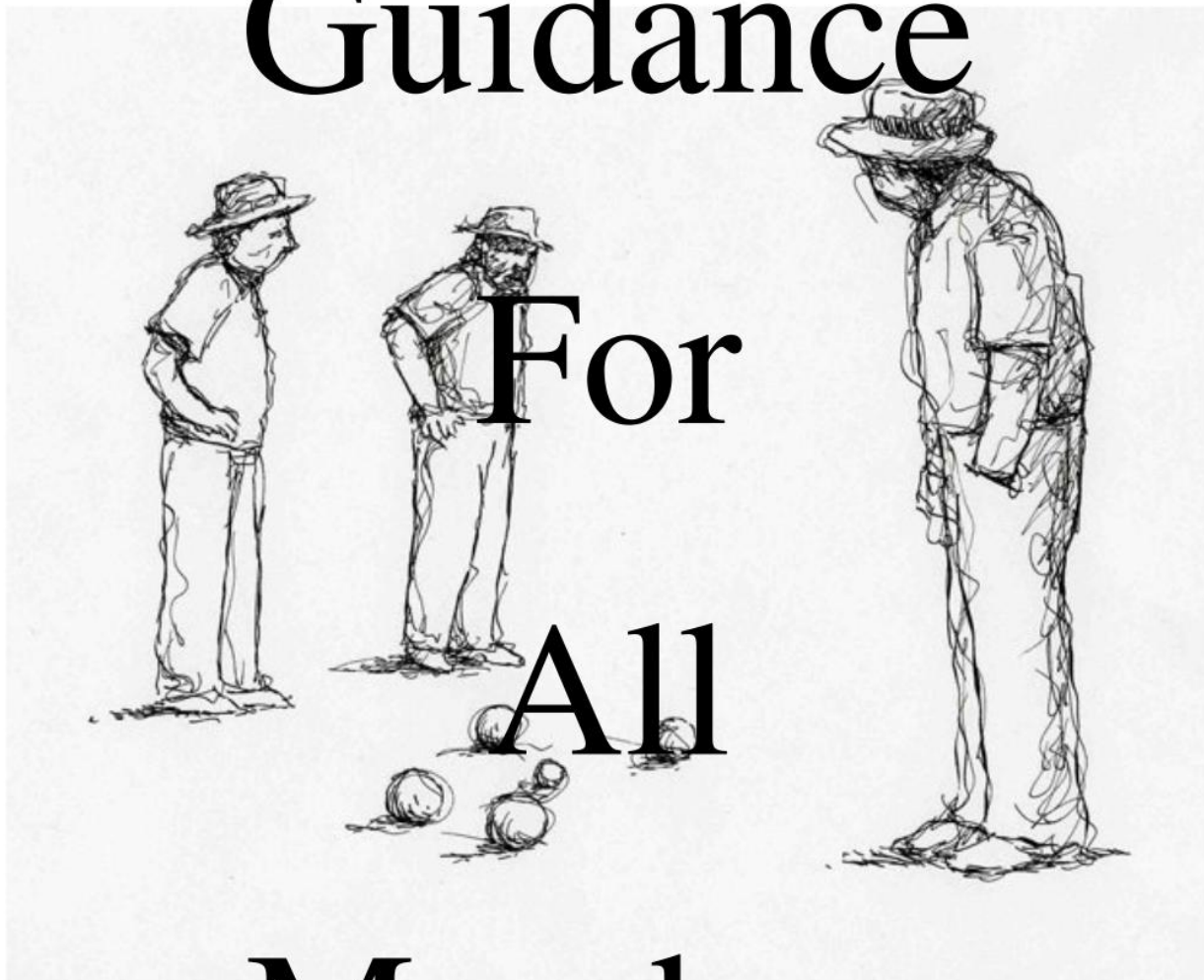


EWHURST BOWLING CLUB

Guidance



For

All

Members

EWHURST BOWLING CLUB

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EWHURST BOWLING CLUB

OUR CLUB

One of the friendliest clubs in the district, we were founded in 1936. Our green is situated in the recreation ground, off Cranleigh Road and adjacent to Sayers Croft.

Facilities

Our licensed clubhouse was opened in 1996 with the aid of a Lottery grant, and our picturesque bowling green can accommodate up to eight rinks. The outdoor playing season runs from April through to September. From October through to April, our hugely popular indoor Short Mat Club takes over the clubhouse.

Members

Both club memberships come mainly from Ewhurst and Cranleigh, with others travelling in from surrounding villages including Rudgwick, Shamley Green, Ifold, Abinger Hammer, Shalford, Bramley and Wisborough Green.

Coaching

The club runs training courses each year for both short mat and outdoor bowls in conjunction with the local U3A. The four week outside course for beginners runs throughout May on selected Mondays, starting at 2pm. In addition, by arrangement the club can offer free individual coaching on a one-to-one basis at any time throughout the season.

