Little Egypt USBC Open Tournament 2024

Team Event: SI Bowl, Carterville Saturday, April 6th at 10:00 a.m.

Doubles/Singles Event: SI Bowl, Carterville Tuesday, April 9th at 5:00 p.m. and 7:00 p.m. and Tuesday, April 16th at 5:00 p.m. and 7:00 p.m.

Rules:

1.) Each bowler must be a LEUSBC member. This is a four-person team event.

Teams can consist of: 4 men, 3 men and 1 woman, 2 men and 2 women, 1 man and 3 women, or 4 women.

Doubles can consist of: 2 men, 1 man and 1 woman, or 2 women.

- 2.) Bowlers will use: (A) Highest current LEUSBC average; (B) Last Year's Highest USBC average as of 21 games. (C) if no average is established will use a 220 average for men and 200 for women.
- 3.) When bowling Doubles and Singles Event, Doubles will be bowled first, followed by singles event on the same day. Bowlers entered in the doubles event must also enter in the singles event. Bowlers entered in the singles event must also enter in the doubles event.

Bowlers will bowl 3 games in each Doubles, Singles, and Team events. Handicap is based on 80% of 220 for men and 80% of 200 for women. Each Team and Doubles will be awarded the sum of each individual handicap.

- 4.) There will be scratch and handicap divisions. It is estimated at a 1 to 4 payout, based on entries. If less than four teams bowl, First Place with Handicap will be awarded. It is a \$20 entry fee per person per event and \$2.00 per person for All-Events (optional). Scratch scores take precedence over Handicap scores, Series over Game.
- 5.) Entries are open and will close the day of the tournament. PLEASE make checks payable to **LEUSBC**. After entries have been received and the times assigned by the Association, NO FEES SHALL BE REFUNDED. Prize money will be awarded at the Annual Association Membership Meeting in April, 2024, Date and Place to be Determined.

Please return entries to your League Secretary. Entries may also be given to the front counters at SI Bowl or at Strike Zone. Then give to the Tournament Manager: Junita Davis (618)-559-2297.