

ORGANIZING CLBC JITNEYS

(Revised 3 March 2019)

INTRODUCTION

The Club holds lawn bowling holiday jitneys on Victoria Day, Canada Day, B.C. Day, Labour Day, and Closing Day. These are very popular and well attended lawn bowling activities. Despite their importance during the season, they are surprisingly easy to organize. In the instructions that follow, I have tried to include, literally, everything that needs to be done. So... it may appear to be overwhelming. But it is not very difficult at all. Just check off the items as you proceed and you won't have any difficulty.

Most holiday jitneys are based on some variation of the normal game of lawn bowls. Sometimes these variations bear little resemblance to actual game and are *played just for fun*.

Our holiday jitneys nearly always include token monetary prizes and, sometimes, a food component.

THE SIGN-UP SHEET

The sign-up sheet should be posted in the clubhouse at least three weeks prior to the event and the membership should be advised by email that it has been posted. Although we normally post a sign-up sheet, we usually accept emails from members who are unable to get to the club. The information should also be posted on the Club's website in the *NEWS* section (the Games Chair can assist with the website).

The sign-up sheet should contain the following information (you may provide more information if you choose. However, this is the minimum required):

- The name of the event.
- The date and time. It is highly recommended that the time of arrival be clearly stated.
- The deadline for signing up. This is somewhat arbitrary. You want to leave yourself with sufficient time to prepare the documentation and plan the activities but you don't want to discourage people from signing up. Also, keep in mind that many people tend to wait until the last minute to register.
- Additional information including the fee (if any), dress code (if relevant), food component (if part of the event), and contact information.

THE GAMES

Prepare a one- or two-page description of the day's activities. Ideally, this document should be emailed to participants two or three days prior to the event. Try to estimate times (but don't be alarmed if your estimates fall short of perfection). If you invent a new game, you will almost certainly discover that you didn't think of every possibility. Don't worry, just make an "executive decision" if called upon to do so. You will find that most people are very forgiving.

A good idea is to start the day with something simple to get everyone on board. The Spider is easy to do and is a good "ice-breaker" (but feel free to do whatever you like).

FEES

Holiday jitney fees are established at the beginning of each bowling season.

The fee shall include \$1.00 per participant to be given to the club to cover miscellaneous costs including, for example, coffee and tea and consumables. If a food component is included in the jitney, discuss the cost of providing the food with the Hospitality Chair and include this amount in the fee. The remainder of the fee may be used for prizes.

It is a good idea to ask someone to collect fees on the day of the event since you will likely be too busy to do this yourself.

After the jitney has been completed, fill out the *Games Event Report* and forward the remaining monies to the Club's Treasurer.

SUPPORT

Typically, a jitney requires two or three people on the day of the event. The Games Chair is usually willing to help.

- If there is a food component or other requirement involving the kitchen, you should arrange with the Hospitality Chair well in advance.
- You will need to plan the actual bowling activities. This is entirely up to you. You can do something that has been done before or you can try something entirely new.
- You and your assistants will have to set up the green with rink numbers and boundaries and put out the equipment.
- Provide the person who will collect the fees with a list of participants and a container for the money.

THE DRAW

The coordinator has a great deal of flexibility in designing the draw. How it is done depends, in part, on the nature of the games. The following is a small selection of approaches:

- Coordinator makes up the teams in advance.
- Teams may be created by random draw, using the draw board.
- The team members may rotate positions during the games.
- Bowlers may play on different teams during the day.

Players might keep their own scores (if they change teams during the event) or the skips may keep score if the teams remain intact during the day.

Hint: The easiest and safest method is to make up the teams ahead of time and keep the same teams throughout the day. If you do this, try to balance the teams as best as you can. (Also, use your discretion when dealing with individual personalities). However, if you would like to try something different, go ahead... it is up to you.

Teams may be Pairs, Triples, or Fours depending on the number of people signing up. However, keep two things in mind: (a) Some people may drop out at the last minute or may not show up at all, and (b) You may not have the right number of people to create an even number of teams (avoiding byes) or you may not be able to create only Pairs or only Triples resulting in a mix of Pairs and Triples or Triples and Fours.

