BOLAND BOWLS

MASTERS CONDITIONS OF PAY

4-Bowl Singles played in 2 sections of 8 players on a league basis to establish the winners of each section.

The 2 section winners progress to the final and will play for Gold. The runners up in both sections will receive bronze.

4 Games played on Saturday and 3 games on Sunday plus the Final

FORMAT – SET PLAY

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

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

DURING FINAL, 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, 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 placed at the 2m spot, EXCEPT FOR THE THIRD END(ONLY) of a match tiebreaker

when each player will be entitled to "kill / burn" the end once, with the end being replayed.

Players must clearly declare to the marker & opponent an intention to kill the end, prior to the delivery of each bowl by giving the crossed arms(X) signal.

TIEBREAKER

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 tiebreaker consisting of three ends must be played to decide the winner (Best out of 3- NOT SHOTS)

In the tiebreaker, the player winning the toss shall choose whether to take the jack or give it away on the FIRST & THIRD end(assuming it goes to a 3rd end)

The loser of the toss then has the choice to take the jack or give it away on the SECOND end.

SCORING

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

A total of 21 POINTS per player is available during sectional play. The winner of the section shall be determined as follows:

1. The player with the highest number of cumulative Points(NOT WINS) 2. Sets won 3. Shot Aggregate & if still equal,

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