

Conditions of Play

Friday Evening

Teams are welcome to participate in a fun draw for practice

Day 1 – Saturday

Teams will be assigned to a group using a controlled draw and will play 3 – 10 end games. (1 hour and 30-minute time limit).

At the conclusion of Saturday's play, teams will be ranked 1-24 based on the results of these games.

Day 2 - Sunday

The 24 teams will be divided into flights 1-16 & 17-24 based on Saturday's results. Top 16 teams will play in Flight A. The remaining 8 teams will play in Flight B. Ties determined by ends won, if still tied then skips draw to the jack, if still tied coin toss. Day 2 is a single elimination with winners moving on. Teams will be reranked after each draw

Formats as follows **A:** 1v16,2v15,3v14, 4v13, 5v12, 6v11, 7v10, 8v9 **B:** 17v24, 18v23,19v22

- All Games will be played in accordance with The Laws of the Sport of Bowls (Crystal Mark 4th edition) except as indicated.
- When the umpire rings the bell, the end being played can be completed.
- Trial ends will be played prior to the first game of each day 2 bowls down and 2 bowls back.
- Teams must be dressed in team colors or whites and flat soled shoes.
- Skips are allowed to visit the head after their first bowl has been delivered.

Tournament Ranking System

Game wins = 3 points, Games tied = 1 point, Game Loss = 0

- Total game points
- Shot differential
- Total ends won
- Skips draw closest to the jack
- Coin toss if still tied

Paul Dube, Tournament Director

