

2026 SCD Bill Weaver Men's Pairs

Thank you to our Sponsor

Scorecards: Tim and Amy Nixon owners, Nixon Group Realtors.

Tournament Venue / Date / Time

Tournament Fee: \$70 per team

Saturday, December 5 – **Bell LBC** – Announcements at 9:00am

Sunday, December 6 – **Lakeview LBC** – Announcements at 9:00am

Practice is allowed Friday, December 4th at Lakeview LBC 9:00am to Noon, Bell LBC from 1:00pm to 3:30pm.

Rollups prior to the start of play are at the discretion of the Tournament Director at the venue.

Last year's winning team: Brad Heldele and Vince Geglia

Conditions of Play

Deadline: November 27th. No refunds after this date. If uneven # of entries last entry is out unless an additional team can be found. No TBAs, completed entries only.

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. Pairs (4 bowls each). 4 (four) 10-end games. Ties will stand, 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 given to the scorekeeper or placed in the scorecard box by the winning skip after the 4th 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. Point differential is maxed at +/- 7 per game.
- 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)
- 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 only, at the completion of day 1 games, in the case of a tie of match points and plus points there will be a one end playoff. Details are posted below. Any playoff ends will be prior to announcements (8:45am).
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 of 8 per Day 1 qualifying criteria. All games are 14 ends; a game may be conceded at any time. Ties must be broken by playing an extra end. 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. If there are less than 24 teams, in the championship flight, only 1st, 2nd, 3rd, 2nd flight 1st place will cash.
- Trial Ends: Prior to the start of play at 9:15am each day, each player will be allowed four up and 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.
- Visit to the Head; After delivering their first bowl, players will only be allowed to walk up to the head under the following circumstances.
 - Leads – after 3rd & 4th bowl. Skips – after 2nd, 3rd, 4th bowl.Both skips will go to the mat at cross-over.
Restriction of visits to the head aren't meant to create loud conversations between the mat & head.
- Please keep games moving. Start each game as soon as your team and rink are ready.
Be ready to bowl when your opponent's bowl comes to rest. Be out of the area between the mat and the head when your bowl comes to rest.

PRIZE MONEY/AWARDS:

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

PRACTICE:

- Practice prior to the start of the event is allowed according to the host venue's instructions. Hours will be communicated in advance on the tournament entry form.
At the Tournament Directors discretion, competitors may practice each morning before play begins.

BOWLS, FOOTWEAR AND ATTIRE:

- Shoes must be flat-soled and heelless.
- Matching Team members' collared shirts and below-the-waist attire strongly encouraged. They may be white or colored.
- 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:

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- a. If a player not on the team list enters to start the 1st game on the 1st day, notify the director whether the player is a substitute or permanent member of the team.
- b. 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.
- c. Substitutes may not skip.
- d. No substitutes for Singles after play has commenced.

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 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 section III of the SCD Bylaws.
- Always let the director of the head know BEFORE delivering a running shot. Please, no surprises.
- Lunch; Day1 after the second game. Day2 after the first game. BRING YOUR LUNCH.
- We can use the greens for this tournament as allowed by the host 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.
- No food or drink except for water is allowed on the green
- 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.
- 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.
- Alcoholic beverages are allowed only after tournament play has been completed.
- Smoking is prohibited and is only allowed in designated areas.

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Special Rules for Qualifying for Championship vs 3rd 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 3rd 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 3rd and 4th 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 3rd flight. If 7th and 8th 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 – 8th and 9th.

Winner is 8th, loser is 9th

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

For example; 7, 8, 9th place ties

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

For example; 8, 9, 10th place tie

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

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

For example; 6th, 7th, 8th, 9th place ties

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 example; 7th, 8th, 9th, 10th place ties

7th vs 10th, 8th vs 9th.

Winners of first round play for 7th and 8th place.

Losers of first round play for 9th and 10th place.

For example; 8th, 9th, 10th, 11th place ties

8th vs 11th, 9th vs 10th.

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

Losers of first round play for 10th and 11th place.

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

9th place is 4-0.

8th place alone; 8th plays 9th. Loser is 9th, winner is 8th.

7th & 8th are tied; 8th plays 9th. Loser is 9th. Winner plays 7th. Loser is 8th, winner is 7th.

9th and 10th are 4-0.

8th place alone; 9th plays 10th. Loser is 10th, winner plays 8th. Loser is 9th, winner is 8th.