

Competition Rules for Mixed Pairs, 2 Wood Singles and 100up singles

1/ All entries shall be done on line or with the assistance of the Green Stewards at club. All players shall be responsible for entering their results on line as well as submitting 1 score card signed by both Skips in the Competition secretary's pigeon hole for checking.

2/ All matches will be played within a 2hour session, the winner being ahead at the end of the last end, or, if tied, the first to that total.

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. The online program will not allow play by dates to be exceeded, and only the Comp Sec can overrule this!

3a/ For each match, the first named competitor(s) shall be the Challenger(s), their opponent(s) the Player(s).

3b/ 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. If either player is in employment, all times must be evenings or week-ends. On arrival players will fill in a score card. In Singles, the Challenger should arrange for a scorer, or, if none available, will play with 2 jacks placed on the T at either end (as in Ladder League).

3c/ Should the Challenger fail to meet the requirements of 3b, the Player will progress, otherwise the Challenger will progress.

4/ No trial ends, toss for choice of mat on end1, otherwise, the winner of one end leads to the next, one visit to the head only each end, jacks knocked into the ditch will be played to, jacks knocked sideways out of bounds will be re-spotted.

5/ Substitution In Pairs, the players taking part in the first game shall constitute the team and play together throughout the competition. One additional player may be used as a substitute provided they have not already played in the competition. They may play in either position

6/ **Extra Rules for 100up.** For each end, the nearest wood will score 4pts, the second wood 3pts, the third and fourth score 2pt and 1pt respectively. If the first 2 woods are equally distanced, neither will score, and neither will any further bowls. If the 2nd and 3rd are equal, they and 4th bowls will not count and similarly for 3rd and 4th if equal. Shot wood always leads even if the other person has scored more.

Winner is first to 100, or highest score in 2hr session. If both reach 100 on final end, higher score wins, or if tied, person with shot bowl.

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.

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