



The Singapore Scout Association

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Chief Scout
His Excellency
DR TONY TAN KENG YAM
President of the Republic of Singapore
Chief Commissioner
MR TAN CHENG KIONG
Assistant Chief Commissioner (West Area)
MR LIM SAY CHIONH

SCOUT SECTION

9th February 2016

To:
All Scout Leaders
Through Area Commissioner

RE: WEST AREA SCOUT BOWLING CHALLENGE 2016 (WAS/BOWLING/16)

Dear Leaders,

I am pleased to inform you that 23 Eagles Scout Group is organising the Scout Bowling Challenge 2016.

Details are given below:

Dates : **Saturday 2nd April 2016**
Time : 0830 – 1330 HR (Report Time : 0800HR)
Venue : Westwood Bowl, Civil Service Club @Bukit Batok, 91 Bt. Batok West Ave 2 S659206
Objective : Fun, Interact with Scout Units & Build Team Spirit within the Area
Attire : Scout related T-shirt with shorts
Fee : **\$120.00** per patrol of 6 pax per unit
Closing Date : **Tuesday 22nd March 2016, 1800 HR**
(Fill up the **Unit Reg. Form** & Email to Vijaya@scout.org.sg & cc tatwai.lam@scout.sg)
Capacity : 120pax
Thing to bring : Personal Identification Card or Ezlink Pass; Socks & Personal bowling gears (if any)

Mode of Payments (IFASS, Unit Fund or Cash), please indicate of the Unit Registration Form. Payments made by cheque are to be made payable to the '**The Singapore Scout Association**'. Please indicate '**WAS/BOWLING/16**' and your name behind the cheque.

Here is the Programme:

0815 – 0830 Unit Registration – **Please bring along your ID/Student EZlink pass for identification**
Items to be collected from counter- Shoe Ticket & Food Coupon
0830 – 0850 Collect your shoes, Get into your assigned lane & Pick a suitable bowling ball
0850 – 0900 Get ready for warm up practice. Announcement will be made.
0900 – 1100 **Game 1 & 2 (Inter-Unit Challenge)**
1100 – 1130 Refreshment – Collect your Drink & Food with your coupon
1130 – 1230 **Game 3 (Inter-Team Challenge) – Grouping & Getting to know your team mates**
1230 – 1330 Photo Taking, Prize & Badge Presentation

Yours in Scouting,
(Computer Generated Letter)
(No Signature Required)

Mr Lam Tat Wai
Assistant West Area Commissioner (Training)
HP : 9844 7841
Email : tatwai.lam@scout.sg

For more information, please refer to www.scoutinglight.com
For Admin Support, please contact Ms Vijaya, Executive Assistant (West Area) at 6259 2858 on Weekdays (Tuesday – Saturday), from 8.30am – 6.30pm or email Vijaya@scout.org.sg

BOWLING COMPETITION RULES AND REGULATIONS
(Updated on 9 Feb 2016)

- 1) This competition consists of the following Categories:
- 1.1) INDIVIDUAL CATEGORY (ROVER/LEADER, SCOUT (MALE or FEMALE)
 - 1.2) INTER-UNIT CATEGORY (GAME 1 & 2)
 - 1.3) INTER-TEAM CATEGORY (GAME 3)

1.1 INDIVIDUAL CATEGORY (ROVER/LEADER, SCOUT (MALE or FEMALE))

Under this category, the following awards will be given:

For ROVER/LEADER - 1st, 2nd and 3rd Individual Awards

The top THREE *Individual Score* from this category will be awarded Trophies.

For MALE SCOUT (Lower/Upper Level) - 1st, 2nd, 3rd, 4th & 5th Individual Awards

Under this category, it is sub-divided into two age sections:

- a) 13 - 14 years old SECTION,
- b) 15 - 17 years old SECTION

The top FIVE *Individual Score* from this category will be awarded Trophies.

For FEMALE SCOUT - 1st, 2nd and 3rd Individual Awards

The top THREE *Individual Score* from this category will be awarded Trophies.

#depend on the ratio of female scouts participating.

A total of three games will be played under this category.

#Individual Score are defined as sum of each individual player set of score frames for the 3games.

