

SEASON 10 LGBT POLICIES, GUIDELINES & STANDARDS

(As September 5, 2017)

Entry fees: Entry fees will vary by event. Most events using challenge shots (2-squads) will feature \$80-1st entry and \$70-re-entry. House shot tournaments, which are open to non-members will have entry fees of \$80 and \$70. The marathon entry fee is \$100 for everyone and includes all high game pots. **All entry fees paid by credit card (prepaid or walk-in) will incur a \$3.00 per squad processing fee.** The LGBT runs several special events per year that may feature different entry fees than listed above.

Major events (multiple days) that have added money from the LGBT escrow account will feature a \$100 first entry and \$80 re-entries. Only bowlers that have competed in a minimum of 10 events the past 12 months will be offered the discounted re-entry fee.

Preregistered Entries: To pre-register an entry it must be done 2 hours prior to the first squad of that day the event is running. Bowlers may prepay or preregister on-line at www.ligbtour.com or by phone.

Refunds: If a bowler prepays & doesn't bowl they will receive a full refund minus the \$3.00 processing fee. Once a bowler throws a ball for score they will not be entitled to a refund.

Squad Times: 2 squad events are scheduled to be at 1pm and 3:30pm. To respect the starting times the 1pm practice session will begin no later than 1:15pm. Bowlers checking in after 1:15pm will receive limited or no practice. Once practice is over no entries will be accepted.

Guarantees: In 2-squad regular events (challenge shot and house shot events) the top 4 prizes are guaranteed to pay a minimum of \$1,000-1st / \$500-2nd / \$300-3rd / \$250-4th with all finalists (1 in 6 per squad) guaranteed to cash for \$150. Squad leaders are guaranteed to cash for a minimum of \$200 since they earn a bye. If a 5th or 6th bowler is added to the shootout the minimum prize will still be \$250 and 4th and 5th place will increase.

All handicap marathon events will guarantee \$1,000-1st / \$500-2nd / \$300-3rd / \$250-4th with all cashers earning a minimum of \$100. A 1 in 5 cashing ratio will be used in marathons. All scratch marathon prizes will be paid based on entries.

In major events (5+ squads) top prizes will guarantee a minimum of \$3,000-1st / \$1,500-2nd / \$750-3rd / \$500-4th with all finalists (1 in 6 per squad) earning a minimum of \$100 (increases to \$150 with 300 paid entries).

In Super Tournaments (7+ squads) top prizes will pay a minimum of \$5,000-1st/\$2,500-2nd/\$1,250-3rd/\$1,000-4th. All finalists are guaranteed to earn a minimum of \$150.

The LGBT reserves the right to adjust the guarantees if there is an Act of God (inclement weather) or bowling center management causes the event to restrict entries.

Payout and Finalist ratio – Regular events, House Shot events, and Majors will payout using a cashing ratio of 1 in 6. When determining the number of bowlers that will advance in a squad, bowlers that have already advanced to the finals will not be counted. In most multiple squad events there will be a “wildcard” bonus which awards the highest 6-game block (with bonus pins) by a non-finalist a spot in the finals. There is no charge for this bonus as it is part of the entry fee.

Byes: When determining who wins the bye **BONUS PINS ARE NOT COUNTED.** In 2-squad sport shot events the top series (scratch series plus handicap) that advanced to the finals in both squads will earn 1 bye (minimum \$200.) NOTE: Only bowlers with a minimum of 9 qualifying games on a sport shot can win the bye. In major events all squad leaders earn 1 bye (minimum \$200). If a bowler leads a squad

after making the finals in a previous squad they will earn the bye but will not earn cash on the previous entry. If a bowler leads multiple squads they will earn a cash prize on their second entry or thereafter they lead a squad. The maximum number of byes any bowler can earn in a tournament is one.

