

Basic guide to Club Competitions

For New Members

Version 6

All club competitions are played on the club grounds.

It is the responsibility of the first named competitor to arrange the match with his/her opponent. In practice, it is best to arrange a mutually agreed date/time. Please note, as all members have keys to the club premises, this can be anytime when there is not a friendly or County competition scheduled!

In most competitions, you will also need a marker/umpire/scorer. Approach another member of the club to make sure they are willing to act for you during the match. If free, any member will be happy to act for you.

When you have arranged a date/time for your match, one competitor should write down the date & time in the club diary – kept by the door. In past years Monday morning was the day the grass was cut. We have tried to get the Borough to cut it three times a week last year – without success! It should be cut Monday, Wednesday, and Friday mornings. We will see what happens this year.

Some competitions require you to select a rink at random. There is a small cigar tin in locker 15 (Gentlemen's changing room) which has 6 numbered discs in it. Choose one at random.

The scorer/marker will require a score card, pen, and score card holder (all in locker 15 – as above).

Whilst you are playing, you can ask the scorer/marker direct questions, such as "Who is nearest the jack?"; or "where did my last wood end up - before or after the jack?". You cannot ask his/her opinion on play, such as "How am I doing?"

Scoring is usually by mutual agreement. In the case of uncertainty, the scorer's decision is final. Any competitor can ask the scorer to measure distances from their wood to the jack.

At the end of the match, shake hands with your opponent(s), and thank the scorer! The scorer may ask you to sign the score card as agreement of the final score.

One of the competitors should update the lists of players in the clubhouse with the winner's name.

Scorecards are left in the small box below the noticeboard near the water cooler.

Guidance on the rules of each competition are posted on the club noticeboard, but anyone who's been a member a few years will give you guidance. When planning a match, be aware some matches can last up to 3 hours, so allow time for your play!

All competitions are mixed, apart from Championships and Handicap competitions.

Enjoy your matches and be aware that some of your opponents will have been playing many years. If you lose today, your turn will come!

Club Competitions

General

Any player/team may withdraw from the competition at any time and give a bye to their opponents in that round. All singles matches need a marker, arranged by the “home” player (the first named player). The home player/team takes responsibility for agreeing a match date with the opponent and booking the rink. Each round has a play-by date that **must** be met. If the match has not been arranged within a week of the play-by date the opponents take responsibility for the arrangements. If the game has not been played and neither side has conceded the match, then the two losing sides from the previous round will be invited to play each other and the winner of that game will go forward to the next round, which must still be completed by the play-by date.

Men’s and Ladies Championship – single player competition, one-on-one. Played with 4 woods, first player to reach 21 points is the winner of that round. Knock-out competition.

Men’s and Ladies Handicap – like the Championship, but each player is given a handicap decided by the committee. So, if one of you has a handicap of, say, 3 points, then the other has a score of 3 before the game starts. If both have a handicap, say one 5 and the other 2, the player with the lowest handicap will, in this example, start the game with a score of 3. First player to reach 21 points wins that round. Knock-out competition.

Pinnock Cup - single player competition with 4 woods. At the finish of each end scoring is as follows: 4 points for the wood nearest the jack, 3 points for the next nearest, 2 for the next, and 1 for the next (a total of 10 points each end shared between both players). The player winning the 4 points takes the jack and starts the next end. The winner of each round is the first player to reach 71 shots. This is also a “fixed jack” competition. This means, when the jack has been bowled and positioned, it is placed on a ‘marker’ by the scorer. If the jack is knocked away from the marker, it is replaced back on the marker by the scorer. If a bowl is over the marker, it is moved slightly so the jack can be placed and left touching the jack. This is a knock-out competition.

Roger Gilmour – this is a one-day event. **If you have entered your name, please mark the day and remember to turn up!** Each player will be put into one of four (or more!) teams. The format is changed to accommodate the number of entrants, but we try to make this a triples competition. In past years this has been an all-day event should numbers fall this could become an afternoon only event in future years. A ploughman’s meal is served after the end of play and is pre-ordered to meet dietary needs. All players wishing to participate are accommodated.

