

SCENIC RIM SHIRE SHIELD 2018 CONDITIONS OF PLAY

3-bowl triples. 2 games x 14 ends.

Each club contributes \$40 towards trophy.

Conditions of Play:

1. One Manager per team. Manager's toss AM and PM.
2. Managers to **bring cards** filled out with player's names for each team, AM and PM, 4 cards in all. All cards to be handed to Beaudesert Games Director for recording and safe keeping until the completion of the Scenic Rim Shield Competition. All clubs to **register** player's names and the teams they play in.
3. **Dead ends:** Jack replaced on "T".
4. If unable to find 6 ladies then a **man** may play, but only as a **LEAD**.
5. In the event of a forfeit the opposing team is credited with the rink win. Forfeiting team must pay the host club \$8 per player.
6. In the case of **bad weather** 8 ends constitutes a game.
7. **Trophies for the set day** of play to be by the **HOST** club. \$10 per player for the highest winning margin of the day.
8. If the club is short a player for a team they may borrow from another Club. The borrowed player **MUST play LEAD** only. Only 1 borrowed player in each team. If 2 Men are already playing lead then the borrowed Lady player **MUST play SECOND**.
9. Once players are in a team, they **must remain in that team** for the duration of the competition. This includes players borrowed from another club. **They cannot have already played in another team.**
10. Winners of a **tie in the final** will be on a count back.

11. **WINNER.** Most points over all rounds. If a tie, count back of winning ends of the final days play.
12. **SCORING.** Match win 3 points. Match tie 1½ points.
Rink win 1 point. Rink tie ½ point.
Maximum of 5 points per game.

MORNING TEA 8.45am (provided by the host club).

CARDS CALLED 9.00am

ROLL-UP 9.15am Trial ends (2 bowls by 2 ends).

1st GAME STARTS 9.30am At the bell.

LUNCH 11.45am Bring your own.

2nd GAME STARTS 12.15pm

BELL 2.30pm

Games Director Carole Stubbings 0407 110 876