Equipment

No special equipment or clothing is required by anyone attending a coaching session. All we ask is that you wear trainers or flat-soled shoes. A choice of bowls can be made from a selection in the clubhouse.

New Bowlers

What we offer new bowlers is, first and foremost, a warm welcome.

We also offer the opportunity for visitors to play with members up to five times before applying to join, on payment of a green fee of £2 per session.

Informal roll-up sessions take place on the green at 2pm and 6pm every Monday and Friday and at 2pm every Wednesday.

The club also runs an extensive programme of nearly 70 friendly inter-club matches throughout the season, plus a wide range of domestic competitions.

For more experienced bowlers, the club plays in a number of county leagues for both men and women.

Cost of Membership

Playing membership costs £135 for the full outdoor season (April through to September), but the good news is that the additional joining fee of £25 is currently on hold. New members joining through the season are entitled to a reduced rate on a sliding scale – See Section 4.

Social Activities

The Social Committee runs an active social section throughout the year. It organises joint events for all the members of the Ewhurst Bowling Club and Ewhurst Short Mat Bowls Club.

The activities typically include Kurling, Crazy Whist, Shuffleboard, a ‘Silly Games’ event, bridge and other themed evenings.

Money raised through these various activities helps both clubs maintain the annual subscriptions at a reasonable level. The funds raised are divided equally between the two clubs and a local charity.

EWHURST BOWLING CLUB

1. GUIDELINES FOR BOWLING ETIQUETTE

Etiquette is what we would call good manners or good sportsmanship. Always treat your fellow bowlers the way you would want to be treated.

The following are some things to be aware of;

1. Be conversant with the Laws of the Game and observe them.
2. Always dress correctly for all games.
3. Always turn up at least 15 minutes before your game is due to start.
4. Always start and finish the game by shaking hands with your fellow players on your rink.
5. Never make comments about who you are playing with or against.
6. Never complain or make derogatory remarks about how people are playing or decisions of the Skip.
7. Do not make any noise behind the mat when a player is about to bowl.
8. Always appear to enjoy the game and don't give up just because you may be losing.
9. Don't become over confident just because you are winning, a game can change in a few ends.
10. Keep to your own rink, don't wander or distract other bowlers.
11. Always stand still behind the head while somebody is bowling. Moving about while an opponent, or even worse a member of your own side, is on the mat can be very off putting.
12. Do not run on the green as this can distract bowlers on an adjacent rink as well as compacting the green.
13. If you, after each end, are not agreeing the number of shots with the opposition, stay away from the head. Keep out of the way so they can decide the score.
14. When deciding the shots the person holding shot should ask for a specific number of shots, but he or she must not touch or move them. It is up to the opposite number to give and move the shots, measuring if necessary.
15. On a dead end, where the jack has been knocked off the side of the rink, the end is played again from the same end of the rink. Take care how bowls already played are returned to avoid encroaching on another rink.
16. Do not talk or wave an opposing bowl through the head. No amount of waving or cajoling will change the course of the bowl.
17. If your opponents bowl knocks one of your bowls into the head, do not clap, cheer or thank them as it was obviously unintentional.
18. Sometimes a badly delivered bowl becomes good via a lucky wick, you should have the grace to acknowledge that this was luck and not skill.

19. Always acknowledge a good bowl regardless who has delivered it.
20. After bowling and moving to the other end of the rink the front end bowlers should keep behind and clear of the head allowing the Skips to play their bowls without having to wait.
21. Remember the Skips have been at the head watching all the bowls coming up and do not need advice about which way to come before they have bowled their first bowl. If the head changes before their second bowl the Skip will welcome information and advice.
22. Try not to stand in front of the rink number plates or boundary markers.
23. Never stand in front or to the side of a player about to bowl.
24. Do not stand too close to the player on the mat or step on to the mat before their bowl has come to rest.
25. Remain behind the mat or head when it is not your turn to bowl. When your bowl comes to rest the possession of the rink passes to your opposition and you must move to behind the mat or head. Failing to do this can be construed as gamesmanship.
26. After your bowl comes to rest, and possession of the rink passes to the opposition, you cannot ask questions such as 'How far is my bowl through?' and your Skip should not give you any information, especially if the opposition is on the mat and ready to bowl.
27. You may only ask your Skip questions when it is your turn and before you bowl.
28. Do not make remarks or otherwise barrack a player who is on the mat and about to bowl.
29. Pay attention to the game, nothing can be more frustrating to your partners than to feel that you are not giving your best through lack of concentration.
30. Do not stand in the middle of the rink in long discussion when the Skips are due to bowl, especially if your opposing Skip is waiting to bowl.
31. When changing ends walk close to the centre of the rink and without delay, as you could distract play on the next rink.
32. Always inform your opponent if you wish to leave the rink.