Qualifying Formats: All entrants will bowl 3-games across 6 lanes. In most events, except marathons, 1 in 6 entries per squad will advance to the finals. When determining who advances you add the 3 game scratch scores plus handicap (90% of 220) plus any bonus pins earned (bonus pins are not used in house shot events or marathons.) An extra bowler (must be a fully paid member and have at least 9 qualifying games on a sport shot) will be added to the finals via the wildcard bonus (top 6-game handicap series + bonus pins).

Finals Formats: Most 2-squad events finals will consist of 2 elimination rounds plus a shootout. If entries exceed 140 a 3rd finals round may be added. **BONUS PINS ARE NOT USED in the finals.** The first round of the finals will cut to the top half (scratch game plus handicap.) The second round will also cut to the top half up to 6 bowlers which will advance to the shootout. Any bowler that has a re-rated average, and advances to the final shootout, will not use their re-rated average in the shootout. Their handicap will be based on their true LGBT sport shot average for their last 50 games.

NOTE: Final formats may be adjusted if center has Sunday night leagues and lanes are not available to run the regular finals format. The finals format used for each event will be announced prior to qualifying.

Women Guarantee: A minimum of 1 in 8 women per tournament are guaranteed to cash or make the finals. If not enough women (1 in 8 of total women entries for all squads combined) advance additional women will be added to the finals until the 1 in 8 ratio is reached. A minimum of 8 women entries must be recorded for this guarantee to be in effect.

Senior Guarantee: A senior bowler (age 50 & over) is guaranteed to advance to the final shootout as long as a senior has advanced to the finals. If a senior did not make the finals none will be added to the shootout. If a senior advances to the shootout through the final rounds, no bowler will be added. If no senior advanced to the shootout the last remaining senior in the finals will be added to the shootout. If more than 1 senior was alive in the last final round a senior was alive, the high senior game bowled (including handicap) in that last round will determine which senior is added to the shootout. When a bowler is added to the shootout the minimum prize will remain at \$250. **THE SENIOR GUARANTEE IS NOT IN EFFECT IN TOURNAMENTS FEATURING A MATCH PLAY FINALS.**

Prize Fund Breakdown – Lineage rates vary per bowling center and time of year and range from \$4 to \$5 per game. Up to \$15 per bowler (in 3-game events) will be allocated to cover all qualifying and finals games and desperado games. LGBT will take a maximum of 10% for expenses. If entries allow, up to \$5 of every entry will be put in escrow for future events and \$2 per entry to fund the “no-tap jackpot”. All membership and recruiting discounts will be deducted from that day's prize fund. All prize money is returned 100%.

Comp Entries: The LGBT will occasionally offer complimentary entries to sponsors, hosts, or super recruiters. No prize money will be generated from these entries and lineage costs will be deducted from the other entry fees.

Ties **a. Qualifying** – If there is a tie to make the cut the highest handicap game (with bonus pins) will break the tie. The bowler that didn't advance will earn a free entry into a future tournament. **b. Byes:** If there is a tie for a bye the higher handicap game (without bonus pins) breaks the tie. **c. Elimination Finals** (regular events)- a tie for the cut score will be broken by advancing the bowler with the higher qualifying series with bonus pins. If the qualifying series is tied the tie will be broken by the highest handicap game in the qualifying series including bonus pins. **NEW:** In Major and Super tournaments, if there is a tie to advance in the finals, all ties will advance to the next round and the scores bowled in the next round will break the tie and also determine if the winner of the tie advances to a future round. The bowlers that loses

the tie will earn prize money on the previous round they would have been eliminated. **Match Play finals:** If there is a tie in a head-to-head match a 9th/10th frame roll off will break the tie. Each bowler will receive 20% of their handicap for the roll off (fractions dropped.) **Desperado:** If there is a tie for the cut score **ALL TIES WILL ADVANCE TO THE FINALS.** If there is a tie for the **Wildcard bonus** the bowler with the higher 3 game series (with bonus pins) will advance.

Membership Fees: The LIGBT is a member's only club. The annual membership fee is \$30 and everyone paying a membership fee or renewal fee will receive \$10 off their next tournament. Youth bowlers competing for scholarship money will not be charged a membership fee. Employees of an LIGBT host center will not be charged a membership fee. All marathons are considered open tournaments and do not require a membership fee (non-members welcome.) If a non-member wants to compete in a marathon or house shot event they must meet all eligibility requirements.

