



GUIDELINES - CLUB CHAMPIONSHIPS CONDITIONS OF PLAY

General Conditions

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.

Handicaps: Handicaps are to be determined by Match Sub-Committee.

Marking: Players in singles games will need to arrange for a Marker to be present.

Finals: Finals are preferably to be played on Rinks 3,4,5 OR 6.

Reporting Results: One of the players or the Marker must photograph the scorecard and text it to the designated person on the Match Committee. on the day of the CC match. The physical scorecard must then be put in the noticeboard cabinet.

Gala Days: In order to facilitate the expedient start of the first rounds, Gala Days may be arranged to facilitate the playing of as many championship games as possible. Although not compulsory, competition entrants are encouraged to support these Gala days.

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

The Novice Championship is a one-day Round Robin event. Timing of this to be advised by the Match Committee at the start of the season.

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.
- Once the first round is played, no substitutes will be allowed.

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 accrued points should not exceed 8 points per team.
- Once the first round is played, no substitutes will be allowed.

Competition Schedule

For all championships, there are deadlines to meet.

- Ladies and Gentlemen's: The closest Friday to the 28 February
- All other championships – The closest Friday to the 31st of March.

In order to ensure that these dates are met, the match committee will produce a schedule stating the dates a specific round must be completed. The exact dates will vary from year to year.

The match committee will publish these dates when the draws are made.

Process to follow if dates cannot be met by a player or both players

- If a player cannot meet the deadline date for a specific round, he/she will be deemed to have given his opponent a walkover.
- If both players cannot meet the deadline, the match committee will conduct a coin toss to determine which players progresses to the next round. This coin toss will be conducted in front of at least one witness.
- No exceptions will be made and it is expected that players should withdraw from the competition if they cannot adhere to the schedule due to work commitments, holidays, illness etc.