

# 2026 George Ralston Sr Mixed Triples

## Thank you to our Sponsors and Volunteers

- Scorecards: Tim and Amy Nixon with Nixon Group Realtors
- Prize Donation: Ralston family in memory of George Ralston Sr
- Volunteers: Club (setup, hospitality, greens). Website updates.

## Tournament Venue / Dates

Wednesday, February 18<sup>th</sup> & Thursday, February 19<sup>th</sup>: **Johnson LBC** – Announcements at 9:00am both days.

Last year winning team: Ian Ho, Kottia Moore, David Shaw

## Conditions of Play

- The Controlling Body reserves the right to change or alter the program to successfully carry out or finish the event per law 55.3.4.
- Unless noted differently in these CoPs, all games will be played in line with the Laws of the Sport of Bowls, Crystal Mark 4th Edition.

## FORMAT AND SCORING:

- Day 1 – Random draw. Triples (3 bowls each). 4 (four) 10-end games. All ten ends must be played. At the end of each game, skips verify the score and sign the opponent's card. Cards must be turned in to the scorekeeper by the winning skip after the 4<sup>th</sup> game.
- At the end of day 1, teams are ranked according to the scoring paragraph below.
- Scoring: Entrants will earn match points from each game based on three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. Plus points will be maxed at +/- 7 per game.
- Teams are ranked by.
  - 1) Match points
  - 2) Plus / Minus Point differential
  - 3) Fraction – Your actual total points / (your actual total points + opponent actual total points)
- Tie Breakers: Day 1 – Ties stand. Play all 10 ends. Day 2 – Ties must be broken with an extra end. For determining the championship bracket vs 3rd flight only, at the completion of day 1 games, in the case of a tie of win points and plus points there will be a one end playoff. Details are posted. Any playoff ends will start at 8:45am on Day2 prior to announcements.  
For any other ties of wins, plus points, and fractions - the tie will be broken by a coin flip.
- Day 2 – Teams will be put into Flights per Day 1 qualifying criteria. All games are 14 ends, a game may be conceded at any time. 3 (three) games max. All teams are to fill in the names on the flight sheet and find your next rink assignment.

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- o The first game losers in the championship flight are placed in the **second** flight. The second-round losers of the 2nd flight are out. Semifinal game losers play for 3rd & 4th place.
- Trial Ends: Prior to the start of play at 8:50am each day, each player will be allowed three up and three back for trial ends. If both teams or players agree, trials can be skipped.
- No Burned Ends: A jack in motion that passes completely outside the boundaries of the rink of play must be respotted at the 2-meter mark on the center line. If that position is occupied by a bowl, the jack will be placed between the bowl and the mat line without touching the bowl.
- Byes or forfeits are considered a win. Their score is the average winning score for the round. Their opponent's score is the average losing score for that round. Teams with a bye can practice on a rink assigned by the Tournament Director as available.
- Please keep games moving. Start each game as soon as your teams and rinks are ready. Be ready to bowl when your opponent's bowl comes to rest.
- Visits to the head. Leads – after the Seconds 3<sup>rd</sup> bowl, Seconds – after 3<sup>rd</sup> bowl, Skips – after 2<sup>nd</sup> & 3<sup>rd</sup> bowl.  
Both skips go to the mat at cross-over.

## **PRIZE MONEY/AWARDS:**

- The number of entries determines the allocation of prize money and is posted at the venue.

## **PRACTICE:**

- Competitors may practice the day prior to the start of the event, according to the host venue's instructions. Date and hours will be communicated in advance on the tournament entry form.

## **BOWLS, FOOTWEAR AND ATTIRE:**

- Shoes must be flat-soled and heel-less.
- Matching Team members' collared shirts and below-the-waist attire is required. Shirts may be white or colored and must have a collar. No T-shirts.
- There will be no inspection of bowls.

## **SUBSTITUTIONS:**

- Substitutes may be allowed in the event of illness or any unforeseen circumstance, once approved by the Tournament Director, as follows:
  - a. All substitutions must abide by the conditions outlined in the updated Substitute and Replacement Players Rules on the Bowls USA website (105) and SCD bylaws.
  - b. Substitutes may not skip.

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## **CHANGES IN SCHEDULING:**

- If an event cannot be conducted in accordance with the published schedule or if a special situation arises, the Tournament Director/Committee may make whatever changes it deems appropriate.
- If a game is suspended due to inclement weather or unforeseen circumstances, the Tournament Director/Committee will determine if/when the game will continue. If all the games in a round cannot be completed, the results will be rolled back to the last fully completed round.

## **UMPIRES:**

- Prior to the start of play, umpires, as available, will be introduced.