Membership Cancellation policy: There are no refunds of membership fees for any reason

Eligibility: Anyone that is an amateur bowler is allowed to participate as long as they meet all LIGBT average rules. NO CURRENT PBA MEMBERS OR PAST PBA/SENIOR PBA/PWBA CHAMPIONS ALLOWED. Certain exceptions on the PBA rule may be made if the bowler doesn't have an unfair advantage. Amateur bowlers must have a composite average of 241 or under their last 2 years of sanction play to bowl. All winter, summer, and junior league averages will be considered. If a bowler does not have a league average the past 2 years they may provide a current league sheet to determine a starting average (minimum 21 games.) All averages must be verifiable on bowl.com or via the most current league sheet. Bowlers with a Sport League or PBA league average will have their average adjusted for handicapping purposes based on the USBC conversion chart. Youth bowlers may use their junior league or high school averages but their incoming average will be adjusted in the future. Youth bowlers are welcome to participate and have the option to bowl for scholarship or cash.

AVERAGE RULES: Average rules have been changed beginning with the September 17, 2017 event.

- A. New Members:** Bowlers joining the LIGBT that have a league average the past 2 years which can be verified on bowl.com will use their highest certified composite league average **minus 20 pins** to determine their handicap. This average remains the same until they have 9 eligible LIGBT qualifying and finals games. **Eligible games:** Games that are 30% or more below your tournament average or any series less than 75% of your tournament average will not count. All games bowled in a marathon event or house shot tournament will also not count towards your club average.

New member averages cannot change in the middle of a tournament unless they make the finals. After a bowler has 9 eligible games they have an established club average which is how your handicap will be determined for future LIGBT tournaments. This average cannot drop more than 20 pins below your incoming average until you have 50 eligible games in the club. New members that don't have a sanctioned league average the past 2 years, but are currently bowling in a league, may participate as long as they bring proof of their average to the tournament and they have a minimum of 21 games bowled in the league. Members without the ability to prove an average will not receive an immediate 10 pin drop when determining handicap.

If a new member, with less than 9 eligible games, makes the finals their handicap will be adjusted based on the qualifying series they advanced with plus games already bowled with the LIGBT. New members may not earn byes or the wildcard until they have 9 eligible games registered (games bowled in LIGBT finals count when determining your club average.)

- A. CURRENT MEMBERS WITH 9 OR MORE GAMES:** Once a member has 9 eligible sport shot games they will be handicapped based on the games they bowl in sport shot events. Your average

cannot drop more than 20 pins from your incoming average until you reach the 50 game plateau. Once you have 50 or more eligible sport shot games you no longer have a maximum drop and your average will be based on your last 50 games you bowled (including finals games) in LGBT sport shot events. **All qualifying games bowled after you make the finals in a tournament will not count when determining your average.** Games that are 30% or more below your tournament average or any series less than 75% of your tournament average will not count.

B. AVERAGE RE-RATES: All current re-rated averages will be eliminated and all bowlers will follow the new average rules. Future re-rates will be done by our new computer program using the following formula: All bowlers that have competed in a minimum of 5 events will be eligible for an automatic re-rate. When a bowler fails to cash in less than 20% of their last 5 sport shot events (cashing in 1 or no events), their tournament average will automatically drop 5 pins. If a bowler cashes in less than 20% of their last 10 sport shot events (2 or less) their average will drop another 5 pins per game (10 pins total per game). The maximum re-rate allowed is 10 pins per game. You lose your re-rate only when your cashing ratio is above 20% for each level (5 and 10 events.) The LGBT will still manually re-rate a bowler if a bowler has an unfair advantage or for medical reasons.

