

Strike Force Tour – Arizona Handicap Tour

Purpose, Principles, Governance Framework and Rulebook

1. Purpose of This Document

This document exists to clearly define how the Strike Force Tour – Arizona Handicap Tour (SFT AHT) operates as both a **membership-based club** and a **competitive tournament system**.

It is intended to:

- Establish expectations for participants
- Preserve competitive integrity
- Provide transparency around money, governance, and decision-making
- Ensure consistency in how rules are applied over time

No rulebook can anticipate every scenario. This framework exists to guide interpretation, enforcement, and future changes in a way that aligns with the **club's purpose rather than momentary emotion or isolated outcomes**.

2. Mission

The mission of SFT AHT is to create an environment where people can experience **fulfillment through community and self-development**, using the sport of bowling as the vehicle for that growth.

SFT AHT exists to serve amateur bowlers who want meaningful competition, personal improvement, and a sense of belonging. While prize funds and winning are part of tournament play, they are not the sole purpose of the club. The deeper goal is sustained development, fair competition, and long-term engagement in the sport and its community.

3. Vision

SFT AHT aims to be a club where:

- Bowlers improve steadily over time
- Community is built through shared values, challenge and respect
- Members dictate event experiences
- Competition is fair, transparent, and meaningful
- Growth is rewarded more than dominance
- Bowlers who reach the limits of amateur competition are encouraged to pursue higher levels of the sport

SFT AHT is not intended to be the final destination for elite scratch bowlers. It is designed as a developmental and community-focused amateur environment.

4. Core Values

All rules, formats, and decisions within SFT AHT are intended to align with the following values.

Member-Led Governance

The Strike Force Tour is a member-driven club. Members play a central role in shaping rules, formats, and long-term direction through voting, advisory participation, and open dialogue.

Tournament Directors and staff are responsible for enforcing and administering rules established through this process. Authority is delegated for consistency and integrity, not concentrated for control.*

**Certain decisions remain centralized when required to protect financial solvency, legal obligations, or the long-term viability of the club.*

Transparency and Trust

Transparency builds trust, even when decisions are unpopular or outcomes are disappointing. SFT AHT will provide transparency around all prize funds, payouts, rules, processes, formats and rule enforcement. This is paramount so our members can make informed decisions when determining the club's future actions and ensuring all activity matches our mission and values.

Growth Over Dominance

Improvement is valued more than raw ability. Rules are designed to reward development and progression rather than permanent advantage. Sustained success should eventually lead to increased challenge.

Community With Accountability

SFT AHT fosters encouragement, respect, friendship and shared experience. Community does not mean the absence of standards. Sportsmanship, integrity, and accountability are expected of all members.

Competitive Integrity

Perfect fairness is impossible, but intentional fairness is required. Averages, rerates, restrictions, and director oversight exist to protect trust in competition and confidence in outcomes.

5. Accessibility, Affordability, and the Role of Prize Funds

Participation in bowling can be expensive. Tournament entry fees, equipment, practice, travel, and time commitments create real barriers for many amateur athletes. Additionally, many sports do not allow amateurs to offset participation costs through cash prize winnings, but bowling does.

SFT AHT uses prize funds, member benefits, season point awards and event structures as tools to **reduce the financial burden of participation**, making community and self-development through bowling (our mission) **more accessible**.

Prize funds are **not intended to provide long-term profitability** for members. Variance and loss are natural parts of competition. Prize winnings exist to help subsidize continued involvement, not to create a profit-driven environment.

This philosophy allows SFT AHT to balance meaningful competition with accessibility, without turning amateur participation into a financial pursuit.

6. Handicap Philosophy and Competitive Scope

SFT AHT is a handicap-based amateur tour by design. Handicap is calculated at **80% of 210 on sport conditions**, a range that effectively encompasses nearly all non-professional skill levels. Most bowlers cannot maintain averages above this threshold on sport patterns.

As bowlers improve and approach the limits of this system, rerates, restrictions, or advancement expectations may apply. When a bowler no longer has meaningful room to improve within SFT AHT, it is often an indicator that they are ready to pursue competition beyond the amateur level.

7. Sandbagging, Performance Variance, and Competitive Integrity

The term *sandbagging* has a long history in handicap bowling, but its meaning is often misunderstood in modern competitive environments.

Historically, sandbagging developed during a time when most leagues and tournaments were bowled on similar “house shot” conditions. In that setting, it was possible for a bowler to perform poorly early in a league season, accumulate many games, and then perform significantly better later with little impact on their average. This artificially low average could then be used to gain a substantial handicap advantage in league championships and local USBC tournaments such as city and state events because all these events were based on the same average and bowled on similar house conditions. In those cases, the defining characteristic of sandbagging was that it was **profitable**.

Strike Force Tour operates in a fundamentally different environment.

SFT does not use traditional league-style averages. Game counts are intentionally limited through quarterly resets, and averages are actively re-rated based on performance and success. In addition, SFT events are conducted on sport patterns, which require the ability to play multiple parts of the lane in different ways. This makes intentional performance manipulation extremely difficult and causes bowlers with consistently strong skill sets to stand out quickly. Inconsistent performance, by contrast, is a normal and expected part of amateur competition on sport conditions depending on style/lane condition match ups.

No handicap system can be perfectly accurate. The goal is not perfection, but balance. In competitive bowling, the average margin of victory in a match is often 10–20 pins per game. SFT’s philosophy is to keep scoring accuracy close enough that no player gains an advantage beyond what is normally decided by execution on that day. If handicap accuracy is within a small range of “perfect,” such as single-digit pins per game, ability and decision-making still determine the vast majority of outcomes.

During qualifying rounds, where many advancement spots are available, it is not realistic to assume that all advancing bowlers are benefiting from manipulation. Even if one or two competitors were able to gain a small advantage, the objective is to prevent that advantage from becoming large enough to decide match-play outcomes. In most matches, differences of only a few pins per game do not determine results.

For this reason, SFT views true sandbagging not as isolated poor effort or short-term inconsistency, but as a sustained pattern of behavior that **results in financial success more often than failure over time (profit)**. When performance variance does not manifest into consistent competitive or financial advantage, it is far more accurately described as inconsistency, adjustment difficulty, or the need for further mental-game development.

Members are encouraged to keep this context in mind when evaluating both their own performance and that of others. **Most bowlers would not want their best day to be characterized as cheating.** Extending that same understanding to fellow competitors helps preserve trust, fairness, and community within the club.

SFT believes that the combination of sport patterns, internal average tracking, and active rerating systems makes successful sandbagging rare within our events. We also believe that educating members on the realities of amateur performance and the limits of any handicap system helps create a more accurate and respectful competitive environment.

