

HANDICAP CHAMPIONSHIPS INFORMATION

2 BOWL HANDICAPPED FOURS (16 POINTS)

								TOTAL	
								POINTS	H/CAP
		SIDE 1	SIDE 2	SIDE 3	SIDE 4	SIDE 5	SIDE 6/7		
PLAYER POINTS		6	5	4	3	2	1	16	
<i>EXAMPLE</i>	TEAM A	6		4	3		1	14	+2
	TEAM B		5	4	3	2		14	+2
	TEAM C	6		4		2	1	13	+3
	TEAM D		5	4	3		1	13	+3
	TEAM E			4	3	2	1	10	+6

In fours 1 player only is allowed per team from the top or second side.

i.e. If you have a Side 1 player, you can't have a Side 2 player in your team.

Nor can you have two players from Side1 or two players from Side 2 in the same team

2 BOWL HANDICAPPED TRIPLES (12 POINTS)

								TOTAL	
								POINTS	H/CAP
		SIDE 1	SIDE 2	SIDE 3	SIDE 4	SIDE 5	SIDE 6		
PLAYER POINTS		6	5	4	3	2	1	12	
	TEAM A	6		4		2		12	0
	TEAM B		5	4	3			12	0
	TEAM C				3	2	1	6	+6
	TEAM D	6			3		1	10	+2
	TEAM E		5			2	1	8	+4

**NOTE: Any substitute player's ranking must be within the max points allowed for that match.
Please read full conditions regarding use of replacement or substitute players.**

All team changes after the draw is done should be advised to tournament manager so that handicaps can be checked.

Incorrect use of substitutes/replacements may result in forfeiture of game.

Each player is given a ranking dependant on the team they played the majority of their pennant games in the previous season.

1. The number one side players are given a ranking of 6, second side 5, third side 4, fourth side 3, fifth side 2 and the sixth/seventh side 1 point. Positions do not affect ranking.

2. Each team can only have a maximum total point tally of 12 for TRIPLES and 16 for FOURS. Please see attached examples. A list of players and their handicaps will be available next to entry forms.

3. Player points will be based on the most games played in a side during the previous season's SAT pennant games. If the player only plays on TUE, points will be based on Tue pennant games. For new members, points will be based on the current season, or if no games played, advice will be taken from the club coach; if no advice is available, the player will be placed midfield. (To assist in picking teams a list of players and their games will be displayed at the club and online). If the most number of games in a team is even, the higher team will be used for handicapping.

4. In fours ONE player only is allowed per team from the top or second side. i.e. If you have a Side 1 player, you can't have a Side 2 player in your team. Nor can you have two players from Side1 or two players from Side 2 in the same team.

5. Teams can use all their 12 or 16 ranking points, or choose to have less points and start with a + advantage. Teams cannot start with more than 12 or 16 points i.e.

NOT ALLOWED: In Triples 3 x Side 1 players = 18 points. This gives -6 HCap which is not allowed.

ALLOWED: In Triples 2 x Side 3 players + 1 x Side 5 player = 10 points. This gives a +2 HCap, so this team starts with +2 on their scorecard