

PBA REGIONAL TOUR in JAPAN 2014/2015

PBA リーショナル・ツアー・イン・ジャパン 2014/2015

TOUR STOP 3 / 第3戦



PBA Regional Viper Open

Tournament Information

- 【Host】 Professional Bowlers Association (PBA)/Japan Bowling Promotion (JBP)
- 【Sponsor】 Various Companies
- 【Support】 Japan Bowling Congress (JBC)
- 【Date】 Monday, September 15th 2014 (National Holiday)
- 【Venue】 Sagami First Lane
〒252-0231 神奈川県相模原市中央区相模原 8-4-15
8-4-15 Sagamihara, Chuou-ku, Sagamihara-shi, Kanagawa , 252-0231、Japan
TEL : 042-755-1088
- 【Entry Qualification】
100 Bowlers on a first come first served basis + 2 Sponsor Invites + 2 Host Invites
Entries can be made after 10:00am on 21st July 2014
Field Open to ALL BOWLERS
- 【Tournament Format】
ONE DAY Tournament September 15th
Qualifying: 8 Game Qualifying (2 Squads A and B) 28 Bowlers Advance
Round of 28: 2G Elimination Match (Pins reset to 0) 16 Bowlers advance
Round of 16: 2G Elimination Match (4G Total Pin-fall) 8 Bowlers Advance
Finals: Round of 8 Semi-Finals Championship Match
***See Tournament Format Sheet for detailed information**
- 【Prize Fund】 ¥ 1,580,000 1st Place ¥ 400,000
- 【Entry Fee】 ¥ 12,000
- 【Oil Pattern】 PBA Viper Pattern 2013-2014

PBA Regional Viper Open

Tournament Format

- Qualifying Round

2 Squads (A Squad + B Squad) (Number of Squads may vary depending on the number of entries)

Squad Allocation will be made randomly 1 Week Prior to the Tournament.

A Squad : Roll Call at 7:40a.m. (Check-in Starts @ 7:15a.m.)

B Squad : Roll Call at 1:25p.m. (Check-in Starts @ 1:00p.m.)

* Lane Maintenance Before the start of the B Squad.

Each Squad will bowl 8 Games of Qualifying (Moving Lanes after each Game)

Top 14 Bowlers from Each Squad will Advance to Round of 28

Total 28 Bowlers (14 from A Squad, 14 from B Squad)

- Round of 28

- 14 Bowlers from each Squad bowl 2 Games.

- ◇ Pin-fall from qualifying will be reset to 0

- ◇ Top 8 Bowlers from each Squad will advance to Round of 16

Total 16 Bowlers (8 from A Squad, 8 from B Squad)

- Round of 16

- 8 Bowlers from each Squad will bowl a further 2 Games

- ◇ Pin-fall carry forward

- ◇ Top 4 Bowlers from each Squad will advance to Final Round of 8

Total 8 Bowlers (4 from A Squad, 4 from B Squad)

*Lane Maintenance Before the start of Finals Tournament

- Finals Tournament

- Round of 8 (Single Game Elimination)

- ◇ In order of Total 4G Pin-fall 1st v. 8th, 2nd v. 7th, 3rd v. 6th, 4th v. 5th

- Semi-Finals (Single Game Elimination)

- ◇ Winners from the Round of 8

- Championship Match (Single Game Elimination)

- ◇ Winners from the Round of 4

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Prize Total Fund ¥ 1,580,000-

Winner	¥ 400,000	19th (17th tie)	¥ 25,000
<u>2nd</u>	<u>¥ 200,000</u>	20th (17th tie)	¥ 25,000
3rd (3rd tie)	¥ 100,000	21st (17th tie)	¥ 25,000
<u>4th (3rd tie)</u>	<u>¥ 100,000</u>	22nd (17th tie)	¥ 25,000
5th (5th tie)	¥ 50,000	23rd (17th tie)	¥ 25,000
6th (5th tie)	¥ 50,000	24th (17th tie)	¥ 25,000
7th (5th tie)	¥ 50,000	25th (17th tie)	¥ 25,000
<u>8th (5th tie)</u>	<u>¥ 50,000</u>	26th (17th tie)	¥ 25,000
9th (9th tie)	¥ 35,000	27th (17th tie)	¥ 25,000
10th (9th tie)	¥ 35,000	<u>28th (17th tie)</u>	<u>¥ 25,000</u>
11th (9th tie)	¥ 35,000	29th	¥ 22,000
12th (9th tie)	¥ 35,000	30th	¥ 22,000
13th (9th tie)	¥ 35,000	31st	¥ 22,000
14th (9th tie)	¥ 35,000	<u>32nd</u>	<u>¥ 22,000</u>
15th (9th tie)	¥ 35,000		
<u>16th (9th tie)</u>	<u>¥ 35,000</u>		
17th (17th tie)	¥ 25,000		
18th (17th tie)	¥ 25,000		

* Based on 96 Entries, pays 1:3

If Entry Bowler Numbers exceeds 96 entries, will pay 1:3

Winnings from 33rd onwards will be a flat ¥ 22,000

Perfect Game: ¥ 100,000 (Money will be split equally if more than one perfect game)

©Tournament Schedule

15th September

7 : 1 5 Squad A Check-in
7 : 4 0 Squad A Roll Call
8 : 0 0 Squad A Practice 15 mins
8 : 1 5 Squad A 8G Qualifying (2-2)
|
1 2 : 3 5

1 2 : 4 5 Lane Maintenance
|
1 3 : 4 5 Squad B Check-in 1 3 : 0 0 (Squad B Roll Call 1 3 : 2 5)

1 3 : 4 5 Squad B Practice 15 mins
1 4 : 0 0 Squad B 8G Qualifying (2-2)
|
1 8 : 2 0

1 8 : 5 0 Round of 28 Practice 10 mins
1 9 : 0 0 14 Bowlers from each Squad will bowl 2G Elimination Match (Pin-fall reset to 0)
| 8 Bowlers from each Squad will advance to Round of 16
1 9 : 4 0

1 9 : 5 5 Round of 16 Practice 10 mins
2 0 : 0 0 8 Bowlers from each Squad will bowl 2G Elimination Match (Pin-fall carry forward)
| 4 Bowlers from each Squad will advance to Round of 8
2 0 : 4 0

Lane Maintenance

2 0 : 5 0 Round of 8 Practice 5 mins
2 0 : 5 5 8 Bowlers (from Squad A and B) will be ranked from 1st-8th in order of total Pin-fall
| 1st v. 8th, 2nd v. 7th, 3rd v. 6th, 4th v. 5th (Single Game Elimination)
2 1 : 2 0

2 1 : 2 5 Semi-Final Match Practice 3 mins
2 1 : 3 0 Winner from the Round of 8 (Single Game Elimination)
|
2 1 : 5 5

2 2 : 0 0 Championship Match Practice 3 mins
2 2 : 0 5 Winners from the Semi-Final Match (Single Game Elimination)
|
2 2 : 3 0
|
Presentation