

Portishead Men's Bowling Club
Internal Competitions & Rules

(Adopted 23.11.2021)

(Gordano Cup amended from 21 ends to 18 ends by Rod Hawkins 09.11.2023)

The Championship / Presidents Cup	Singles competition played with 4 woods to 21 shots
The Sid Woods Trophy	Singles competition played with 4 woods to 21 shots. Entry is restricted to members that have not previously won a singles competition.
The Hayes Cup	Singles competition played with 4 woods to 101 points
The Fixed Jack Cup	Singles competition played with 4 woods to 101 points
The Thirtle Salver (Veterans)	Singles competition played with 3 woods over 18 ends. The entrants must have attained the age of 65 by 1st May.
The Silver Jubilee Trophy	Singles competition played with 2 woods over 21 ends
The Gordano Cup	Pairs competition played with 4 woods over 18 ends. Pairs selected at random from the entrants

Before entering any club competition, a member should make every attempt to ensure he will be available to play on Finals Day regardless of his expectation of reaching the finals.

1. The Competition Secretary together with members of the Competitions Committee will make the draw for all Competitions.
2. The first named person/team is/are the challenger(s); he/they must offer at least two dates to their opponents on which to play the round. Neither of these dates must be later than the final date by which that round is to be completed. The challengers and their opponents have a joint responsibility to ensure that the round is played within the allotted timescale.
3. The challenger(s) is/are responsible for booking the rink and in the case of all singles also arranging a marker.
4. Scorecards must be used and should record the competition name, date played, players' names and the correct score. At the end of the match the loser should check it and sign it as correct. The winner should place the scorecard in the competitions scorecard box and enter his name on the appropriate chart so that the next round can be planned as soon as his new opponent is known.
5. The Competition Secretary will check the completed scorecards and chart entries.
6. Dress code for both players and markers is "white shirt/greys" for the eliminating rounds; "club shirt/whites" are to be worn on Finals Day.
7. The Club Championship (4 woods) is to be played to 21 shots.
8. The Sid Woods trophy (4 woods) is only open to those members who have not previously won a club singles competition; it is to be played to 21 shots.
9. The Points Competitions (including Fixed Jack) are to be played to 101 points; this applies to both the rounds as well as the Final.
10. The Veterans competition (over 65 years) is played with 3 woods over 18 ends or until a clear winner emerges.
11. The Two Woods singles is to be played to 21 ends.

12. The Pairs (4 woods) is to be played to 21 ends.
13. Competitions shall not be played on Club Mornings without the express permission of the Club Captain.

NB. If a major difficulty arises in completing the round within the allocated dates, the challenger must contact the Competitions Secretary prior to the end of round date. The Competition Secretary or the Competitions Committee will decide whether to allow more time for the round to be played, or subsequently eliminate one or both players/teams from the competition. In the event of ill health or bereavement the Competitions Committee will make a decision. Holiday commitments will not normally qualify for a postponement.

Points Competition Rules.

NB. A marker will be required for this game.

The Points Competition will be for 2 players, each bowling 4 woods. The 4 woods closest to the Jack will score irrespective of which player has bowled them.

Nearest wood to the Jack is shot and will score 4 points; second closest wood, 3 points; third closest, 2 points and fourth closest. 1 point.

For all ends the total points awarded will amount to 10. (This assumes that at least 4 woods remain live on the green or in the ditch).

The player with the shot wood will deliver the next Jack.

All games including the Final will be played to 101 points.

If both players reach or pass 101 points on the same end, the one with the higher score is the winner.

If both tie on 101 points or more in the same end an extra end will be played. Highest score wins.

If any 2 opposing woods are equidistant from the Jack, both players will receive half the points which would have been appointed for the two positions.

No player shall visit the "head" until after he has bowled his second wood and must return to the mat before the next wood is delivered. Only one visit per end is allowed.

Additional Rules for the Fixed Jack Competition.

The Jack is to be placed on golf tees inserted into and flush with the grass 6 metres from the ditch, at either end, and on the centre line of the rink. i.e. 3 X 2 metres.

The mat to be positioned as normal subject to the law that a minimum distance of 23 metres from the front edge of the mat to the Jack must be observed.

If the Jack is moved in play, it will be replaced back on the tee before the next wood is played. In the event that the last wood of the end disturbs the Jack, it will be replaced on the tee before any scoring is entered into.

In the event that a displaced Jack cannot be placed back on the tee because a wood is covering the tee, the Jack will be "lifted". If the wood remains on this position at the

conclusion of the end it will become the “shot wood”. It will then be “lifted” and the Jack placed on the tee. Measuring for other placings will then be made as normal.

THE MARKER’S DUTIES

In the absence of an umpire the Marker should:

Make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls. Be in possession of chalk, measure, a pen and if available, wedges.

At the commencement of play the Marker should:

Make sure all the apparatus to play the game has been put out.

Centre the Jack.

Check the Jack is at least 23 metres from the front of the mat.

Place the Jack 2 metres from the ditch by use of the 2 metre stick where there is less than 2 metres to the ditch upon delivery of the Jack. (This does not apply to Fixed Jack Competitions).

Stand to one side away from the head.

Answer any specific question about the build of the head.

When asked, tell or show the player the position of the Jack.

When asked, tell or show the player which wood is shot.

Mark all touchers with chalk and remove chalk from non-touchers.

Remove dead woods.

Mark the position of touchers and /or the Jack in the ditch.

Do not move the Jack or any wood until the players have agreed the number of shots scored.

Measure any disputed shot or shots when asked to do so by any player. If the players are not satisfied with the marker’s decision and no Umpire is available the marker should choose a neutral person to act as Umpire. The Umpire’s decision is final.

When each end is completed, the Marker should:

Record the score on the scorecard and score board.

Tell the players the running score if requested.

Remove the mat from the rink if necessary.

When the game has been completed, the Marker should ensure:

The scorecard contains the names and signatures of the players.

The scorecard has the name of the Competition that has been played.