Although this sounds like you might have a disaster on your hands, it is surprisingly easy to deal with these problems – much easier than organizing a tournament. Here are two examples¹:

(a) You have five Triples teams and five Pairs teams (total 25 people).

Each Pairs team member delivers four bowls per end (total eight bowls). Each Triples team member delivers three bowls per end (total nine bowls). For every end, the Triples team delivers the first and last bowl. However, the mat and the delivery of the jack is based on who won the previous end. This sounds unfair because the Triples team always has an extra bowl and they play both first and last. However, most skips would rather have four bowls to play rather than just three. This method seems to be a popular way to proceed; however, there are other approaches that you may prefer. In any case, it is your choice.

(b) You have eight Fours teams and eight Triples teams (total 56 people).

Each Fours team member delivers two bowls except the skip who delivers three bowls (total: nine bowls per end for both teams). Each Triples team member delivers three bowls per end (total nine bowls per end). Another approach has the Triples skip delivering only two bowls per end (total: eight bowls per end for both teams).

In both examples, if a player fails to show up, you can move a single player to re-establish the correct number of players per team. On the other hand, if someone shows up unexpectedly, you can add the player to one of the smaller teams.

THE DRAW SCHEDULE

You may choose which rinks to use and in which direction to play. However, it is almost always advisable to play in the North-South direction during the morning. The reason for this is because it is very difficult to see the jack, bowls and markings on the boards when playing toward the sun during the morning.

Players should not use the same rink more than once. This is almost never a problem. But, if you find that you are having difficulty, then you might consider changing direction sometime during the day.

You may deliberately choose to use specific rinks based on your judgement.

Prepare score cards with names of the skips (or team members). Usually, it is best to do this in advance since some people don't write very clearly.

Prepare a score sheet (if one is required).

Prepare instructions for the play. The key here is **simplicity**. No matter what you do, I can guarantee that many people won't read the instructions and/or won't understand what they are supposed to do. Your only defence is to try and make it as simple and as clear as possible.

¹ See also "Team Composition versus Number of Rinks required"

ON THE DAY OF THE EVENT

Some coordinators participate in the games as well as coordinating the activities. Be careful not to over-extend yourself. You and your assistants will probably do the following duties more or less in the order illustrated below:

- Arrive at the club an hour prior to the posted arrival time.
- Post documentation in a prominent location. Place score cards on a table.
- Set up the rinks and boundaries.
- Chalk the greens, if necessary (i.e., the two-metre position for placing jacks that are played out of bounds). This requires two people.
- Put out equipment. Use “tournament jacks” (in the cupboard under the counter).
- Put out hog line indicators (the little pink piggies, stored in the cupboard under the counter).
- Collect fees.
- Adjust teams if necessary (see The Draw, above).
- Just prior to the posted start time, get everyone together and introduce the games.
- Keep an eye on the time. If running behind schedule, consider moving an activity to after lunch or removing an activity altogether.
- Place monetary prizes in envelopes marked as first prize, second prize etc.
- Change direction (if required). Ask participants to move the equipment.
- Be flexible. If people seem ready to start the next game earlier than the schedule indicates, go ahead and do so.
- Collect score cards and enter scores on the scoresheet.
- Get players to put the equipment away.
- Announce winners and hand out prizes.
- Reward yourself with a drink.

FOLLOWING THE EVENT

Following the event, complete the Games Event Report. Send one copy to the Treasurer and a second copy to the Games Chair.

ORGANIZING MINI-JITNEYS

A mini-jitney is a scaled down version of the major holiday jitneys, describe above.

Typically, a mini-jitney could be organized as follows:

- Participants may register in advance or they may be invited to show up at the appointed time. (Choose one of these approaches).
- There may be a beverage and/or snack food component. If so, there should be a small fee to cover the cost to the club.
- Usually a mini-jitney is held during the morning. However, one could begin later in the morning and include a break for a bag lunch.
- Participants place their names on the draw board in the same manner as the Open Draws.
- The organizer will adjust the names on the draw board to ensure balanced teams.
- The organizer will provide instructions on the mini-games to follow.
- Normally, there would be no prizes.
- Most jitneys are organized as Pairs, Triples and/or Fours teams. However, mini-jitneys might include Singles play.

