

# JUAN DE FUCA LAWN BOWLS CLUB

## KIWI QUADDIE

### 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.
3. **Dress Code:** Players' shirts and pants may be in any colour, with the exception of red which is reserved for the umpires. All members of the team are to be attired in the same colours.
4. **Smoking:** There will be no smoking anywhere within the borders of the West Shore Parks and Recreation, including no smoking of electronic cigarettes.
5. **Game Format:**
  - a. **Games:** **12-ends** except for singles which will be played to 15 points and/or 1.5 hours. **Random Draw**
  - b. **Time Limit:** **2 hrs. Singles 1 hrs 30 min.**
  - c. **Round 1:** 2 Pairs games
  - d. **Round 2:** 1 Triples game  
1 Singles game
  - e. **Round 3:** 1 Fours game
  - f. **Bell Start:** 9 a.m. for Round 1 (2 pairs games).  
The start time for all other games is at the discretion of the tournament coordinator.
  - g. **Bell Finish:** 12:00 p.m. for Round 1 (the rest based on start time)
  - h. **Trial Ends:** **NO.** First two ends maximum 1 shot awarded per end.
  - i. **Burnt ends:** The Jack will be reset at the 2-metre mark.
  - j. **Tie Games:** **MUST** be broken. If the score is TIED after 14 ends, &/or 1.5 hours for Singles then an extra end will be played to break the tie.  
If the tie is 14-14 and a bowler wins more points in the tie-breaking end, only the tied points will count.

**6. Visitations to the Head:**

**SINGLES GAME:** Both players after delivery of their 3<sup>rd</sup> and 4<sup>th</sup> bowls.  
In exceptional and limited circumstances, a singles player may ask the marker for permission to walk up to the head.

**PAIRS GAME:** Leads after delivery of their 3<sup>rd</sup> and 4<sup>th</sup> bowls.  
Skips after the delivery of their 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> bowls.

**TRIPLES GAME:** Leads after delivery of their 3<sup>rd</sup> bowl.  
Seconds after the delivery their 2<sup>nd</sup> and 3<sup>rd</sup> bowls.  
Skips after the delivery of each of their bowls.

**FOURS GAME:** The Leads, after the second player in their team has delivered their 2<sup>nd</sup> bowl.  
Seconds after delivery of their 2<sup>nd</sup> bowl.  
Vices after delivery of their 2<sup>nd</sup> bowl.  
Skips after delivery of each of their bowls.

**7. Scoring:**

**a. Win:** 3 points

**b. Loss:** 0 points

**c. Shot Differential:** Will be capped at 15 points.

**d. Tournament Winners** will be decided by total points after all games have been played.

i. In the case of a tie; shots for divided by shots against will be used.

ii. If still tied, the number of ends won will be considered.

iii. **Please enter ends won on all scorecards.**

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