

Ultimate Bowls
Wednesday Night – 5:45 Start (arrive by 5:30 pm)
Organizers: Gord Gummer/Louise Banting

General

Don't be fooled by the name. It is a game for all skill levels. FUN, FUN, FUN, is the only requirement.

Format

- Pairs event.
- Three bowls per bowler.
- Five ends per match (3 matches each evening).
- Each match will be called at 30 minutes. Teams may complete the end that is being played.
- The Jack will be placed 2 metres from the ditch.
- Mat position will be pre-determined at 26 metres from the Jack (28 metres from the ditch).
- There are no trial ends.
- If the Jack is knocked into the ditch, it stays in that position.
- If the ball that hits the Jack into ditch also ends up in the ditch, it remains and is countable.

Scoring

- Skips are responsible for scoring.
- 3 points for the closest bowl after the Leads bowl .
- 10 points for the closet bowl after the Skips bowl.
- 5 points for the second closest bowl after the Skips bowl.
- 3 points for the third closest bowl after the Skips bowl.
- 3 points for each toucher.
- There is a minimum of 21 points (plus any touchers) per end.
- If a match is tied after five ends (rare) each playing member rolls one ball. The team with the bowl closest to the Jack wins.

Hand Signals for Scoring

- Right Hand to left shoulder of a Lead indicates 10 points for that team.
- Right hand to left elbow of a Lead indicates 5 points for that team.
- Right hand to the left wrist of a Lead indicates 3 points for that team.
- Right hand swiped down the entire left arm of the lead indicates the team scored all 18 points.