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Tournament on the Web		
Website	www.edensuperbowl.com	

Tournament information				
The tournament is open for	Athletes from ETBF's member federations			
Tournament organizer	Eden SuperBowl			
Centre	Eden SuperBowl			
City	St. Julian's			
Federation	Malta			
First day	5 October 2016			
Last day	9 October 2016			

Tournament delimitations		
Category	Open for 50+	
Event	Singles Mixed	
Women handicap	10 pins per game	
Max women scratch game	300	
Other kind of handicaps	1 pin per year as of 51 years of age No limit	
Entry fee	€ 130 for 12 games	
Re-entry fee	€ 55 6 games	
Desperado fee	€ 25	
Turbo	€ 10	

Tournament contact		
Contact person	Neil Dent	
Mobile	+356 99 471 051	
Email	superbowl@edenleisure.com	
Registration	http://edensuperbowl.com/index.php/registration-2016	

Centre address			
Address	Eden SuperBowl St. George's Bay St. Julian's STJ 3311 Malta		
Phone	+356 23 710 777		
Email	superbowl@edenleisure.com		
Website	www.edensuperbowl.com		

Centre specifications		
Number of lanes	20	
Approaches	Active Synthetic	
Surfaces	Active Synthetic	

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Pin decks	AMF Synthetic	
Pin setters	AMF 82/70	
Pins	Twister	
Score system	Qubica Conqueror	

Dressing specifications		
Oil machine	Kegel Kustodian Plus	
Oil	Kegel Fire	
Cleaner	Kegel Offense	
Pattern prepared by	Kegel (from the Kegel library)	
Dressing done by	In-house	

Prize money specifications		
Prize fund status	Conditional	
Calculation method	Minimum € 5.000 increasing to € 10.000 depending on the final number of initial entries / participants	
Tax on prizes	No	

Prize	Prize money expressed in €							
Pos.	Min.	50-54	55-59	60-64	65-69	70-74	75-79	80+ Pax
1	1.000	1.200	1.300	1.400	1.500	1.700	1.850	2.000
2	660	760	850	900	950	1.000	1.100	1.200
3	500	600	650	700	800	860	900	1.000
4	400	480	500	560	650	700	750	800
5	350	420	450	500	550	600	675	700
6	350	420	450	500	550	600	675	700
7	350	420	450	500	550	600	675	700
8	350	420	450	500	550	600	675	700
9	130	160	175	180	200	230	250	275
10	130	160	175	180	200	230	250	275
11	130	160	175	180	200	230	250	275
12	130	160	175	180	200	230	250	275
13	130	160	175	180	200	230	250	275
14	130	160	175	180	200	230	250	275
15	130	160	175	180	200	230	250	275
16	130	160	175	180	200	230	250	275
Total	5.000	6.000	6.500	7.000	7.700	8.500	9.300	10.000

Tournament format

Qualifying Round

Regular qualification will be over 12 games (two series of 6 games).

6-game re-entries (unlimited, subject to availability) will be possible in order to replace the lower of the initial two series, providing the re-entry score is higher than said initial series. If not, the initial series total will be retained. The higher of the initial two series must be retained for the qualification total. Re-entry reservations will be taken on a first-come, first-

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served basis, with waiting lists made where necessary.

Any Game Turbo

The Any Game Turbo is an athlete's high game, including bonus, within any six-game series. For all twelve initial qualifying games to be included, two Any Game Turbo entries will be required, one for each six-game series.

Desperado Squad

1 game, immediately after the final qualifying squad (Squad H).

Lanes will not be re-dressed for the Desperado Squad, and there will be no lane alternation, i.e. desperado athletes will bowl all ten frames on the same lane.