Eg. Male Scout (Lower Level) 13-14 yrs old Section, The total scores are tabulated from the highest to Lowest as follows:

Names	Unit	Level	Game 1	Game 2	Game 3	Total	Result
Tom	AAA	Age 14	100	120	140	360	Champion
Justin	DDD	Age 14	110	130	90	330	1 st Runner Up
Zac	BBB	Age 13	100	100	100	300	2 nd Runner Up
Kelvin	CCC	Age 13	80	90	70	240	3 rd Runner Up
Aloysius	FFF	Age 14	73	78	79	230	4 th Runner Up

From the above sample, Tom will have a total score of 360 (Champion) followed by Justin with a total score of 330 (1st Runner Up); Zac with a total score of 300 (2nd Runner Up); Kelvin (3rd Runner Up) & Aloysius (4th Runner Up).

1.2 INTER-UNIT CATEGORY (GAME 1 & 2)

Under this category, the following awards will be given:

1st, 2nd and 3rd Unit Awards

The top three #Unit Scores from this category will be awarded medals.

#Unit Scores are defined as the sum of all the players score under Game 1 & 2.

Eg. Here is the tabulated score for Unit DDD:

Names	Unit	Level	Game 1	Game 2	Total
Alvin	DDD	Leader	120	123	243
James	DDD	Sec 3	111	100	211
Kelvin	DDD	Sec 2	72	90	162
Justin	DDD	Sec 1	112	130	242
Ken	DDD	Sec 4	93	86	179
Jasper	DDD	Sec 2	86	95	181
Total					1218

1.3 INTER-TEAM CATEGORY (GAME 3)

Under this category, the following awards will be given:

1st, 2nd and 3rd Team Awards

The top three #Team Scores from this category will be awarded medals.

After Game 1& 2, the total scores are tabulated from the Highest Score Unit to the Lowest Score unit. The units will be regrouped into a team of 2 units. The highest score unit will pair with the lowest score unit.

#Team Scores are defined as the sum of all the players score from the 2 units.

Eg. The total team scores for as follows:

School/ Scout Unit	Assigned Lane Number	GAME 3 Total Score (6 pax)	Team Score	Result
EEE	1	500	1134	2 nd Runner Up
GGG	2	634		
CCC	3	634	1267	Champion
DDD	4	733		
AAA	5	645	1234	1 st Runner Up
FFF	6	589		
BBB	7	489	1011	Nil
HHH	8	522		

From the above sample, Unit CCC & DDD with a total score of 1267 (Champion) followed by Unit AAA & FFF with a total score of 1234 (1st Runner Up) and Unit EEE & GGG - 1134 (2nd Runner Up).

2 GAME COMMENCEMENT

Prior to game commencement, the Organiser shall check and validate all names and entries of participants with a reliable card with photo (eg Ezlink Pass / NRIC / Passport, etc).

- No substitutions or replacement of names are allowed. Should any participant withdraw, the team or individual's entry will be forfeited.
- In the event of a medical emergency or illness, a valid Medical Certificate must be produced on the spot to validate the registered member's name and sickness, before he is to be approved by the Organising Committee to be a valid substitute.
- Participants must be registered member scouts with the Singapore Scout Association.
- If you have finished your game, you have free time. Kindly assemble in front of the Bowling counter by 1230hrs for prize presentation.
- Kindly allow the Team Section Members to choose their balls first. As there may not be enough balls or shoes, kindly be considerate and share.
- At all times, one bowler is only allowed to stand at the platform bowling for each lane due to safety. Refrain from standing behind bowler to prevent the ball from hitting you unnecessary. Only one ball is allowed to be used per frame.
- In the Event of unforeseeable circumstances, we regret to inform that the Organising Committee's decision will prevail.

All teams would be given around 5-10 minutes of free throws prior to the start of the competition. An announcement would be made to end the free throws and commence the competition.

3 INTER-UNIT / INTER-TEAM CATEGORIES

With the completion of the first game, kindly wait for the announcement/authorization from the Event Organiser before you begin your second game, and vice versa for the third game. This system goes on throughout the rest of your games.

4 FOOD (Not confirmed)

Food coupon will be given out and available at around 1100hrs. This may be during / between your 2nd and 3rd game. Each coupon entitled 6 Drinks and 6 snacks.

5 EVENT ORGANISER RIGHTS

The Organising Committee for this Bowling Challenge reserves all rights to alter, amend the rules and regulations to promote safe and fun bowling for everyone.

In the Event of dispute, the Organising Committee's decision will ultimately prevail.

Thank you for participating in this competition and have a wondrous time.

All participants are deemed to have read, understood and accepted the rules and regulations as stipulated above.