

## SATURDAY SCROUNGERS

**Play for yourself, not a team. A good test of draw bowling.**

- Each player will play with three bowls only, with a maximum of four players per rink.
- The player drawing the lead position on the first end on each rink will keep the score card for the entire game. Other players to measure and declare the results. No skips.
- On the first end the player drawing the lead position delivers the jack to at least min length. Bowls to be played to where the jack is rolled (**don't move it to the centre**).
- Should the jack be delivered out of bounds or in the ditch, a penalty of two shots shall be deducted from the offending player.
- On the second and subsequent ends, the player with the highest score on the previous end will lead followed by the player with the next highest score and so on.
- Game will be 18 ends maximum, or on the bell as decided by the controlling body.
- On each end, the scoring will be: 1st shot-four points, 2nd shot-three points, 3rd shot-two points, 4th shot-one point. If 2 bowls are resting touchers, 3 points each. No other bowls count.
- **No driving is permitted.** If a player knocks the jack into the ditch, the end will be declared dead and five points deducted from the offending player. The end will count.
- A bowl knocked into the ditch or out of bounds will incur a penalty of two points by the offending player.
- A bowl rolling into the ditch or finishing out of bounds will incur a penalty of two shots. This players remaining bowls are included in the final count.
- Players are not permitted to inspect the head; a penalty of five points will be deducted from the offending player.

## PRIZES

- Prize money to be determined on the day, depending on the number of players.
- Winners will be either
  - highest scorer per rink OR
  - highest scorers on each rink play off 1 extra end