

General Competition 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.

Dress – Greys

No dead ends – re-spot the jack

(except in Championship matches)

Score cards must be signed and placed in the appropriate slot opposite Rink 1 for all matches, even if the match is not played (i.e. walk-over).

Competition Rules

Championships: (Men's, Ladies'),

4 woods, winner is first to 21

Dead ends are re-played

NOTE: If there are more than 15 entries to either competition, the top 8 players will be seeded (based on last year's winter competitions). Players who lose in their first match will go forward into the Men's or Ladies' Plate competitions.

Singles: (Men's Plate, Ladies' Plate, Bradbury)

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

Fixed Jack: (Men's, Ladies')

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.

2-wood singles:

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

3-wood singles:

Play 2 sets of 9 ends each. Player losing the toss plays first in the 2nd set.

If the match is tied, play a tie-breaker set (see below).

Pairs: (Men's, Ladies', Mixed)

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.

2-wood Pairs: (Drawn)

2 woods, play 18 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.

Player losing the toss has the option to play first in the 2nd set.

If the match is tied, play a tie-breaker set (see below).

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)

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.

Fantastic Fives:

(12 ends) of Singles and (8 ends) of Fours are played simultaneously; followed by (10 ends) of 3-Wood Pairs and (10 ends) of 2-Wood Triples. It is down to the Team Captain to decide who plays in which discipline.

2 points for a win 1 point for a draw in each discipline.

The format of this competition will depend on how many teams enter. (It may be round-robin or knock-out). Since matches require 2 rinks and take more than 3 hours, they will be played in the evening.

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.

For Fantastic Fives two additional players, (one male one female, the same players) may be used as a substitute at any time provided they have not already played in the competition