59th SUNSHINE COAST WINTER BOWLS CARNIVAL

GENERAL CONDITI0NS FOR ALL TEAM EVENTS

All matches shall be played in accordance with the LAWS OF THE SPORT OF BOWLS, Crystal Mark, Fourth edition, and the following Conditions of Play. On entering the Carnival all participants agree to abide by the conditions and should a problem or dispute arise the Carnival Committee decision shall be final.
As the Controlling Body, the Carnival Committee shall be in control of all matches, players and officials and shall have the power to enquire into and adjudicate should any dispute arise, and its decision shall be final.
No entry fees will be refunded in the event of a withdrawal after the draw has been made. If there are insufficient entries in any event, the Controlling Body reserves the right to adjust the prize money accordingly. All late entries and reserves are to pay the relative entry fees.
If in the opinion of the games official everything is in readiness, then play can commence earlier than the scheduled time. Time limits apply.
Each game will be started and conclude by the hooter/bell and will be timed as per the schedule. An end in progress when the hooter sounds to complete the game will be finished. If the end is killed after the finishing bell or hooter it is **NOT** to be replayed.
Should a challenge to bowls arise during the Carnival the games committee has decided to allow the player to continue with another set of bowls. Should the player qualify for a winning position the result would only be provisional until the final bowls testing is completed.
TRIAL ENDS are not permitted for any matches. **DEAD ENDS** do not count and must be played anew.
INCLEMENT WEATHER. In the event of play being delayed or interrupted by inclement weather or any justifiable cause, if 50% of the matches have completed half the designated ends, the game will count. In 11 end games, 6 ends completed the game will count.

- A match NOT delayed but failing to complete 50% or more “shall be deemed to be completed”. The scores/results will be recorded at the expiration of the allotted time. Players are requested NOT to leave the club at which they are drawn to play until;
- Play has concluded for the day.
- An announcement has been made by the games officials that play has been abandoned for the day or transferred to another club.

ATTIRE. Players shall be attired in accordance with current Bowls Australia Dress guide lines, Bowls Queensland By-Laws and any attire approved by the Controlling Body.

DECALS will be allowed on any bowls.

GAME RESULTS,

Every Game must have a winner, NO DRAWS

If scores are tied at the completion of the allotted times or the nominated ends to be played, each SKIP will play a ONE bowl sudden death end & the bowl finishing closest to the jack will determine the winner of the game.

Winning a sudden death end, does not count as an end won in the overall scoring results.

SCORING;

- 2 points for a win, 1 point for each end won, ½ point to each team for any uncompleted or tied ends.
- The winner will be decided by the highest win points and then the highest end points. Any tied results, margins, and then shots for & against differential will apply. Still tied, highest shots scored on any end.
- Every player will receive $10 for each game won in addition to any major prize money.
- **The winning skip to return both scorecards at the completion of each game.**

OPEN SINGLES, CONDITIONS OF PLAY - Thursday 20th & Friday 21st July, 2023

- 3 Bowls Per Player - NO TRIAL ENDS.
- 6 Players per section; - 4 PLAY, 2 MARK.
- Same two rinks used for each section.
- Scores do not apply
- 13 ends of match play.
- Winner of the most ends only.
- Once the number of ends played exceed the ends to be played the match is
- completed
- Each contestant plays 4 games prior to knockout.
- 3 wins or better qualify for knockout.
- ALL QUALIFYERS PLAY KNOCKOUT, AT CLUB MAROOCHY, FRIDAY 21th JULY @ 8.30AM
- Each player marks a minimum of 2 games
- Dead ends count as an end played but the result is halved.
- If the winning shot is unable to be determined the result is halved
- Should a match be even after 13 ends a sudden death end is played to determine
- the winner
- The 6 players in each section control their own play but must adhere to the draw. Each game will take approx. 45 minutes to play
- Lunch break to be taken after 4 rounds, (8 games) or by mutual consent of all players
- Match cards are available for each game
- When marking, enter "W" to the player who wins each end.
- Markers to enter the result on the Control Sheet at the end of each game.
- The Control Sheet will be located between the 2 applicable rinks, for each section
- Every player will receive $10 for each game won during qualifying rounds
- Knockout prizes; Players losing their first game exit with qualifying money only.
- Winners of 32 = 20$ Winners of 16 = 40$ Winners of 8 = $60
- Winners of 4 = 80$ Runner Up = 100$ Winner = $160
- Payments accumulate, Example Winner would pocket 360$, R/up 300$
- PLEASE ENJOY YOUR GAMES & EACH OTHERS COMPANY

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