



# 7<sup>th</sup> Annual Got Merle'd? Baker Team Classic

Towne & Country Lanes – 264 S. Pine St., Burlington, WI 53105

Saturday, January 2<sup>nd</sup>, 2021 12 Noon

1<sup>st</sup> \$1400.00    2<sup>nd</sup> \$700.00    3<sup>rd</sup> \$475.00    4<sup>th</sup> \$400.00  
5<sup>th</sup> \$325.00    6<sup>th</sup> \$300.00

(Based on 18 teams, 1 out of 3 teams will cash)

Format: 1<sup>st</sup> Round of 18 Baker Games (one on each lane through the house)

2<sup>nd</sup> Round: Cut to top 6 teams – Bowl Additional 2 Games in Baker Match Play

3<sup>rd</sup> Round: Top 3 Teams Bowl 2 Baker Games in Stepladder Finals

Optional Team Sidepots and Team Brackets will be available.

Handicap Tournament Max Team Entering Average of 1100

Team handicap will be 80% of 1100.

\$50.00 Per Bowler/\$250.00 Per Team USBC Certified Event

Check-in from 11:00am-11:45am. Scoring starts at Noon.

You will draw for 1<sup>st</sup> round lane assignments at Check-In.

Team Name: \_\_\_\_\_ Captain: \_\_\_\_\_

Captain Phone: \_\_\_\_\_

Bowlers Name	High 2019-20 Ave.	Games	Bowling Center	League Name	USBC #
1.					
2.					
3.					
4.					
5.					

To reserve your entry, return completed form with entry fees to:

Towne & Country Lanes, 264 S. Pine St., Burlington, WI 53105

Call in advance: 262-763-7333

## Got Merle'd? Baker Team Classic Rules

- Tournament Date/Time: Saturday January 2<sup>nd</sup>, 2021. Check-in 11a-11:45a, bowl at 12pm. Teams will draw for 1<sup>st</sup> round starting lane position.
- Tournament will be USBC Certified.
- Entry Fee: \$250.00 per team (\$50.00 per bowler). \$200.00 Prize Fund, \$50.00 Lineage and Tournament Expense. Prize Money returned 100%. Additional prize money to be added will be donated by CJW Distributing.
- Baker Bowling: All five team members bowl two frames for one game of bowling. One bowler bowls the 1<sup>st</sup> & 6<sup>th</sup> frames, a different bowler bowls the 2<sup>nd</sup> & 7<sup>th</sup>, etc. Only five people per roster. Teams may be all male, all female or mixed. Order of bowlers may be switched upon the completion of any one game. Substitutes only for injured bowlers at Tournament Director's discretion.
- Format: Qualifying Round #1 – 18 games of Baker style bowling. Total pins plus handicap will advance the Top 6 teams to the next round. You will bowl one game on each lane. Teams starting on an even lane the first game will move to the right. Teams starting on an odd lane will move to the left.
- Round #2 – 2 games of Baker Match Play (1 vs 6, 2 vs 5, 3 vs 4). Pins from Round #1 WILL carry over. Two game total (with handicap AND bonus pins for winning) will determine the winner of each match. After this, we'll recalculate, reseed and bowl 2 more games of Baker Match Play. Same format. The top 3 teams (based on total pinfall/bonus pins) will go to stepladder final. The four game totals plus carryover and bonus pins will determine seeding position into the stepladder final.
- Round #3 – Stepladder Finals. 2 Baker games per match. 3 vs 2, winner vs 1. The #2 seed will draw for the pair the first match will be bowled on. The final match will be bowled on a different pair. The higher seed of each match will get choice of starting lane before the start of the match. Pinfall from round 2 does not carryover into stepladder final.
- Ties: In the event of a tie for the final spot in the 2<sup>nd</sup> round, the Captain of each team will choose 2 bowlers. Those 2 bowlers will each bowl two 9<sup>th</sup> & 10<sup>th</sup> frames (one on each lane of the pair chosen by Tournament Official). The team with the higher total of the frames will be awarded the final spot.
- If there is a tie for seed position, the team with the highest single final first round game will earn the higher seed. If tie still exists, the highest single 17<sup>th</sup> game of the first round will earn the spot. If a tie exists yet, we will go back through the games (starting at 16) until the tie is broken.
- Eligible participants who are not current USBC members can qualify, prior to bowling by either:
  - Paying the appropriate association membership dues
  - Paying the \$5.00 participation fee (Rule 300c)
- Entering average:
  - Highest 2019-20 season ending average with a minimum of 21 games. (Summer averages are excluded)
  - If no average last year, use highest current season average as of January 1st, 2021 with 21 games or more. Bowlers using a current average must bring proof of said average with them from their league secretary.
  - If no average from 2019-20 or current 2020-21 season, women will use 200 and men will use 220.
  - 15 pin rule will apply. (If your current average at time of bowling is 15 pins higher than 2019-20 season ending average, you must use the current average.)
  - Anyone who carries a Sport or Challenge league average, whether it's sanctioned as such or not, will have that average adjusted according to the USBC guide.
- It is each bowler's responsibility to verify their own average in this tournament, whether it was submitted by the bowler themselves or someone else on their team. Failure to use the correct average may disqualify the score if submitted average is lower than the correct average, resulting in more handicap. Prize winnings will be based on the submitted average, if it is higher than the correct average (Rule 319a, item 3). However, corrections in averages may be permitted up to the completion of the first game.
- Entries close at 12pm on Saturday, January 2<sup>nd</sup>, 2021 or when filled. This is a one day event.
- Each bowler may only enter once. Entry fees must be paid in full with completed entry blank to hold the spot.
- Maximum team entering average is 1100.
- Team handicap will be 80% of 1100.
- Prize list is based on full field of 18 teams. All prize money will be returned 100%. One out of three entries will cash. Prize list will be prorated if less than 18 teams.
- All decisions of the Tournament Manager are final unless an appeal is made in accordance with Rule 329.
- All team prizes will be paid to the team Captain. Captain is responsible for distributing prize money to individual team members.