

2026 SCD Men's Open Singles / Pairs / Triples

Thank you to our Sponsors, Volunteers

Scorecards: Tim and Amy Nixon with Nixon Group Realtors. Refer to the back of the scorecard.

Volunteers: Hospitality, green setup, markers, website updates.

Tournament Venue / Dates

Singles: Saturday, February 7 – **Johnson LBC.**
Sunday, February 8 – **Johnson LBC.**

Check in at 8:30am each day.

For day1 of singles, **report to the location posted on scdlawnbowls.com.**

For day 2 of the singles, 64 bowlers return. Report to the venue that will be listed Saturday evening on the website scdlawnbowls.com.

Last year's winning player: **Charlie Herbert**

Triples: Monday February 9 – **Johnson LBC.**
Tuesday, Feb 10 – **Johnson LBC.**

Check in at 8:30am each day. **Day 1 everyone checks in at Lakeview LBC.** Draw venue & rink.

For day 2 of the triples, all teams return. Report to the venue that will be listed Monday evening on the website scdlawnbowls.com.

Last year's winning team: **Jim Filipiak, Steve Nelson, Andy Klubberud**

Pairs: Wednesday, February 11 – **Johnson LBC.**
Thursday, Feb 12 - **Johnson LBC.**

Check in at 8:30am each day. **Day 1 everyone checks in at Lakeview LBC.** Draw venue & rink.

For day 2 of the pairs, all teams return. Report to the venue that will be listed Wednesday evening on the website scdlawnbowls.com.

For day 2 of the pairs, all teams return.

Last year's winning team: **Charlie Herbert, Sadri Jazayeri**

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. These documents can be found in the binder at the scorekeeper's table.

TIME LIMITS

Play begins with a signal. Any end in progress when the final signal is sounded must be completed. No jack will be rolled after the final signal has been sounded. Games will start at 9:00am.

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10 minute break between games. 25 minute lunch between games 2 and 3 (pairs, triples).
Final games may begin when rink and opponent are available and no time limit.

Qualifying Rounds

Singles: Five (5) rounds for every player to complete four (4) games, as noted below

Pairs: 1-hour and 15 minutes.

Triples: 1-hour and 45 minutes.

There will be 15-minute break and 25 minute lunch.

Quarter, Semi, and Final matches

Pairs: 2 hours. 1hr 50min

Triples: 2 hours 25 minutes

FORMAT AND SCORING:

• Day 1 – Random draw.

Singles; 4 (four) 14 (fourteen) point games. First to 14 points, 14 points maximum. Only the top 48 return on day 2. Stagger; If 20 players are assigned a green, then 4 **are required to** mark each round. Five rounds for everyone to complete 4 games.

Triples; Three (3) bowls each. 4 (four) 10-end games. All ten ends must be played. Ties stand.

Pairs; Three (3) bowls each. 5 (five) 10-end games. All ten ends must be played. Ties stand.

At the end of each game, skips verify the score and sign the opponent's card. Scorecards must be turned in to the scorekeeper or placed in the scorecard box after the last game.

At the end of day 1, teams are ranked according to the scoring paragraph below.

• Day 2 – Teams will be put into Flights of 8 per Day 1 qualifying criteria.

Singles; All games are 18 points; a game may be conceded at any time. 3 (three) games max, 1 (one) game minimum. **48 players return for day 2.**

Triples; All games are 14 ends; a game may be conceded at any time. 3 (three) games max, 2 (two) games minimum if in a flight with challenge brackets. Otherwise, 1 (one) game minimum.

Pairs; All games are 14 ends; a game may be conceded at any time. 3 (three) games max, 2 (two) games minimum if in a flight with challenge brackets. Otherwise, 1 (one) game minimum.

All teams are to fill in the names on the flight sheet after each game and find your next rink assignment.

In the championship flight; First game losers are placed in the second flight. The semifinal game losers play for 3rd and 4th place. All other flights in 1st and 2nd place will cash.

If there are challenge brackets, only the winner will cash.

