



## Canon SuperSeries 2 (2010) Rules and Regulations

### 1. Eligibility

This series is open to corporate bowling teams. Bowlers must be registered as CPF paid employees of the individual company.

### 2. Objective

To promote the sport of tenpin bowling among bowlers, to foster and maintain the spirit of good fellowship at corporate level and to create healthy and cordial platform for networking amongst all segments of businesses in Singapore.

### 3. Date, Entry Fee & Venue

- 1<sup>st</sup> Series - 4<sup>th</sup> February 2010 (Thu), Check-In: 7.30pm, Roll-Off: 8pm  
SuperBowl SAFRA Mount Faber
- 2<sup>nd</sup> Series - 7<sup>th</sup> March 2010 (Sun), Check-In: 9.30am, Roll-Off: 10am  
Westwood Bowl
- 3<sup>rd</sup> Series - 16<sup>th</sup> April 2010 (Fri) Check-In: 6.30pm, Roll-Off: 7pm  
Orchid Bowl @ SAFRA Tampines
- 4<sup>th</sup> Series - 2<sup>nd</sup> May 2010 (Sun), Check-In: 9.30am, Roll-Off: 10am  
SuperBowl SAFRA Mount Faber
- 5<sup>th</sup> Series - 11<sup>th</sup> June 2010 (Fri), Check-In: 6.30pm, Roll-Off: 7pm  
Westwood Bowl
- 6<sup>th</sup> Series - 2<sup>nd</sup> July 2010 (Fri), Check-In: 6.30pm, Roll-Off: 7pm  
Orchid Bowl @ SAFRA Yishun
- Entry Fee shall be **S\$300/- per team per series.**

Grand Finale: 4<sup>th</sup> July 2010 (Sun), Check-In: 9.30am, Roll-Off: 10am  
Orchid Bowl @ Orchid Country Club  
Entry Fee shall be **S\$450/- per team**

### 4. Format of Play

This is a Team Event consisting of 3 bowlers, at least 1 managerial position staff per session. Each bowler shall play a 3-game series.

All teams are allowed to participate every month.

The top 5 positions from each series are automatically secured a place in the Grand Finale.

All teams are eligible for the monthly prizes dependent on the position they come in each session.

### 5. Handicap

This is a Team Event bowling on scratch basis, ladies shall be given 15 pins handicap per game.

\*The top 3 teams per series from the Canon SuperSeries 2008 shall be bowling on scratch basis, including ladies.

### 6. Tie-Breaking Procedures

In the event of a tie, the team with the Individual highest high game shall win the tiebreaker.

If this still ends in a tie, the next high game will be used and this will continue until the tie is broken.

### 7. Tardy Bowlers

In the event of tardy bowlers, the bowlers may be permitted to join in at the frame of the game that the accompanying bowler in the respective lane is bowling. The clock in the host venue shall be the official timepiece.

### 8. Slow Bowling

Slow bowling is not allowed and bowlers must bowl when it is their turn to do so.

### 9. Prizes and Awards

Prizes in the form of cash/merchandise etc, will be awarded to the winners of the challenge. House awards shall not apply.

### 10. Matters not provided for

Any matter arising that is not covered in these Rules and Regulations shall be decided by the Organizing Committee (SBF).