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Tournament on the Web		
Website <u>www.zurichbowling.ch</u>		
Tournament information		
The tournament is open for	Athletes from EBF's member federations	
Tournament arganizar	Devuling Fodewation Zunich	

Tournament organizer	Bowling Federation Zurich	
Centre	BESECO Bowlinghalle	
City	Elsau-Rümikon	
Federation	Switzerland	
First day	23 May 2024	
Last day	26 May 2024	

Tournament delimitations		
Category	Open	
Event	Singles Mixed	
Other kind of handicaps	Handicap will be based on 70% of 210 average but maxi- mum 40 pins per athlete. The calculation of the handicap will be done according to Swiss Bowling rules.	
	The average of foreign athletes to be used will be deter- mined during registration based on the athlete's official aver- age shown on the license card or on an official website.	
	For Swiss athletes, the official current handicap from SB will be used. If an athlete has no average, the handicap will be calculated after 4 games of each squad he/she will play. It shall be each athlete's responsibility to verify the accuracy of his/her average. Failure to use the correct average shall dis- qualify a score if the submitted average is lower than the correct average.	

Tournament contact		
Contact person	Beat Grauwiler	
Mobile	+41 797 576 174	
Email	sportpraesident@zurichbowling.ch	
Registration	www.zurichbowling.ch	

Centre address	
Address	BESECO Bowlinghalle Rümikerstrasse 5a Elsau- Rümikon near Winterthur Switzerland
Phone	+41 523 660 808
Website	www.beseco.ch

Centre specifications	
Number of lanes	14

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Approaches	System 300
Surfaces	System 300
Pin decks	System 300
Pin setters	AMF 82-90 XL
Pins	U-Strike
Score system	Qubica Conqueror

Dressing specifications	
Oil machine	Kegel Walker
Oil	Kegel Prodigy
Cleaner	Kegel CX4S
Pattern prepared by	House
Dressing done by	House

Prize money specifications		
Prize fund status	Conditional	
Calculation method	See examples below	
Tax on prizes	No	

Prize money expressed in CHF					
Position	100 Pax	120 Pax	150 Pax	170 Pax	192 Pax
Position 1	1.000	1.150	1.450	1.600	1.850
Position 2	800	930	1.150	1.300	1.600
Position 3	620	740	920	1.000	1.200
Position 4	530	630	790	890	950
Position 5	450	540	680	760	850
Position 6	390	460	580	650	750
Position 7	320	390	480	550	630
Position 8	290	350	430	490	560
Position 9	250	310	380	430	500
Position 10	220	270	330	370	450
Position 11	190	230	280	320	360
Position 12	160	190	250	270	310
Position 13	140	160	220	230	260
Position 14	130	150	190	210	210
Position 15-28	90	110	140	160	180
Total	6.750	8.040	10.090	11.310	13.000

Tournament format
Qualification
Entries 6 games
Re-entries 6 games

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# **Desperado Squad**

1 game

### 42 athletes will qualify for the final steps from four categories

A: Top 30 from the overall qualification standing, including all squads

- B: The highest positioned in each of the three Early Bird squads 1-3
- C: Top 5 from a standing of scratch results
- D: Top 4 from the Desperado Squad

Athletes are qualified in the priority A-B-C-D.

### Seeding's

Top 14 from the overall qualification standing are qualified for the Final Step 2 All other athletes (28) are qualified for the Final Step 1

### Final Step 1

28 athletes will bowl 4 games, starting from scratch Top 14 are qualified for the Final Step 2 The non-qualified athletes will be ranked 29-42

# Final Step 2

28 athletes will bowl 4 games, starting from scratch Top 14 are qualified for the Final Step 3 The non-qualified athletes will be ranked 15-28

## Final Step 3

14 athletes will bowl 7 one game rounds, starting from scratch

In each round, points will be awarded to the athletes according to their position in round Position 1: 14 points, Position 2: 13 points, Position 3: 12 points etc.

Additional points will be added according to a standing based on a 7 games pin fall + handicap

Position 1: 28 points, Position 2: 26 points, Position 3: 24 points etc.

The athlete with the highest point total will be declared to the winner of the 47<sup>th</sup> GP Zurich

#### Tournament tie rules

### Qualification and the final Step 1 and 2

In the event of a tie in the qualification, the higher positioned athlete will be the athlete with the smaller difference between the highest and the lowest game. In case there will be still a tie the athlete with the lower handicap will get the higher position.

#### Final Step 3

In the event of a tie in the finals the higher positioned athlete will be the athlete with the higher 7 games pin fall total. If still a tie exists the athlete with the lower handicap will get the higher potion.

Lane assignments and lane movements			
Lane draws	Before each start, by Lexer		
Athletes per pair in squads	Four		
Frequency of movement	Each second game		
Movement method	Athletes on odd numbered lanes moves left Athletes on even numbered lanes moves right		

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Number of lanes to move	Three			
Booking policies				
Booking restriction before	A maximum of one Entry and two Re-entries before and dur- ing the tournament			
Booking restriction during	Only possible in case of open spots in the squads			
Total number of bookings	Three			
Booking cancellations	Possible			
Registration deadline	30 minutes before scheduled squad times			

Qualification squads and fees in ${f C}$							
Squad	Day	Date	Time	Spots	Entry fee	<b>Re-entry</b>	
Squad 01	Thursday	23.05.2024	10.00	28	100		
Squad 02			13.00	28	100	70	
Squad 03	Friday	24.05.2024	19.00	28	120	90	
Squad 04	Saturday	25.05.2024	09.00	28	120	90	
Squad 05			12.00	28	120	90	
Squad 06			15.00	28	120	90	
Desperado			18.00	28	50		

Schedule for the final steps	
Sunday 26 May 2024	
09.00: Final Step 1	
11.15: Lane maintenance	
11.30: Final Step 2	
13.45: Lane maintenance	
14.00: Final Step 3	
17.00: Award Ceremony	

# Hotels provided by the organizer

**Ibis Winterthur City** Brühlbergstrasse 7 8400 Winterthur Switzerland Please book online: <u>http://www.ibis.com/de/booking/hotels-list.shtml</u>

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