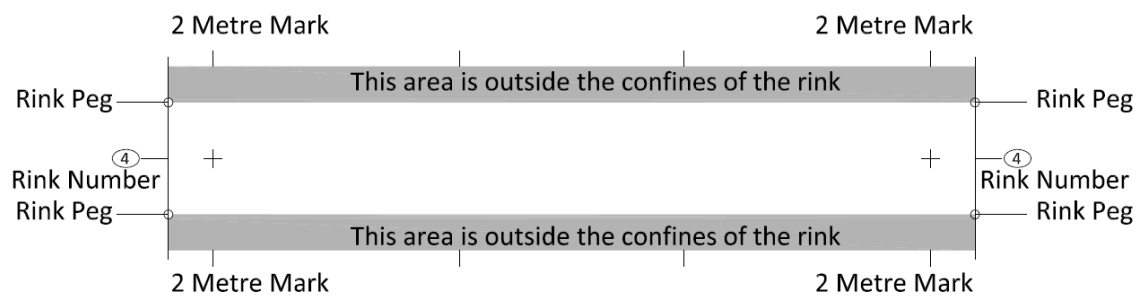


Bowls Birkenhead Social Bowls

Conditions of Play

1. Three games per night of 30 minutes per game. First game starts 6.00pm
2. Format is 2 bowl triples:
 - 1st player (lead) in each team plays 2 bowls (alternately), followed by
 - 2nd player (two) in each team plays 2 bowls (alternately), followed by
 - 3rd player (skip) in each team plays 2 bowls (alternately).

Note: players must stay in the same playing position for the whole game, but may change for each game
3. Teams of three, a team may contain one bowler (Registered bowler: now or in the past). The bowler must play in the middle of the team (two)
4. The team with the bowl closest to the jack scores 1 point, if they have 2 bowls closer than the other team, 2 points are scored etc.
5. The team that wins the End then starts the following End by placing the mat, rolling out the Jack and playing the first bowl.
6. If the Jack rolls dead or not 23 metres from the front end of the mat at the start of an end, the jack is placed on the 2 metre mark, the mat stays where it is.
7. If an End is killed (Jack goes out of the confines of the rink) it will be repositioned 2 metres out from the ditch, directly in front of the number for the rink you are playing on.
8. No driving



Prizes: 1st and 2nd overall, awarded on total wins, draws, ends won, points won
 Consolation on the last game for the team that wins last game, has the most ends then most points on the last game.
 Door prizes.