This advice is intended to help your game be more enjoyable and friendly for all players no matter which side they are on.

EWHURST BOWLING CLUB

DRESS CODE

Friendly and League Matches

Formal wear is required for Friendly and League Matches.

When playing in Friendlies on weekdays or Leagues Games – the dress is Club shirts and grey trousers / skirts (G).

For Friendlies on weekends - Club shirts and white trousers / skirts (W) are required.

However, beware, some clubs wear whites (W) all the time and some wear greys (G) all the time and we will dress accordingly. The Fixtures List identifies the dress code required for all matches/club events.

It is preferred that all players representing their Club will have a Club shirt but a white shirt can be worn.

Roll-ups

The dress code for Roll-ups can be formal or informal as decided by the players. Informal wear is defined as 'smart casual' which would exclude bright or multi-coloured clothing.

There is an exception to this relaxation.

It is not unusual for Friendlies or League matches to be played on our green at the same time as a Roll-up. This is allowed for in setting out the rinks. When this happens players attending the Roll-up are required to dress formally, defined as grey trousers/skirts and a white / Club shirt.

Please refer to your Fixtures List before you roll-up.



EWHURST BOWLING CLUB

2. USE OF THE GREEN

Footwear and Dress

Bowling shoes must be worn at all times when on the green and the proper form of dress is important.

Green Edges

Bowlers are asked not to stand on the edge of the green, and in particular, to avoid unnecessary wear on the two sides by the beech hedge. Stand away from the edge and keep the mat off areas that are worn.

Only enter the green from the clubhouse edge if the rinks are running east/west. Similarly, only enter from the car park edge if the rinks are running north/south. This will help to rest the edges of the green and reduce compaction.

Wear and Tear

Please do not drop bowls from any height onto the green or into the ditch. This will avoid compacting the green and damage to the edges.

Do not run on the green as this also will compact the green, and is a rule of the club.

Gatherers

If gatherers are used, please wheel them with your hands on the uprights and not the cross bar. This will avoid putting pressure on the small wheels and damaging the green. Please do not slew the gatherers around on the green as this introduces the possibility of the wheels cutting into the green.

No Smoking

Smoking or vaping is not permitted anywhere in the clubhouse, on the green or any part of the surrounding areas.

Smoking or vaping is tolerated in the car park provided it does not cause inconvenience to players or visitors and that all litter is removed.

Fitness for Play

The Green Keeper, Green Steward, or, if neither are available, the Captain of the Day, shall determine whether the green is fit for play and what, if any, precautions must be observed. He will post his decision on the whiteboard in the clubhouse porch.

All bowlers must observe any instructions posted. Notices may also be placed on the green, or on particular rinks, limiting play.

Use of Portable Nets

Portable nets will be laid when required by 'Fitness for Play' above, *or when any experienced player deems it necessary to avoid damage to the green.*

Safety

The attention of all players *must* be drawn to the possible risk of tripping over the side battens when portable nets are in use and care should be taken when stepping to the side after bowling.

Placing the Delivery Mat

The mat may be placed in any position permitted by the rules of the game. Varying the position of the mat is possible with portable nets and is to be encouraged as this reduces the wear and risk of damage to the green.

Placing the Portable Net

The net should be placed immediately in front of the delivery mat with the battens at right-angles to the ditch and the net centred on the centre line of the rink.

Removing the Net

At the completion of the end the net should be removed from the green and either placed carefully on the bank or on an adjacent vacant rink.

Pick up one batten and carry it to the other batten and then lift the whole mat up.

Do not drag the net about or throw it on the bank or adjacent rink.

At the end of the game roll the net carefully around one batten and place the rolled up net on the rack in the equipment shed.

If the nets are wet the Captain of the Day should spread them to dry later, possibly over tables in the clubhouse.

No Net at Head End

With portable nets there will not be a net set out at the head when the jack and bowls are being delivered. This is one of the advantages of using portable nets.

Use of Portable Steps

At present the portable steps are set out all the time to ensure that they are always available to bowlers.

Rink Markers

Rink markers are moved daily by the brusher or mower according to the schedule set up by the Green Steward. Under no circumstances will rink markers be moved without the express permission of the Green Steward or a member of the Committee.

Routine Green Closure

No play is to take place on the green before 10.00am. The green may also be closed for maintenance at certain times as indicated in the rink diary.

EWHURST BOWLING CLUB

3. RINK BOOKING PRIORITIES

The purpose of these rules is to clarify the order of precedence for using rinks and the rink booking process.

The following is the order of precedence:-

1. External Leagues
2. Friendly Matches
3. Club and Surrey Competitions (rinks drawn on the day from those available)

Under no circumstance may more than six rinks be booked in the Rink Diary without the specific approval of the Green Steward. Approval will only be given for combinations of matches and leagues.