Mixed Pairs – Two players play as a team against another pair with four woods each. The competition is played over 18 ends. Knock-out competition.

Two Wood Singles – as its name suggests, two players against each other, with two woods each. The competition is played over 18 ends. Knock-out competition.

Friday Mixed Triples – this is run as a small league during Friday afternoons in July and August. It is a triples competition, with 5 people (minimum) in each team. To get a reasonable competition we need at least 20 members to enter each year. Not everyone will play every Friday. Normal bowling rules apply. Team scores in each round as follows - win = 2 points, draw = 1 point, lose = 0 points. The overall winner of the league is the team with highest points win, or, if a draw, shot difference is counted. This is normally run over 6 Fridays from mid-July to the end of August. Though this year we are looking to have 6 teams and re-name the competition to the “Late Summer Triples”.

Maiden Trophy – open to any member who has not won this competition previously or won any singles competition in the club, but if you have been a member of a winning team in another competition, or the Friday Triples, you can still enter this competition. The first player to reach 21 wins. Knock-out competition.

Captain's Day – another one-day event. Ladies V. Gentleman. Organised by the Club Captains. Sign up on the forms posted in the clubhouse. Usually we have “honorary ladies” played by men members as there are not enough ladies. Cross-dressing is purely optional. Normally played as triples event, but if odd number of players, two teams may play as ‘rinks’. Winner on shot difference between the Ladies and Gentlemen teams. Winner is either the Ladies or Gentlemen Club Captain. All players wishing to participate are accommodated.

Aussie Pairs – Played as a knock out competition. Two players against another two players. Each player alternates as ‘lead’ and ‘skip’ 14 ends played each round. Although mainly a fun competition, there will be points awarded – and points mean prizes, or cups and trophies in our case.

President's Day – This is another one-day event. Sign up on the notices posted in the clubhouse. Normally we have three rounds played as triples. Each team will be given a rink number. At the end of each round of six ends, the winning team moves ‘up’ a rink number, and the losing team moves ‘down’ a rink number. Winning team determined by shot difference. It is usual to have a “spider” competition at the start of the afternoon, £1 entry and all proceeds to the President's Charity of the Year. Winning team decided by shot difference. All players wishing to participate are accommodated, therefore format subject to change

Final Days – Not strictly a competition in itself. This is simply two days when most final competitions should be played. Whites are normally worn for this event. We aim to finish ALL finals over these two days. If you didn't make a final, please do come along and support other players. Have a chat and partake of the refreshments and help the atmosphere!

Finale Challenge – The very final competition of the year. One-day event, and once again please sign up on the notices in the clubhouse. At the end of the afternoon's play, we have the traditional fish & chip supper (other options available, including vegetarian). Play is similar to Roger Gilmour, in that teams rotate from rink to rink. Traditionally it was played as Men V. Women but is now played as a mixed event. More details on the day. Normally a triples game with shot difference deciding the winning

team. All players wishing to participate are accommodated, including those who attend for the meal only. All meals are pre-ordered.

Dress code for Competitions. Most competitions can be played in standard dress – greys. Some events, i.e., those on Saturdays or Sundays, are normally played in whites. If you are a new member, however, the club will overlook it if you do not yet have white trousers/skirts. The main thing is to take part!

One-day events. *These are normally 'advertised' by posters on the club notice boards (except the Roger Gilmour). If you have entered or written your name on a poster it is VERY IMPORTANT that you either turn up or let the Club Secretary or Club Captains know you will not be there. Apart from the cost of food provided it makes the organisers job very difficult if people do not turn up when expected.*

Oh yes, not only, but also. If you know you are going to be away on holiday for around a month or 6 weeks in August or September, please consider carefully if you really can commit to certain competitions. Especially the Mixed Pairs and Aussie Pairs!!