8. Member Participation and Governance Philosophy

SFT AHT values member input and encourages open dialogue. Members are invited to question rules, challenge assumptions, and participate in discussions about how the club operates.

At the same time, rule changes should not be driven by:

- Emotional moments
- Isolated incidents
- Short-term outcomes
- The preferences of a small subset of members, regardless of tenure

All proposed changes should be evaluated against the mission, values, and long-term impact on the club.

Final authority rests with SFT AHT leadership in matters involving:

- Financial solvency
- Legal or contractual obligations
- Market-driven costs such as lineage and staffing compensation

Members are not financially liable for the operation of the club and therefore cannot hold ultimate authority in these areas. SFT AHT remains committed to transparency so members can understand how financial realities influence formats, fees, and payouts.

9. How to Read and Apply These Rules

This rulebook is intended to be read as a whole. Individual rules should be interpreted in the context of the mission, values, and operating principles outlined above.

Key points to understand:

- Not every scenario can be explicitly listed
- The spirit of a rule matters alongside the letter
- Loopholes that undermine integrity are not valid
- Tournament Director discretion exists to address edge cases and protect fairness

Consistency, integrity, and long-term health of the club take precedence over technical exploitation of individual rules.

10. Stability, Change, and Review Process

SFT AHT strives to be a stable, intentional club rather than a reactionary one. While feedback is always welcome, frequent rule changes can create confusion and unintended consequences.

Rule reviews occur through established advisory board processes and member participation, with meetings held on recorded video calls and made available online. This ensures transparency while maintaining thoughtful, deliberate governance.

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SFT AHT Rule Book

Strike Force Tour Arizona Handicap Tour (SFTAHT) is a USBC sanctioned event that will follow all USBC tournament rules and guidelines. SFTAHT's highest priority is providing a fair and fun handicap tournament environment for amateur bowlers. The rules that SFTAHT practices are to maintain the integrity of the SFTAHT tournaments and the sport of bowling.

Chapter 1 – Membership, Eligibility, and Conduct

1. **Membership** – SFTAHT will be a membership based bowling tournament club for amateur bowlers. Membership has dues and benefits. ([Return To The Top](#))

- a. **Eligibility** – All bowlers are eligible to be a member unless otherwise stipulated below.

- i. **New Bowler** – All participants must be a USBC member in good standing. If you are not a member, you can fill out a sanction card and pay onsite at an event, or online at bowl.com ([Return To The Top](#))
- ii. **Youth Eligibility**– If all other eligibility rules are met, all youth bowlers are eligible. SFT AHT will abide by rule 400 in the USBC playing rules. The youth bowler will only be eligible for scholarship winnings that will be deposited into his or her smart account. ([Return To The Top](#))
- iii. **Accomplishment Restrictions:** These rules apply to first time participants and on going participants that may trigger these rules as they develop.
 1. Bowlers with 3 or more cashes in PBA regionals within the past 2 years may participate, but will have an entering average with no handicap and are not eligible for average fluctuation (no handicap will ever be given).
 2. **The following bowlers are not eligible for any SFT AHT event:**
 - a. Those with at least 1 regional title in the past 2 years,
 - b. At least 1 PBA national title in the past 10 years,
 - c. Made Team USA in the past 5 years,
 - d. Made Junior Team USA in the past 3 years,
 - e. Or who have won \$10,000 or more twice in scratch tournaments in the last calendar year.
 - f. Any bowler who has an active PBA or PWBA card. ([Return To The Top](#))

- iv. **Tournament Director Discretion** –A bowler may be deemed ineligible by the tournament director in order to protect the integrity of the SFTAHT and its members. ([Return To The Top](#))

- b. **Membership Types** – There will be multiple types of membership. ([Return To The Top](#))

- i. **Standard Membership** – Standard Membership is available as either an annual or monthly option. The membership period begins on the date the participant pays their dues and will automatically renew on that same date each year for annual memberships, or each month for monthly memberships, depending on the selected frequency. [\(Return To The Top\)](#)
 - ii. **Lifetime Bowling Membership** – This membership was only offered when the SFT was under different ownership and will still be honored, but no longer offered. [\(Return To The Top\)](#)
 - c. **Member Meetings** – Meetings may be held to get feedback from members on potential changes for the tournament club. The meeting will be conducted by the advisory board.
 - d. **Membership Cancellation** – Members will always have access to manage their membership, including canceling it, inside their member’s portal at aht.strikeforcetour.com.
 - e. **Membership Termination** – A member can have their bowling or online membership terminated if they have reached a class 3 conduct level [\(See Chapter 1 Rule 2.c “Misconduct Level 3”\)](#).
2. **Member Conduct** – It is the highest priority of the SFTAHT and its advisory board to preserve the integrity of the sport and the SFTAHT brand. Any online member or bowling member engaging in any activity deemed as prohibited misconduct will run the risk of the appropriate consequence. [\(Return To The Top\)](#)
- a. **Level 1 Misconduct** – Level 1 misconduct may result in verbal warnings on the first offense. Any offense thereafter is subject to be deemed as a higher level misconduct.
 - i. *Poor Sportsmanship* [\(Return To The Top\)](#)
 - ii. *Mistreatment of center equipment*
 - iii. *Inappropriate actions during a tournament and/or in an online environment.*
 - iv. *Slow bowling, stalling or balking. (Tournament director’s discretion)*
 - v. *Any action taken that is prohibited in the USBC general playing rules.* [\(Return To The Top\)](#)
 - b. **Level 2 Misconduct** – Level 2 misconduct may result in immediate disqualification, membership suspension, and/or fines. This judgment would be made by the advisory board.
 - i. *Physical altercation with tournament participants, center staff, and/or tournament staff.*
 - ii. *Major damage to center equipment requiring replacement. (Bowlers will be held financially responsible for any equipment repairs or replacements.)*
 - iii. *Defaming of the SFTAHT and/or the sport of bowling.* [\(Return To The Top\)](#)
 - iv. *Any repeat offense of level 1 misconduct after verbal warning.*

