

Tournament overview and rules

This is a TBA accredited event and all rules and regulations will apply. All participants are required to be current TBA members.

This is both a scratch (open division) and handicap (graded division) event. Bowlers may only nominate for one division. A graded bowler is defined as a bowler has an average equal to or below 189 as at 31 December 2025 **OR a bowler who has participated in any other NSW Regional Tour graded division during 2026**. Graded bowlers will need to provide evidence of their highest average over 18 or more games as of 31 December 2025, this average will be used to determine their handicap based on 90% of 210. A current average can be used in the case that a bowler does not have an established average at the cut off date. The tournament directors have the right to regrade any bowler's average where this is deemed necessary.

Entries will be opened approximately 6 weeks ahead of the event, through announcement on the NSW Regional Tour Facebook page. Entries will continue to be accepted while squads have availability up to 30 minutes prior to the final squad, entries will also be accepted directly in centre.

A non-refundable deposit of \$80 will be required to secure all first entries (2 squads) and a further \$60 deposit (full payment) will be required for any additional re entry squads beyond these first 2. Entry fee balance will be required to be paid by 06 May 2026. Payment details will be advised on the NSW Regional Tour Facebook page when entries open.

Where pinfall, games or total score is mentioned in this entry form, this will include handicap for the graded division, the only scoring that does not include handicap is points in stage 2.

Equipment – No surface adjustments can be made to bowling balls throughout this event during a session of play. For this event, each squad, all of stage 2 and the stepladder final are the defined sessions of play. This event will follow the TBA ruling for allowed equipment consistent with ranked events and IBF restrictions on slow oil absorbing balls, more information can be found on the TBA and NSW Regional Tour websites.

Ties – For seeding positions to progress into the stepladder final, ties will be broken by total stage 2 pinfall. Ties for the final qualifying positions, or where bowlers have also tied on pinfall as well as points to progress to the stepladder, this will be broken by highest last game. Ties for point allocation in stage 2 will see the points combined and divided evenly between the tied bowlers. In the event of a tie during the stepladder finals, or where a tie cannot be broken by highest last game, a 1 game roll off will break the tie. Ties for any other position will have prizes combined and divided evenly between the tied bowlers.

This event is made possible thanks to support from sponsors **Motiv Australia and New Zealand, Owen Toyota, JJ Farm Equipment, The Kidman Wayside Inn and Star Bowling Griffith.**



Owen Toyota



Squads

Friday qualifying
Squad 1 (20) – 6:00pm
Squad 2 (20) – 7:30pm

Saturday qualifying
Squad 3 (20) – 8:00am
Squad 4 (20) – 9:30am
Squad 5 (20) – 11:30am
Squad 6 (20) – 1:00pm
Squad 7 (25) – 3:00pm
Squad 8 (25) – 5:00pm

Sunday finals
Stage 2 – 8:15am
Stepladder – 11:45am

Check in closes at the times listed.

Each squad will be limited to the number listed in () above. Lanes will be oiled ahead of squads 1, 3, 5, 7 and ahead of stage 2 only.



8th, 9th and 10th of May 2026

Entry fee \$180 | Re entry fee \$60



Star Bowling Griffith

Corner of Watkins Ave and
Kidman Way, Griffith NSW 2680
02 6964 3102

Prize fund based on 25 entries and 15 re entries
(each division will have a stand-alone prize fund based on entries)

1 st	\$800	5 th	\$250	9 th	\$180
2 nd	\$600	6 th	\$220	10 th	\$170
3 rd	\$400	7 th	\$200	11 th	\$160
4 th	\$300	8 th	\$190	12 th	\$150

Format

Qualifying – Best 2 x 3 game squads for a total of 6 qualifying games. Bowlers will remain on 1 pair for the full duration of the squad. Re-entries **will be permitted**.

Following the completion of all qualifying squads, the top half of the field (up to a maximum of 15 per division) in each division based on pinfall will progress to stage 2.

Where there is an uneven number of qualifying bowlers, the number of progressing players will be rounded down (e.g. both 20 and 21 qualifiers would result in the top 10 progressing to stage 2).

Stage 2 – Check in will close at 8:00am. Pinfall will be dropped from qualifying. The number of progressing bowling in each division will be equal to half of the qualifying field for each division. Bowlers will play 6 games, moving 1 pair after each game. Bowlers will be awarded a point value based on each individual game and where it ranks against the other players in their division, the bowler with the highest score will be awarded points equal to the number of players, down to the bowler with the lowest score being awarded 1 point. Following all 6 games, the top 3 open bowlers and top 3 graded bowlers based on points will progress to the stepladder final.

Stepladder – Lanes will not be reoiled for the finals, higher seeds will choose the line up for each match, as well as the pair for the match to be conducted on from those allocated. All matches will be 1 game.

The top open bowler will progress directly to the final match. Open qualifiers 2 and 3 will bowl match 1 with the winner progressing to join the top qualifier in the final match. The final match will determine the **2026 Griffith Open – Open Division Champion**.

The top graded bowler will progress directly to the final match. Graded qualifiers 2 and 3 will bowl match 1 with the winner progressing to join the top qualifier in the final match. The final match will determine the **2026 Griffith Open – Graded Division Champion**.

Any matter not covered in this entry form will be at the discretion of the tournament directors and NSW Regional Bowling Tour committee. The tournament directors have the right to regrade any bowler's average where this is deemed necessary or modify the event format if the advertised entries are not achieved.

