

ORGANIZING CLBC TOURNAMENTS

(Revised 3 March 2019)

INTRODUCTION

The Club holds the following championship tournaments:

- Mixed Pairs Tournament.
- Mixed Fours Tournament.
- Club Singles Championship Tournament – Men.
- Club Singles Championship Tournament – Women.
- Club Singles Championship Tournament – Age 70+.
- Club Singles Championship Tournament – Novice Men.
- Club Singles Championship Tournament – Novice Women.

The winners of these tournaments are awarded a plaque or cup to recognize their achievements.

The following instructions are intended for formal Club championship tournaments. You may use these instructions for other tournaments if you desire.

See also, *CLBC Tournament Guidelines* (below) for important information on formal club championship tournament procedures.

FEES

There are no fees for participation in CLBC championship tournaments.

SUPPORT

Typically, a tournament requires two people to manage the event. The Games Chair is usually willing to help with advice. In addition, markers are required for Singles tournaments. Normally, women are used for Men's tournaments and men are used for Women's tournaments. Arrange for an umpire.

If there is a food component or other requirement involving the kitchen, you should arrange with the Hospitality Chair well in advance.

Grass cutters should be informed about a week prior to the event that grass cutting should be completed ½ hour before the start time (to allow time for marking the green, if necessary).

You and your assistants will have to set up the green with rink numbers and boundaries and put out the equipment. You will probably have to mark the green with chalk indicating where a jack played out of bounds is to be re-set.

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 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.
- It should be noted that all players are expected to be available for the entire tournament.
- Additional information including dress code and contact information.

CONDITIONS OF PLAY

The *Conditions of Play* should include the time of arrival, the dress code (if any), a brief description of the type of play, general rules, and how the teams will be ranked. Ideally, this document would be made available one or two weeks prior to the event. However, details often depend on the number of participants. At the latest, it should be emailed to participants two or three days prior to the event. The *CLBC Tournament Guidelines* should be followed to the best of your ability.

THE DRAW SCHEDULE

There are two ways to prepare the draw:

- The coordinator makes up the draw schedule in advance;
- The draw schedule is determined by random selection on the first day of the tournament.

The first approach is the easiest one to follow and has the advantage of saving time on the morning of the first day. However, the second approach has the advantage of greater transparency.

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

Players should not use the same rink more than once during the day. Usually, this is not a problem. But, if you find that you are having difficulty, then you might consider changing direction sometime during the day.

It is extremely important that teams not be scheduled to play on more than one rink at the same time. In a round-robin, it is equally important that each team plays every other team exactly once unless otherwise noted. I cannot over-emphasize these points. It is very easy to make a mistake and it is difficult to recover in the very short time that is, typically, available. Your only defence against mistakes is to check and re-check.

Typical tournament templates are available (with complete documentation) as an appendix to the Games Book.

DOCUMENTATION

If you have prepared the schedule in advance, prepare score cards with names of the skips (or team members). If the draw schedule will be determined by a random selection on the first day of the tournament, prepare score cards with skips or teams identified by number. Names can be added following the random draw.

Prepare a score sheet.

Prepare a document describing the Conditions of Play. Follow the rulebook to the extent possible. All deviations from the rule book must be documented in the conditions of play.

ON THE DAY OF THE EVENT

You and your assistants will probably do the following (in order):

- 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).
- Just prior to the posted start time, get everyone together and introduce the games.
- Manage the random draw if done on the first day of the tournament.
- 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 award the plaque to the winner(s).
- Reward yourself with a drink.

FOLLOWING THE EVENT

Following the event, provide the Games Chair with a brief report that can be posted on the website.

CLBC TOURNAMENT GUIDELINES

All CLBC tournaments should be organized so that participants are able to play the maximum number of games possible. In the case of tournaments scheduled to be played over two or more days, all participants are expected to be available to play on each day.

Tournaments should be organized in a manner that is perceived to be fair and transparent to the participants and spectators. In general, the *Laws of the Sport of Bowls* should be

followed. Exceptions must be described in the *Conditions of Play* (see Appendix A.1 – Laws of the Sport of Bowls).

CLBC tournaments shall be organized as a series of games (round-robin or sectional play). Round-robin or sectional play may be followed by playoffs involving the highest ranked players or teams.

