

NOTES FOR 100-up HANDICAP SINGLES CHAMPIONSHIP

- **First named player to arrange suitable marker. On days with two rounds, the loser of the morning game must be prepared to mark for an afternoon game if required.**
- **One trial end in each direction with up to four bowls each is permitted prior to the first game of a day.**
- **Players and marker should arrive no later than 15 mins before start time to ensure trial ends are completed in order to start play on time.**
- **Allocation of rinks on grass or synthetic green has been part of the random draw and must be adhered to.**
- **Minus handicaps MUST BE PLAYED OFF IN FULL before commencing to score. This means, the player's starting score is their minus handicap. (e.g. if handicap is -20 and first end score is 7, the c/f total would be -13)**
- **Scoring: Closest bowl = 4 points; next closest = 3 points; third closest = 2 points; fourth closest = 1 point. If two or more bowls are equidistant, their total points are divided equally.
Player with shot bowl will play first in next end.**
- **Winner is first to reach 100 points. If in the last end, both players reach 100, the player with the highest score wins. If score is tied at 100 or over, an additional end (or ends) will be played after tossing a coin before each additional end to determine who plays first.**

**Good bowling
Championship Committee**