When booking club competitions no specific rink should be booked. The rink to be played on should be chosen on the day from those available.

Members are reminded that they must check in the Rink Diary and on the Green Steward's board before playing.

EWHURST BOWLING CLUB

4. ANNUAL SUBSCRIPTION AND MATCH FEES 2024

The following rates have been set by the Committee.

Roll ups – Johnson Cherry League	Free
Home tea with biscuits	£2.00
Away Matches (our player's Green Fee)	Nil
Visitor's Green Fee (per visit – up to five visits per year)	£2.00
September League	£2.00
Club events	Specific to event
Competitions	£2.00
Annual Subscription – Full Membership	£135.00
New members joining in June	£95.00
New members joining in July	£70.00
New members joining in August	£45.00
New members joining in September	£20.00
Annual Subscription – Social Membership	£10.00
Joining Fee (presently waived)	£25.00

EWHURST BOWLING CLUB

5. GUIDELINES FOR ROLL-UPS

These guidelines are intended to assist Leaders of Roll-up Sessions or participants taking collective responsibility.

Informal roll-up sessions take place on the green at 2pm and 6pm every Monday and Friday and at 2pm every Wednesday.

Starting the Session

1. Turn up in good time to enable the session to start promptly.
2. Unlock the Clubhouse and switch off the alarm.
3. Check the Greenkeeper's board to see if there are any instructions given.
4. Turn on the water boiler.
5. Be familiar with the *Use of the Green* in Section 2.
6. Check the Rink Diary and the Roll-up Diary to see if rinks have been booked for other events.
7. Ensure that all participants put their Green Fees in the cash box and their name in the Roll-up Diary.
8. Decide how many rinks are to be used and arrange for them to be set out. Normally triples will be played but other combinations may be necessary.
9. Arrange for the drawing of the tiles that determine teams and playing position and ensure that all the tiles are returned to their box.
10. Organise the tea and biscuits for the interval.

Finishing the Session

1. Wind up the session at the appropriate time.
2. Ensure that all the equipment is put away in the store and the store is locked.
3. Turn off the water boiler.
4. Check that the kitchen is tidy, washing up done, everything put away and the window blind down.
5. Check that the bar light is off and the door locked.
6. Ensure that the changing room lights are off.
7. Check that the ceiling fans are off.
8. Ensure that the curtains in the main area are closed and the main lights are off.
9. Set the alarm and lock the Clubhouse door.

Fitness for Play

As a general guide the green is playable if it is not flooded or waterlogged.

Use of Nets

1. Check the notice board in the lobby.
2. Walk on the green and if in doubt use nets. Nets do not have to be placed at both ends nor do they have to be only 2 metres from the ditch. See the detailed advice regarding use of nets in Section 2.
3. If any damage occurs during play use nets on the affected rink immediately.

Persons Attending

All persons playing must be Full Members or Honorary Members.

Visitors may play on payment of a £2 Green Fee up to FIVE occasions during a season. Bowling or flat soled shoes must be worn. There are also sets of bowls available. The green fees should be placed in the cash box and the visitors name entered in the Rink Diary.

EWHURST BOWLING CLUB

6. SELECTION FOR FRIENDLY GAMES

The Availability Lists

The Availability Lists are for players to put their name on if they wish to play in a match. These will go on the Club notice board on the first of the month for the games in the following month.

If, later, they find that they cannot play they must then cross their name off.

Your name does not need to be ticked. Being on the list is confirmation that you can play.

The Match Selection Lists

The Match Selections are then made from the Availability Lists by the Club Captain and Section captains and posted on the notice board about eight days before the beginning of the month. Selections for external leagues will be chosen before friendly selections take place. League selections will be posted on the board.

However, when games are oversubscribed some people have to be on the reserve list. The intention is to ensure that players do not go on the reserve list more than others.

The players selected for the match are shown on the Match Selection sheets with the reserves listed in red text beneath.

The Captain of the Day will put the players into teams.

Please tick your name to show that you are still available as a player or a reserve.

If you find that subsequently you cannot play please cross out your name and inform the Captain of the Day.

Where you see we are short of players and/or reserves on a Match Selection sheet you can add your name. It is important to have reserves for each match as players do have to drop out occasionally. If we have no reserves we have to reduce the number of triples played, which means our opponents also have to tell some of their players that they cannot play.

Format of the Lists

Matches shown with a blue background are played in the evening.

Matches shown with a yellow background are played at weekends.

Away games are emphasised in the heading using red text.

The heading also shows how many triples are playing, whether they are Mixed (m), Ladies only (L) or Men only (M).

Dress code is also shown in the heading.

Getting to Away Matches

If you need a lift to get to an away game the best approach is to check the list of the other players to see who lives in your area and call them to see if they can give you a lift. Call the Captain of the Day

only if you can't find anyone going that can give you a lift. It is customary to offer the driver a small donation for the lift.