- v. *Any misconduct that the board deems as being extreme enough to be considered level 2 misconduct.*
 - c. **Level 3 Misconduct** – Level 3 misconduct will result in permanent termination of membership. Such judgment would be made by the advisory board.
 - i. *Intentionally breaking any rule to gain an advantage in tournament play.*
 - ii. *Any repeat offense of level 2 misconduct after returning from disqualification or temporary termination.*
 - iii. *Any misconduct that the board deems as being extreme enough to be considered level 3 misconduct.* ([Return To The Top](#))
 - d. **Conduct Database** – The tournament directors will be allowed to note any complaints received by other participants about other participants. This database will be used by the tournament director or advisory board to determine appropriate consequences for violations.
 - e. **E-Cigarettes** – There will be no E-Cigarettes allowed in the bowler's area at any time. If the hosting bowling center has more stringent rules on e-cigarettes then those will be followed instead.
 - f. **Tournament Director Discretion** – Tournament director has the authority to deem any action as a certain level of misconduct and take appropriate action. ([Return To The Top](#))
 - g. **Dress Code** – The dress code for events will be casual. The dress code required by the bowling center will be the only dress code rules enforced. If an event has a special dress code, it will be indicated on the event flyer and on site at each event. ([Return To The Top](#))
 - h. **Bowling Ball Surface Changes** – A player may not alter the surface of any of their bowling balls with abrasives after frame 1 has begun. The use of any USBC approved cleaners is permissible. Also any polishes and rubbing alcohols are permissible.
3. **Tournament Entry Fees** – Tournament entry fees must be collected prior to each squad. Side event fees may be paid after the completion of practice but must be paid before a participant's first frame.
- a. **Acceptable forms of payment** – These are the only acceptable forms of payment for all fees. ([Return To The Top](#))
 - i. *Cash*
 - ii. *Credit Card's (Visa, MasterCard, Discover, American Express)* ([Return To The Top](#))
 - iii. *Coupons and/or Punch Card*
 - 1. *No coupons or punch cards can be used in conjunction with other coupons or punch cards.*
 - b. **Withdrawing** – If any participant withdraws after the first frame is bowled they will not receive any reimbursement. A bowler has up until the end of practice to withdraw to receive a full refund.

- c. **Refunds Due To Lack Of Competition** – For any competition to take place, there must be at least two entrants entered otherwise there is no “competition” in principal. In these scenarios a refund will be offered to the lone entrant. They will not automatically win a prize for being the only entrant.
- 4. **Appeals** – Any rule that a player feels is unfair or is being applied unfairly may file an appeal by emailing craig@strikeforcetour.com The appeal will be heard by the advisory board in a recorded video call. ([Return To The Top](#))
- 5. **Advisory Board**– Board members will consist of SFTAHT members and the tournament directors.
 - a. **SFTAHT Center Director** – Center directors organize membership and market the SFTAHT brand in a bowling center. A center director may be the director of more than one center. Center director positions are selected by the tournament director through an application process. To access the application go to aht.strikeforcetour.com/center-director-application.
 - i. **Center Director Benefits** – Center directors will receive a variety of privileges and opportunities for compensation. A list of those benefits can be found at <http://aht.strikeforcetour.com/sites/default/files/file/Center%20Director%20Expectations.pdf> ([Return To The Top](#))
 - b. **Tournament Director** – This director is an overseer of all center directors and operations of each tournament. All rules and decisions are at the discretion of a tournament director. For a complete list of all directors go to <http://aht.strikeforcetour.com/center-directors>.
 - c. **Board Contingencies** – The list of board members will always be a maximum of 16 people and will contain at least 3 people from each average division.
 - i. The full list of board members will be made available on the website.
 - ii. Anytime there are multiple applicants for the same center director position, these goals may be taken into consideration to determine the best candidate.
 - d. **Board votes will be made public.**
- 6. **General Playing Rules** – SFTAHT will abide by all rules in Chapter 2 General Playing Rules of the current USBC rule book. ([Return To The Top](#))

Chapter 2 – Tournament Formats and Competition

- 1. **Event Types** – SFTAHT tournaments will utilize a variety of different event types to determine each tournament’s winner. Each tournament’s format will be indicated on each tournament’s flyer and on site at each tournament location. ([Return To The Top](#))

- a. **Standard Format** – The standard format for all SFTAHT tournaments will consist of 1 day of squads with a cut ratio determining prize winners & quarter finalists. ([See Chapter 2 Rule 4 Cut/Cash Ratio for more info.](#))
 - b. **Majors** – Any standard format event that has an advertised increased prize fund from the standard formats by at least 25% will be considered majors and will use multiple days of squads.
 - c. **Miscellaneous Formats** – Other formats may be used for special events and those details will be indicated on the flyer for those events.
- 2. **Squad(s)** – A squad consists of a set of games bowled during a tournament format. Participants will choose which prizes they will compete for in a squad. The squad lengths, and start times will always be advertised online, on the event flyer and on site at each event. ([Return To The Top](#))
 - a. **Qualifying Entries** – If a participant is bowling a qualifying entry, their total pin fall for that squad will be combined with other qualifying entries in their division ([See Chapter 4 Rule 8 “Qualifying Divisions” for more info](#)). These scores will be used to determine the finalists for that tournament based on a cut ratio ([See Chapter 2 Rule 4 “Cut/Cash Ratio” for more info.](#))
 - b. **Economy Parlays**– An economy parlay enters a player to win a full qualifying entry which includes the progressive pot entry. ([See Chapter 3 Rule 5 “Progressive Pot” for more info](#)).
 - i. **Availability** – The availability of economy parlays may differ from tournament to tournament. It will be indicated on site at each event and on each event flyer if economy parlays are available for that tournament. ([Return To The Top](#))
 - c. **Side Events** – ([See Chapter 3 Rule 3 for a complete breakdown of available side events](#)) Bowlers can choose to bowl side events in conjunction with a other entries during a squad. Bowlers that have already made the quarter finals can also bowl side events exclusively as long as a lineage fee is paid. ([See Chapter 3 rule 3.e “Lineage Fee” for more info](#))
 - d. **Squad length** – The squad length will always be 30 minutes per game bowled. If it is a 2 game qualifying squad, it will end 1 hour after it begins. The next qualifying squad will not begin until the squad prior to it has completed. ([Return To The Top](#))
 - e. **Squad start times** – The squad start times will always be advertised on aht.strikeforcetour.com, the tournament’s flyer and on site at each event. These start times are very strict and will only be delayed in the event of unforeseen circumstances. ([Return To The Top](#))
 - f. **Late entries** - If a bowler enters a squad late, they have up to the 3rd frame of the 1st game to still enter the squad. After all bowlers have completed their 3rd frame in tournament play, all entries are closed for that squad.
- 3. **Quarter Finals Formats** – Quarter finals will be used in all events unless otherwise stated. The finals round will eliminate quarter finalists in each division round by round until

there is a tournament champion .The rate at which finalists are eliminated will be based on the finals format. ([Return To The Top](#))

- a. **Average Divisions** - All finalists will be put into average divisions that reflect the same average divisions used during qualifying.

