

2024 SCD Salisbury Singles

Thank you to our Sponsor

Scorecards: Tim and Amy Nixon with Nixon Group Realtors.

Tournament; \$1,000 1st Place Prize; Peggy Salisbury in memory of Champ Salisbury

Tournament Venue / Dates

Monday, January 15 – **Lakeview LBC & Oakmont LBC** – Report at 8:30am

- Day 1 green assignments will be posted at scdlawnbowls.com and Lakeview bulletin board by Jan 12.

Tuesday, January 16 – **Bell LBC** – Qualifiers finishing 17-48 report at 8:30am and start at 9:00am.

- 1-16 qualifiers report at 10:00, start at 10:30am or when rink available.

Last year winner: Peter Ritchie

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. Day 1 green assignments will be posted at www.scdlawnbowls.com and LakeviewLBC.
First to win 7 ends. Five qualifying games. 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 5th game. At the end of day 1, teams are ranked according the scoring paragraph below.
- Scoring: Entrants will earn match points from each game based on three (3) points for a win and zero (0) points for a loss.
Teams are ranked by;
 - 1) Match points
 - 2) Plus point differential
 - 3) Fraction – Your actual total points / (your actual total points + opponent actual total points)
- A good way to mark the score on the board or on your scorecard is to put an X by the End # if you win an end. For example, if you win the 1st end mark an X by the 1. If your opponent wins the next end mark an X by the 1 on their side. Ends won (X's) will be the game score. This method will make the scorecard work properly, otherwise you will run out of ends on the scorecard.
- Day 2 – **Everyone reports to Bell LBC.** Top 48 players will be put into Flights of 8 per Day 1 qualifying criteria. All games are first to win 8 ends, a game may be conceded at any time. 3 (three) games max. All players are to fill in the name on the flight sheet and find your next rink assignment.
- Trial Ends: Prior to the start of play at 8:45am each day or if changing greens. Each player will be allowed four bowls up and back for trial ends. If both teams or players agree, trials can be skipped.

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- Unlimited Burned Ends: No re-spot. Replay burned ends from the same direction unless both players agree not to.
- Please keep games moving. Start each game as soon as your opponent and rink are ready.
- Unlimited visits to the head, keep it reasonable. If necessary, due to slow play, visits will be limited.
- Byes or forfeits are considered a win with a score of 7. Their opponent's score is the average losing score (whole number) with the fraction rounded up if 5 or greater and rounded down if less than 5. Teams with a bye can practice on a rink assigned by the Tournament Director as available.

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 venue's instructions. Dates and hours will be communicated in advance on the tournament entry form.

BOWLS, FOOTWEAR AND ATTIRE:

- Shoes must be flat-soled and heel-less.
- There will be no inspection of bowls.

SUBSTITUTIONS:

- a. No substitutions. If a player is unable to complete all 5 games on day 1, all 5 games will be forfeited to the scheduled opponent with the winning score being 7 and the losing score being the average losing score for that round rounded up if .5 or more and down if less than .5.

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.

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;

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UMPIRES:

- Prior to start of play, umpires, as available, will be introduced.
If a playing umpire is not available, ask a nearby skip to measure for a shot.
- Please measure your own 21M jacks.

OTHER LAWS, REGULATIONS AND POLICIES:

- SCD Code of Conduct. Players have acknowledged the SCD Code of Conduct.
- Be kind and respectful to your volunteer markers.
- Always let the director of the head know BEFORE start of play. Please, no surprises.
- Erase scoreboards with a wet sponge so as not to scratch them
- Lunch after the second or third game, while waiting for an opponent to start the next game. BRING YOUR LUNCH.
- Please help pick up the equipment and trash as well as your belongings before leaving the green after your last game of the day.
- 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.

Special Rules for Qualifying for Championship vs 3rd Flight Only

If there is a tie in match points AND plus points with teams that would determine which is in the championship flight and which is in the 3rd flight, there will be a play-off of one (1) end at 8:30am.

Here are the playoff possibilities:

Two Way – 8th and 9th.

One (1) end playoff. Winner is 8th.

Three Way – 7th, 8th, 9th -OR- 8th, 9th, 10th.

For example; 7, 8, 9th place ties

7th plays 8th. Winner is 7th, then Loser plays 9th. The winner is 8th

For example; 8, 9, 10th place tie

9th plays 10th, Loser is 10th, then winner plays 8th. The loser is 9th

Four Way – 6th, 7th, 8th, 9th -OR- 7th, 8th, 9th, 10th -OR – 8th, 9th, 10th, 11th.

For example;

6th vs 9th, 7th vs 8th.

Winners of first round play for 6th and 7th place.

Losers of first round play for 8th and 9th place.

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