ROUND-ROBIN OR SECTIONAL PLAY

In accordance with *Rule 55.3.2 – Laws of the Sport of Bowls*, the tournament organizer may place a time limit on each game played in a round-robin. This must be described in the *Conditions of Play*. If time limits have been established then scoring for each game in a round-robin shall be 3 points for a win, 1 point for a tie, and 0 points for a loss (*Rule A.1.4.4 – Laws of the Sport of Bowls*).

If time limits have not been established, game ties during a round-robin *may* be decided by playing an extra end, which must be described in the *Conditions of Play*. The team delivering the jack and the first bowl in the extra end may be the team that won the previous end. Alternatively, the teams may toss a coin with the winner deciding who shall deliver the jack and the first bowl as described in *Rule 28 – Laws of the Sport of Bowls*. If an extra end is played, scoring for each game shall be 3 points for a win, 0 points for a loss.

RESOLVING TIES FOLLOWING ROUND-ROBIN OR SECTIONAL PLAY

A description of several methods to resolve ties following round-robin play appears in the document entitled *Types of Lawn Bowling Tournaments*. In general, **try to choose a method that reflects actual game play**. The following is a brief summary of a few methods that may be considered:

- (a) Points differential – not recommended for CLBC tournaments for the reasons described in *Types of Lawn Bowling Tournaments*. The rule book allows tournament organizers to choose an alternative method (*Rule 27.5 – Laws of the Sport of Bowls*).
- (b) The total number of ends won during the round-robin.
- (c) The head-to-head result involving the tied teams or players.
- (d) Modified Cut-Throat (see *Types of Lawn Bowling Tournaments* for a brief description)
- (e) Mini-Game Tie-Breakers.
- (f) One or more draws to the jack.

KNOCKOUT COMPETITIONS AND PLAYOFFS

Game ties during a knockout competition or playoff shall be decided by playing an extra end. The team delivering the jack and the first bowl will be decided by a coin toss (*Rule 28 – Laws of the Sport of Bowls*).

RE-SPOTTING THE JACK

If the jack needs to be re-spotted, then a single re-spot position which is 2 metres from the front ditch as described in *Rule 56.5.3 – Laws of the Sport of Bowls* shall be used.

EXAMPLES OF TOURNAMENT DOCUMENTATION

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

- Sign-up sheet
- Conditions of Play
- Draw Schedule
- Score Sheet
- Notes for Markers

CLBC MEN'S SINGLES TOURNAMENT
TUESDAY & WEDNESDAY, JULY 31 – AUGUST 1

Entry Deadline: Noon Thursday, July 26

(Details to follow)

1.	16.
2.	17.
3.	18.
4.	19.
5.	20.
6.	21.
7.	22.
8.	23.
9.	24.
10.	25.
11.	26.
12.	27.
13.	28.
14.	29.
15.	30.

The tournament will be in a round-robin or sectional play format, depending on the number of participants. Each game will probably be played to a fixed number of ends. If sectional play is used, the top teams will meet in a semi-final and final event on the second day. All participants are expected to play on both days.

Coordinator: Mark Trueman
truemanm@telus.net

CLBC Singles Championship - Men
Tuesday & Wednesday, July 31 – August 1, 2018
Conditions of Play

TIME: Please arrive by 8:45 AM on Tuesday for the pre-tournament briefing.

DRESS: Whites or club colours are recommended. Flat-soled shoes are required.

PARTICIPATION: All players will play on both days.

ROUND-ROBIN: All games will be 8-ends in length. The 8 participants will play a complete round-robin of 7 games each. The first 4 rounds will be played on Tuesday morning. The last 3 rounds will be played on Wednesday morning (see Draw Schedule). Players have been assigned to rinks by random selection.

GENERAL RULES: Laws of the Sport of Bowls (2015), except as noted below:

- (a) There will be trial ends (two bowls in each direction) at the beginning of each day. Trial ends are optional, but each player may exercise the option.
- (b) A dead jack will be placed on the centre line, two metres from the front ditch and play will continue (i.e., no burnt ends). If necessary, teams may ask the coordinator to reset the jack.
- (c) Games tied after eight ends will stand. Scoring will be 3 points for a win, 1 point for a tie, 0 points for a loss

SCORING: The marker will record the score during the game, in line with the duties of the marker as described in *Rule 42 – The marker's duties*.

