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Scorecards: Tim and Amy Nixon with Nixon Group Realtors.

\$200 Prize donation: Brad Berg

Tournament Venue / Dates

Tuesday and Wednesday, March 5^{th} and 6^{th} – **Johnson LBC** – Report at 8:30am both days

Last year's winning team: Ian Ho & Kottia Moore

Conditions of Play

The Controlling Body reserves the right to change or alter the program to successfully carry out or finish the event per law 55.3.4.

Unless noted differently in these CoPs, all games will be played in line with the Laws of the Sport of Bowls, Crystal Mark 4th Edition.

FORMAT AND SCORING:

• <u>Day 1</u> – Random draw. Pairs (4 bowls each). 4 (four) 8-end games. Ties stand, all eight ends must be played. At the end of each game, skips verify the score and sign the opponent's card. Cards must be turned in to the scorekeeper by the winning skip after the 4th game.

At the end of day 1, teams are ranked according to the scoring paragraph below.

- Scoring: Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. Plus points will be maxed at +/- 7 per game.
 Teams are ranked by;
 - 1) Match points
 - 2) Plus point differential
 - 3) Fraction Your actual total points / (your actual total points + opponent actual total points)
- Tie Breakers: Day 1 Ties stand, play all 8 ends. Day 2 Ties must be broken with an extra end. For determining the championship bracket only, at the completion of day 1 games, in the case of a tie of match points and plus points there will be a one end playoff. Details are posted below. Any playoff ends will start at 8:30am on Day2.
 - For any other ties of wins, plus points, and fractions the tie will be broken by a coin flip.
- <u>Day 2</u> Teams will be put into Flights per Day 1 qualifying criteria. All games are 10 ends, a game may be conceded at any time. Ties must be broken by playing an extra end. 3 (three) games max. All teams are to fill in the names on the flight sheet and find your next rink assignment.
 - o The first game losers in the championship flight are placed in the **second** flight. The second-round losers of the 2nd flight are out. Semifinal game losers play for 3rd & 4th place.

- Trial Ends: Prior to the start of play at 8:45am each day, each player will be allowed four up and back for trial ends. If both teams or players agree, trials can be skipped. If you change greens, you are allowed trial bowls.
- No Burned Ends: A jack in motion that passes completely outside the boundaries of the rink of play must be respotted at the 2-meter mark on the center line. If that position is occupied by a bowl, the jack will be placed between the bowl and the mat line without touching the bowl.
- Byes or forfeits are considered a win. Their score is the average winning score for the round. Their opponent's score is the average losing score for that round. Teams with a bye can practice on a rink assigned by the Tournament Director as available.
- Visit to the Head; Leads after 3rd bowl. Skips after 3rd bowl. Both skips go to the mat at cross-over.
- Please keep games moving. Start each game as soon as your teams and rinks are ready.

PRIZE MONEY/AWARDS:

• The number of entries minus expenses determines the allocation of prize money and is posted at the venue.

PRACTICE:

• Competitors may practice each morning before play begins and the day prior to the start of the event, according to the host venue's instructions. Hours will be communicated in advance on the tournament entry form.

BOWLS, FOOTWEAR AND ATTIRE:

- Shoes must be flat-soled and heel-less.
- Matching Team members' shirts with collars and below-the-waist attire strongly encouraged. They may be white or colored. No cotton T-shirts.
- There will be no inspection of bowls.

SUBSTITUTIONS:

- Substitutes may be allowed, after the commencement of the opening round, in the event of illness or any unforeseen circumstance, once approved by the Tournament Director, as follows:
- a. All substitutions must abide by the conditions outlined in the updated Substitutions Rules on the Bowls USA website.
- b. Substitutes may not skip.
- c. No substitutes for Singles after play has commenced.

CHANGES IN SCHEDULING:

- If an event cannot be conducted in accordance with the published schedule or if a special situation arises, the Tournament Director/Committee may make whatever changes it deems appropriate.
- If a game is suspended due to inclement weather or unforeseen circumstances, the Tournament Director/Committee will determine if/when the game will continue. If all the games in a round cannot be completed, the results will be rolled back to the last fully completed round.