A typical morning schedule might be as follows (but may be adjusted to suit circumstances):

9:30 AM - Arrive at the clubhouse, place name tag on the draw board, enjoy a coffee and snack.

10:00 AM - Draw teams and receive instructions on the games.

10:15 AM – First six-end game.

11:15 AM – Second six-end game.

12:15 PM – Winners announced.

Another schedule, including a lunch break, might be:

10:30 AM – Arrive at the clubhouse, place name tag on the draw board, enjoy a coffee and snack.

11:00 AM – Draw teams and receive instructions on the games.

11:15 AM – First six-end game.

12:00 PM – Bag lunch.

12:30 PM – Second six-end game.

1:30 PM – Winners announced.

TEAM COMPOSITION VERSUS NUMBER OF RINKS REQUIRED

During a Jitney, it is desirable that there be an even number of teams so that there are no byes. It is also desirable that all teams be of the same composition (e.g., Pairs, Triples, or Fours). Unfortunately, Murphy's Law² dictates that the number of participants will probably be incompatible with these requirements. For example, what do you do with 31 participants? Obviously, there are no even combinations of all Pairs, all Triples, or all Fours that can add up to 31. In this example, we could have 6 Pairs plus 5 Triples plus 1 Fours (total: 31 people) or we could have 9 Triples plus 1 Fours. There may be other combinations as well. (In both examples, above, there would be an even number of teams, so there would be no byes.)

When this happens, it will be necessary to create an even number of teams of mixed composition so that everyone will be able to participate without byes. You might choose to create a mix of Triples and Fours teams, or some other combination.

This is not difficult to do, and the tables included in this document are designed to make the job very easy.

In the following tables, the number of participants has been limited so that each draw would use a maximum of eight rinks. The first table is used to create a mixture of Triples teams and Fours teams. The second table is used to create a mixture of Triples teams and Pairs teams. The final table contains a mixture of Fours teams and Pairs teams.

In the tables, the shaded entries indicate those combinations which contain teams of only one composition (e.g., all Fours, all Triples, or all Pairs).

If you examine the tables, you will find interesting combinations. For example, in Table 1 (Fours and Triples), 56 participants can be divided into 8 Fours teams and 8 Triples teams (as well as 14 Fours teams). With this combination, you could create two groups: one group of Fours and a second group of Triples. Each team could play a complete or partial round-robin within its group. You may find additional useful combinations.

When managing a jitney, you must anticipate the possibility that someone doesn't show up to play, or that an additional player appears and would like to be included in the line-up. This can easily be accommodated. For example, suppose you had anticipated having 54 players divided into 6 Fours teams and 10 Triples teams and one player fails to arrive. From Table 1, you remove one player from a Fours team, resulting in 5 Fours teams and 11 Triples teams. This is something you can do at the last minute.

² Murphy's Law: "If anything can go wrong, it will".

TABLE 1: A MIX OF FOURS AND TRIPLES TEAMS							
NO.	FOURS	TRIPLES	RINKS	NO.	FOURS	TRIPLES	RINKS
64	16	0	8	36	0	12	6
63	15	1	8	36	6	4	5
62	14	2	8	35	5	5	5
61	13	3	8	34	4	6	5
60	12	4	8	33	3	7	5
59	11	5	8	32	8	0	4
58	10	6	8	32	2	8	5
57	9	7	8	31	1	9	5
56	8	8	8	30	0	10	5
56	14	0	7	30	6	2	4
55	7	9	8	29	5	3	4
54	6	10	8	28	4	4	4
53	5	11	8	27	3	5	4
52	4	12	8	26	2	6	4
51	3	13	8	25	1	7	4
50	2	14	8	24	0	8	4
49	1	15	8	24	6	0	3
49	7	7	7	23	5	1	3
48	0	16	8	22	4	2	3
48	12	0	6	21	3	3	3
47	5	9	7	20	2	4	3
46	4	10	7	19	1	5	3
45	3	11	7	18	0	6	3
44	2	12	7	16	4	0	2
43	1	13	7	15	3	1	2
42	0	14	7	14	2	2	2
42	6	6	6	13	1	3	2
41	5	7	6	12	0	4	2
40	10	0	5	8	2	0	1
40	4	8	6	7	1	1	1
39	3	9	6	6	0	2	1
38	2	10	6				
37	1	11	6				

In this table, the number of participants has been limited to 64 so that each draw would use a maximum of eight rinks (16 **Fours** teams). The table may be used to create an even number of **Fours** and/or **Triples** teams. Those combinations resulting in only **Fours** or **Triples** teams are indicated by the shading.