EWHURST BOWLING CLUB

7. GUIDELINES FOR CAPTAINS OF THE DAY

These guidelines are to assist Captains of the Day in the performance of their duties.

Teams

The Club Captain selects players for the Friendly Matches each month, with a view to giving all players a fair share of the games applied for, and also selects the Captains of the Day. The selections are displayed on the notice board.

The Captain of the Day puts the selected players into teams.

Reserves are shown alphabetically in red text below the selected players. The Captain of the Day can choose from the list of reserves to fill any vacancies at their discretion. They must notify reserves that they have been selected.

The Captain of the Day must also contact any of the selected players who have not ticked their name to confirm that they are playing. 48 hours before the match the captain contact all members selected to play as a reminder.

Where a match selection also has a 'more names required' note pinned to it the Captain of the Day will decide whether added names will be players or reserves.

Score Cards

The Captain of the Day will prepare score cards before the match. Score card holders are kept in a cardboard box on a shelf in the Bar Store. Next to this box is another with blank score cards.

Score card holders are to be returned immediately after the match or passed on to the next Captain of the Day.

After the match the completed score cards must be placed in the box on the notice board and the match results entered on the fixture list adjacent.

Contacts / Cancellations

The Captain of the Day will establish contact with his/her opposite number in the other club to enable rapid contact in the event of changes or cancellation.

Contact details for Club Captains and Match Secretaries of Surrey Teams can be found in the County Handbook. The contact details of Match Secretaries for teams outside Surrey can be obtained from the Match Secretary of Ewhurst Bowling Club.

In the event of cancellation the Captain of the Day will call our players, reserves and our members arranging refreshments for home games.

Refreshments for Home Games

Refreshments provided will be tea/coffee only and taken half way through the game except if weather forecasts indicate late rain in which case this timing can be altered. Refreshments will be organised by the players with the main organiser nominated on the team sheet.

Match Fees and other Monies

Away Games

No green fee payable at present.

Home Games

This is a bit more complicated. A Summary of Cash Received (copies found in the beer glass on the table and behind the bar) has to be completed for each match and passed, together with the cash, to the Treasurer.

1. Collect the appropriate match fee from each player by asking the Skips to collect it when refreshments are being taken.
2. At the close, take funds from the bar till leaving about £30, mostly in loose change and small notes, as a float.

Enter the above amounts in the appropriate places on the Summary of Cash Received and check that the total agrees with the cash that you hold. Sign and date the summary and pass it to the Treasurer (or put in in the safe).

Fitness for Play

Weather

The Captain of the Day must make a decision two and a half hours prior to the start time of home matches as to whether play can go ahead. The decision needs to take account of the weather conditions – the current conditions and the forecast – and the state of the green.

As a general guide the green is playable provided it is not flooded or waterlogged. However, environmental conditions are a matter of personal judgement.

It can be a difficult decision but whatever the outcome the Captain of the Day will have the full backing of the Committee.

Use of Nets

4. Check the notice board in the lobby.
5. Walk on the green and if in doubt use nets. Nets do not have to be placed at both ends nor do they have to be only 2 metres from the ditch. See the detailed advice regarding use of nets in this folder.
6. If any damage occurs during play use nets on the affected rink immediately.

Assistance

Players are nominated on the match selections for home games to set up the rinks, run the bar etc.

EWHURST BOWLING CLUB

8. INTERNAL COMPETITION RULES

Eligibility

The Club Competitions will be open to all Full Members and Honorary Members (except as defined below) of Ewhurst Bowling Club.

Competitors must submit their entry form to the Club Captain together with the appropriate entry fees.

The draw for the **Hollier Cup** will take place immediately after the closing date set for the first full round of the singles competitions. To qualify, you must have *played and lost your first game* in either the preliminary or the first round of the men's or ladies singles championships. For the purposes of these rules, if there are any drawn byes, then the round containing them shall be the preliminary round and the first full round shall be the first round. The draw will include all those who have qualified by the time it is made.

The New Bowler Competition (**Bullen Cup**) will be open to all members with less than four full seasons of outdoor bowling experience with Ewhurst Bowling Club, *or any other club*. There will be no entry fee and the Club Captain will approach all qualifying members inviting them to participate. Any member *who has won a singles club competition* will not be eligible for this competition.

The 'Mary Tabor 75 and over cup' will be open to all members who reach 75 in the *current year*.

The **Mortimore Cup** is open to any member who has not won the singles championship in this or any other club.

Availability

Individuals who enter any competition must be available to play, if required, on the published 'Finals Day'. Anyone who subsequently finds that they cannot play on the Finals Day must immediately withdraw from all competitions.

