

Conditions of Play
A. Cullen & Son and Peugeot
2021 Inter-club Night Bowls Challenge

Teams

Teams of 8 players (2 x open fours teams). Players welcome to combine teams or members from different clubs.

Teams “A” and “B” play a game of fours over 18 ends or the bell (6.30pm start – 9.00pm finish)

Dead Ends

Dead ends will be replayed, unless the bell has been rung for end of play, in which case the Jack will be re-spotted on the 'T'

Scoring

6 points for a win. 3 points for each end won. **Plus** the shots scored

The total of teams “A” and “B” results will determine the overall competition winners.

Nightly round winners will be determined on the individual team of four results for the night.

In the event of a tie, a count back will be used. This will be based on most ends won, then margin, then margin percentage, then highest scoring end. The decision of the controlling body is final.

Trophies

Round Trophies

The winners and runners up each night will be two individual fours teams with the highest scores.

Challenge Shield Trophies

The two highest aggregate scores for the competition (teams of 8) will be winners and runners up of the competition.

Wet Weather

In the event of wet weather, 10 ends will constitute a game.

If the game is cancelled because of wet weather, the round will be played the following Thursday.

The decision of the controlling body is final.

Competition Timing

Round 1: Thursday 23 September

Round 2: Thursday 30 September

Round 3: Thursday 7 October

Round 4: Thursday 14 October

Round 5: Thursday 21 October

Round 6: Thursday 28 October
(FINALS AND PRESENTATIONS)

SKIPS PLEASE NOTE

Collect green fees of \$12.00 per player per night.

Arrange for subs in your team if required.

Phone Nambour Bowls Club on 5441 1076 if uncertain of weather conditions.

Notify players in your team if a game is cancelled due to wet weather.

Tie Break Sequence

For round-robin weeks, the determination of winners and runners-up will be based on total points being the sum of 3 points per end, the score at completion of the game, and 6 points for a win, 3 points for a draw.

If two or more teams have equal total points and are in the running for a place, then the tie break procedure will be:

Highest number of ends,

Highest Margin,

Highest Proportional Margin (based on margin divided by total score for) if Margins are equal, Note this is a simple calculation in that since the margins are equal the team/side with the lowest total score has a higher proportional margin. Eg margin of 10 out of a total score of 30 is better than a margin of 10 out of 50.

Highest scoring end in the game,

Highest scoring end starting at the last end played.

For the two sides in the Final, the scores, ends etc will be aggregated, and both team's cards will be considered together when determining margins, highest scoring ends etc. The above sequence will be applied to determine the winning side.