## **DISPUTES:**

- The umpire's decision is final in all circumstances except those relating to the meaning or interpretation of a law, in which case there will be a right of appeal to the Controlling Body (SCD Board & Tournament Director/Committee).
- Dispute Committee; SCD Tournament Committee

## **OTHER LAWS, REGULATIONS AND POLICIES:**

- SCD Code of Conduct. Submitted entry forms acknowledge compliance with the SCD Code of Conduct, which is in Article IX, section 2 of the SCD Bylaws.
- Always let the director of the head know BEFORE delivering a running shot. The director then needs to warn the adjoining rinks and not let bowls travel into them. Please, no surprises.
- Lunch break after the second game day 1. BRING YOUR LUNCH.
- We can use the greens for this tournament as allowed by the hosting club and Recreation Center. Please keep this in mind while bowling. Damage to the greens at this point of the season will only get worse until the growing season begins next summer.
- Do NOT: Toss bowls on to the green, drop bowls on the mat, run on the greens.
- Erase scoreboards with a wet sponge so as not to scratch them
- Please help pick up the equipment and trash as well as your belongings before leaving the green after your last game of the day. Check carefully for your belongings – the lost and found is growing!
- Cell Phones and/or Sound-Emitting Devices: Any such devices must be muted or turned down. Violations shall be considered a violation of rink possession. Law 41.7 is not superseded.
- Smoking: Smoking is prohibited on any green and is only allowed in designated areas.

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## **Special Rules for Qualifying for Championship vs 3<sup>rd</sup> Flight Only**

If there is a tie in winning points AND plus points with teams that would determine which is in the championship flight and which is in the 3<sup>rd</sup> flight, there will be a play-off of one (1) end prior to announcements. Trial bowls from far end, rake bowls back to far end for playoff. Visits to head after 3<sup>rd</sup> and 4<sup>th</sup> bowl only.

If there are more than 8 undefeated teams (4 wins, no loss) there will be one (1) end playoffs to determine which is in the championship flight and which is in the 3<sup>rd</sup> flight. If 7<sup>th</sup> and 8<sup>th</sup> are tied in plus point, then both may be involved in the playoff for the championship flight position.

For any other ties of wins, plus points, and fractions the tie will be broken by a coin flip.

## **Playoff possibilities for a tie in win points and plus points.** All playoffs are one (1) end.

Two Way – 8<sup>th</sup> and 9<sup>th</sup>.

Winner is 8<sup>th</sup>, loser is 9<sup>th</sup>

Three Way – 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> -OR- 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>.

**For example;** 7, 8, 9<sup>th</sup> place ties

7<sup>th</sup> plays 8<sup>th</sup>. Winner is 7<sup>th</sup> place, then Loser plays 9<sup>th</sup>. The winner is 8<sup>th</sup> place.

**For example;** 8, 9, 10<sup>th</sup> place tie

9<sup>th</sup> plays 10<sup>th</sup>, Loser is 10<sup>th</sup> place, then winner plays 8<sup>th</sup>. The loser is 9<sup>th</sup> place.

Four Way – 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> -OR- 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup> -OR- 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>

**For example;** 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> place ties

6<sup>th</sup> vs 9<sup>th</sup>, 7<sup>th</sup> vs 8<sup>th</sup>.

Winners of first round play for 6<sup>th</sup> and 7<sup>th</sup> place.

Losers of first round play for 8<sup>th</sup> and 9<sup>th</sup> place.

**For example;** 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup> place ties

7<sup>th</sup> vs 10<sup>th</sup>, 8<sup>th</sup> vs 9<sup>th</sup>.

Winners of first round play for 7<sup>th</sup> and 8<sup>th</sup> place.

Losers of first round play for 9<sup>th</sup> and 10<sup>th</sup> place.

**For example;** 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup> place ties

8<sup>th</sup> vs 11<sup>th</sup>, 9<sup>th</sup> vs 10<sup>th</sup>.

Winners of first round play for 8<sup>th</sup> and 9<sup>th</sup> place.

Losers of first round play for 10<sup>th</sup> and 11<sup>th</sup> place.

## **Playoff possibilities undefeated teams.** All playoffs are one (1) end.

9<sup>th</sup> place is 4-0.

8<sup>th</sup> place alone; 8<sup>th</sup> plays 9<sup>th</sup>. Loser is 9<sup>th</sup>, winner is 8<sup>th</sup>.

7<sup>th</sup> & 8<sup>th</sup> are tied; 8<sup>th</sup> plays 9<sup>th</sup>. Loser is 9<sup>th</sup>. Winner plays 7<sup>th</sup>. Loser is 8<sup>th</sup>, winner is 7<sup>th</sup>.

9<sup>th</sup> and 10<sup>th</sup> are 4-0.

8<sup>th</sup> place alone; 9<sup>th</sup> plays 10<sup>th</sup>. Loser is 10<sup>th</sup>, winner plays 8<sup>th</sup>. Loser is 9<sup>th</sup>, winner is 8<sup>th</sup>.