The aim of the game is to have fun and to develop and improve lead and skip skills. There are no lead and skips in this game, instead each week the drawn pair will decide who will play No 1 and who will play No 2 . The choice isn't important as each bowler will in turn set the mat, bowl the jack, read the head and measure at the conclusion of an end.

## GAME PROCEDURES:

A toss of the coin to decide possession of mat.
$1^{\text {st }}$ End - No 1 player bowls the jack and first of his/hers woods.
Opposing No 1 player bowls his/her first wood.
First No 1 player bowls second wood, opposing No 1 player bowls $2^{\text {nd }}$ wood.
Change ends
No 2 player bowls all 4 woods, alternating with opposing No 2 player.
Change ends
No 1 player bowls remaining 2 woods, alternating with opposing No 2 player
Measuring takes place as normal by the players at the head.

## ONLY ONE SHOT TO COUNT ON FIRST END

$2^{\text {nd }}$ End, players roles are reversed.
No 2 players bowls 2 woods - change ends
No 1 players bowls 4 woods - change ends
No 2 players bowls remaining 2 woods
Measure as normal
Play continues in this fashion until the set is completed
There will be a tea interval at the end of first set and play continues with the same pairings for the second set. NB Possession of mat for second set is given to the alternative team from set 1

Play will consist of 2 sets of 8 ends per set. Scoring is as follows:
2 sets to nil 4 points to the winning pair
$11 / 2$ to $1 / 23$ points to the winning pair, 1 point to losing pair
1 set all 2 points each.
There will be no deciding $3^{\text {rd }}$ tie breaking set
Scorecards must be maintained in an orderly manner and handed to organiser at the end of second set.

All players are requested to arrive no later than 2 O'clock with play commencing at 2:15 Dress Code is greys/black with white top.

Players will be placed into two groups (Red \& Green) and will play, where possible, on alternative weeks. Pairings will be made by the drawing of pre-determined allocated numbers from "The Hat". WHERE POSSIBLE THE DRAW IS ARRANGED SO THAT ALL LADIES WILL HAVE A MALE PARTNER.

For 2024 the timetable allows for each group to play 7 games, with your best 6 scores counting. The highest scoring man \& the highest scoring lady from each group will contest the final. In the event of points being level at the end of the season, the member with the best shot difference will qualify.

If you are unable to play on your designated week you may arrange for a substitute to take your place. It would be helpful that if you are to arrange for a replacement, that replacement is of the same gender.

## HOWEVER ONLY 1 SUBSTITUTION IN THE SEASON WILL BE ALLOWED. WHERE THIS LIMIT IS EXCEEDED, YOUR SCORE WILL NOT COUNT TOWARDS THE

OVERALL TOTAL. NB Your substitutes score will count towards your aggregate score.

## IT IS THE PLAYERS RESPONSIBILITY TO ARRANGE FOR A REPLACEMENT WHEN NEEDED.

The organiser of the day has the right to amend the rules if necessary, eg bad weather. Any disputes that occur will be decided by the organiser of the day whose decision is final.