TABLE 2: A MIX OF TRIPLES AND PAIRS TEAMS

NO.	TRIPLES	PAIRS	RINKS	NO.	TRIPLES	PAIRS	RINKS
48	16	0	8	25	5	5	5
47	15	1	8	24	0	12	6
46	14	2	8	24	8	0	4
45	13	3	8	23	7	1	4
44	12	4	8	22	6	2	4
43	11	5	8	21	5	3	4
42	14	0	7	20	0	10	5
41	13	1	7	20	4	4	4
40	12	2	7	19	3	5	4
39	11	3	7	18	6	0	3
38	10	4	7	17	5	1	3
37	9	5	7	16	0	8	4
36	12	0	6	16	4	2	3
35	11	1	6	15	3	3	3
34	10	2	6	14	2	4	3
33	9	3	6	13	1	5	3
32	0	16	8	12	0	6	3
32	8	4	6	12	4	0	2
31	7	5	6	11	3	1	2
30	10	0	5	10	2	2	2
29	9	1	5	9	1	3	2
28	0	14	7	8	0	4	2
28	8	2	5	6	2	0	1
27	7	3	5	4	0	2	1
26	6	4	5				

In this table, the number of participants has been limited to 48 so that each draw would use a maximum of eight rinks (16 **Triples** teams). The table may be used to create an even number of **Triples** and/or **Pairs** teams. Those combinations resulting in only **Triples** or **Pairs** teams are indicated by the shading.

TABLE 3: A MIX OF FOURS AND PAIRS TEAMS							
NO.	FOURS	PAIRS	RINKS	NO.	FOURS	PAIRS	RINKS
64	16	0	8	30	1	13	7
62	15	1	8	30	3	9	6
60	14	2	8	30	5	5	5
58	13	3	8	30	7	1	4
56	12	4	8	28	0	14	7
56	14	0	7	28	2	10	6
54	11	5	8	28	4	6	5
52	10	6	8	28	6	2	4
50	9	7	8	26	1	11	6
48	8	8	8	26	3	7	5
48	10	4	7	26	5	3	4
48	12	0	6	24	0	12	6
42	5	11	8	24	6	0	3
42	7	7	7	24	4	4	4
40	4	12	8	22	3	5	4
40	6	8	7	20	0	10	5
40	8	4	6	20	2	6	4
40	10	0	5	20	4	2	3
38	3	13	8	18	1	7	4
38	5	9	7	16	0	8	4
38	7	5	6	16	2	4	3
38	9	1	5	16	4	0	2
36	2	14	8	14	1	5	3
36	4	10	7	14	3	1	2
36	6	6	6	12	0	6	3
34	1	15	8	12	2	2	2
34	3	11	7	10	1	3	2
34	5	7	6	8	0	4	2
34	7	3	5	8	2	0	1
32	0	16	8	6	1	1	1
32	2	12	7	4	0	2	1
32	4	8	6				
32	6	4	5				
32	8	0	4				

In this table, the number of participants has been limited to 64 so that each draw would use a maximum of eight rinks (16 **Fours** teams). The table may be used to create an even number of **Fours** and/or **Pairs** teams. Those combinations resulting in only **Fours** or **Pairs** teams are indicated by the shading.

IDEAS FOR JITNEYS

THE SPIDER

Players gather around the green, equidistant from one another. At the sound of the bell, players deliver ONE bowl toward the jack that has been placed in the centre of the green. The player whose bowl is closest to the jack wins.

BOCCI BALLS

In Bocci Balls, the jack is delivered by the Lead who also delivers the first bowl. After the first bowl is delivered, the opposing team then delivers bowls (one after the other) until they become shot. At this point, the mat reverts to the first team to deliver bowls until they become shot. Play continues until ALL bowls have been delivered. (Note: if necessary, you may measure to see who is shot).

DRAW TO THE GROUND SHEET

A ground sheet is placed so that the trailing edge is flush with the forward ditch. The jack is placed on the edge of the ground sheet closest to the mat line.

