



## GUIDELINES - CLUB CHAMPIONSHIPS CONDITIONS OF PLAY

- Practice:** No member shall practice or play on the **same rink** to which he or she is to play that day in any competition.
- Roll Up:** Two end, two bowl roll up **optional**. If **both** players decline, then rollup is not played.
- Direction of play:** Club Championship games will be played in the direction (North/South or East/West) as assigned for the day of the week by the Green Keeper, except for Finals and Gala days.
- Handicaps:** Handicaps are to be determined by Match Sub-Committee Club.
- Marking:** Players in singles games will need to arrange for a Marker to be present.
- Finals:** Finals are to be played on Rink 5.
- Reporting Results:** One of the players or the Marker must photograph the scorecard and text it to **both** Michael Rankin (0488 235 523) and Annie Westhead (0407 868 981) on the day of the CC match. The physical scorecard must then be put in the noticeboard cabinet.

### DURATION AND METHOD OF PLAY

In Club Championships the duration and conditions of play shall be in accordance with BV rules which currently are:

#### **Singles Championship:**

- This is a knockout competition from the first round.
- **25 shots up**, The first player to 25 is the winner
- Four bowls each player.
- Played alternately.
- Dead Ends need to be replayed.

#### **Novice Championship:**

- This is a knockout competition from the first round.
- **25 shots up**, The first player to 25 is the winner

- Four bowls each player.
- Played alternately.
- Dead Ends need to be replayed.
- A Novice must have played less than two years of Pennant.
- Any Novice (not only the Novice winner) may enter the Sandbelt Novice Competition.

*Apart from the abovementioned championships the Committee may, in any year, conduct the following tournaments or such other tournaments as the Committee may decide.*

#### **Pairs Championship:**

- This is a knockout competition from the first round.
- **Play 18 ends**, and four bowls each player.
- Player 1 plays 2 bowls, player 2 plays 4 bowls, player 1 plays 2 bowls then repeat (2x4x2 format).
- Dead Ends need to be replayed.
- Each player leads alternatively.

#### **100 Up:**

- The 100 up is a handicap event where one player starts on zero with the aim of scoring 100 points. The other player may have a handicap allocated by the match committee.
- In addition to those handicaps, any winner of the Ladies and Men's Club Championships, the 100 Up and the Minor Championship in the previous 5 years will be docked 5 points.
- The winner is the first player to **score of 100**. Scoring will be 4 points for shot, 3 for 2nd shot, 2 for 3rd shot and 1 point for 4th shot.
- **The lowest handicap player must start on Zero. The difference between the handicaps is then reflected in the scorecard. Example: if one player is handicap 10 and the other 30. The player 10 handicapper starts his game on zero and the 30 handicap starts on 20 for the purposes of scoring.**
- Dead Ends need to be replayed.
- Scorecards are to be filled in to show the starting handicap above the 1st end Totals columns.

#### **Minor Singles:**

- This is a knockout competition from the first round.
- **25 shots up**, The first player to 25 is the winner
- Four bowls each player.
- Played alternately.
- Dead Ends need to be replayed.

*(Any player who has previously won a club or higher-level Singles championship event is not eligible to enter.)*

#### **Triples Championship:**

- The game is played over **18 ends**.
- Two bowls each player, played in the order: lead, second and skip.
- Dead Ends need to be replayed.
- Handicapping works as follows: 1sts player = 4 points, 2nds player = 3 points, 3rds player = 2 points, 4ths player = 1 point. When assembling your teams, the maximum of accrued points should not exceed 8 points per team.