

# **JUAN de FUCA (JDF) BOWLS CLUB**

## **CRACKERJACK TOURNAMENT**

### **CONDITIONS OF PLAY:**

1. **Laws of the Sport of Bowls**, Crystal Mark 3<sup>rd</sup> Edition, 2015, including all appendixes, unless specified in these Conditions of Play
2. **Closed Tournament:** This is a tournament for JDF Lawn Bowls Club Members only.
3. **Dress Code:** This is a fun tournament and team members are encouraged to choose matching colours, costumes are encouraged. Red is not to be worn, this colour is reserved for the umpires.
4. **Smoking:** There will be no smoking anywhere within the bounds of the West Shore Parks & Recreation, this includes electronic cigarettes.
5. **Game Format:**
  - a. The tournament consists of three 10-end games, random draw, with a time limit of 2 hours for each game
  - b. No Trial ends – 1 point first two ends
  - c. There will be a bell start for each game, to be rung at 10:00 a.m., 12:30 p.m., 2:45 p.m.
  - d. There will be a bell finish for each game, to be rung at 12:00 p.m., 2:30 p.m., 4:45 p.m.
6. **Burnt Ends:**
  - a. Only one burnt end allowed per game, per team
  - b. Jack to be re-set on the 2-meter mark
  - c. If a team burns more than one end, then score for both teams is 0 but the opposing team get 1 point for that end. The team who burns more than one end gets penalized for burning the ends
7. **Visitations to the Head:** Skip after the delivery of each of their bowls.
8. **Scoring:**
  - a. Win = **3 points**
  - b. Tie = **1.5 point**
  - c. Loss = **0 points**
  - d. Each end won = **1 point**
  - e. 10<sup>th</sup> end won = **Bonus point = 1 point**
  - f. **A total of 14 possible points per Game**

CRACKERJACK TOURNAMENT  
GAME 1

TEAM# 5 SKIP: Julie

OPPONENT TEAM# 7 RINK# 4A

WE				THEY		
END SCORE	TOT	END WON	END	END SCORE	TOT	END WON
3	3	1	1	-	-	-
-	3	-	2	2	2	1
4	7	1	3	-	2	-
1	8	1	4	-	2	-
2	10	1	5	-	2	-
-	10	⊕	6	5	7	1
-	10	⊕	7	1	8	1
1	11	1	8	-	8	-
-	11	⊕	9	3	11	1
1	12	1	10	-	11	-
	Bonus END	1		Bonus END		-

GAME 14 POINT SUMMARY			
We		They	
Win/or Loss	3	Win/or Loss	⊕
End Points	7	End Points	4
Team Total	10	Team Total	4
OPPONENT SKIP >>>		Skip Initials	

Win = 3.0 Pts Total Pts Per Game Must Equal 14  
Tie = 1.5 Pts  
Each End = 1.0 Pt (10 Pts Per Game)  
Last End = Bonus Pt End = 1.0 Pt Extra

CRACKERJACK TOURNAMENT  
GAME 2

TEAM# 5 SKIP: Julie

OPPONENT TEAM# 8 RINK# 5D

WE				THEY		
END SCORE	TOT	END WON	END	END SCORE	TOT	END WON
2	2	1	1	-	-	-
-	2	-	2	2	2	1
1	3	1	3	-	2	-
-	3	-	4	2	4	1
-	3	-	5	1	5	1
1	4	1	6	-	5	-
1	5	1	7	-	5	-
2	7	1	8	-	5	-
-	7	-	9	1	6	1
-	7	-	10	1	7	1
	Bonus END	⊕		Bonus END		1

GAME 14 POINT SUMMARY			
We		They	
Win/or Loss	1.5	Win/or Loss	1.5
End Points	5	End Points	6
Team Total	6.5	Team Total	7.5
OPPONENT SKIP >>>		Skip Initials	

Win = 3.0 Pts Total Pts Per Game Must Equal 14  
Tie = 1.5 Pts  
Each End = 1.0 Pt (10 Pts Per Game)  
Last End = Bonus Pt End = 1.0 Pt Extra

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- h. Team with the most points in 3 games wins the tournament
- i. Ties among teams will be broken by a ONE BOWL playoff between Skips
  - ii. The Jack is placed on the Green diagonally to the direction of play
  - iii. Each Skip from the tied teams throw one bowl
    1. e.g. Top three scores are tied, three Skips bowl
      - a. Closest to the Jack =
        - i. 1<sup>st</sup> place
        - ii. 2<sup>nd</sup> place
        - iii. 3<sup>rd</sup> place
      2. e.g. Two teams tie for second, two Skips bowl
        - a. 2<sup>nd</sup> place
        - b. 3<sup>rd</sup> place
      3. e.g. Two teams tie for third, two Skips bowl but only the Skip with the bowl closet to the Jack wins and is in third place
9. **Monetary Prizes:** Will be awarded based on criteria decided by the Games Committee. Hidden prizes are encouraged.