

Competition Rules

General Rules

Challenger (name above line)

- offers 3 suitable dates to the opponent, at least 2 weeks before the closing date of the round.
- books a rink,
- for singles matches finds the marker.

Opponent (name below the line)

- informs the challenger of unsuitable dates/times.
(e.g. if you are in employment during the day or you are going to be away.)

No trial ends before Finals

Players may visit the head in all games

- This must not be used as a delaying tactic, as it is not in the spirit of the game.

No dead ends – re-spot the jack

Score cards must be signed and placed in the correct slot opposite Rink 1 for all matches.

Open Singles:

4 woods, winner is first to 21 or 2 hours (whichever happens first).

Novice Singles:

4 woods, winner is first to 21 or 2 hours (whichever happens first).

3-wood singles:

Play 2 sets of 9 ends each.

If the match is tied, play up to 3 more ends, winner is first to win 2 ends.

Fixed Jack:

4 woods, winner is first to 101 or 2 hours (whichever happens first).

If the jack is moved during play it should be replaced on its spot, or as close to it as possible, in front of the bowl and in line with the spot.

If there is a bowl covering the spot when marking, that bowl counts 4, then place the jack back on its spot before marking the other bowls.

Open Pairs:

4 woods, play 14 ends or 2 hours (whichever happens first).

If the match is tied, the winners are the pair who have won most ends; if this is equal an extra end is played.

Aussie Pairs:

4 woods, 2 sets of 7 ends each. If the match is tied, play up to 3 more tie-breaker ends, winners are first to win 2 ends.

1st players play 2 woods, 2nd players play 4 woods then 1st players play their other 2 woods. This means players take turns to be lead and skip.

NOTE: These matches must be booked in slots which last at least 2½ hours.

i.e. NOT (12pm to 2pm) or (4.30pm to 6.30pm)

Open Triples:

3 woods, play 12 ends or 2 hours (whichever happens first).

If the match is tied, the winners are the team who have won most ends;
if this is equal an extra end is played.

Sets:

The player winning the toss has the mat in the first end. The other player has the mat at the start of the 2nd set.

If the match goes to a tie-break, toss again, the player winning the toss shall have the option to take the mat and jack and deliver the first bowl or give it away in either the first or third end (assuming it goes to a third end) and the loser of the toss shall have the option to take the mat and jack and deliver the first bowl or give it away to their opponents in the second end. The match is decided by the winner of each end and NOT by the total number of shots.

Substitutes:

In the Pairs and Triples, players taking part in the first game constitute the original entry. One additional (and the same) player, who is an eligible member of the Club, may however, be used as a substitute at any time provided they have not already played in that competition. A substitute may play in any position.