

JUAN de FUCA (JDF) BOWLS CLUB
CRACKERJACK
CLUB TOURNAMENT

CONDITIONS OF PLAY:

1. **Laws of the Sport of Bowls:** Crystal Mark 4th Edition, 2022, including all appendices, unless specified in these Conditions of Play.
2. **Closed Tournament:** The team members must be from Juan de Fuca Lawn Bowls Club.
3. **Dress Code:** This is a fun tournament and team members are encouraged to choose matching colors, costumes are encouraged except for red, that color is reserved for the umpires.
4. **Smoking:** There will be no smoking anywhere within the borders of the West Shore Parks & Recreation, this includes electronic cigarettes.
5. **Game Format:**
 - a. **Games:** Three 10-end games. Random draw.
 - b. **Teams:** Mixed Triples. Random draw, mixed where possible.
 - c. **Time Limit:** 1 hour 45 minutes for each game.
 - d. **Trial Ends:** **NO.** Maximum of 1 point for each of the first two ends.
 - e. **Bell Start:** 10:00 a.m., 12:30 p.m., 2:45 p.m.
 - a. **Bell Finish:** 11:45 p.m., 2:15 p.m., 4:30 p.m.
 - b. **Game Sharing is Permitted:** A player must play an entire game but may allow an alternate to play for them in the next game(s).
 - f. **Burnt Ends:**
 - i. Only one burnt end allowed per game, per team.
 - ii. Jack to be re-set on the 2-meter mark.
 - iii. If a team burns more than one end, then the 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.
6. **Visitations to the Head:** The Skip after the delivery of each of their bowls.
7. **Scoring:**
 - a. Win: **3 points**
 - b. Tie: **1.5 point**
 - c. Loss: **0 points**
 - d. Each end won: **1 point**
 - e. 10th 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	E N D	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

g.

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GAME 2

TEAM# 5 SKIP: Julie

OPPONENT TEAM# 8 RINK# 5D

WE				THEY			
END SCORE	TOT	END WON	E N D	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

- h. Team with the most points in 3 games wins the tournament
- Ties among teams will be broken by a ONE BOWL playoff between Skips
 - The Jack is placed on the Green diagonally to the direction of play
 - Each Skip from the tied teams throw one bowl
 - e.g. Top three scores are tied, three Skips bowl
 - Closest to the Jack:
 - 1st place
 - 2nd place
 - 3rd place
 - e.g. Two teams tie for second, two Skips bowl
 - 2nd place
 - 3rd place
 - 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

8. Monetary Prizes: Will be awarded based to 1st, 2nd, and 3rd place finishes.