A will win the weekly prize and then go on to compete in the Grand Final and will have a handicap of -5 for all future games in the Tournament.

At the completion of the first game the second game will be split with first round loser’s playing each other (Group B) for a further eight ends. Depending on player numbers the Group B player who scores the highest total points in the second game may win a weekly prize or there may be a Group B final played to determine the weekly winner.

After the ninth weekly winner is declared, all nine Group A weekly winners will play off the Semi Final, consisting of eight ends. The Game Controller reserves the right to bring in Wild Card players to make up the nine if one of the Group A winners is a multi-winner or a player is not available. The three Semi Final winners will then play in the Grand Final, consisting of eight ends.

**PRIZE MONEY**

The weekly Group A winner will receive up to **$25** and a 5-point handicap for the remainder of the Tournament. This will increase by another 5 points if they win another weekly round and so on.

The weekly Group B winner will receive **$15** and a 3-point handicap for the remainder of the Tournament in Group B only. This will increase by another 3 points if they win another Group B weekly round and so on.

All handicaps will cancel out prior to the Semi Finals and Grand Final.

**First Prize up to $150**

**Second Prize Minimum $40, Third Prize Minimum $20.**

**SCROUNGERS ENTRY CONDITIONS**

Entries will be restricted to 32 players each Saturday.

Names must be registered by 9.00am on the day. Players must be present and have paid by 9.15am on the day, if not, they may forfeit. Text Russ on 0439 751 018 if running late.

Entry Fee is $15 per player per Saturday. There is no additional fees for the Semi Finals or Grand Final.

Rink selection will be by choosing a club disc out of a dish. Whoever picks the Skip disc for the rink will also pick up a score card for that rink and Lead disc bowls first for the first end.

**SCROUNGERS RULES OF PLAY**

Players will have three bowls each and the scores will be 3 points for closest, 2 points for second closest and 1 point for third closest bowl to the kitty.

Kitty is to be spotted on the centre line. A Kitty bowled out of the Side lines or in the ditch will incur a 2 point penalty. A Kitty knocked out of the Side lines will incur a 2 point penalty and be re-spotted on the “T”. A Kitty knocked into the ditch is still alive and should be marked on the bank.

Bowls finishing outside the Side lines will incur a 1 point penalty. Bowls finishing in the Ditch will incur a 2 point penalty.

If a player knocks an opponent’s bowl out of bounds, the player on the mat incurs a 1 point penalty. If a player knocks an opponent’s bowl into the ditch, the player on the mat incurs a 2 point penalty. If the players own bowl is also out of bounds or in the ditch, normal penalties will apply in addition.

In the case of a drawn game, the players who are tied, (after including any handicap), will play one extra end. The player with a bowl closest to the kitty will be declared the winner.

The Game Controllers decision will be final in any disputes.