The winner of the coin toss at the beginning of the game and the winner of each end may place the mat anywhere between the two-metre line and the nearest hog line.

The players deliver their bowls as in a regular game. Scoring is as follows:

- The shot bowl is worth 3 points (even if the shot bowl is not on the ground sheet)
- All bowls touching or overlapping the ground sheet are worth 1 point.
- If a team burns the end, they earn a score of **minus 5 points**.

DRAW TO WITHIN ONE METRE OF THE JACK

The players deliver their bowls as in a regular game. Scoring is as follows:

All bowls within one metre of the jack (for both teams) score 1 point (use the metre stick provided). If the end is burnt, the offending team earns a penalty of **minus five points**.

AVOID THE RABBIT HOLE

Your task is to avoid the rabbit hole.

The loser of the toss (and each end thereafter) shall place a ground sheet (which is the rabbit hole) anywhere within the rink between the hog line and the front (far) ditch with the jack somewhere on top of the ground sheet. The ground sheet need not be centred in the rink.

The winner of the toss (and each end thereafter) shall place the mat on the two-metre line, ensure that it is centred, and deliver the first bowl.

If the jack is moved off the ground sheet, **the opponent may place the jack anywhere on the ground sheet**.

Scoring: Bowls that are touching, or overlapping, the ground sheet will **not** count. Otherwise, scoring is the same as during a normal game. In other words, try to get as close

as possible to the jack without falling into the rabbit hole (the ground sheet). If the end is burnt, the offending team earns a penalty of **minus five points**.

THIS IS IMPOSSIBLE

For every end, the jack is centred on the two-metre line nearest to the front (far) ditch.

The winner of the toss may place, and centre, the mat anywhere between the two-metre line and the nearest hog line and deliver the first bowl.

After the first end, the **loser of the previous end** may place, and centre, the mat anywhere between the two metre-line and the nearest hog line and deliver the first bowl.

Scoring: Only bowls that are on the two-metre line and closer to the front ditch (including touchers in the ditch) count. If necessary, use the metre sticks provided. If the end is burnt, the offending team earns a penalty of **minus five points**.

MOVIN' UP THE LADDER

This is a normal game except that, following each two ends, the players move "up" one position (i.e., the Lead moves to Second; the Skip becomes Lead etc.).

Scoring: Normal lawn bowling rules apply except that, if the end is burnt, the offending team earns a penalty of **minus five points**.

THE PROCRASTINATOR

Each game begins with a coin toss to determine which team takes the mat. The teams will then **alternate** taking the mat on subsequent ends.

The first team to play in each end will deliver all their bowls followed by the opponents delivering all the remaining bowls.

THE THIEF

A team may only score if the end is stolen (normal scoring rules apply). If the end is not stolen, there will be no score for either side.

BOWL TO THE CENTRE

A coin toss determines which team has the mat and **must deliver the first bowl**. The mat will alternate between the teams on each end.

One team plays from one end of the rink; the other team plays from the opposite end. The mat is placed and centred on the two-metre line. The team that has the mat delivers and centres the jack which must come to rest somewhere **between** the two hog lines. If the played jack is "illegal", the opponent will deliver the jack. If the jack is "illegal" after the second attempt, the team with the mat may **place and centre the jack** somewhere between the hog lines.

Played bowls must lie between the hog lines or they must be removed from play.

THE WARM-UP

A coin toss determines which team has the mat and **must deliver the first bowl**. This is a regular game with normal rules, except that all **delivered** bowls (including touchers) that

land in the ditch or out of play earn a penalty of **minus 5 points** and are removed from play.

The mat will alternate between the teams on each end.

LOPSIDED BOWLS

A coin toss determines which team has the mat and **must deliver the first bowl**. This is a regular game with normal rules, except as follows: After the Lead has delivered the jack and the first bowl, all subsequent bowls must lie on the centre line, or on the same side of the centre line as the first bowl. Bowls that lie on the other side of the centre line are immediately removed from play.

If the first bowl lies on the centre line, it must be re-delivered by the same player. In addition, the mat will alternate between the teams after each end.