In the case of the Mixed Pairs and Drawn Pairs competitions, where one partner is unable to play on Finals Day a substitution will be permitted at the discretion of the Competitions Sub-Committee. The Substitute must not have entered the competition concerned in the current season. In the Mixed Pairs competition any person, subject as above, of the appropriate gender will be eligible. In the Drawn Pairs competition the Sub-Committee may select any person, subject as above, who is deemed to be of approximately the equivalent playing ability as the person withdrawing. Substitutes may skip but once the Substitute has played, no further changes to the pair may be made.

Anyone who continues to play in any competition, after they know that they cannot play on the Finals Day, will be disqualified and they will be banned from entry to club competitions for the next season, or longer at the discretion of the committee. If the competitor is part of a pair, then his/her partner will also be disqualified but not banned.

Management

The competitions shall be under the management of the Competitions Sub-Committee comprising of the Club Captain and the two Vice Captains. This committee will be responsible for the conduct of the competitions. The committee will decide all questions and disputes that may arise. The decisions of the committee shall be final and binding on all parties.

Conditions

The competitions shall be played under the laws currently published by Bowls England unless specifically amended by these rules.

Draws

The draws for the competitions will be made early in the playing season and the Competitions Lists will be displayed on the Club notice board and on the web site at the start of the season.

The competitor appearing first in the draw shall be the Challenger and the competitor appearing second shall be the Opponent.

Completion of Rounds

The dates by which the various rounds must be played will be clearly shown on the Competition Lists. All competitors are expected to play their competitions by that date.

In the case of games not played by the scheduled date, the Challenger will be awarded the game. (See 'Duties' below)

However, if for any reason, competitors are unable to complete their game by the scheduled date, or are unable to make, or do not receive, a challenge by up to a week before the scheduled date, then they should approach a member of the Competitions Sub-Committee who will adjudicate the settlement of the result. The Competitions sub-Committee decision shall be final. Apart from results and winners' names no other entry may be made on, or deleted from, the Competition Lists, except by a member of the Competitions Sub-Committee.

Duties of Challenger and Opponent

It is the duty of the Challenger to make himself known to his Opponent and to arrange a date for the match to be played.

If an arrangement proves difficult, then the strict rule shall apply that the Challenger shall give his Opponent three dates on which he is prepared to play. Each of these dates must be prior to the scheduled date for the completion of the round. If the Opponent cannot meet any of these dates then the Challenger will go through.

The Challenger will find a marker for a singles game who should be acceptable to the Opponent, whose acceptance should not be unreasonably withheld.

When the match has been played and the winner decided, the winner shall enter his name into the next round on the Competition List, *together with the scores.*

Individual Singles Championship

1. The games will be played as a normal singles game and Bowls England's rules will apply. *The winner will be the first player to reach 21 shots.*
2. At the start of the game the Marker will spin a coin and the Challenger will call for the decision whether or not to take the mat.

Individual Handicap Competition

1. The games will be played as normal singles games and Bowls England's rules will apply. *The winner will be the first player to reach a score of 21 shots.*
2. At the start of the game the Marker will spin a coin and the Challenger will call for the decision whether or not to take the mat.
3. The Competitions Committee has awarded each competitor a handicap which is shown against the competitor's name on the Competition List.
4. **Handicapping** - the figure shown (0-8) indicates the number of shots that will be given to each player. *The best player has the lowest handicap. This figure will be entered on the score card as the first end score of the least experienced player. However, where both players have a handicap, the net difference only between their handicaps will be entered, as a 'start', for the player with the highest handicap. Where both players have the same handicap, they both start with a zero score.*

Drawn and Mixed Pairs Competitions

1. These games will be played as normal pairs games and Bowls England rules will apply. The winners will be the pair with the highest number of shots after *18 ends* have been completed.
2. At the start of the game the Opponents (lower pair) will spin a coin and the Challengers (top pair) will call for the decision whether or not to take the mat.
3. The challenging pair will keep the score card and the opposing pair will keep the score board up to date.
4. If the scores are tied after 18 ends, a 19th end is to be played and the winners of this end shall be the winners of the game. For the 19th end the players will toss a coin and the mat will be placed two metres from the ditch. The pair winning the toss may elect to deliver the jack and the first wood or pass the jack (and delivery of the first wood) to their opponents.

'101 up' Singles Competition

This competition will be played as a normal singles game with the following differences.

1. The bowls will score as follows, irrespective as to whom they belong:

Shot	4 points
Second	3 points
Third	2 points
Fourth	1 point
2. The winner is the first player to score 101 points.
3. Where both players are close to '101' (e.g. both scores exceed 91). The shot wood only will be scored if this results in one player reaching 101 and that will be the end of the game. If 101 has not been reached then the second wood will be scored followed, if necessary, by the third wood and again, if necessary, by the fourth wood.
4. No marker is required. The Jack will be delivered by the winner of the toss or the holder of the shot wood on the previous end. The Jack will be played to where it is delivered, without centring, provided that it is within the rink and more than 2 metres from the far ditch and not less than 23 metres from the front of the mat. If the Jack is delivered outside these limits it will be redelivered by the opposing player.

