



# WESTERN CAPE BOWLS

## Western Cape Singles - Conditions of Play

Played in two sections of 6 players on a league basis to establish the winners and runners-up of each section

Day 1: ROUND 1 -4. Day 2: ROUND 5, SFs & F

Winner of Section 1 plays Runner-Up in Section 2 & Winner of Section 2 plays Runner-Up in Section 1 in 2 Semi-Finals

Winners of SF's play in Final for Gold/Silver & Both losers receive Bronze.

## FORMAT - SET PLAY

2 Sets of 9 ends per Game with a 3 end tie breaker if the sets are shared.

DURING SECTIONAL PLAY, all 9 ends of a set must be completed and the shots recorded

DURING PLAY-OFFS, set will be decided if at any point it becomes impossible for one player to draw or win the set

given the number of ends remaining.

Before start of game, and also a tie breaker, the opponents shall toss a coin and the

winner of the toss has the option to play first or transfer the start to the opposition. Winner of set 1 play first in set 2.

Burnt ends not to be replayed- Jack to be spotted on 2m mark.

## TIE BREAKER

If the game is tied after the two sets have been completed (each player having won a set or both sets have been drawn) a tie breaker consisting of three ends must be played to decide the winner (Best out of 3- NOT SHOTS)

## SCORING

1 Point for each game won. 1 Point for each set won, 1/2 point for each set drawn = 3 POINTS PER GAME

Section winners shall be decided as follows: 1. Total Points 2. Sets won 3. Shot Aggregate & if still equal,

4. Winner of the game between the 2 players that are equal