



Scroungers

Conditions of Play – April 2022

1. Any bowler may play Scroungers.
2. Green fees and prizes will be determined by the Management Committee.
3. Weekly games will generally consist of 18 ends. Fewer ends may be played if an overall winner is to be determined.
4. The Games Director will decide if a game is to be either a random draw selection or a club selection draw or a different format.
5. Scoring:
 - Closest to the jack – 3 points
 - Second closest – 2 points
 - Third closest – 1 point.

If 2 bowls are touching the jack, then they get 3 points each and no other points are awarded.
6. Names must be registered at least 30mins prior to the game. Arrive 30 mins before the game is due to start. Starting time may vary according to the time of year.
7. Scroungers handicaps will apply to all players.
8. If the jack is delivered outside of the rink boundaries or in the ditch, the jack is given to the next nominated bowler on the sheet (or after the first end it's given to the bowler who had the second highest score for the previous end). The bowler who first delivered the jack shall bowl first.
9. The jack is not to be centred – bowl to where the jack comes to rest provided it is within the boundaries of the respective rink.
10. There will be no “dead ends”. If a bowl comes in contact with the jack and causes the jack to go out of bounds, the jack is placed on the centre T.
11. The first named bowler on the score sheet will keep the score and start with the mat.
12. If a bowl comes to rest in the ditch without touching the jack, the bowler will not receive a score for that end. This applies to all ditched bowls even when they go out of bounds. However, other bowls of that bowler shall be included in determining the other bowler's scores.
13. If a bowl comes to rest in the ditch after touching the jack, and the bowl is within the rink boundaries, the bowl in the ditch shall be considered as a “live” bowl and will be included in the final scores for that end.
14. If a bowl comes to rest within the rink boundaries and is knocked into the ditch or out of bounds by another bowler's bowl, the bowl is considered as a “dead” bowl and will not be included in determining the final scores for that end. However, the other bowls of that bowler will be considered as “live” bowls and will be included in the final scores for that end.
15. The winner of drawn games will be determined by a “golden point”. Each bowler shall bowl one bowl. The closest bowl to the jack is the winner.



Handicap Rules

Adjustments to Scroungers handicaps will be based on a bowler's Base Score (scores before applying handicaps) and adjusted each week in accordance with the following table. The handicaps also take into consideration the number of bowlers in each game. The winner of a game will always have their handicap adjusted by at least -1 regardless of their Base Score.

Handicaps will remain unchanged if a bowler does not play in a particular week.

Starting handicaps for new bowlers will be determined by the Games Director plus one other experienced bowler after considering an individual bowler's skill and experience.

The highest handicap will be 6 and the lowest -6

3 Players		4 Players	
Base Score		Base Score	
0 to 15	+2	0 to 11	+2
16 to 24	+1	12 to 21	+1
25 to 50	0	22 to 40	0
51 to 68	-1	41 to 59	-1
69 to 108	-2	60 to 108	-2
Win	-1	Win	-1

Pro-rata handicaps

Handicap for 18 ends	Handicap for 15 ends	Handicap for 3 ends	Handicap for 2 ends	Handicap for 1 end
6	5	1	1	0
5	4	1	1	0
4	3	1	0	0
3	3	1	0	0
2	2	0	0	0
1	1	0	0	0
0	0	0	0	0
-1	-1	0	0	0
-2	-2	0	0	0
-3	-3	-1	0	0
-4	-3	-1	0	0
-5	-4	-1	-1	0
-6	-5	-1	-1	0

0.5 and above is rounded up to the nearest whole number and .499 is rounded down to the nearest whole number.

Updated 11/4/2022