5. Touchers do not signify. All bowls in the ditch and off the green are dead.
6. A Jack in the ditch is dead. When the Jack is moved off the rink or into the ditch, five points are awarded to the opposing player.

Hollier Cup Competition

See 'Eligibility' above.

1. The games will be played as a normal singles game and Bowls England's rules will apply. *The winner will be the first player to reach 21 shots.*
2. At the start of the game the Marker will spin a coin and the Challenger will call for the decision whether or not to take the mat.

Bullen Cup – New Bowlers Competition

See 'Eligibility' above.

1. The games will be played as a normal singles game and Bowls England's rules will apply. *The winner will be the first player to reach 21 shots.* The final format and any amendment to the rules under which the competition will be played will be determined by the sub-committee in consultation with the organisers.
2. The dates on which the competition is to take place will be disclosed with the invitation to play.

The Mary Tabor Cup -75 and Over Competition

See 'Eligibility' above.

1. The games will be played as a normal singles game and Bowls England's rules will apply except that each game will be played over *15 ends* (not the first player to reach 21 shots) and the following handicaps will apply.

Age Range	Handicap
Players reaching 75 in the current year to 77	Scratch
Players from 78 to 80	1
Players from 81 to 83	2
Players from 84 to 86	3
Players from 87 to 89	4
Players over 90	5

2. An extra end will be played in the event that scores are tied after 15 ends.

EWHURST BOWLING CLUB

THE FRIDAY JOHNSTON CHERRY LEAGUE

All members are welcome to play and if you normally roll-up on a Friday afternoon you can play in the League. It is like playing in a roll-up but with a little bit more of competition in it, but still very friendly. Put your £1 green fees in the box and your name in the diary as usual.

We play as teams and the teams are drawn at the time. However, scoring is individual as each player gets the score of the team that they play in.

The League will run for 16 weeks at 2.00pm on Friday afternoons. To make some allowance for 'life' sometimes getting in the way of bowling only 12 scores out of the possible 16 will be counted. If a player plays more than 12 games the best 12 scores will be counted.

Of course you can play as often or as little as you like, but the more often you play the more likely you are to be in the running for the Winner's Cup. Just turn up on the day to participate.

League Rules

1. Players are drawn into Home and Away teams.
2. Teams decide their own order of play.
3. Home teams take the mat.
4. Rinks will use two bowls each, Triples will use three bowls each and Pairs will use four bowls each.
5. If there is an odd number on a rink the usual approach will be taken, e.g. four playing against three - the team of four will have two bowls each and the team of three will have three bowls each except for the Skip who has two bowls. The opposing teams will always have the same number of bowls each.
6. The games will start immediately with a maximum of one shot on each of the first two ends - no trial ends.
7. 18 ends will be played, with a short break for refreshments after 10 ends.
8. Each player receives the score of their team, i.e. two for a win, one for a draw and no score for a loss. The team's shot difference will also be recorded for each player.
9. If for any reason play is stopped before 10 ends have been played the scores will not count in the season totals. After 10 ends the scores will count.
10. At the end of the season the winner will be the person with the highest score. If there is a tie the person with the highest shot difference will win. The player's best 12 out of the possible 16 scores will be taken to reduce the impact of players not being able to play all the scheduled Fridays and dropping position for non-play related reasons.
11. The scores will be posted on the noticeboard every week.
12. The full results can be seen on request.

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SEPTEMBER LEAGUE

This internal club league has been run successfully for several years and it is hoped that at least thirty members of all abilities will put their names down each year. As an example – if thirty members wish to participate there will be six teams of five playing normal three wood triples. Each team will play the other five teams and the winning team will be that with the highest cumulative score. The format may be varied depending on the number of players.

Any member may take part however new to the Club and this is an ideal opportunity to become involved in a friendly competition.

Teams are selected with a mixture of abilities in each. Captains will be appointed for each team to organise who will play, based on players' availability, and order of play. The intention is that the games will be fairly spread between the team members and no one may play in more than three games.

The league is held on five afternoons in September, although sometimes, as a quirk of the fixture list, the first match is at the end of August. These are the mid-week days on which we do not have a friendly fixture or takes the place of the Wednesday roll-up. Games will start at 2.30pm and will be played in greys.

Entry fee will be £1 per player and a bottle of wine will be presented to each member of the winning team. Of course each time you play you will pay your £1 green fees as usual.

League Rules

Team Captains will collect the £1 entry fee from each team member and pass it to the League organiser.

Each player will pay a £1 green fee each time they play.

The rinks are drawn for on each afternoon.

Toss for the mat at the beginning of each game. The team that takes the mat will be the Home team.

The games will each comprise eighteen ends of three wood triples, plus two trial ends.

