



Wacky Doubles

Handicap Tournament

ANY COMBINATION

December 8, 2024

Bowlero Kenner - 3640 Williams Blvd, Kenner, LA 70065 (504) 443-5353

1st Place

\$600.00

Guaranteed

**Payout 1 in 6
Sameday!**

Handicap 90% of 460
Maximum Team Average
then divided in half

Guaranteed money may increase
depending on the number of entries

Sign-Up Online at
sibc1997.com

Game 1
**Scotch
Doubles**
P1 & P2 Alternate
shots during game

Game 2
**Baker
Format**
P1 - Odd frames
P2 - Even frames

Game 3
**Half & Half
Format**
P1 - Frames 1-5
P2 - Frames 6-10

Game 4
**2 - 2 - 1
Format**
P1 - Frames 1,2,5,6,9
P2 - Frames 3,4,7,8,10

| TEAM ENTRY FEE | |
|----------------------------|---------|
| Prize Fund | \$42.00 |
| Linage & Expense | \$18.00 |
| Total Cost | \$60.00 |
| Cash & CC Only! | |
| \$30.00 Per Person | |
| Prize Fund Returned 100% | |

SQUAD TIMES
**10am, 12:30pm,
and 3pm**

For Further Information Contact: Daniel Jackson (504) 957-4681

TOURNAMENT RULES

(Failure To Read Is No Excuse!)

1. This is a non-sanctioned tournament due to the format. **Your USBC number is required for average verification. No YABA averages will be accepted. Players MUST bowl in the position according to their entry form.**
2. The team can be any combination of bowlers (2 men, 2 women, or mixed).
3. This is a handicap tournament using **90% of the Team Average Limit of 460**, which will then be divided in half for each game since each bowler is only bowling half a game. Instead of each player having their own score, each player will bowl the frames according to the tournament format, and the combined effort of the team constitutes a single game score.
4. Tournament average for handicap will be based on the bowler using their highest 2023-2024 book average. If none, a bowler may use their highest 2024-2025 current league average of 21 or more games (Verification must be brought at time of bowling). All others must bowl scratch (230).
5. **TOURNAMENT FORMAT:**
 - a) Each team will bowl 4 games on the same pair of lanes. Each game has a different format:
(Game 1-Scotch Doubles, 2-Baker Format, 3-Half and Half Format, 4-Two Two One Format).
 - 1) **Scotch Doubles:** The two bowlers on each team will roll alternate shots throughout the game. Player #1 starts the game.
 - 2) **Baker Format:** Player #1 bowls all the odd frames (1, 3, 5, 7, 9), and Player #2 bowls all the even frames (2, 4, 6, 8, 10).
 - 3) **Half and Half:** Player #1 bowls the first 5 frames (1, 2, 3, 4, 5), and Player #2 bowls the last 5 frames (6, 7, 8, 9, 10).
 - 4) **2 - 2 - 1:** Player #1 bowls frames (1, 2, 5, 6, 9), and Player #2 bowls frames (3, 4, 7, 8, 10).
 - b) The team total score will be based on the total team series for four games plus handicap.
 - c) Only a tournament official can make scoring corrections without the team being disqualified. This also applies to any member of Southern Impact when bowling on the same pair of lanes that needs corrections.
6. **Entry Fee: \$60.00** – (\$42.00 Prize Fee and \$18.00 Bowling and Expense Fee) **CASH ONLY!**
7. A team may cash only once with the same partner(s). The Prize Fee is returned 100% with a ratio based on 1 in 6. Positions will be paid according to entries. All ties for any prize positions will be combined and divided equally among tied positions.
8. Payoff will be approximately 30 minutes after the completion of the **3:00 pm squad**.
9. The tournament director reserves all rights and the decisions are considered final. Direct your questions and comments to the tournament director: **Daniel Jackson (504) 957-4681**.

HANDICAP WACKY DOUBLES ENTRY FORM

P L E A S E P R I N T

Circle Squad Time

SQUADS: 10:00 AM - 12:30 PM - 3:00 PM

| | | |
|----------|---|--|
| 1 | Name _____ Sex ____ USBC # _____ | |
| | Address _____ Avg. _____ Phone (____) _____ | |
| | City _____ State _____ Zip _____ Email _____ | |
| 2 | Name _____ Sex ____ USBC # _____ | |
| | Address _____ Avg. _____ Phone (____) _____ | |
| | City _____ State _____ Zip _____ Email _____ | |

*** Tournament Use Only ***

Collected by Payment Type Entry Lane Pos