

Competition Rules

1. Singles: Each game shall consist of first to score 21 shots - four bowls each player.

Pairs: Each game shall consist of 21 ends, four bowls each player. The Leads play their four bowls before the skips. In the event of the scores being equal when all ends have been played, an extra end shall be played until a decision is reached.

Triples: Each game shall consist of 18 ends, three bowls each player. Tied games as above.

Fours: Each game shall consist of 21 ends, two bowls each player. Tied games as above.

2. Substitution: In Pairs, Triples and Fours, the players taking part in the first game shall constitute the team and shall normally play together throughout the Championship. One additional, and always the same player, may be used as a substitute at any time provided they have not already played in the same Championship. They may play in any position

3. Skips may visit the head no more than once during any end.

4. Jacks knocked into the ditch will be played to, jacks knocked sideways out of bounds will mean the end is dead.

5. Match arrangements:

Each competition round will have 2 fixed dates by which time the games **must** be first arranged and second played, and the onus will be on the 2 players or teams to arrange to play their matches at mutually convenient times, using the following rules.

5a For each match, the first named competitor(s) shall be the Challenger(s), their opponent(s) the Player(s).

5b For each round, there will be a 'play by' date.

5c The Challenger, as soon as possible after the completion of the previous round, and no later than the 'Arrange by' date shall contact the Player and offer 3 or more dates/times, to include one weekend time/date and different times of day: (This would work best if the players can meet at the Green Stewards' desk, looking at the diary.) If either player is still employed, all times must be evenings or week-ends. On arrival players will fill in score card(s) and leave in the Competition Secretary's pigeon hole after the match. Any match not played will be nul and void, both player(s)/team(s) being disqualified. In Singles, the Challenger should arrange for a scorer.

5d Should the Challenger fail to meet the requirements of 5c, the Player will progress, otherwise the Challenger will progress.

5e The winning player will post their name and score on the draw sheet, and also hand the card in to the Competition Secretary's pigeon hole in the Office.

5f Any difficulties will be dealt with by the Competition Secretary or the Bowls Committee and their decision shall be final.

By entering one or any of the competitions, you agree to your phone number being displayed on the Competition Boards within the club. They will not be on the Web site.

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