



MANUAL

OF

GAME ARRANGEMENTS

Prepared for:
Southwest Lawn Bowls Association

Materials to compile this handbook
Were taken from previous work of
Tournament Directors all over the
U.S. and are considered to be common
knowledge and public domain.

Welcome Tournament Directors

You've been asked to take on a big job and much depends on how you accept the challenge. As a bowler, you know how difficult it is to bowl in tournaments when the greens aren't set up and there's still a lot of unfinished paperwork to be done.'

It is our hope that this little booklet will make your job easier and your tenure as Tournament Chairman a joy for everyone.

Some little tips that might help

1. Nothing screws things up more than having unexpected bowlers show up, or even worse, expected bowlers who don't show up. We recommend that you fill out your playing schedules for an extra 2 bowlers and another one for 2 less bowlers. This should make your life a lot easier if the unexpected happens.
2. Know your Club, Division and National Rules. There will always be some joker who thinks you aren't doing things the way they once did them. Being able to quote chapter and verse will get you over some rough spots.
3. Arrange for a non-playing umpire for all tournaments.
4. Have the markers standing by for Singles matches.
5. For large social tournament where the teams are drawn the day of the games, hold separate draws for Skips, Seconds, and Leads. They will all meet at their assigned rink and get acquainted there.
6. Have your prize money sorted out and in envelopes before the day starts.
7. Inspect the greens before the games to be sure that all the rinks are playable. Sometimes the end rinks aren't up to par.
8. If your Division requires smooth, flat-soled shoes, be prepared to enforce the rule. The host club will appreciate it.
9. Be prepared to play yourself or have a substitute standing by in the event that someone gets too ill to bowl during the match.
10. Set the tenor of the tournament by maintaining your dignity and reputation for fair play from the very beginning.

GOOD LUCK AND GOOD BOWLING

SUMMARY

2 GAMES

3 GAMES

ARRANGEMENTS FOR ONE GREEN & TWO GREENS

There are two groups of three round games presented. The sectional games will be interlocked arrangements and will spread the individual playing over a larger area of the greens. All of the games have also been arranged for overall playing, if required. An effort has been made to secure the best possible playing conditions throughout.

Group One: *This group has been proposed* for use where blind drawing is preferred.

Group Two: Has been arranged for use where player adjustments, are required. Where the marks appear on Game Pages, the six entries bearing similar marks will only play each other. This could be conveniently used or disregarded.

Entries will not play any of their games on adjoining rinks.

No entry will play twice on the same rink.

No entry will play two end positions in any game.

Realizing its importance in tournament games, the odd and even separation *numbers* have been maintained in all arrangements. It has been found convenient - when there is more than one entry from the same club - it will avoid their meeting each other on the green. When clubs are invited for a social day of bowling, one use the odd and the other the even numbered cards. In arranging tournament *play*, many times it is required.

Remember . . odd number players will only play even number players. It has always been that way and it has not been changed.

2 GAMES

6 TO 16 ENTRIES

ENTRIES 6 8

1.	3 - 5	1 - 3	6 AND 8 ENTRIES - VACANT RINKS IN THESE GAMES WILL SPREAD THE PLAYING AND AVOID PLAYING ON ADJOINING RINKS.
2.	5 - 3	4 - 2	
3.	1 - 3	2 - 5	
4.	3 - 1	5 - 3	
5.	5 - 1	4 - 6	
6.	1 - 5	1 - 5	
7.		5 - 2	
8.		2 - 6	

No. RINKS 5 6

THE TWO GAME GROUP OF ARRANGEMENTS PRESENTED HERE, IF USED WILL GIVE A WELL BALANCED GAME - AND WILL BE LESS COMPLICATED THAN DIRECTIONAL MOVING ON THE GREEN.

ENTRIES 10 12 14 16

1.	3 - 1	3 - 1	3 - 6	2 - 5
2.	5 - 2	5 - 2	4 - 2	6 - 1
3.	1 - 4	2 - 4	7 - 4	1 - 3
4.	3 - 5	3 - 5	5 - 1	2 - 6
5.	4 - 2	4 - 6	1 - 3	3 - 8
6.	2 - 4	6 - 4	6 - 4	7 - 3
7.	5 - 3	1 - 5	2 - 5	8 - 6
8.	4 - 1	4 - 1	7 - 3	4 - 8
9.	2 - 5	5 - 3	6 - 2	5 - 7
10.	1 - 3	2 - 6	3 - 7	1 - 5
11.		6 - 2	4 - 1	4 - 1
12.		1 - 3	1 - 5	8 - 4
13.			5 - 7	6 - 2
14.			2 - 6	5 - 2
15.				7 - 4
16.				3 - 7

