

### **Skins Conditions of Play (Game Rules and Format) – Written by MARK DICKINSON (2013)**

1. Each player plays in groups of four (this is not a team game), all players start with four bowls
2. Tiles 1-4 are drawn prior to game commencing for starting order
3. Every end will have the jack set at the top of the centre line (furthest from ditch)
4. The player leading can then move the mat to their desired (legal) length
5. After all bowls have been played, the player with the bowl furthest from the jack is eliminated from the game
6. Any bowl that goes in the ditch or out of bounds is deemed as the bowl furthest from the ditch and that end is finished immediately with the 'dead' bowl taken out of the game
7. There are no 'touchers' in this game format, which means even a 'toucher' in the ditch will be deemed as the bowls furthest from the jack and eliminated from the game
8. As there are no touchers in this format, anytime the jack is knocked out of bounds or into the ditch it is re-spotted on the end of the line (furthest from ditch), assuming no bowl has gone out of bounds or into the ditch (if so, it would then complete that end as that bowl is deemed furthest from the jack; as per Rule 6)
9. If a player's bowl knocks out of play two or more of the opponents bowls, it is their bowl that gets eliminated – the idea of the game is for drawing, controlled weight and playing position bowls – strategy suggests that driving would be at a solitary target, not a pack!
10. The order of play is determined by the player with the bowl closest to the jack having the mat on the next end (unless this same player has their bowl eliminated); the player next closest goes second, etc.
11. The player who loses their bowl will automatically be last to bowl on the next end no matter where their other bowls were placed during that end
12. The game continues until there is only one player remaining with at least a bowl on the green
13. The game can be expected to take between 60-90 minutes to complete
14. Each round of play will score points and the top four players after seven rounds will compete in the final
15. All bowls must be played on every end – a player with extra bowls must play them all
16. Scoring – Each rink winner scores five; 2nd scores three; 3rd scores two points and the player who is fourth (first eliminated) will record zero for the round
17. If unable to play on a given week, it is up to the player to arrange a substitute for the week, if not it will be a forfeit and zero will be scored in that week. One sub allowed per competition and if the sub scores points they score 'one less' than would be allocated in Rule 15 (above) Each player plays in groups of four (this is not a team game), all players start with four bowls