RANKING AFTER THE ROUND-ROBIN:

- (1) Players will be ranked on the basis of the total number of game points (wins, ties, losses).
- (2) If two or more players are tied, players will be ranked on the basis of total ends won.
- (3) If there is still a tie, each player will be assigned a rink by random draw. Play will be from west toward east. Each player will set the mat and deliver the jack, which will be centred. The player will deliver four bowls and the distance of the closest bowl to the jack will be measured. The player whose bowl is closest to the jack will be declared the winner.

UMPIRE: There is no umpire for the event. However, the players may ask a neutral observer or the event coordinator to resolve disputes, if required.

COWICHAN LAWN BOWLING CLUB
MEN'S SINGLES CLUB CHAMPIONSHIP TOURNAMENT
Tuesday & Wednesday, July 31 – August 1, 2018

COMPLETE ROUND-ROBIN
(Markers in Brackets)

DAY	TIME	RINK2	RINK 3	RINK 4	RINK 5	RINK 6
1	9:00 – 9:05		TRIAL BOWLS			
1	Round 1 (N-S) 9:05 – 9:45		Tom vs Marvin (Cindy)	Jim vs Percy (Maria)	Keith vs Douglas (Judith)	Gord vs Tim (Jill)
1	Round 2 (N-S) 9:55 – 10:35	Marvin vs Douglas (Penny)	Percy vs Tim (Betty)		Jim vs Gord (Cindy)	Keith vs Tom (Maria)
1	Round 3 (N-S) 10:45 – 11:25	Tom vs Gord (Jill)	Keith vs Jim (Judith)	Tim vs Douglas (Penny)	Percy vs Marvin (Betty)	
1	Round 4 (N-S) 11:35 – 12:15	Keith vs Percy (Cindy)	Gord vs Douglas (Maria)		Tom vs Tim (Jill)	Jim vs Marvin (Judith)
2	9:00 – 9:05		TRIAL BOWLS			
2	Round 5 (N-S) 9:05 – 9:45	Gord vs Percy (Penny)		Jim vs Tim (Betty)	Tom vs Douglas (Cindy)	Keith vs Marvin (Maria)
2	Round 6 (N-S) 9:55 – 10:35	Keith vs Tim (Judith)	Jim vs Douglas (Jill)	Gord vs Marvin (Penny)		Tom vs Percy (Betty)
2	Round 7 (N-S) 10:45 – 11:25	Jim vs Tom (Maria)	Keith vs Gord (Cindy)	Percy vs Douglas (Jill)	Marvin vs Tim (Judith)	

Notes: There will be trial bowls (two bowls in each direction) at the beginning of each day. Each game is expected to take about 40 minutes with an additional 10 minutes between games. All games will be played in the North – South direction.

CLBC SINGLES CLUB CHAMPIONSHIP TOURNAMENT - MEN

July 31 – August 1, 2018

SCORE SHEET

	SCORE	GAME 1	GAME 2	GAME 3	GAME 4	SUB TOTAL	GAME 5	GAME 6	GAME 7	GRAND TOTAL	RANK
Keith Thorpe	Points										
	Ends										
Jim Irvine	Points										
	Ends										
Tom Slemko	Points										
	Ends										
Gord Brownbridge	Points										
	Ends										
Percy Cowan	Points										
	Ends										
Marvin Thorgeirson	Points										
	Ends										
Tim McGiffin	Points										
	Ends										
Douglas Ford	Points										
	Ends										

NOTES FOR MARKERS

1. The Marker is the official score keeper for the game.
2. The score for each end must be recorded. Note that ends won may be used to break ties.
3. After every end, repeat the score to each player to avoid misunderstandings.
4. Please ensure that the score is entered on the scoreboard (as well as the scorecard). Players should assist with this chore.
5. Note that if a bowl from an adjacent rink looks like it will hit a bowl or jack on your rink, stop the bowl and return it for re-delivery.
6. Normally, players should only visit the head after their third and fourth bowls have been delivered (and when they have possession of the mat). However, if a player has asked for a clarification (e.g., "who is shot?") and you are unable to provide a definitive answer, you may permit both players to visit the head.
7. Players are entitled to trial bowls at the beginning of the day.
8. Normally, the Marker only answers the specific question asked. If you provide more information than requested, you may inadvertently help the player's opponent. Use your judgement.
9. The Markers' Duties are detailed in Rule 42 of the Laws of the Sport of Bowls (2015).