- i. A Division: 180 & Above
- ii. B Division: 179 – 165
- iii. C Division: 164 & Below

- b. **Standard Finals Format** –

- i. **Quarter Finals** – Quarter finalists will bowl 3 games and will cut to the top 1 in 3 players in each division. ([See Chapter 2 Rule 5 “Rounding” for more info](#))

- 1. **Incentive For Leading Quarter Finals** – The player that leads the quarter finals round in each division will receive the benefit of choosing which pair their division bowls the first round of the semifinals. The division leaders will choose in order based on their quarter finals pin fall.

- ii. **Semi - Finals** – The semifinals format will be depend on how many bowlers make the 1 in 3 quarter finals cut. Use the chart below to determine the format used based on number of semi-finalists. If the number of finalists is not indicated on this chart, the format used will be announced during the tournament finals. ([Return To The Top](#))

Format	Per Pair	Heads Up	Both
# of semi-finalists	3	2	5
	6	4	10
	7	8	11
	9	16	12

- iii. **Seeding For Match Play** – Seeding will be based off of the total pin fall accumulated during the quarter finals. If there is a tie, the tie will be broken by total pin fall accumulated during each players qualifying squad.

Tournament director will decide on which seeds bowl which seed.

- 1. **Highest Seed Chooses Pair** –During all semi-final rounds the highest seed in each match will choose the pair that the match is bowled on. The tournament director decides on which pairs are available to choose from.

- iv. **Per Pair** – This format will put semi-finalists on one pair of lanes. They will bowl 1 game to determine which players advance. If there are 3 players on a pair then 1 will advance. If there are 4 or 5 players on a pair then 2 will advance. There will not be more then 5 on a pair or less than 3 on a pair for this format. ([Return To The Top](#))

- v. **Heads Up** – This format will have 2 bowlers bowl against each other in a 1 game match with the winner advancing. ([Return To The Top](#))

- vi. **Both** – In the event that the number of semi-finalists isn't an increment where one format will work. Both formats will be used until divisional champions are determined. (Ex. 5 semi-finalists would bowl the first round of semi-finals using the Per Pair format with 2 advancing off of that pair. Then the two players would bowl in the "heads up" format to determine the division champion.) ([Return To The Top](#))
- vii. **Formats For Majors** – The following majors will use alternate formats for the final match only.
 - 1. **Labor Day** – Stepladder final match with seeding being based on quarter finals total pin fall including handicap.
 - 2. **Memorial Day** – Eliminator final match with the 3 division champions bowling 1 game and the low player eliminated. The final match will be between the remaining 2 players.
- 4. **Cut/Cash Ratio** – There will be a cut/cash ratio used to determine the finalists and cashers of any side events. Which cut/cash ratio is used is based on the round, tournament format and/or side event. However, all cut/cash ratios will always be advertised on site at each event, on every event flyer, and online at aht.strikeforcetour.com under the events flyer. ([Return To The Top](#))
 - a. **Divisional Insurance** – Players may purchase insurance when they check in for each squad. Insurance allows the highest finisher in each division that didn't make the cut, but purchased insurance, to still make the finals. ([Return To The Top](#))
- 5. **Rounding** – In the event that the amount of entries and/or quarter finalists doesn't equal a number that is evenly divisible by the cut/cash ratio, the amount of participants advancing and/or cashing will be rounded down unless the amount is **1 away** from being divisible by the cut/cash ratio (ex. 1 in 6 ratio with 47 entries would take 8 finalists but 46, 45 and/or 44 entries would only take 7 finalists).
- 6. **Lane Conditions** – The lane conditions used will always be at the discretion of the tournament director and/or bowling center and will always be advertised if it's a specialty pattern. ([Return To The Top](#))
- 7. **Lane Movement** – During any tournament format, participants will move from pair to pair after each game. The amount of lanes that the participants move will be based on the following formula: # of pairs in use, divided by the amount of games bowled for that round, with the solution being rounded down. (ex. 10 pairs in use divided by a 3 game format would equal a lane movement of bowling on the 3rd pair to your right after each game.
- 8. **Lane Assignments** – Lane assignments are given to bowlers to determine which lanes they will start on. Lane assignment will always consist of a lane number and a letter. (ex. 21A) How lane assignments are given depends on whether it is squads or finals. ([Return To The Top](#))
 - a. **Squads** – Bowlers may request to bowl with certain bowlers during qualifying if there is lane availability. However a bowler CANNOT request a certain lane to start on. Lane assignments during qualifying will be chosen by the tournament sign in staff, and will always be in a set order.

- b. **Quarter Finals** – The lane assignments during the finals will be random draw. Each participant will draw for their lane assignment. ([Return To The Top](#))
 - c. **Maximum Number of Bowlers Per Pair** - The maximum amount of participants per a pair of lanes will be 6. If all pairs have 6 on a pair and there is no more lane availability, then no more entries will be accepted. ([Return To The Top](#))
- 9. **Tournament Entry Priority** – Lane assignments for each squad will be given out on a first come first serve basis, unless there is a waiting list from the prior squad as described in rule (9.a.) below. In that case, the waiting list will be cleared first and then entries are taken on a first come first serve basis.
 - a. **Waiting List** – In the event that a qualifying squad fills up, any bowlers present and desiring to bowl but shut out from that squad will immediately be eligible to be put on a waiting list.
- 10. **Score Keeping** – Score keeping is done by the bowlers. All participants bowling the tournament are expected to know all of the score keeping protocol. ([Return To The Top](#))
 - a. **Score keeping responsibility** - It is each individual's responsibility to write down their own score and insure its authenticity. If any bowler does not write down their score and their score is not retrievable by the bowling center, then every bowler on that pair of lanes has to be in agreement on the exact value of the missing score. If the pair is not sure what the bowler scored, the score will result in a 0.
 - i. **Accessible & Visible Scores** – Every participant's recap must be accessible and visible by all players on that pair and SFTAHT staff at any time. Recaps must be put in the settee area at all times. This means keeping your recap in things like a bowling bag, pocket, purse, accessory bag or any item that conceals your recap is prohibited. ([Return To The Top](#))
 - b. **Verifying scores** – Players must verify each other's scores after each game. They can not sign for their own scores. Players cannot move on to the next pair until their scores have been verified by the lane monitor. ([Return To The Top](#))
 - c. **Score Contests** – If a score was put in incorrectly when doing averages and is discovered by a bowler, the contest must be filed within 30 days of the conclusion of the tournament with the incorrect score. After that, no changes can be made.
- 11. **Tied scores** –([Return To The Top](#))
 - a. **Qualifying & Economy Parlays** – If any participants tie and that score is the last score that is awarded a prize, then all players with that score will be awarded the prize.
 - i. **Divisional Insurance Clarification** – If two bowlers tie for the divisional insurance, then both bowlers will advance. If two bowlers tie for the last spot for the 1 in 6 cut and both are in the divisional insurance, the 2nd player will advance as the divisional insurance. ([Return To The Top](#))
 - b. **Quarters, Semis and Finals** – When any players tie during any of these rounds. A 9th & 10th frame sudden death roll off will be held to determine which person advances. If the finalists tie again during the roll off, additional 9th & 10th frame roll offs will be

used until the tie is broken. Handicap for the two frames will be determined based on the participant's current handicap per game divided by 5. Any decimal from the division is still counted when determining scores.

