

# Caerleon Bowling Club (Est 1951)

## Part 6 - Guide to Annual Club Competitions

1. The Club will hold Club Competitions annually for all eligible club members.
2. Applications  
Application forms for entry into club competitions will be available at pre-season meeting and on the pavilion notice board. They should be completed and returned to the Competition Secretary by the end of April.
3. Eligibility  
Fully paid-up members ONLY are eligible to enter club competitions.
4. Dress Code  
Grey trousers and Club or other (White) top should be worn for all club competitions, with Whites being worn on Finals Day.
5. Dates and Times  
The first named person will be the home player and it is their responsibility to arrange a date with their opponent. He must offer two (2) dates with times on which the game will be played and must NOT include the closing date for the round. The accepted time and date can be entered on the tournament sheet and the rink should be booked in the club diary.  
If the game is not played by the round closing date the home player will forfeit the game, unless circumstances (weather, illness) dictate otherwise.
6. Default  
In the event of any player failing to appear in any competition after agreeing a date and time the player will be disqualified.
7. Match Play Rule
  - a) All competitions will be played as shown in items 10 to 17 inclusive.
  - b) Matches will commence with the toss of a coin to decide who will bowl first. The mat will be placed not less than 2 metres from the rear ditch and not less than 25 metres from the front ditch
  - c) If the scores are level at the end of the game, extra ends may be required to establish a clear winner.
8. Markers  
It will be the responsibility of the FIRST NAMED person to arrange for a 'Marker' whose duties will be as set out in 'Duties of Marker' displayed at the end of these rules.

9. General

- a) The Competition Secretary with the club's Management or Selection committee (if required) will make a draw for the first rounds of the tournament at the start of the OUTDOOR bowling season.
- b) Immediately after the closing date of each round the Competition Secretary will consult with the club Management Committee to make decisions where necessary, in respect of ties not played and other defaults which may warrant disqualifications or other measures.  
The decisions of the Management Committee are final in all respects relating to these competitions. The following competitions shall be held (subject to alteration) each year.

10. CHAMPIONSHIPS - (a) Club Championship and (b) Over 60's Championship

Single game, each player will have 4 bowls – the first player to score 21 shots will be declared the winner and go forward to the next round.

11. HANDICAP

A singles game of 21 shots, each player has 4 bowls, all players will have their handicap decided by the Competitions Secretary. The handicap can be claimed in all rounds throughout this competition. The first player to score 21 shots including their handicap will be the winner and go forward to the next round.

12. JUBILEE CUP

A singles game of 51 points, each player has 4 bowls. The points are scored by the nearest 3 woods to the jack, the nearest scores 3 points, the second scores 2 points and the third scores 1 point. The first player to score 51 points will be declared the winner. In the event of a tie extra ends are to be played until there is a clear point winner.

13. TWO WOOD

A single game of 21 ends, each player has 2 bowls. The player who scored the most shots after 21 ends will be the winner and go forward to the next round. In the event of a tie extra ends are to be played until there is a clear point winner.

14. SINGLES SEVEN UP CUP

A singles game of 3 sets, each player has 4 bowls. The winner of each set is the first player to score 7 shots, the first player to win 2 sets will be the winner of the tie and go forward to the next round.

The player who bowls first in the first set also bowls first in the 3<sup>rd</sup> set. His opponent bowls first in the second.

15. SINGLES NON-PREVIOUS WINNER

A single game each player has 4 bowls. The first player to score 21 shots will be the winner. Applications to enter this competition is restricted to members who have not won any singles competition in the club.

**16. GENTS PAIRS**

A pairs game of 21 ends, each player has 2 bowls. The leads play their 2 bowls each before the skips, the pair who score the most after 21 ends will be the winners of the round. An extra end is played if the scores are level after the 21<sup>st</sup> end. No substitutes are allowed.

**17. REG WILLIAMS SHIELD**

A singles game of 5 ends, each player has 4 bowls. The player who has scored the most shots after 5 ends shall be the winner and go forward to the next round. In the event of a tie an extra end is to be played. This competition is open to all members who are not playing in any of the club competition finals ON FINAL'S DAY and those who are present at the time of the draw on final's day. In the final of this competition the number of ends to be played will be 7.

**NOTE:** At the end of each tie the winner must inform the Competition Secretary and add his name to the next round on Competition Sheet held on the notice board at the Pavilion. Failure to do so could end in disqualification.

