



INTERNATIONAL NINEPIN BOWLING TOURNAMENT

START 2010-11



WHERE & WHEN: Qualifying round will be held on Saturday Sept. 11th 2010 (09:00-21:00) and on Sunday Sept. 12th 2010 (09:00-15:00) at Golovec ninepin bowling lanes (Vollmer), Dečkova 1, Celje – Slovenia (GPS: 46°14'25.45"N, 15°16'21.32"E). Sunday is reserved for players which are stationed further away.

See timetable at: <http://www.facebook.com/pages/Lasko-Slovenia/Kegljaski-klub-Pivovarna-Lasko/152578819811>

Finals, top four (4) players from each category, will be held on Sunday Sept. 12th 2010 starting at 17:00. Final results will be declared right after finals, that is approx. at 19:30.

CATEGORIES: Registered - men, registered - women, recreational - men, recreational - women.

PROPOSITIONS: Tournament is played by the rules of NBC - 120 (4x30) throws individually. A first classification criteria is number of pins thrown down. A second criteria is number of pins thrown down on cleaning. The third criteria is smaller number of missed throws. There is a 5 minute warm-up.

Lanes are changed circularly from 1-5 and 6-10.

HOW TO APPLY: Applications are accepted by e-mail: info.kklasko@gmail.com until Sunday Sept. 05th 2010. Exceptionally you can apply on mobile / send SMS at: +386 30 390 898 (Mr. Pen).

STARTING FEE: 10 EUR / play, must be paid at least half an hour before the start at cash desk (starting fee includes a free drink from our general sponsor [Pivovarna Laško](#)). Each player can play several times. There is no starting fee in finals!

PRIZES:

Registered players - men

1st place 200 EUR

2nd place 100 EUR

3rd place 50 EUR

Recreational players - men

1st place trophy + pract. reward

2nd place pract. reward

3rd place pract. reward

Registered players - women

1st place 200 EUR

2nd place 100 EUR

3rd place 50 EUR

Recreational players - women

1st place trophy + pract. reward

2. mesto pract. reward

3. mesto pract. reward

There will be practical rewards also for youngest and oldest player in every category.

See you there!