

## JBT FORMATS

Our regular season tournaments run under many different formats to test bowlers' versatility and to keep things fresh for our regulars. Below are details on each format. (Please note that these are general explanations. Each format may have variations/alterations at each event according to the center's time and lane needs. Exact details of each format will be posted at each event, or just ask the event's director).

**Classic Format:** There are 2 divisions, scratch and handicap. Bowlers choose to enter one or the other. In each division, bowlers roll 5 games across ten lanes. The top 40% of each division advance to the semifinals. The semis consist of three additional games, with the scratch bowlers doing match play. After the 8th game, the top 4 bowlers in each division advance to a stepladder finals.

**Matchplay Format (formerly 'pba'):** In this format, you bowl the same 5 game qualifying round, then cut to the top 40% of the field, to a maximum of 16 bowlers. Then, bowlers compete in head-to head matchplay, with the #1 seed playing the #16 seed, #2 playing #15, etc. Matches can be 2-of-3, 2 game total pinfall, or whatever else is posted. This format can be used in scratch only, handicap only, or both. In 'matchplay+', the top seeds receive byes so they can't be eliminated in early rounds. In 'matchplay with re-seed', the matches are reset after each round with the highest surviving bowler playing the lowest.

**Survivor Format:** In this format, 'you don't have to be the best, you just have to not be the worst'. Both divisions bowl the 5 game qualifier, and the cut is to the top 40%. The top qualifier(s) may receive byes as posted after game 1 through early Survivor round(s), so you can't be eliminated right away. In the survivor rounds, an equal number of bowlers are put on each pair. You then bowl one game. The LOWEST score on each pair is eliminated. Surviving bowlers are then reshuffled, and another game is bowled, again with the LOWEST score on the pair eliminated. Play continues until there is only one survivor- the champion!

**Mega-matchplay Format:** The handicap division format is unchanged from the classic format. In scratch, you still bowl the 5 game qualifier and cut to the top 40%. However, in your 3-game semifinals, you bowl EVERY other semifinalist in a match EVERY game. So, if 20 people make the cut, you bowl all 19 of them every game. Thus, if you have the high game in the semifinals, you'd go 19-0 in your matches that game and receive 19x10 bonus pins. This is a super-exciting take on our normal match play!

**O.A.D.O.T.A.T:** This stands for "one and done, or two and through". This is the same top-16 matchplay format, except if you're the higher seed in any match, you only need one win to win your match. If you're the lower seed, you have to win two games to win your match. Thus, your 5-game qualifying score is extremely important to get the highest seed possible. Can be used with scratch and/or handicap.

**Pick Yer Poison:** This is also a top-16 matchplay format, but in this format, the #1 seed in each round has their choice of who to play. Then #2 has their choice, etc. Choose wisely! Another variation is 'pick everyone's poison', where the highest remaining seed draws up that entire round's matches! Pick yer poison can use 2-game, 2-of-3 game, or other game amounts and byes in the matchplay rounds as posted.

**Mulligan Format:** The format is the same as Standard Format, except that in the scratch division, every bowler gets 2 or 3 (varies by time requirements) 'Mulligans', literally a do-over. Make the cut and get an extra one, and making the finals gives you one more. As bowlers, we always say 'man, I wish I had that shot over'-- now you do!

**Drop-Or-Not:** In the 5 game qualifying round, bowlers can choose to drop one game from their score *immediately after they bowl it*. Thus, you're making an educated guess whether you should drop the game or not! So, bowlers who do would roll six total games, keeping five, in their qualifying round. Bowlers who keep their first five games don't bowl game six. Play then continues in the classic format.

**Luv-the-Lanes?:** In the first scratch division stepladder match, after practice, the higher seeded bowler has the option to move to a new pair if they don't "love the lanes", but will not get practice on the new pair. In game two, the higher seeded bowler decided if they 'love the lanes' after the first frame, in match three after the second, and in match four after the third. Handicap uses the classic format.

**Nerve-wracker format:** This format is just like the PBA format, except in the matchplay portion, if the match is tied 1-1 after two games, you go immediately to a two-shot rolloff-- thus the wracked nerves!! In "nervewracker+", the top seeds receive byes, so they can't be eliminated early.

**Double Nervewracker:** In the scratch division, the survivor format is used, but at the end of each survivor round, the bottom TWO scores go immediately into a nervewracker!

**Scratchplay format:** We use this format where possible at scratch-only events. Each game in the qualifying round is also a head-to-head match with 30 bonus pins for a win. Exciting! Scratchplay can use classic, 2-game, 2-of-3 game, or other game amounts and byes in the matchplay rounds as posted.

**Jackpot shots:** this is the classic format, with random bowlers earning a chance at bonus prizes if they strike or perform trick shots!

**Endless 10th:** this is the classic format, but in the scratch stepladder, we use the 'endless 10th' frame you may have seen on TV. If a bowler finishes with a strike on his final ball, s/he may continue to throw additional fill balls as long as he keeps striking (10 pins per strike)!

**Mystery scores:** this is the classic format, but if you bowl a certain score, you receive bonus prizes!

**Mix It Up:** bowlers roll the usual 5 games of singles. After that, the top 40% (to a max of 16) teams advance to the semifinals, where the top scratch qualifier and top handicap qualifier now form a doubles team, with their combined scores carrying forward. The semifinals and Baker-stepladder finals then proceed like a doubles tournament!

**Tennis:** This is a scratch division format. It is just like classic until the stepladder, where matches consist entirely of one-shot rolloffs, scored exactly like one tennis game. If it goes that far, the third deuce is the deciding point.

**Battle Bag:** A scratch format where after a cut to the top 40%, bowlers play a best of 2 of 3 match, where each bowler can only start with 3 bowling balls. The winner after each game gets to remove a ball from his opponent's arsenal- so if you get to game 5, it's one ball each, and maybe not the ball you wish you had!

**Super-Survivor:** In super-survivor, the top 40% of the field, to a max of 24, make the first cut. After that, game by game, the lowest score of ALL survivors is eliminated (instead of the low score on every pair in regular survivor). Then, the lowest two overall pinfall scores are eliminated. So, it's the best elements of our survivor format and a pins-carry-forward format.

**Best 4:** Like a 'wipeout' tournament, only the best 4 of your 5-game qualifying scores are kept. Have a bad game? Forgettaboutit!

**Reverse Mulligan:** The number of do-overs you get is equal to the number of OPEN frames you throw in the first game. How big a hole do you want to dig yourself?

**Use Watcha Bring:** You can check in up to 5 balls, but every ball you check in you MUST use for a full game. Emphasis on physical adjustments and shotmaking in this format!

**Rising Tide:** Similar to Super-survivor, but without the low score each round being eliminated. After a 5-game qualifying round, pins carry forward, and after one more game, the lowest overall +/- bowler is eliminated. After the next game, the bottom two overall totals are eliminated. Then two, then three, then four at a time until all but the winner are swept away by the 'rising tide'! How high the 'tide' gets varies by tournament and is determined by number of entries and set at the start of the tournament.

We're always keeping things lively with new formats and variations on the above, hybrids of the above, anything- be ready!

We also have a few events with still more different formats, such as limitation on balls, our Doubles Classic, Pro-Ams, our Invitationals, the TPC, and more. These formats are always explained on separate entry blanks.