

## Cutthroat Conditions of Play

- Three players per rink (possible 4 if uneven numbers)
- One player to be designated:
  - o Scorekeeper
  - o Raker
  - o Shot decider (Towel person) & Measurer (all players must agree)
- On First end anyone can throw Jack, (we usually do alphabetical for first end only) Jack **does not** have to be on centerline but must be in bounds. (**do not centre jack, even if close to rink boundary**). **Over thrown jacks that go in the ditch or out of bounds will be redelivered by next person and play resumes.**
- Fourteen ends to be played, (*if four players only use 3 bowls*)
- 10 points scored per end, 140 points total
  - o 1st shot - 4 points
  - o 2nd shot - 3 points
  - o 3rd shot - 2 points
  - o 4th shot - 1 point
  - o **If four players your final score will be increased by 25%**
- Use scoring towel to facilitate recording of scores
- Player with first shot goes first next end and places mat and throws jack.
- Player with next closest shot goes second
- Burnt (*jacks that go out of bounds during play*) to be placed on two metre mark
- **Touchers are not part of this game, any bowl in the ditch is a dead bowl (discourages runners)**
- **Any Jack carried to the ditch by a bowl stays live in the ditch as long as in bounds. However, any bowl in the ditch is dead.**
- Score card totals must add up to 10 points per end and 140 total, do not accumulate as you go, check balance after 7 ends as per scorecard
- **No head visitations allowed.**