

(Ctrl P to Print)

2012 SOUTH CENTRAL DIV MEN'S OPEN

USLBA

LOCATION – SUN CITY, AZ

FEB 11,12 - TRIPLES	FEB 13,14 –PAIRS	FEB 15,16 - SINGLES
DAY 1- BELL DAY2- LAKEVIEW	DAY1-LAKEVIEW,FAIRWAY DAY 2-BELL, OAKMONT	DAY 1-LAKEVIEW,FAIRWAY DAY 2- BELL,OAKMONT
DAY 1-(4)10 END GAMES	DAY 1-(4)10 END GAMES	DAY 1-(4)14 PT GAMES
DAY 2- 14 END GAMES	DAY 2 – 14 END GAMES	DAY 2 – 18 PT GAMES

ALL REPORT TO LAKEVIEW THE 1st DAY OF **PAIRS & SINGLES** TO DRAW CARDS
FOR ALL EVENTS, 4 GAMES WILL BE PLAYED ON DAY 1

FOR ALL EVENTS ON DAY 2, TEAMS WILL BE PUT IN FLIGHTS WITH 3 GAMES MAX

ENTRIES MAY BE LIMITED

REPORT @ 8:30 ON DAY 1 EA EVENT - TRIAL BOWLS START @ 8:50 EACH DAY

LUNCH AFTER 2ND GAME ON 1ST DAY OF EACH EVENT – PLEASE BRING YOUR LUNCH
PRACTICE ALLOWED 9:00 TO 3:30 FRIDAY THE 10th

MONITORS MAY NOT BE AVAILABLE AT ALL GREENS - MATS ARE REQUIRED FOR PRACTICE

CUT ALONG DOTTED LINE AND SUBMIT THE BOTTOM PORTION **ONLY** AS YOUR **SCD MEN'S OPEN ENTRY**

TRIPLES TEAM	PAIRS TEAM	SINGLES PLAYER(S)
LEAD _____	LEAD _____	1 _____
VICE _____	SKIP _____	2 _____
SKIP _____		3 _____

ENTRY FEE -\$25/ PLAYER/EVENT-**ONLY COMPLETE TEAM ENTRIES ACCEPTED**
MAKE CHECKS PAYABLE TO: SOUTH CENTRAL USLBA

APPLICANT'S PHONE # _____

TO RECEIVE ENTRY CONFIRMATION - EMAIL ADDR _____ @ _____

SEND TO: SCOTT PETERSON	PH--- 623-972-9391
10275 SNEAD CIRCLE N.	
SUN CITY, AZ 85351	EMAIL- scottdelora@cox.net

BOWLERS WHO NEED A PARTNER(S) - CALL OR EMAIL **NEIL** AND ASK TO BE PUT ON A LIST. THE LIST WILL BE AVAILABLE TO ANYONE REQUESTING IT TO FIND AN AVAILABLE PARTNER. PLAYERS WILL BE RESPONSIBLE FOR FORMING THEIR OWN TEAMS

NEIL DOUGLAS - njdouglass20@yahoo.ca (623) 242-8920

NO REFUNDS AFTER **FEB 4** – ENTRIES RECEIVED AFTER THIS DATE WILL BE ACCEPTED AT THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR
PLAYERS MUST BE A **CURRENT** MEMBER OF ANY USLBA DIVISION OR A **WORLD BOWLS** AFFILIATE - e.g. CANADA(IF VISITING THE SUN CITY AREA FOR MORE THAN 31 DAYS, YOU MUST BECOME A USLBA MEMBER TO PARTICIPATE).
THE SC DIVISION RESERVES THE RIGHT TO REFUSE THE ENTRY OF ANY PLAYER NOT IN GOOD STANDING.