LIVING ON THE EDGE

A ground sheet is placed so that one edge is flush with the far ditch. The mat is placed as close as possible to the nearest hog line (i.e., a very short jack). The jack is centred on the ground sheet. This is a regular game with normal rules, except that the mat will alternate between the teams after each end. Scoring is as follows:

- The shot bowl is worth 3 points (whether on the ground sheet or not).
- All touchers in the ditch are worth 2 points.
- All bowls on or overlapping the ground sheet are worth 1 point (even if the jack is no longer on the ground sheet).
- If a team burns the end, they are penalized **minus 5 points**.

THE SIMPLE JACK

A coin toss determines which team has the mat and **must deliver the first bowl**.

This is a normal game with normal rules, except as follows:

- If the jack is moved, it is replaced on the original spot.
- All bowls (including touchers) in the ditch are removed from play.

BACKWARD BOWLS

This is normal game, except as described below:

- All bowls are delivered **before** the jack is delivered.
- The jack is delivered by the skip whose team delivered the first bowl. If the jack is not within bounds, the opposing skip shall re-deliver the jack. If the jack is still out of bounds after the jack has been delivered twice, both teams will enter a score of zero.

THE LOVER

In addition to normal scoring, all touchers (on both teams) are worth an additional five points (even if not shot). If the jack is played out of bounds or into the ditch, it is re-spotted on the two-metre line as in regular play.

DOUBLE JEOPARDY

This is a regular game with normal rules except for the following additions:

- After an end has been completed, the bowls are not removed from play.
- The last player to bowl will deliver a second jack. The final score will be the sum of the two scores computed using each of the two jacks. (Note that some bowls may count for both jacks.)

THE LEAD IS KING

This is a normal game, except as follows:

- Lead bowls will be worth three points each; all other bowls will be worth one point each.
- However, only the three bowls closest to the jack will count.

SCOTCH PAIRS

- One player will be skip for the first half of the game.
- The second player will be skip for the last half of the game.
- Begin with a coin toss, winner having mat possession. Winner of each subsequent end has mat possession.

AUSTRALIAN PAIRS

- Winner of the coin toss and then the winner of each end has mat possession.
- The leads will deliver the first two bowls each, the skips the next four bowls each, and the leads the final two bowls each.
- On the next end, the roles are reversed. The skips deliver two bowls each, the leads deliver four bowls each, and the skips deliver the final two each.
- Continue this 2-4-2 rotation for the remainder of the game.

CROSSING THE EQUATOR

- Teams will position themselves at opposite ends of the green and bowl alternately to the jack.
- The mats are set on the two-metre lines.
- The jack is placed on the chalked spot in the centre of the green. If it is moved during play it must be returned to its original position.
- Winner of the coin toss and the winner of each end will deliver the first bowl.
- When all bowls have been delivered the score is determined.
- All bowls on or overlapping the Equator are removed from play.
- Each side of the Equator is scored separately. Only shot bowls that **cross the Equator** are counters (bowls must be clear of the Equator line to be counters).
- Both teams may score. Bowls **not crossing the equator** may serve to reduce an opponent's count.
- Change ends and continue play.

BI-POLAR FUN (THE NORTH AND SOUTH POLES)

- The jack is centred one foot from the front ditch and represents the North or South pole.
- The winner of the coin toss and the winner of each end may place the mat anywhere between the two-metre line and the hog line and deliver the first bowl.
- Play continues as in regular bowling.

EXAMPLES OF JITNEY DOCUMENTATION

On the following pages you will find an example of the documentation, that was used in a recent jitney:

- The Sign-up sheet
- The Games
- The Teams
- The Score Sheet
- The Rink Assignments for each Game
- The Games Event Report

VICTORIA DAY JITNEY

MONDAY, MAY 21, 2018

TIME: Arrive 1:00 PM. Play Begins at 1:15 PM

FEE: \$5.00 (Covers coffee, tea and prizes)

***** DRESS: RED, WHITE AND BLUE *****

EACH PARTICIPANT IS ASKED TO BRING ENOUGH FINGER-FOOD TO FEED FOUR PEOPLE

Please sign below or contact coordinator DEADLINE: Noon, Thursday, May 17

Coordinator: Mark Trueman [truemanm@telus.net or (250) 538-0211]

VICTORIA DAY GAMES

Monday, May 21, 2018

THE SPIDER

Players gather around the green, equidistant from one another. At the sound of the bell, players deliver **one bowl** toward the jack that has been placed in the centre of the green. The player whose bowl is closest to the jack wins a prize of immense value and prestige.

