**Conditions of Play**

* 1. 1. There will be a maximum of 24 players.
	2. 2. Games consist of 14 ends, with 3 players, or 2, if numbers require. All players will play 4 bowls.

3. Check-in is at least 20 minutes prior to starting time.

* 1. 4. Group configuration is based on draws. On Week One, the draft will be random.
	2. On Week Two and after, the draw will follow, as closely as possible, the order of the previous week’s results, with 1st, 2nd, and 3rd place finishers generally pooled into 3 groups. Attendees who were absent the previous week will be slotted into groups where players are needed to complete the necessary number of competitors for a game. The draw master will randomly draw names from each of the three pools to create the groups for each game. The number of attendees will determine how fluid and dynamic each group and draw will be.

5. The game:

a. There will be no practice bowls or ends.

b. Order of play.

For the first end, order is decided alphabetically by surname. For the second end and after, player order is based on the previous end’s results. The 1st bowler is the one with the shot bowl (the 3-point bowl). This person centers the mat, delivers the Jack, and bowls. The 2nd bowler is the one with the next closest shot. The 3rd bowler is the one with the lowest score. If only one payer scores, the other players revert to the previous end’s order of play

c. Delivering the Jack.

The Jack is not centred but is in play as long as it is within bounds, past the Hog Line, and not in the ditch. If the Jack is delivered in the ditch, or short of the Hog line, the second player will deliver the Jack. If the Jack enters the ditch a second time, it is placed 2 meters in from the ditch at the exit point. If the second player rolls a short Jack, it will be placed at the centre 2-meter mark. If the Jack is delivered out of bounds, set it one metre from the side boundary at the point where the Jack rests.

d. If the jack is burnt, it will be placed at the centre 2-meter mark.

e. Touchers are **not** a part of this game. A ditch bowl is dead.

f. There will be **no** walking to the head to look at bowls.

g. Scoring:

a. **3 points** for the first-place bowl

b. **2 points** for the second-place bowl

c. **1 point** for the third-place bowl

Thus, if a player has 3 bowls closest to the jack, they will score 6 points.

The combined total for all players in each game is **84 points**.

h. Measuring:

If the closest bowl (shot) to the Jack cannot be determined, call in a senior player from another rink to measure. That person will be treated as an umpire. Their decision is final. Someone must be shot.

* 1. If there is a tie with non-shot bowls, or if the group cannot agree on a measurement call in another player to measure. That person will be treated as an umpire and their decision is final. Someone must be next shot.

i. Two players will keep score. One player will be designated raker. The score cards must be tallied, totals agreed to by both score-keepers, and signed before they are handed in.

* 1. 6. Results:
	2. First place is worth 3 points, second place 2 points and third place 1 point, ensuring that all players receive points after each game. In games consisting of only 2 players, the highest scorer receives 3 points while the other receives 2. Ties will be broken by an extra end between/among the players tied.
	3. At the end of the Round-Robin, the player with the most points is deemed winner. A play-off will be held in the event of a tie.