- c. **Side Events** – ([See Chapter 3 Rule 3 for more info on “side events”](#)). How ties work in side events depends on which side event is being participated in. ([Return To The Top](#))
 - i. **Brackets** – If any two players tie in a bracket both players will advance in the bracket, and the next bracket round will be determined between three players. The highest score between those three players will move on to the next round of the bracket. If a tie advances two players into the final round of the bracket, the highest score between the two tied players will go against the player coming from the other bracket to determine cashers. ([Return To The Top](#))
 - ii. **Sweepers, High Game Pots & Momma's Mystery Score** – If there is a tie for a cashing score in any of these events, the players involved in the tie will split equally the sum of winnings for all cashing positions occupied by the tied score. ([Return To The Top](#))

12. **Personal Assistance** – Certain problems can occur that will need certified tournament or center staff to correct the problem. Doing anything outside of the following protocol is prohibited and will be deemed level 1 misconduct at the minimum. ([Return To The Top](#))

- a. **Score correction** – If all bowlers on the pair are aware of the scoring malfunction and they are all in agreement of the necessary correction needed then any participant who is able to make the score correction may do so. If not, please notify either center or tournament staff to make the correction.
- b. **Dead wood or Objects** – Participants are strictly prohibited from retrieving dead wood or any other objects past the foul line. These items must be retrieved by tournament or center staff.
- c. **Bowling on the wrong lane or out of turn** – If a participant bowls on the wrong lane or bowls out of turn, tournament staff must be notified immediately. The tournament staff will then handle the situation according to USBC rules. If the player bowled 1 frame out of order, the frame will be erased and rebowled. If there are numerous frames that have been bowled out of order and the pair cannot come to an agreement on each person's proper score, all frames will be erased and rebowled. ([Return To The Top](#))
- d. **Center equipment malfunctions** – If any equipment belonging to the bowling center malfunctions, notify tournament or center staff immediately. ([Return To The Top](#))
- e. **Misc. Assistance** – Any other assistance that may be needed that is not listed here must first be brought to the attention of tournament staff before further action is taken.

13. **Honor scores** – SFTAHT is a USBC sanctioned tournament. This means all USBC award's rules apply, and all USBC awards can be earned during tournament play. ([Return To The Top](#))

Chapter 3 – Fees, Prize Funds, and Payouts

1. **Qualifying Entry** – On site at every event and online there will always be a breakdown of how each entry fee is divided up. The entry fee will be broken into the following categories:
[\(Return To The Top\)](#)
 - a. **Lineage** – This dollar amount will be used to pay for all games bowled. This dollar amount also includes the games that are bowled in the finals. [\(Return To The Top\)](#)
 - b. **Expenses** – This dollar amount will be used to pay for all of the tournament expenses. Expenses include advertisement, supplies, web site hosting & maintenance, and SFTAHT employees. [\(Return To The Top\)](#)
 - c. **Prize fund** – This dollar amount will be the amount going towards the prize fund.
2. **Economy Parlays** – On site at each event there will be a breakdown of how money is distributed for each economy parlay. [\(Return To The Top\)](#)
 - a. **Lineage** – This dollar amount will be used to pay for the games bowled.
 - b. **Qualifying Entry** – This is the dollar amount going towards the qualifying entry that will be awarded to the winner. [\(Return To The Top\)](#)
 - c. **Expenses** - This dollar amount will be used to pay for all of the tournament expenses. Expenses include advertisement, supplies, web site hosting & maintenance, and SFTAHT employees. [\(Return To The Top\)](#)
3. **Side Events** – Side events consist of optional events that players can choose from. The following is an explanation of each side event and how all funds collected for that side event are distributed. Keep in mind, there is no expense for lineage in side events because lineage will be covered in the qualifying entry fee, the economy parlay or the lineage fee [\(See Chapter 3 Rule 3.e - Lineage Fee for more info\)](#).
 - a. **Brackets** – A bracket consists of 8 players and three rounds. In the first round 8 players will face off in bracketed heads up match play with an individual game score determining which player advances to the next round. In the second round the remaining four players will face off in bracketed heads up match play with an individual game score determining which player advances to the next round. In the final round the remaining two players will have either an individual game score (3 game formats) or their total squad pin fall (2 game formats) determine the winner of the bracket. Both players in the final round will cash. [\(Return To The Top\)](#)
 - i. **Funds distribution** - The expense money taken out will always be the cost of each bracket. (ex. If the brackets are \$5.00 each then the SFTAHT will take out \$5.00 from each bracket for expenses.) In the case that there are byes in the bracket, the same expense money will be taken out from each bracket. The winnings will be posted on each bracket. [\(Return To The Top\)](#)
 - b. **Sweepers** – Sweepers are a side event based on your total pin fall for the squad. Sweepers will pay 1 in 5. Players can cash multiple times if multiple squads are available. It will be indicated on site at each event if the sweeper will be divisional or not. [\(Return To The Top\)](#)