THE GAMES

A coin toss will determine which team has the mat and must deliver the first bowl. **The mat will alternate between the teams on each end.** Normal rules of lawn bowls apply, except as described below. After each game, **Red Teams** move up three rinks, **Blue Teams** move up two rinks.

TRIPLES TEAMS: Lead & Third deliver 3 bowls each; Skip delivers 2 bowls.

FOURS TEAMS: Each player delivers 2 bowls each.

GAME 1 – THE LOVER (four ends)

This is a normal game. Scoring is as follows:

- Shot bowls are worth **1 point** each.
- All touchers (for both teams) are worth **2 points** each (including the shot bowl).
- If a team burns an end, that team receives **minus 5 points** for that end.

GAME 2 – LIVING ON THE EDGE (four ends)

A ground sheet is placed so that one edge is flush with the far ditch. The jack is placed on the edge of the ground sheet closest to the bowler and is centred on the rink. The mat is placed as close as possible to the nearest hog line (i.e., a very short jack). This is a regular game with normal rules. Scoring is as follows:

- Shot bowls are worth **1 point** each.
- All bowls (for both teams) on or overlapping the ground sheet (including the shot bowl) are worth **2 points each**.
- If a team burns an end, that team receives **minus 5 points** for that end.

GAME 3 – BOWL TO THE CENTRE (four ends)

One team plays from one end of the rink; the other team plays from the opposite end. The leading edge of the mat for each team is placed on the two-metre line. The delivered jack must come to rest somewhere between the two hog lines and is centred. If the delivered jack is “illegal”, the opponent will **place and centre the jack** somewhere between the hog lines. Delivered bowls must clearly lie **between** the hog lines or be removed from play. If the jack is knocked “out of bounds”, the opponent may place the jack anywhere between the hog lines and play continues. Teams alternate direction of play following each end.

Scoring: Normal rules apply.

**VICTORIA DAY JITNEY – 2018
TEAMS**

RED TEAMS			
SKIP	THIRD	SECOND	LEAD
Beth Driedger	Ross Bulley		Lovey Pritchard
Penny Irvine	Debby Davey	Dan Butler	Gord Brownridge
Pat Unger	Mildred Butler	Deirdre Voskuilen	Doug Ford
Hazel Grant	Duncan Locke	Betty James	Dawn Nakatsu
Lori Brown	Tim Stevens	Reen Lloyd	Mary Trottier
Maria Ridewood	Gord Park	Jill Thorpe	Janet Doskopch
Carol McCoy	Bob Parkinson		Ron Chudley
Joyce Gammie	Bonnie Younger		Jane McGiffin

BLUE TEAMS			
SKIP	THIRD	SECOND	LEAD
Dredge Driedger	Bill Younger	Judith Bulley	Percy Cowan
Alice Trueman	Steve Rikley	Roy Pritchard	Mary Vandenberg
Jim Irvine	Annie Dougherty	Mo Sealey	Tim McGiffin
Tommy Traynor	Wayne Grant	Audrey Pirie	Jeff Doskopch
Roy Wilkinson	Alan Butler	Malcolm Clark	Jodi Butler
Betty Locke	Tom Clark		Marvin Thorgeirson
Keith Thorpe	Marilyn Boechler		Rose Lakeland
Jim Brown	Don Unger		Betty Lawes

VICTORIA DAY JITNEY – 2018 SCORES

RED TEAMS	GAME 1	GAME 2	GAME 3	TOTAL
Beth Driedger, Ross Bulley, Lovey Pritchard				
Penny Irvine, Debby Davey, Dan Butler, Gord Brownridge				
Pat Unger, Mildred Butler, Deirdre Voskuilen, Doug Ford				
Hazel Grant, Duncan Locke, Betty James, Dawn Nakatsu				
Lori Brown, Tim Stevens, Reen Lloyd, Mary Trottier				
Maria Ridewood, Gord Park, Jill Thorpe, Janet Duskotch				
Carol McCoy, Bob Parkinson, Ron Chudley				
Joyce Gammie, Bonnie Younger, Jane McGiffin				

