

Although members will play in teams it will be their teams score that will count as the individuals score for that game and the other members in their team for that day. The players scores will be averaged after every game to give their running total. Players must play a minimum of 6 games for them to be in contention for the Competition. Games can be organised out with the roll ups but players can only play two counting games in any week unless they are playing catch up. The competition will end when any member has played 10 games.

Roll up days- Competition matches will normally be Tuesdays and Thursdays

The Competition Secretary or Captain will advise the format based on the number of members/visitors present. Primarily played in triples and pairs or threesomes to complete draw. If players share a game their particular scores will also be shared equally.(halved) All players will go into the hat for a blind draw for teams and their opposition, but where possible those with health issues will be drawn into triples if possible. The Captain may allocate triples teams from the Tri club league against each other as practice and in this competition.

Pairs matches can decide to play either 2-4-2 or straight pairs/triples based on the majority decision of those playing the tie. In the event of an equal vote then a normal pairs game will be played over 18 ends. Teams decide positions within the teams.

Once we have reached game 8 the top two league position holders will play a head to head with other players drawn by them from the other attendees to form either pairs or triples. The remainder of the attendees will be drawn blind for the other games that day.

Sunday- Will not normally be a competition day unless we have not played the two games in that week. If members want to play a catch up game and none of those playing can become the player who has played the highest number of games, then they may play. But all those players must be put in a blind draw everyone in the hat and teams organise positions if playing either pairs or triples. Once the catch up draw is done all other players will go into the hat for a non League game. Scores will not count in the deficit league competition unless all the players in that match agree prior to the start of the draw.

If an odd number of participants remain then a threesome will play either on the perch over 23 ends or 3-2-1 over 20 ends. The majority of the threesome determine which format is to be played. EVERYONE MUST BE GIVEN A FULL GAME IF THEY SO WISH.

2. Scoring

If either a Pairs or triples game is played- it will normally be played over 18 ends straight with one shot for the first and second ends. The individuals score will be the shot difference up to a maximum of 8 shots and a minimum of minus 8, (ie final score 21-14 then the scores will be +7 to all the winners, -7 to all the losers). If its played as sets then the shots difference on the overall game will count.

In a game of 3-2-1 the winner will receive a maximum of 8 shots, the middle player will receive no shots and the lowest scorer will receive minimum of minus 8 shots. If the deficit between top and bottom players is less than 8 shots then that will be the plus or minus score, but the middle player will be zero. If two players tie then they share their corresponding points. (ie 53, 45, 45 then scores would be winner +8 & others -4)

In a game of on the perch the top scorer will get the difference between the highest and lowest scorers up to a maximum of 8 shots. The second player will get nil and the lowest scoring player will get a minus score equal to whatever the top players score was. Share corresponding shots if two or more people have an equal score.

A minimum of 1 card to be completed/game- Date, Team & Players names to be on the cards & both skips sign. - cards in suggestion box or hand to JW.

3. Rinks will be drawn prior to play.
4. Each rink will toss for the Mat and no trial ends (1 shot for 1st and 2nd ends in team games)
5. Burnt jack placed on the "T."
6. If a game is abandoned the deficit score will count (minimum of 12 ends completed). If 12 ends are not completed then the game will not count.
7. Skips/player can visit the head only six times per game.

8. Rules for threesomes. Rules 3, 5 6 and 7 apply

Place jack on T every end. Person going first then places the mat where they wish. Play in turn until all bowls played.

The first person to play should go to the head after their last bowl has been delivered and should advise the opposition of the lie before they play their last bowls.

The person who was the closest goes first on the next end and second closest goes second and so on.

All three players in a threesome game should sign the card.

8.1. On the perch specific rules- Play over 23 ends.

After deciding who goes first on the first end players are trying to get closest and this will decide who is on the perch and able to score on the second end.

You can only score shots when on the perch and a shot is earned for every bowl that is closer to the jack than the oppositions closest bowl.

The person who's bowl was closest on an end is then on the perch for the subsequent end and decides the position of the mat.

8.2. 3-2-1 specific rules.- Play over 22 ends or first to 60 points.

Determine the shots on a given end- closest bowl awarded 3 shots, second closest bowl awarded 2 shots and the third closest 1 shot. (A player can score with multiple bowls).

Player with the closest bowl sets the mat and goes first, then the next closest player and so on, playing bowls in rotation.

Summer deficit league

Rev 30 Aug 2020

Player	23 /7	28 /7	6/ 8	9/ 8	11 /8	1 3/ 8	18/ 8	20/ 8	25/ 8	27/ 8	30/ 8	Final game	2 Pts/ game total	Avg/ game
Juan	2	2		2	2	0	2	2	2	2		2	18.0	1.8
John R	2	0	2	2	2	2			0	2	2	0	14.0	1.4
Ian G	2	2		0	0		2	2	2	0		2	12.0	1.3
Sheila	0	2	2	0	2		2	0	0		2	2	12.0	1.2
Ron	0	2	2	2	2		0	2	0	0			10.0	1.1
Ian P	2	2	0	0	0		2	0		2		2	10.0	1.1
Joan	0	2			0	0	0	2	2	2	0	2	10.0	1.0
John W	0	0	2	2	2	2	0	0	2			0	10.0	1.0
Nabil	0	0		0	2	0	2	2	2	0	0	2	10.0	0.9
Clive	2			2	0		0	2		0		0	6.0	0.9
Billy	2	0		2			2		0	0		0	6.0	0.9
Bill	2	0	0	0		2	0		0	0	2	2	8.0	0.8
Manolo	0	0	2		0	2	0	0	2	0		2	8.0	0.8
Maureen				2	0	0	0	0	2	2	0	0	6.0	0.7
Steve	0	0	0	2	2	0				0	2	0	6.0	0.7
Ewan				0	0	2	0	0	0	2	0	0	4.0	0.4
George				0	0	0	0	0	0		2	0	2.0	0.3
Do not	C	O	U	N	T		L	E	S	S		than	six	games
Dave Pr		2							2	2		2	8.0	2.0
Denis			0			2	0	2	0				4.0	0.8
Pauline	2		0	2						0		0	4.0	0.8
Mick			0	0	2			0			0		2.0	0.4
Kevin	2	0										0	2.0	0.7
John C	0	0							0	2			2.0	0.5
Lorraine		2											2.0	2.0
Eric				0									0.0	0.0