UMPIRES:

• Prior to the start of play, umpires, as available, will be introduced. Measure your own short jack, tapes are available.

DISPUTES:

- The umpire's decision is final in all circumstances except those relating to the meaning or interpretation of a law, in which case there will be a right of appeal to the Controlling Body (SCD Board & Tournament Director/Committee).
- Dispute Committee; SCD Tournament Committee

OTHER LAWS, REGULATIONS AND POLICIES:

- SCD Code of Conduct. Skips have acknowledged the SCD Code of Conduct, which is section III of the SCD Bylaws. Skips are responsible for informing team members of this acknowledgement.
- Always let the director of the head know BEFORE delivering a running shot. Please, no surprises.
- Lunch; Day1 after the second game. Day2 after the first game. BRING YOUR LUNCH.
- We can use the greens for this tournament as allowed by the hosting club. Please keep this in mind while bowling. Damage to the greens at this point of the season will only get worse until the growing season begins next summer.
 - No tossing bowls from the sidewalk to the green.
 - No dropping bowls on the mat.
 - No running on the greens. If a visit to the head is allowed, follow your bowl walking
- Erase scoreboards with a wet sponge so as not to scratch them
- Please help pick up the equipment and trash as well as your belongings before leaving the green after your last game of the day.
- Cell Phones and/or Sound-Emitting Devices: Any such devices must be muted or turned down. Violations shall be considered a violation of rink possession. Law 41.7 is not superseded.
- Smoking: Smoking is prohibited on any green and is only allowed in designated areas.

Special Rules for Qualifying for Championship vs 3rd Flight Only

If there is a tie in win points AND plus points with teams that would determine which is in the championship flight and which is in the 3rd flight, there will be a play-off of one (1) end prior to announcements. Trial bowls from far end, rake bowls back to far end for playoff. Visits to head after 3rd and 4th bowl only.

If there are more than 8 undefeated teams (4 wins, no loses) there will be one (1) end playoffs to determine which is in the championship flight and which is in the 3rd flight. If 7th and 8th are tied in plus point, then both may be involved in the playoff for the championship flight position.

For any other ties of wins, plus points, and fractions the tie will be broken by a coin flip.

Playoff possibilities for a tie in win points and plus points. All playoffs are one (1) end.

Two Way – 8th and 9th.

Winner is 8th, loser is 9th

Three Way -7^{th} , 8^{th} , 9^{th} -**OR**- 8^{th} , 9^{th} , 10^{th} .

For example; 7, 8, 9th place ties

7th plays 8th. Winner is 7th place, then Loser plays 9th. The winner is 8th place.

For example; 8, 9, 10th place tie

9th plays 10th, Loser is 10th place, then winner plays 8th. The loser is 9th place.

Four Way -6^{th} , 7^{th} , 8^{th} , 9^{th} -**OR**- 7^{th} , 8^{th} , 9^{th} , 10^{th} -**OR** - 8^{th} , 9^{th} , 10^{th} , 11^{th}

For example; 6th, 7th, 8th, 9th place ties

6th vs 9th, 7th vs 8th.

Winners of first round play for 6th and 7th place.

Losers of first round play for 8th and 9th place.

For example; 7th, 8th, 9th, 10th place ties

7th vs 10th. 8th vs 9th.

Winners of first round play for 7th and 8th place.

Losers of first round play for 9th and 10th place.

For example; 8th, 9th, 10th, 11th place ties

8th vs 11th, 9th vs 10th.

Winners of first round play for 8th and 9th place.

Losers of first round play for 10th and 11th place.

Playoff possibilities undefeated teams. All playoffs are one (1) end.

9th place is 4-0.

8th place alone; 8th plays 9th. Loser is 9th, winner is 8th.

 7^{th} & 8^{th} are tied; 8^{th} plays 9^{th} . Loser is 9^{th} . Winner plays 7^{th} . Loser is 8^{th} , winner is 7^{th} . 9^{th} and 10^{th} are 4-0.

8th place alone; 9th plays 10th. Loser is 10th, winner plays 8th. Loser is 9th, winner is 8th.