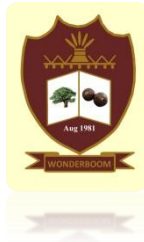


WONDERBOOM BOWLS CLUB



Pro 10 Pairs and Trips Conditions of play

All games shall be played in accordance with: **THE LAWS OF THE SPORT OF BOWLS – CRYSTAL MARK 2nd EDITION** and **THE DOMESTIC REGULATIONS OF BOWLS SOUTH AFRICA** and the following **CONDITIONS OF PLAY**:

FORMAT OF PLAY

1. Two Bowl Pairs and Trips.
2. Teams could be entered as either all men, all women or mixed gender for the pairs format and must be mixed for the trips format.
3. The scoring will be over ten (10) ends per game with a maximum of 100 points. The bowl nearest the jack scores 4 points with each subsequent bowl scoring one point less. The end will allow for 10 points with only the closest 4 bowls earning points.
 - a. Nearest to the Jack = 4 points.
 - b. Second shot = 3 points.
 - c. Third shot = 2 points.
 - d. Fourth shot = 1 point.
4. The team with the bowl nearest to the jack at conclusion of an end will start the next end.
5. To determine the section winners the following will be applied:
 - a. The Highest number of Points, if equal;
 - b. The Highest Aggregate, if equal;
 - c. The Highest Shot Percentage, if equal;
 - d. One (1) Tie-Breaker-End will be played. This will be done from the northern end, towards the Club House and will be played with two bowls by each Lead (1) of the Team. The jack and the mat must be placed on the 2 meter mark and the two Skips will toss a coin to determine who plays first. (The mat cannot be given away in this case)
6. Points allocation will be as follows:
 - a. Two (2) points for winning a game.
 - b. One (1) point for drawing a game.
 - c. Zero (0) points for losing a game

TRAIL AND BURNT ENDS

7. No trial ends will be allowed for all the games.
8. No burnt ends. Jack out of bounds will be spotted on the 2m T.

WITHDRAWING FROM THE TOURNAMENT

9. Should a pair not be able to continue in the section playoffs for any reason all their results to the point of withdrawal shall be expunged from the records and the teams still to play them will have a bye.

PRACTISE AND WARM-UP

10. Teams not playing due to a Bye or Withdrawal, but due to play in the next round, may practise on a rink allocated by the Controlling Body. This may be done with a jack and a mat, because the opponent has already played a game.
11. Players may warm up before a game with the approval of the Controlling Body, but must be in the opposite direction of expected play. No target such as a jack may be used.