BLUE TEAMS	GAME 1	GAME 2	GAME 3	TOTAL
Dredge Driedger, Bill Younger, Judith Bulley, Percy Cowan				
Alice Trueman, Steve Rikley, Roy Pritchard, Mary Vandenberg				
Jim Irvine, Annie Dougherty, Mo Sealey, Tim McGiffin				
Tommy Traynor, Wayne Grant, Audrey Pirie, Jeff Duskotch				
Roy Wilkinson, Alan Butler, Malcolm Clark, Jodi Butler				
Betty Locke, Tom Clark, Marvin Thorgeirson				
Keith Thorpe, Marilyn Boechler, Rose Lakeland				
Jim Brown, Don Unger, Betty Lawes				

RINK ASSIGNMENTS FOR EACH GAME

(RED teams move up THREE rinks after each game; BLUE teams move up TWO rinks after each game)

RED TEAMS			
TEAM NAME	FIRST GAME	SECOND GAME	THIRD GAME
Beth Driedger, Ross Bulley, Lovey Pritchard	RINK 1	RINK 4	RINK 7
Penny Irvine, Debby Davey, Dan Butler, Gord Brownridge	RINK 2	RINK 5	RINK 8
Pat Unger, Mildred Butler, Deirdre Voskuilen, Doug Ford	RINK 3	RINK 6	RINK 1
Hazel Grant, Duncan Locke, Betty James, Dawn Nakatsu	RINK 4	RINK 7	RINK 2
Lori Brown, Tim Stevens, Reen Lloyd, Mary Trottier	RINK 5	RINK 8	RINK 3
Maria Ridewood, Gord Park, Jill Thorpe, Janet Duskotch	RINK 6	RINK 1	RINK 4
Carol McCoy, Bob Parkinson, Ron Chudley	RINK 7	RINK 2	RINK 5
Joyce Gammie, Bonnie Younger, Jane McGiffin	RINK 8	RINK 3	RINK 6

BLUE TEAMS			
TEAM NAME	FIRST GAME	SECOND GAME	THIRD GAME
Dredge Driedger, Bill Younger, Judith Bulley, Percy Cowan	RINK 1	RINK 3	RINK 5
Alice Trueman, Steve Rikley, Roy Pritchard, Mary Vandenberg	RINK 2	RINK 4	RINK 6
Jim Irvine, Annie Dougherty, Mo Sealey, Tim McGiffin	RINK 3	RINK 5	RINK 7
Tommy Traynor, Wayne Grant, Audrey Pirie, Jeff Duskotch	RINK 4	RINK 6	RINK 8
Roy Wilkinson, Alan Butler, Malcolm Clark, Jodi Butler	RINK 5	RINK 7	RINK 1
Betty Locke, Tom Clark, Marvin Thorgeirson	RINK 6	RINK 8	RINK 2
Keith Thorpe, Marilyn Boechler, Rose Lakeland	RINK 7	RINK 1	RINK 3
Jim Brown, Don Unger, Betty Lawes	RINK 8	RINK 2	RINK 4

COWICHAN LAWN BOWLING CLUB

GAMES EVENT REPORT

(Rev. 4 Oct 2017)

EVENT:	Victoria Day Jitney	DATE:	21 May 2018
ORGANIZER:	Mark Trueman	TIME:	1:00 PM

INCOME	No. of Participants	Fee per Player	Sub-totals	TOTALS
Players:	55	\$5.00	\$275.00	
Lunches:				
Other Income:				
			Total Income:	\$275.00

EXPENSES	No. of Participants	Fee per Player	Sub-totals	TOTALS
Hospitality:	55	\$1.00	\$55.00	
Cash prizes:			\$160.00	
Umpire(s):				
Food (receipts):				
Other:			Total Expenses:	\$215.00

	NET INCOME:	\$60.00
	Net Income:	\$60.00
	Hospitality:	\$55.00
	TOTAL TO TREASURER:	\$115.00

Prior to the Event:

Advise the Games Chair of the upcoming event.

Advise the Hospitality Chair if a food component is required.

After the Event:

Two copies of the report are required: One copy to Games Chair; one copy to Treasurer.

The report to the Treasurer must include receipts and money for Net Income.