

# WPH Sports – Bowls

## Friday Mixed Bowls



### Summary

Two games of 11 ends to be played. After the first game is played, teams will move to a new rink. A winning team will play another winning team. A runner up team will play another runner up team. Final scores will be based on the combined score of the two games.

### Format Details

1. Entry is open to both male and female bowlers with an entry fee of \$5 each. Teams shall consist of pairs only. Triples teams are excluded. An even number of teams is required. The last bowlers to register will be dropped if there are not enough players remaining to form an even number of pairs teams.
2. Each bowler will nominate themselves as either a skip or lead, or both. In the event of an uneven number of skips and leads, this will be adjusted by the Selectors to form the teams.
3. Teams will be formed by leads randomly selecting a paddle-pop stick to determine which skip they are paired with.
4. Half of the skips will randomly select a paddle-pop stick to determine which team they will play against.
5. Play will consist of 2 games of 11 ends, using 3 bowls each, with NO trial ends.
6. Each skip will receive a score card to mark the scores of his/her team over the two games. The skip will mark the other team's details on their card to provide a traceable record.
7. Each card will already be marked advising which rink the second game will be played on, based on a win or loss. The principle is to ensure no teams play both games on the same rink as the first game.

### Scoring

8. At the end of each game, each skip will mark their card with the difference between their score and the other team's score, and mark it as either positive or negative to represent a win or a loss. (This will simplify the tally up process later on).
9. In the event of a drawn game, another end must be played with players bowling one bowl each to determine the winner.
10. At the end of the second game the skip will add the two scores together to determine the final score.

### Prizes

11. There will be three prizes paid in **WPH Club Dollars**;
  - a. 50% of the collected prize pool for the team that won in the first game and with the greatest final score difference.
  - b. 25% of the collected prize pool for the team that won in the first game and with the second highest final score difference.
  - c. 25% of the collected prize pool for the team that was a runner up in the first game and with the greatest final score difference.
  - d. In the event of tied winners, the prize will be shared between the tied teams.

## How to determine rinks for the second game

- Rinks to be numbered logically from 1 through to how many rinks are required.
- Winning team on odd rinks will move to rink +2 (e.g. Initial rink 3, move to rink 5)
- Winning team on even rinks will move to rink +1 (e.g. Initial rink 4, move to rink 5)
- Losing team on odd rinks will move to rink +1 (e.g. Initial rink 3, move to rink 4)
- Losing team on even rinks will move to rink +2 (e.g. Initial rink 2, move to rink 4)
- If the second rink number ends up greater than number of actual rinks in play then return to first rink to complete count. e.g. If there are four rinks in play (1~4), winners on rink 4 go to 4+1 = 5, then go to rink 1.
- Refer to attached spreadsheet for pictorial rink mapping.

## Notes

- In the situation whereby there are an uneven number of rinks in play, this will result in a winning team playing a runner up team in the second game.

Second Game Rinks (Logical, not necessarily Actual)

Rink	1	2	3
Win go to	3	3	2
Lose go to	2	1	1

Rink	1	2	3	4
Win go to	3	3	1	1
Lose go to	2	4	4	2

Rink	1	2	3	4	5
Win go to	3	3	5	5	2
Lose go to	2	4	4	1	1

Rink	1	2	3	4	5	6
Win go to	3	3	5	5	1	1
Lose go to	2	4	4	6	6	2

Rink	1	2	3	4	5	6	7
Win go to	3	3	5	5	7	7	2
Lose go to	2	4	4	6	6	1	1

Rink	1	2	3	4	5	6	7	8
Win go to	3	3	5	5	7	7	1	1
Lose go to	2	4	4	6	6	8	8	2

Rink	1	2	3	4	5	6	7	8	9
Win go to	3	3	5	5	7	7	9	9	2
Lose go to	2	4	4	6	6	8	8	1	1

Rink	1	2	3	4	5	6	7	8	9	10
Win go to	3	3	5	5	7	7	9	9	1	1
Lose go to	2	4	4	6	6	8	8	10	10	2

Rink	1	2	3	4	5	6	7	8	9	10	11
Win go to	3	3	5	5	7	7	9	9	11	11	2
Lose go to	2	4	4	6	6	8	8	10	10	1	1

Rink	1	2	3	4	5	6	7	8	9	10	11	12
Win go to	3	3	5	5	7	7	9	9	11	11	1	1
Lose go to	2	4	4	6	6	8	8	10	10	12	12	2

Odd Lose	Add 1
Even Lose	Add 2

Odd Win	Add 2
Even Win	Add 1

Denotes Winner plays Runner up