- i. **Expenses** – This dollar amount will be used to pay for all of the sweeper expenses. Sweeper expenses include supplies, web site hosting & maintenance, and SFTAHT employees.
 - ii. **Prize fund** – This dollar amount will be the amount going towards the prize fund
 - c. **Divisional Insurance** – A minimum of 1 bowler in each average division per day that didn't make the cut in their average division and paid for divisional insurance will still advance. For every 12 qualifying entries in a division, 1 spot will be added with divisional insurance.
[\(Return To The Top\)](#)
 - i. **Funds Distribution** - Money used to pay for divisional insurance will go to pay for the additional spot in the finals created by the divisional insurance.
[\(Return To The Top\)](#)
 - d. **Seniors & Women's Insurance** – Entry fee allows 1 in 25 seniors and/or women per day who don't make the cut in their average division to still advance. Seniors must be 50 years old or older. This insurance is spot is determined after the divisional insurance. [\(Return To The Top\)](#)
 - i. **Funds Distribution** - All money collected for the seniors and women's insurance will be used to pay for the additional spots in the quarter finals that are created by this division. [\(Return To The Top\)](#)
 - e. **Momma's Mystery Score** – Players that enter will keep track of what their scratch score is for game #2. After the squad is completed a score will be drawn randomly that will be between 130 and 300. If a player bowled the drawn score during game 2, and was entered into Momma's Mystery Score, they will win 50% of the pot.
 - i. **Funds Distribution** – All money that is collected for Momma's Mystery Score will be paid back out when players win. The pot will always accumulate and anytime a winner is drawn they can only win up to 50% of the overall pot.
 - f. **Lineage fee (Pacing)** – If a player has already qualified for the finals they can choose to only bowl side events. Players doing this will have to pay a lineage fee since none of the fees for side events include a lineage fee. In the event that a squad is reaching maximum capacity, players paying for qualifying entries will take priority over players only bowling for side events. The lineage fee will be posted at each event.
- 4. **Prize Funds** – The prize fund of each event will be the sum of a designated amount of money for that event. Information will be available at the tournament sign in desk indicating how much of each entry is designated towards the prize fund. [\(Return To The Top\)](#)
 - a. **USBC Rules** – All prize funds will follow all USBC rules regarding tournament prize funds.

- b. **Youth Prizes** – Any youth bowler who complies with all USBC rules will receive their winnings in scholarship. The scholarship winnings will be put into their smart account. [\(Return To The Top\)](#)
 - i. **For more info on youth rules visit:**
<http://www.bowl.com/Rules/Tournaments/Youth / Rule 400/>
 - ii. **Parental Consent Form (For Youth That Are Under The Age of 18):** [Click Here](#)
 - iii. **Waiver Form (All Youth Must Fill Out):** [Click Here](#)
 - c. **Prize fund break downs** – Any SFTAHT member at any point and time can see the complete breakdown of any prize fund on line at <http://aht.strikeforcetour.com/season-results>.
5. **Progressive Pot** – Progressive pot is an optional side pot that is based on a separate prize fund. The only time a player can win from the progressive pot is by cashing in the quarter finals. Each player must pay for the progressive pot when the qualifying entry fees are paid. Also, a player must have paid for the progressive pot for the squad in which they advanced to the quarter finals. The total progressive pot prize fund will be distributed incrementally based on finishing positions until all money collected in the progressive pot is paid out 100%. The fee for the progressive pot will be posted on each event flyer and on site at each event location.
6. **Payouts** - This section explains how payouts work at Strike Force Tour Arizona Handicap Tour events, including terminology, payout options, timing, and player responsibilities. SFT events operate on small margins, so clear procedures and finality are required to ensure fairness and sustainability.
- a. **Types of Payouts** - SFT events may include one or more of the following payout types.
 - i. **Main Event Payouts** – Main Event payouts are typically issued by **check or account credit**. These are payouts earned through main event performance, including:
 - 1. Division finishing positions
 - 2. Match play results
 - 3. Finals results [\(Return To The Top\)](#)
 - ii. **Side Event Payouts** - Side event payouts **may** be paid in cash, check, or credit, at the Tournament Director’s discretion. Cash availability is not guaranteed. Even side events may be paid by check if cash is limited. Side events may include, but are not limited to:
 - 1. Brackets
 - 2. Momma’s Mystery Score
 - 3. Sweepers
 - 4. High Game Pots [\(Return To The Top\)](#)

- b. **Payout Timing** - All payouts are **always available at the conclusion of the event**. Players are not required to stay once eliminated, but leaving early affects how payouts are handled.

i. **If you remain present until the final match is completed:**

1. You may receive your check or cash payout on site
2. All winnings earned will be issued at that time

ii. **Payout Options**

1. If you leave the event before final payouts are issued, you have the following options.

1. **Auto-Mail Status** (Checks Mailed Automatically)

- a. Players may request to have **all winnings mailed automatically** to the address on file.
- b. Important conditions:
 - i. If a check is returned to SFT for any reason, auto-mail status is removed
 - ii. If checks are returned on **three separate occasions**, the player becomes ineligible for auto-mail status for **three full seasons**
 - iii. After the three-season period, the player may reapply for auto-mail status ([Return To The Top](#))
 - iv. Address accuracy is the player's responsibility.

2. **Online Account Credit**

- a. If a player:
 - i. Is not present for payouts, and
 - ii. Does not have active auto-mail status
 - iii. Then all winnings will be added to the player's **SFT online account credit**.
- b. Account credit can be used for:
 - i. Event registrations
 - ii. Online payments
 - iii. Future SFT entries
 - iv. Account credit **never expires**.
 - v. Account credit accrual and use history can be found in the member's service portal. ([Return To The Top](#))
 - vi. Account credits usually post within 48-72 hours after the conclusion of the event.

3. **Credit Request Check** - Players who have accumulated online credit may request a physical check by submitting the **Credit Request Form** found [here](#) or in the member's service portal.

- a. Processing timeline:
- b. 3 to 5 business days for processing
- c. 3 to 5 business days for mailing
- d. All credit request checks and auto-mail checks are mailed by **JP Morgan Chase**, not by SFT staff directly. ([Return To The Top](#))

- b. **USBC Payout Compliance** - USBC rules require payouts for sanctioned events to be completed within **30 days**. All SFT payout methods are well within this requirement and are typically completed much faster.
- c. **Lost Checks and Unused Credit** - SFT AHT is **not responsible** for:
 - i. Checks lost in the mail
 - ii. Credit that is forgotten, unused, or unclaimed
 - iii. Players are encouraged to:
 - 1. Keep addresses up to date
 - 2. Monitor their online account credit
 - 3. Credit on file never expires. ([Return To The Top](#))
- d. **Finality of Scores and Payouts**
 - i. Once payouts are issued:
 - 1. Scores are final
 - 2. Payouts cannot be changed
 - 3. Additional payouts cannot be made
 - 4. SFT cannot pay multiple people from the same prize allocation due to errors.
 - 5. For this reason:
 - a. Time is provided after each round to report any potential issues.
 - b. Players are responsible for reviewing scores promptly.
 - c. This is especially important for brackets and side events, where errors are most common. ([Return To The Top](#))
 - d. Failure to report an issue before payouts begin means the results stand as final.

