



State Title Women's Fours Championship 2010/2011

**All Women's State Events are open to all female Bowls Victoria affiliated members.
Seeding is not permitted in any Bowls Victoria State Event.
A blind draw must be done for all State Events.**

"Dress: State Uniform"

12 ends in Sectional Play on Day 1, Rounds 1, 2 & 3 shall be played.
Day 2 knock-out. 18 ends in knock-out play.

Laws of the Sport of Bowls apply, **note: appendix A.4 will apply**
The Controlling Body reserves the right to alter the conditions of play if necessary.
Bowls Victoria encourages all participants and members to be sunsmart.

"Prize Money"

VICTORIAN State Title Winners: \$750 each, Runner-up \$200 each, Equal Thirds \$50 each
ZONE LEVEL: Winner \$100 each, Runner-up \$50 each

"Withdrawals from State Events"

Players who withdraw from any rounds of State Title events at Country District and Zone Level after the publication of the draw has been completed may be fined \$50.00 each player.

The Bowls Victoria Match/Competition Committee, will impose a \$100 fine upon each player who withdraws from the last 16 of any State Title event after the draw has been completed, unless a medical certificate is provided.

Please note: Players withdrawing from any State Event must notify the Metropolitan Zone or Country District Association Match Committee, Bowls Victoria Women's Competitions Committee in the case of the final rounds, and the green where drawn to play.

PLEASE DO NOT PHONE AN OPPONENT

Entry fee: \$6.00 (GST inclusive) **per player**

Clubs **may** charge up to \$5.00(GST inclusive) for green fees, cup of tea (lunch & afternoon) for each day of play

Bowling Club _____ Secretary _____

Players in Composite Teams must come from within the same Metropolitan Zone or Country District Association

Lead	Second	Third	Skip	Office Use

**Forward this form, with the appropriate entry fees, to the District Secretary
who shall advise the club of the closing date for the
Bowls Victoria State Title Women's Fours Championship 2010/2011**