C. HOUSE SHOT AND MARATHON AVERAGES: All LGBT bowlers competing in house shot events and marathons will now have 2 separate club averages. The house shot average will be determined as follows:

Bowlers that have never competed in an LGBT house shot event or have less than 9 house shot games: Your house shot average will start by using your highest composite league average the last 2 years. Until you have 9 house shot games your house shot average will be determined by multiplying your original house shot average by 9 plus the games you bowled in house shot events. This total will be divided by 9 plus the number of games bowled until you have 9 house shot games. After you have 9 house shot games your handicap average will be determined by the actual games you bowled in house shot events.

When determining your house shot average the same eligible game rules will apply as in sport shot events (can't drop more than 20 pins below your initial house shot average, games 30% below your tournament average or any series less than 75% of your house shot average will not count.)

Current members with 9 or more house shot games: All bowlers that have 9 eligible house shot games in LGBT events will use those scores to determine your house shot average. This average will change after each event based on the games bowled. The same "eligible game rules" will apply when determining which games count towards your house shot average. (Please see rules above in red.)

After a bowler has 50 house shot games the 20 pin drop rule will no longer be in effect. Also, all games bowled in a finals will count towards your house shot average.

D. Minimum Average for New Members: Male bowlers joining the LGBT cannot receive more than 72 pins per game (140 average) and female bowlers cannot receive more than 81 pins per game (130 average.) Once a member has 9 eligible sport shot games the minimum average rule is waived.

Handicap: All handicaps will be determined using 90% of 220. There are no minimum average or maximum handicap rules once a bowler has 50 eligible games with the club.

New members that sign up on-line prior to a tournament, & have their average verified prior to event, will be paid immediately if they cash. New members that walk-in can still bowl but may not be paid if they cash until their average is verified. All attempts will be made to verify a new member's average by end of the tournament. New members that walk-in or pre-register that have an average that cannot be verified, or

have no verifiable average, must bowl with 0 handicap until they have 9 eligible LIGBT games. LIGBT reserves the right to adjust a member's average up or down and permit non-eligible bowlers to compete as long as they do not affect the competitive balance of the club.

BONUS PINS: To keep a competitive balance the LIGBT will award 1 bonus pins per game (extra handicap) when a bowler fails to make the finals in a tournament (or fails to cash.)

1. You earn 1 bonus pin per game when you fail to cash on an entry.
2. You earn up to 2 bonus pins per game per event (when you re-enter & don't cash on either entry.)
3. In tournaments with more than 2 squads the maximum number of bonus pins you can earn during that event is 2 per game.
4. If you cash or make the finals in a tournament you will not earn bonus pins from any of your non-cashing squads in that event.
5. In tournaments that do not use bonus pins (marathons and house shot tournaments) bowlers will earn bonus pins if they fail to cash but will not lose them if they do cash.
6. You lose 6 bonus pins per game when you advance to the finals & all of your bonus pins if you advance to round 2 or further.
7. The maximum number of bonus pins you can earn is 12 per game (36 total.)
8. Bowlers cannot "bank" bonus pins once they reach the max of 12 per game (36 total.)
9. Bowlers will never have negative bonus pins.
10. The LIGBT will freeze bonus pins at the sport shot event prior to a major tournament. This means you can earn bonus pins if you don't cash but can't lose any if you make the finals.
11. Bonus pins are used in qualifying only and not in finals or side action.
12. Bonus pins are NOT USED in house shot tournaments or marathons.

Appropriate Apparel - slacks, jeans, shorts. Bowlers asked to wear shirt w/collar but not mandatory.

Not requested - fleece, sweats, or exercise pants, gym shorts, or headwear.

Enforcement - LIGBT dress code will be enforced at the discretion of the LIGBT Tournament Director. Bowlers with a dress code infraction will be allowed to bowl one time but must follow the dress codes in future events or they will not be allowed to participate.

Score sheets - All LIGBT players are responsible for their own score sheets at all times. Lost score sheets will result in a score of zero for qualifying or finals. Any player who deliberately alters a score for their advantage will be immediately disqualified from the event and permanently barred from the LIGBT. If a bowler fails to hand in the white copy of their score sheet at the end of a squad they will not receive bonus pins in their next event if they failed to make the finals.

