

ORGANIZING THE OPEN DRAW

(Revised 31 August 2019)

OPENER

1. Unlock the gate, clubhouse and the two equipment sheds containing mats, scoreboards, bowls etc.
2. Check the calendar in the equipment shed for the rink and rink boundary line colours. Set the metal markers on the correct north-south or east-west rinks.
3. After the games have been completed, ensure that all name tags and (red & blue) discs have been returned to their proper places.
4. Ensure that all mats, rakes, jacks, and bowls have been returned to the equipment sheds.
5. Check that the equipment sheds and the clubhouse have been locked.
6. Check that the clubhouse windows and doors are locked.
7. Lock the gate when you leave.
8. If you are not the last person to leave, ensure that someone has accepted the responsibility of locking the sheds, clubhouse and gate.

DRAWMASTER

See the document entitled "*Possible Strategies for Managing the Open Draw*" for details on managing the Open Draw.

1. Fifteen minutes prior to the scheduled start time, close the Draw Board (i.e., no further name tags may be placed on the Draw Board). However, use your judgement if someone is a few minutes late and the addition of another name would improve the draw.
2. Adjust the name tags on the Draw Board to reflect a good combination of games. Use your judgement to create an optimal balance of skips, thirds, leads etc. based on the experience, skill, and desires of the participants.
3. If you need ideas on the best combination of games (e.g., pairs, triples, cut throat etc.) consult the sheet posted on the bulletin board to the right of the Draw Board.
4. Ring the bell and have each player draw a disc indicating position and rink.
5. If you need to have a game of two players against three players, consider the following possibilities:
 - (a) Pairs team: Four bowls each; Triples team: leads & thirds deliver three bowls each, the skip delivers two bowls.
 - (b) Pairs team: Four bowls each; Triples team: three bowls each. Winner of each end sets the mat and delivers the jack, but the triples team always throws the first and last bowl.

ARRANGING GAMES (Also, see information to right of Draw Board)

No	Singles	Pairs	Triples	Cut Throat	2 on 3	Alternatives
2	1					
3				1		
4		1				
5					1	1 singles, 1 cut throat
6			1			
7		1		1		
8		2				
9			1	1		
10		1	1			
11		2		1		
12			2			3 pairs
13		1	1	1		2 pairs, one 2-on-3
14		2	1			
15			2	1		3 pairs, 1 cut throat
16		1	2			4 pairs
17			2		1	1 triples, 2 pairs, 1 cut throat
18			3			
19		1	2	1		4 pairs, 1 cut throat
20		2	2			
21			3	1		4 pairs, one 2-on-3
22		1	3			1 triples, 4 pairs
23		2	2	1		3 triples, one 2-on-3
24			4			6 pairs
25		1	3	1		2 triples, 2 pairs, one 2-on-3
26		2	3			
27			4	1		6 pairs, 1 cut throat
28		1	4			
29		2	3	1		4 triples, one 2-on-3
30			5			3 triples, 3 pairs
31		1	4	1		
32		2	4			
33			5	1		
34		1	5			
35		2	4	1		
36			6			
37		1	5	1		
38		2	5			
39			6	1		
40		1	6			