



RULES OF 3-2-1

1. At least 12 players are required for the games played to be considered as part of the 3-2-1 Competition,
2. Each game shall consist of 16 ends. If adverse weather conditions stop play the completion of 10 ends will qualify that game for the 3-2-1 Competition.
3. There are to be no trial ends.
4. Competitors must play a minimum of 12 games to qualify for prize consideration.
5. The Competition Secretary or other member delegated to administer the competition scoring must be notified of any days that 3-2-1 has not been played and the reason (i.e. weather, insufficient attendance, clash with other competitions etc.)
6. The number of bowls to be used in each game is as follows:

a. Pairs	4 bowls per player					
b. Pair v Triple	Pair	No.1	4 bowls	Triple	No.1	2 bowls
		Skip	3 bowls		No.2	2 bowls
					Skip	3 bowls
c. Triples	3 bowls per player					
d. Triple v Full Rink	Triple	No.1	3 bowls	Full Rink	No.1	2 bowls
		No.2	3 bowls		No.2	2 bowls
		Skip	3 bowls		No.3	2 bowls
					Skip	3 bowls
e. Full Rinks	2 bowls per player					

(These configurations to be explained before play begins)

7. During play only the No.2 in each team may give directions to the bowler.

MATCH SCORING

When all bowls have been delivered at each end the scores are decided as follows:

1. The nearest bowl to the Jack scores 3 points
2. The second nearest to the Jack scores 2 points
3. The third nearest to the Jack scores 1 point
4. If 2 bowls of opposing teams are both touching the Jack each bowl scores 3 points and no other bowls are counted.
5. The Number 2s are responsible for measuring the woods and agreeing on the score, and only they should be at the head when doing so. They should identify the bowl that appears to be the closest to the jack and, if necessary, measure it and then measure the corresponding opposition bowl to determine the winner of the end. The score should be agreed before it is transmitted to the Skips.
6. The No. 1 in the losing team should collect the bowls ready for the next end.



PRE-MATCH PROCEDURE

- 1 All players should arrive by 1:15pm to help with the set-up of the rinks and must give their name to the Match Administrator by 1:30pm latest so that play can begin at 2:00pm prompt.
- 2 The Match Administrator should collect the applicable entry fee from each player before adding their name to the list.
- 3 The Match Administrator should check the direction of play and determine the number of rinks to be used using the Team Configuration Chart. Whilst Pairs, Triples and Full rinks are possible, Triples are preferable. Where it is necessary to play a game other than a Triple the players in that game will be chosen from the latest to arrive.
- 4 Rink discs showing rink number and playing position should be placed in the appropriate bag.
- 5 The Match Administrator should select the Skips, No.1's and No.2's and announce the names of each player according to which position they are playing. Each player should then select a disc from the appropriate bag and report to the Skip on the rink.
- 6 The Skips should then collect all the disks and return them to the Match Administrator.
- 7 Each rink will be issued with a blank 3-2-1 scorecard, and it is up to the Skips to decide which of them is to keep score. The scorer should then fill in the player information on the scorecard, including their membership number if players have a similar name, and enter the score after each end has been completed.
- 8 At the end of each game the scorer must return the completed scorecard to the Match Administrator.

POINT SCORING FOR THE MALCOLM ROSE TROPHY

Points are awarded to each player based on their team's performance as follows:

1. 0 points for the losing team
2. 1 point for a draw
3. 2 points for winning by 1 to 5 shots
4. 3 points for winning by 6 to 10 shots
5. 4 points for winning by 11-15 shots
6. 5 points for winning by more than 16 shots

At the season's end of the competition the total points achieved by each player is divided by the number of games played (12 games minimum) and the winner is the player having the highest average score, with the next highest being runner-up.