Chapter 4 – Averages, Handicap, and Competitive Balance

- 1. **Averages** – Averages will be used to determine each participant's handicap and which division they bowl in. There are different factors that determine a bowler's average. A new member will use an entering average until he/she has a SFTAHT tournament average. ([Return To The Top](#))
- 2. **Entering average** – A bowlers entering average will always be a composite of all of their USBC certified averages of 33 games or more that were established in their last three bowling seasons. ([Return To The Top](#))
 - a. **Entering average formula** – A player's composite entering average is the sum of all their eligible averages (33 games or more) divided by the total number of eligible averages minus an amount based on their average range.
 - i. If the above calculations result in an average that is 185 or higher, deduct 20 pins.
 - ii. If the above calculations result in an average that is below 185 and higher than 170, deduct 15 pins.

- iii. If the above calculations result in an average that is 170 or below, deduct 10 pins.
 - b. Any sport average will be adjusted according to UBCS's sport average conversion chart before being calculated into the formula. All averages will be rounded to the nearest whole number. [\(Return To The Top\)](#)
 - c. **No USBC average** – If a member has no USBC averages, then the member will use an entering average resulting in no handicap for the first 9 games bowled. [\(Return To The Top\)](#)
3. **SFTAHT Tournament Average** – This will be the average that is used during all SFTAHT events. Our goal is to be fair as possible when it comes to participants competing with an average that truly reflects their ability. We will do our absolute best to deter any “sand bagging” while also never trying to inflate a player’s average in an unfair manner. [\(Return To The Top\)](#)
- a. **First Event**- Players bowling their first event will have their tournament average based on their entering average for the first tournament. [\(See Chapter 4 Rule 2.a “Entering Average Formula” for more info\)](#).
 - i. **30 Game Rule** – New players will have their entering average multiplied by 30 games to establish pin fall. This is done to try and prevent “sand bagging” by eliminating drastic increases or decreases in average. [\(Return To The Top\)](#)
 - b. **Established Tournament Average** – Once a player has bowled a tournament and has an average based on Rule 3.a & 3.a.i in Chapter 4, they will be considered to have an established tournament average.
 - c. **Average Fluctuation** – Average fluctuation is the ability for each player’s average to change after an event has completed. Average fluctuation is never used while a tournament is in progress. The player’s average may go up or down after each event based on average fluctuation. (This is the same process that is used for USBC leagues.) [\(Return To The Top\)](#)
 - i. **Formula For Average Fluctuation** – Average Fluctuation = total pins divided by the amount of games bowled. [\(Return To The Top\)](#)
 - ii. **Pacing Rule** – If a player is ever pacing [\(See Chapter 3 Rule 3.e Linage Fee \(Pacing\)\)](#), their scores will not count toward their average fluctuation.
 - iii. **House Shot Exemption** – If a house shot is either intentionally or accidentally put down for an event, those scores won’t count towards average fluctuation.
 - d. **Accomplishment Rerates** – There may be re-rates to each bowlers average based on certain accomplishments as follows:
 - i. **Standard & Minor Tournament Victory** – This rerate may be an addition of 2-3 pins to the player’s average. [\(See Chapter 2 Rule 1.a For Event Types\)](#)
 - ii. **Standard & Major Tournament Finalist** – This rerate may be an addition of 1-2 pins to the player’s tournament average.

- iii. **Major Tournament Victory** – This rerate may be an addition of 3-5 pins to the player's average.
 - iv. **Making Consecutive Semi Finals** – This rerate may be an addition of 1-2 pins to the player's average.
- e. **Accomplishment Restrictions:** These rules apply to first time participants and on going participants that may trigger these rules as they develop.
 - i. Bowlers with 3 or more cashes in PBA regionals within the past 2 years may participate, but will have an entering average with no handicap and are not eligible for average fluctuation (no handicap will ever be given).
 - ii. **The following bowlers are not eligible for any SFT AHT event:**
 - 1. Those with at least 1 regional title in the past 2 years,
 - 2. At least 1 PBA national title in the past 10 years,
 - 3. Made Team USA in the past 5 years,
 - 4. Made Junior Team USA in the past 3 years,
 - 5. Or who have won \$10,000 or more twice in scratch tournaments in the last calendar year.
 - 6. Any bowler who has an active PBA or PWBA card. ([Return To The Top](#))
- f. **Tournament Director Discretion** –A bowler may be deemed ineligible by the tournament director in order to protect the integrity of the SFTAHT and its members. ([Return To The Top](#))
- g. **90 Day Rule** – Any player who currently has a SFTAHT tournament average but hasn't bowled an event in 90 days may have an average review done and be re-rated before bowling in that event.
- h. **Season Average Reset** – When the SFTAHT season starts over in January every player's previous season average will carry over to the new season. ([Return To The Top](#))
 - i. **Quarterly Average Reset** – When a quarter starts every player's previous average will carry over to the new quarter. However, the player's amount of games bowled will be reset to 30 and the player's pin fall will be reset to their previous quarter's final average multiplied 30 games. Each quarter will be the same time frame as the seasonal circuits. ([See Chapter 5 Rule 1.a "Seasonal Circuits"](#))
 - 1. **Frequent Bowler Contingency** – If a bowler has over 50 games in a quarter, then their average will be reset to be based off of 42 games instead of 21.
- 4. **Handicap** – Each player's handicap will be added to their single game score. ([Return To The Top](#))
 - a. **Handicap formula** – Handicap will be based on 80% of 210. This means that once your average is decided, subtract your average from 210 and multiply the solution by .8 or (80%) = Handicap per game (ex. Average 190. 210 minus 190 = 20. Multiply 20 x .8 = 16 pins of handicap).
 - b. **Maximum handicap** – The maximum amount of handicap per game will be 64 pins. ([Return To The Top](#))

- c. **Rounding** – In the case that a player’s handicap doesn’t equate to a whole number, the decimal will drop off. (ex. 190 average = 31.5 handicap/rounds to 31 handicap)
- 5. **Tournament Director Rerates** – The tournament director has the right to rerate or disqualify a bowler to protect the integrity of the tournament. ([Return To The Top](#))
- 6. **Bowler Growth Rule** – If a player has been bowling in a SFTAHT season for at least 21 games (does not include games from “21 Game Rule”) and has a SFTAHT average that is greater than 215 after a tournament has concluded, he/she will be moved to an average with no handicap and will no longer be eligible for average fluctuation (will never receive handicap). ([Return To The Top](#))
 - a. **2 Tournament Win Maximum** – If any player wins 4 tournaments (Minor, Standard, Major) in a single season, and all 4 tournament wins were **with no handicap**, the player will be suspended for the rest of the season.
- 7. **Qualifying divisions** – All players bowling in any qualifying squad will be divided into three divisions based on average. The three divisions will be the following: ([Return To The Top](#))
 - a. **A division** – This division will consist of members averaging 180 and above.
 - b. **B division** – This division will consist of members averaging between 165 and 179.
 - c. **C division** – This division will consist of members averaging 164 and below.
- 8. **Season Rules** – The rules that are used for each event during the current season will always be available online at aht.strikeforcetour.com/rules.
 - a. **Rule Changes** – Rule changes may be made after the conclusion of each season by member’s vote.
 - i. Any rule changes that need to occur **mid-season** must be decided and agreed upon by ALL MEMBERS of the advisory board
 - ii. Any rule changes that need to occur at the end of the season must be voted on by all SFT members with the majority agreeing to the change.
 - iii. Additionally, every season there will be a page available online at aht.strikeforcetour.com to explain the rule changes and additions that were made prior to the start of the season. ([Return To The Top](#))
 - b. **Minimum # of Members**
 - i. There must be a minimum of 20 people voting for any rule to be voted in and added to the rules immediately.
 - ii. If there are less than 20 people voting then all rules voted in will be reviewed and approved or disapproved by the Advisory board before being officially added to the rules.
 - c. **Minimum # Of Events To Vote**
 - i. Players must have bowled 1/3 of non-fun events that season to vote on any of the rules at any meeting.
 - ii. Any participants can attend any meeting or express concerns etc.
 - iii. Other members can motion and vote to address their concerns, but they cannot vote unless they have the minimum number of events bowled.