Proper Handicap – All bowlers are responsible they have been issued the proper handicap and bonus pins during qualifying and finals. If there is an error in the handicap or bonus pins listed on the score sheet it must be reported to a tournament official. If the mistake is discovered after the prize money is paid out the bowler is responsible to return all prize money erroneously rewarded. Failure to return the money will be a cause for immediate termination from future LIGBT events and LIGBT reserves the right to take legal action to have the money returned.

Settee Area - Only LIGBT players are allowed in bowling settee area during competition. Others may be allowed in adjacent settee areas at the discretion of the LIGBT.

Conduct - All complaints or concerns regarding the tournament must be discussed with the LIGBT tournament director in private. Destruction of property, profanity, obscenity - any gestures which are offensive at any time during the event will be cause for immediate disqualification or loss of membership.

LIGBT RULES

Playing Rules; The rules of The LGBT and those of the USBC will govern all participants of the tournaments. The "rules" are found in the official tournament flyer, in the rules section of ligbtour.com, and posted at host centers during competition. Tournament management will determine matters not covered by those rules and regulations. Any rules not covered in the application or on the website will be decided by tournament management and be considered final and binding. Tournament management reserves the right to refuse any entry for any reason. If a bowler provides false information the bowler shall be liable to return any prizes won. There shall be no liability on the part of Pinnacle Events, Inc., the host center, sponsors, to any entrant as a result of false information furnished.

Bowling Balls - unless otherwise designated, all bowling balls approved for use by USBC are acceptable for use in LGBT events. Plugged balls are allowed. Only balls that have been released to the public may be used in competition.

Use of abrasives/polish on ball surfaces - balls may be sanded or polished prior to LGBT competition. It is recommended this be done away from the settee area or in pro shop. Once a squad begins, balls may not be polished or sanded until squad is completed.

Powder substances - All powder or lubricating substances may be used on hands. NONE of these substances may be applied to the bottom of bowling shoes during competition at any time.

Warm-up sessions – With 4 or more on a pair all players will be given 10 minutes of practice prior to qualifying. Prior to all final rounds everyone will be given 5 minutes of practice. Delay - In the case of a breakdown or delay of 10 minutes or more, the LGBT tournament director may allow players two shots prior to re-start on opposite lane. Tournament director must be notified of breakdown and these shots must be approved by LGBT tournament director

Re-Racks - Players will be allowed 2 re-racks per game. Additional re-racks must be approved.

Lane Courtesy - Bowlers shall be permitted a maximum of 2 lane clearance to the left and right.

USBC rules - All rules not covered by LGBT will be governed by official rulebook of the USBC.

No coaching allowed during official LGBT competition.

Settee Area: Only bowlers competing in the squad are allowed to sit in the settee area. All family members and friends must remain on the concourse at all times.

LGBT rules are subject to change between events at the discretion of LGBT management.

Tournament Conduct and Refund- If by war, terrorism, fire, tornado, gas shortage, water damage, or labor unrest, etc., or act of God, it becomes impossible to conduct or complete the tournament as publicized, all unused portions of the entry fees will be returned if a prize fund was not paid out. If a tournament is affected by weather conditions or an unseen problem (lane availability, etc.) the guarantees will be dropped and the prize fund will be paid out "based on entries." In multiple day tournaments if any of the days of qualifying are affected by weather or other problems the tournament guarantees will be dropped and the prize fund will be based on entries.

Consent- Participants are hereby informed that portions of the tournament shall be photographed, broadcast, recorded, televised or otherwise exhibited to the public. They consent to such exhibition and to the use and to the licensing of others to use their respective names, voice sketch, motion picture, video tape, thereof and in any advertisement, publicity or promotion thereof, to release all rights, title, and interest they or any of them may have thereafter, waiving forever any claim or right to be compensated or to other consideration on account of cash use, exhibition or reproduction.

Non-solicitation- No products or tournaments may be promoted at host site without permission from the LIGHT.