



The 101 Cup Singles Competition

RULES

1. Four bowls each, played in turn.
2. The Home player & the Challenger is the first named in the draw.
3. The 'Home' player keeps the scorecard which is signed by both players at the end of the game. The scoreboard is not suitable for this competition.
4. Toss a coin to start & place the mat as normal.
5. There are no trial ends.
6. The Jack isn't centred but must be within the rink boundaries.
7. If the Jack goes in the ditch, outside the rink markers or is short, then it is recast by the opponent.
8. If a bowl goes into the ditch, it is not removed.
9. Any bowls that are outside the rink boundaries should be removed if there is play on adjacent rinks.
10. There are no dead ends, the jack is re spotted, or touchers.
11. No visiting the head until the end has been completed.
12. After all eight woods have been delivered both players go to the head to agree the score;

Shot wood = 4 points

2nd wood = 3 points

3rd wood = 2 points

4th wood = 1 point

13. Bowls can be measured by players if necessary.
14. The remaining bowls do not score, including any that are outside the rink boundary.
15. The player who scores the '4' (shot wood) casts the jack for the following end.
16. All ends must be completed and the first player to score 101 points, or has the highest score after 2 hours, is the winner.
17. In the event of a tie then an extra end or ends must be played.

Any queries please contact;

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