Chapter 5 – Seasons, Points, and Governance

1. **Season** – The tournaments will be broken up into separate seasons. Each season will begin on the first day of the year and end on the last day of the year.
 - a. **Seasonal Circuits** – These circuits will consist of the stated months; Winter Circuit(January, February, March), Spring Circuit (April, May, June), Summer Circuit (July, August, October), and Fall Circuit (September, November, and December).
2. **SFTAHT Season Point System** – There will be a point system used to determine a variety of prizes for multiple events throughout the entire season. Points will be tallied during each circuit and for the entire season.
3. **Accumulating Season Points** – Below are all of the ways that you can accumulate season points.
 - a. **Participation** – Players can receive 20 points for participating in your first squad any non-fun SFT AHT event. You will receive 5pts for each additional squad after that, but a maximum of 30 participation points per event. ([Return To The Top](#))
 - i. **True Amateur Tournament (TAT)** – Members will receive 50 points for bowling the TAT.
 - b. **Tournament Finish** – You will receive 1 point for every dollar you win in the tournament prize fund only (side events don't count). This does not include progressive pot winnings. Players who decide to not get in the progressive pot will not be at a disadvantage. ([Return To The Top](#))
4. **Season Awards** – The full season and each circuit will feature awards that bowlers will win at the end of each time interval. The awards for each are listed below.
 - a. **Player of the Year** – The player that is leading in points at the end of season will receive this award. ([Return To The Top](#))
 - iv. *Prize – The player will be awarded 20 event exemptions ([See Chapter 5 Rule 11 “Event Exemptions” for more info](#)).*
 - v. *Prize – Exclusive player of the year shirt, one year free membership and a trophy.*
 - a. **2nd Place Finisher** – The player with the 2nd most points by the end of the season will receive this award. ([Return To The Top](#))
 - vi. *Prize – The player will be awarded exemptions from 6 events they choose to bowl in and will be seeded directly into the first round of the quarter finals. ([See Chapter 5 Rule 11 “Event Exemptions” for more info](#)).*
 - vii. *Prize – One year free membership and a trophy.*
 - b. **3rd Place Finisher** – The player with the 3rd most points by the end of the season will receive this award. ([Return To The Top](#))
 - viii. *Prize – The player will be awarded exemption from 4 events of the year they choose to bowl in and will be seeded directly into the first round of the quarter finals ([See Chapter 5 Rule 11 “Event Exemptions” for more info](#)).*

- ix. *Prize –One year free membership and a trophy.*
- c. **SFTAHT Senior of the Year** – This prize will be awarded to the senior (age 50 or older) with the most points by the end of the season that didn't finish first in any other season points race category. ([Return To The Top](#))
 - x. *Prize - \$100 SFT Credit, exclusive senior of the year shirt, one year free membership & a plaque.*
- d. **SFTAHT Woman of the Year** – This prize will be awarded to the woman with the most points by the end of the season that that didn't finish first in any other season points race category. ([Return To The Top](#))
 - xi. *Prize - \$100 SFT Credit, exclusive woman of the year shirt, one year free membership & a plaque.*
- e. **SFTAHT Rookie of the year** – This prize will be awarded to the rookie with the most points by the end of the season that that didn't finish first in any other season points race category. ([Return To The Top](#))
 - xii. **Eligibility** – If a player has bowled in less than 20% of the previous seasons events, they are considered a rookie.
 - xiii. *Prize - \$100 SFT Credit, exclusive rookie of the year shirt, one year free membership & a plaque.*
- 9. **Circuit Awards** – Each circuit will feature awards that bowlers will win at the end of each circuit. The awards for each are listed below.
 - a. **All 4 Circuits Will Pay Out The Following:**
 - i. 1st Place – 3 Qualifying Entries, 2 Economy Parlays, Special Circuit Winner Polo, 20 additional raffle tickets and a Track high performance bowling ball of your choice.
 - ii. 2nd Place – 2 Qualifying Entries, 1 Economy Parlay, 10 raffle tickets and a Track polyester ball with an option to upgrade to any ball for \$75.
 - iii. 3rd Place – 1 Qualifying Entry, 1 Economy Parlay, 10 additional raffle tickets, free one year membership.
 - iv. 4th Place - 1 Qualifying Entry, 1 Economy Parlay
 - b. **Back To Back Winning** – No player can win back to back circuits. If a player finishes in 1st after winning the previous circuit, they will be pushed to 2nd and the 2nd place finisher will be deemed the circuit winner.
- 10. **Event Exemption** – This allows a bowler to be seeded directly in the first round of the quarter finals. If there are no finals in the tournament, then the exemption cannot be used for that tournament. They do not have to pay any fee. However, to be eligible for the progressive pot, an entry fee for the progressive pot must still be paid.
 - a. **Exemption Expiration** – All event exemptions expire 365 days from being awarded. A player may redeem the exemptions prior to expiration for \$50 per exemption (last place check w/o progressive).

- b. **Earning Points If Exempt** - If a player is exempt for a tournament, that player is ineligible for any points for that event. ([Return To The Top](#))
- c. **Earning Points If Not Exempt** – If a player isn't exempt for an event, they may earn points for that event based on the rules of earning season points stated in Chapter 5 section 3.
- d. **Using Exemptions** – Players that have a certain number of exemptions and can choose to use their exemptions whenever they would like. However, no exemptions can be used during Major Events. ([See Chapter 2 Rule 1.b “Major Events”](#)).