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- **Day 1 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 point differential
 - 3) Fraction – Your actual total points / (your actual total points + opponent actual total points)
- **Tie Breakers:** Day 1 – Ties stand for pairs and triples, play all 10 ends.
- **Day 2 – Ties** must be broken by playing an extra end.

For determining the **championship bracket only**, at the completion of day 1 games, there are special rules and may have a one end playoff. Details are posted below. Any playoff ends will start no later than 8:15am on Day2.

For any other ties of wins, plus points, and fractions, the tie will be broken by a coin flip.
- **Trial Ends:** Prior to the start of play at 8:45am each day, or if changing greens, each player will be allowed trial ends. If both teams or players agree, trials can be skipped.
 - o Singles; 4 bowls each way
 - o Pairs; 3 bowls each player each way
 - o Triples; 3 bowls each player each way
- **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.

Note: For singles, if you are on a green which needs 5 rounds to play 4 games, the round you sit out is NOT a bye. You are required to mark!
- Please keep games moving. Start each game as soon as your teams and rinks are ready.

RESTRICTION OF MOVEMENT OF PLAYERS:

- Singles; after 2nd bowl
- Pairs, leads – after 3rd bowl, skips - after 2nd and 3rd bowl
- Triples; leads - after the vice 2nd bowl, vice - after 2nd bowl, skips- after 1st bowl.
- Both skips and vice skips go to the mat at cross-over, Pairs & Triples

DELAYING (SLOW) PLAY

Players must play without undue delay and in a way which does not prevent their opponents from being able to complete the required number of ends with the specified time limit. See Appendix 1 for the full text of A.5.

PRIZE MONEY/AWARDS:

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- The number of entries determines the allocation of prize money and will be posted at the venue(s).

PRACTICE:

- Competitors may practice the day prior to the start of the event. Hours will be communicated in advance on the tournament entry form. Practice the mornings before tournament play begins is at the discretion of the tournament director.

BOWLS, FOOTWEAR AND ATTIRE:

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

SUBSTITUTIONS:

- Substitutes are allowed to start the opening round. Before the start of play, a team may replace a player listed on the posted team sheet but must notify the tournament director whether that person will be a team member or a substitute.
- Substitutes may be allowed, after the commencement of the opening round, in the event of illness or any unforeseen circumstance, once approved by the Tournament Director, as follows:
 - a. No substitutes for Singles after play has commenced. If a player is unable to complete all 5 rounds on day 1, all 5 games will be forfeited to the scheduled opponent with the winning score being 14 and the losing score being the average losing score for that round rounded up if .5 or more and down if less than .5.
 - b. All substitutions must abide by the conditions outlined in the updated Substitutions Rules on the Bowls USA website.
 - c. Substitutes may not skip.

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.
 - In the case of a lightning threat, take shelter right away. Leave the bowls where they were.
 - An announcement will be made, if possible, to finish the end and then get off the greens when play is being suspended.

UMPIRES:

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

DISPUTES:

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- 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

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OTHER LAWS, REGULATIONS AND POLICIES:

- SCD Code of Conduct. Skips have acknowledged the SCD Code of Conduct, which is section III of the SCD Bylaws. Skips are responsible for informing team members.
- Always let the director of the head or marker know BEFORE delivering a running shot.
- No tossing bowls from the sidewalk to the green. No dropping bowls on the mat.
No running on the greens. If a visit to the head is allowed, follow your bowl walking.
- Break as announced for the timed games. BRING YOUR LUNCH.
For singles, lunch is on the fly. Be prepared to bowl when your opponent and rink are ready.
- 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.
- 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 3rd Flight Only

If there is a tie in win 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 (or 2nd and 3rd if only three bowls) only.

- These special rules include teams with max win points (no loss or tie).
- Play off position is determined by the posted day 1 results, which include win points, plus points, and fraction.

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

Playoff possibilities for a tie. 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. The 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.

The 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.

The winners of first round play for 8th and 9th place.

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