28 Athletes will qualify for the Final Stages as follows

Qualifying Round: Top 28 athletes go through to the Final Stages as follows:

- Positions 1-4 will automatically go through to Final Stage 3, seeded 1-4
- Positions 5-8 will automatically go through to Final Stage 2
- Positions 9-20 will continue in Final Stage 1

Any Game Turbos: Top 4 Turbo Athletes will qualify in positions 21–24 for Final Stage 1 Desperado Squad: Top 4 Desperados will qualify in positions 25-28 for Final Stage 1

Final Stage 1

20 athletes will play 4 games, starting from scratch.

Top 8 will go through to Final Stage 2.

Non-qualifiers from this stage shall be ranked 17-28 accordingly.

Final Stage 2

12 athletes will play 4 games, starting from scratch.

Top 4 will go through to Final Stage 3, seeded 5-8.

Non-qualifiers from this stage shall be ranked 9-16 accordingly.

Final Stage 3 (Quarter Finals)

8 athletes will play 2 games Knock-Out matches for total pin fall.

The losing quarter-finalists shall be ranked 5-8 according to their previous seeding.

 $\frac{\text{MATCH 1}}{1^{\text{st}} \text{ vs 8}^{\text{th}}} \qquad \frac{\text{MATCH 2}}{2^{\text{nd}} \text{ vs 7}^{\text{th}}} \qquad \frac{\text{MATCH 3}}{3^{\text{rd}} \text{ vs 6}^{\text{th}}} \qquad \frac{\text{MATCH 4}}{4^{\text{th}} \text{ vs 5}^{\text{th}}}$

Final Stage 4 (Semi Finals)

The 4 winning athletes from Final Stage 3 will be reseeded 1-4 according to their previous seeding, and play further 2 games Knock-Out matches for total pin fall.

The losing Semi-Finalists shall be ranked 3 and 4 according to their previous seeding.

 $\begin{array}{ccc} \underline{\mathsf{MATCH}\ 1} \\ 1^{\mathsf{st}}\ \mathsf{vs}\ 4^{\mathsf{th}} \end{array} \qquad \begin{array}{c} \underline{\mathsf{MATCH}\ 2} \\ 2^{\mathsf{nd}}\ \mathsf{vs}\ 3^{\mathsf{rd}} \end{array}$

Final Stage 6 (Grand Final)

A 2 Games Knock-Out match for total pin fall will decide the Champion and the Runner Up, of the 19th Malta Senior Open 2016.

Tournament tie rules

In the event of a tie for positions in the Qualification Round, Final Stage 1 or Final Stage 2, the athlete with the highest last game including any bonuses shall take the highest position. If a tie still exists, then the athlete with the highest penultimate game shall take the higher position, and so on until the tie is broken.

In the event of a tie in the Any Game Turbos or Desperado Squad the bowler with the highest position from the Qualification Round shall take the higher position.

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In the event of a tie in any of the Knock-Out stages or Grand Final, a one ball roll off on a full set of pins will be played, repeated until the tie is broken.

Lane assignments and lane movements			
Lane draws	Random impartial draws prior to all Qualifying Round squads, then according to qualifying positions in following rounds.		
Athletes per pair in squads	4 Maximum		
Frequency of movement	After Each Game		
Movement method	Crossing –to-L, R-to-R		
Number of lanes to move	2 (one pair)		

Qualification squads

Wednesday 5 October 2016

09.00: Squad 1, 6 games 13.00: Squad 2, 6 games 17.00: Squad 3, 6 games

Thursday 6 October 2016

09.00: Squad 4, 6 games 13.00: Squad 5, 6 games 17.00: Squad 6, 6 games

Friday 7 October 2016

09.00: Squad 7, 6 games 13.00: Squad 8, 6 games 17.00: Squad 9, 6 games

Saturday 8 October 2016

09.00: Squad 10, 6 games 13.00: Squad 11^(*), 6 games 16.00: Desperado, 1 game

(*) 20 spots in squad 11 will be blocked strictly for re-entries

Schedule for the final steps

Sunday 9 October 2016

09.00: Final Stage 1 11.00: Final Stage 2 13.00: Final Stage 3 14.00: Final Stage 4 15.00: Final Stage 5

Hotels provided by the organizer

Not informed