There will be tea and biscuits after nine ends.

If there is a dead end, one shot will be awarded to the opposition and the end will count as played.

Each team will receive one point for each end won plus two points to the winning team (one each if a draw). Therefore there will be twenty points awarded in respect of each game. Shot difference for each team should also be recorded in case of a tie.

The team leaders of the Home teams will prepare the score card, record the scores and points and write the results on the board. Leave the score cards on the notice board.

EWHURST BOWLING CLUB

4. GUIDELINES FOR MARKERS

These guidelines are intended to assist members who are asked to act as a marker for internal competitions only. For all other occasions a marker will require a more comprehensive knowledge.

Before the Competition

1. Know which player is the Challenger, as the Marker spins a coin and the Challenger calls for the decision whether or not to take the mat.
2. Ensure that you can identify which bowls belong to each player.
3. Have the following equipment with you – coin, chalk, measure, wedges, scorecard and pen (pencil if rain likely).
4. Know the rules for the competition.
5. Ensure that the players are aware that you will align the mat before the jack is delivered and that you will chalk any touchers before the next bowl is delivered.
6. Agree how many bowls will be played during any trial ends.

During the Competition

1. Ensure that the jack is within the legal limits (23m minimum from the front of the mat to the front of the jack and 2m from the ditch – place the jack beside the end of the stick).
2. Stand still about 2m behind and 1 – 2m to one side of the jack. Never stand behind the jack and be aware of your shadow.
3. If any touchers or the jack enter the ditch use the red ‘golf ball’ and the white ‘golf ball’ on the bank to indicate, respectively, the position of the nearest toucher and the jack in the ditch.
4. Always ensure that nothing hangs over the bank, e.g. cloth, pusher or mat.
5. Answer questions that are asked by a player when they have the mat. Remember that a player’s turn is finished when their bowl has come to rest and has been marked if it is a toucher.
6. Wait until the players have agreed the result before entering on the score card and scoreboard. The marker does not declare the shots.
7. If asked to measure, ensure that you wedge any unstable bowls before measuring. Do not move any bowls until the players have agreed. If the players cannot agree an umpire may have to be called. If so, the players and the marker must leave the head and the umpire’s decision is final.
8. When the score has been agreed move to the other end and check the mat and centre the jack.

After the Competition

1. Shake hands with the players, congratulate the winners and commiserate with the loser.
2. Put the completed score card in the box by the notice boards in the Clubhouse.

EWHURST BOWLING CLUB

5. CLUBHOUSE CLEANING

As members we are all responsible for keeping the Clubhouse clean and in good order.

To ensure an organised approach the Clubhouse is cleaned etc. every week by a team of two or three members, as determined by a roster produced at the beginning of the season and posted on the notice board.

Unless health issues prevent participation all members are expected to help. The division of the scheduled tasks in the team can also take into consideration members' abilities.

If you cannot clean the week you are scheduled please arrange to swap with another member and mark up the roster accordingly.

A list of the weekly tasks is displayed in the kitchen, as well as over page.

The cleaning can be carried out at any time in the given week convenient to the named members and at a time when the Clubhouse is not in use. For example, it would not be convenient to clean if a Short Mat session is in progress, a home game or a committee meeting is scheduled etc.

We could set aside a slot each week for the cleaning to ensure no clashes without checking but that would be sure to prove a problem for members that cannot do a Friday morning, or whatever time and day was picked.

The only way of ensuring the maximum flexibility is for one of the cleaning team to visit the club and check the rink and roll-up diaries and note the available time slots and then agree with the rest of the team. Enter the cleaning time in the diaries. The rink and roll-up diaries are kept on the table on the left inside the front door.

We can be proud of our facilities and the effort that goes into keeping them in good order.

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CLUBHOUSE CLEANING CHECK LIST

Main Area

- Tables wiped
- Remove dead flies from window sills
- Main vinyl floor spot cleaned and swept as necessary
- Carpet in social area and entrance lobby vacuum cleaned (*please use the upright vacuum cleaner for this, but if you have any problems with this use the Henry instead and let Mike White know on 01483 274720*)

Toilets and Changing Rooms

- Spare toilet rolls provided
- Paper towel dispensers refilled as necessary
- Waste bins emptied
- Toilets, basins, urinals and mirrors cleaned and disinfected
- Floors in toilets and changing areas swept and washed (*the steam cleaner can be used - please take away the mop head to wash (there are two mop heads)*)

Kitchen and Bar

- Tea towels removed for washing, and replaced
- Top up paper towels
- Waste bags removed for disposal at home and new bin liners fitted
- Empty cans and bottles removed for recycling at home
- Kitchen and bar surfaces cleaned with Dettol type spray
- Floors of kitchen and bar washed

Finally

- Curtains drawn
- Bar locked and all lights off
- Alarm set and Clubhouse locked