No. RINKS 5 6 7 8

2 GAMES 16 TO 32 ENTRIES

ENTRIES	*16	18	20	22
1.	8 - 4	3 - 1	9 - 6	5 - 1
2.	4 - 8	6 - 8	10 - 4	7 - 2
3.	1 - 7	5 - 8	2 - 7	4 - 9
4.	2 - 6	4 - 1	3 - 5	1 - 4
5.	3 - 8	4 - 9	1 - 4	8 - 2
6.	6 - 2	2 - 6	9 - 3	11 - 5
7.	4 - 6	6 - 2	4 - 1	3 - 11
8.	3 - 1	1 - 3	4 - 10	9 - 3
9.	5 - 2	7 - 5	7 - 5	6 - 10
10.	1 - 4	5 - 7	8 - 1	2 - 8
11.	7 - 1	1 - 4	3 - 10	7 - 3
12.	8 - 3	9 - 4	7 - 2	4 - 11
13.	6 - 3	8 - 6	10 - 3	1 - 8
14.	5 - 7	3 - 9	6 - 9	5 - 7
15.	2 - 5	2 - 7	8 - 2	9 - 6
16.	7 - 5	7 - 2	5 - 7	8 - 1
17.		9 - 3	6 - 8	10 - 5
18.		8 - 5	1 - 8	6 - 9
19.			5 - 9	11 - 4
20.			2 - 6	3 - 10
21.				2 - 7
22.				10 - 6

No. RINKS	8	9	10	11
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***16 ENTRIES ON THIS PAGE - FOR TWO GREENS.**

16-18-20-22 ENTRIES PLAY 6 RINKS GREEN ONE AND BALANCE ON GREEN TWO.

ENTRIES	24	26	28	30	32
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- USE TWO OF THE ONE GREEN GAMES FOR ABOVE ENTRIES.
- CHANGE THE ENTRY NUMBERS ONLY FOR GREEN TWO.
- MAY BE PLAYED AS AN OVERALL GAME OR TWO SECTIONS.
- IF YOU PREFER PLAYING ONE GAME ON EACH GREEN, USE YOUR SECOND RINK NUMBER ON THE OTHER GREEN.

3 GAMES**GROUP ONE*
6 TO 16**

ENTRIES	6.	8.	10.
1.	3 - 5 - 1	3 - 5 - 7	4 - 1 - 6
2.	1 - 5 - 3	7 - 5 - 3	3 - 5 - 1
3.	5 - 1 - 3	5 - 3 - 1	5 - 3 - 1
4.	3 - 1 - 5	1 - 3 - 5	7 - 3 - 5
5.	1 - 3 - 5	7 - 2 - 5	1 - 5 - 3
6.	5 - 3 - 1	3 - 6 - 1	1 - 4 - 6
7.		1 - 6 - 3	3 - 7 - 5
8.		5 - 2 - 7	4 - 7 - 2
9.			7 - 4 - 2
10.			5 - 1 - 3
No. RINKS	5	7	7

ALL ARRANGEMENTS THIS PAGE FOR ONE GREEN ONLY.

ENTRIES	12.	14.	16.
1.	5 - 7 - 3	6 - 1 - 4	8 - 5 - 3
2.	6 - 2 - 4	1 - 5 - 3	3 - 1 - 5
3.	3 - 5 - 1	7 - 2 - 5	5 - 2 - 8
4.	3 - 7 - 5	2 - 6 - 4	8 - 6 - 2
5.	1 - 3 - 5	1 - 3 - 6	2 - 7 - 5
6.	2 - 4 - 7	3 - 7 - 5	5 - 3 - 7
7.	2 - 6 - 4	2 - 4 - 7	7 - 4 - 2
8.	1 - 5 - 3	4 - 1 - 6	2 - 8 - 4
9.	6 - 4 - 2	3 - 5 - 1	4 - 1 - 7
10.	4 - 6 - 2	5 - 2 - 7	7 - 5 - 1
11.	4 - 2 - 7	4 - 6 - 2	1 - 6 - 4
12.	5 - 3 - 1	6 - 3 - 1	4 - 2 - 6
13.		5 - 7 - 3	6 - 3 - 1
14.		7 - 4 - 2	1 - 7 - 3
15.			3 - 8 - 6
16.			6 - 4 - 8
No. RINKS	7	7	8

*** SEE PAGE 3**

3 GAMES GROUP ONE*

16 TO 20 ENTRIES

ENTRIES	*16.	18.	20.
1.	1 - 4 - 8	6 - 8 - 4	4 - 6 - 9
2.	4 - 2 - 7	4 - 1 - 8	10 - 7 - 3
3.	6 - 2 - 9	4 - 9 - 6	5 - 1 - 7
4.	6 - 8 - 2	5 - 2 - 7	8 - 4 - 1
5.	2 - 9 - 5	9 - 2 - 5	10 - 8 - 2
6.	5 - 1 - 8	6 - 3 - 9	2 - 9 - 6
7.	8 - 3 - 6	3 - 1 - 7	7 - 3 - 10
8.	2 - 4 - 9	8 - 4 - 1	9 - 6 - 4
9.	3 - 1 - 7	1 - 5 - 8	2 - 7 - 4
10.	8 - 5 - 3	7 - 5 - 2	3 - 1 - 8
11.	4 - 8 - 1	2 - 4 - 9	9 - 5 - 1
12.	3 - 9 - 6	9 - 6 - 3	1 - 8 - 5
13.	7 - 5 - 2	7 - 3 - 1	8 - 2 - 6
14.	1 - 7 - 5	1 - 7 - 4	6 - 3 - 9
15.	5 - 7 - 3	8 - 6 - 2	1 - 9 - 3
16.	7 - 3 - 1	2 - 8 - 6	4 - 10 - 7
17.		5 - 7 - 3	6 - 4 - 8
18.		3 - 9 - 5	7 - 5 - 2
19.			3 - 10 - 5
20.			5 - 2 - 10
No. RINKS	9	9	10

***THE 16 ENTRY GAME ON THIS PAGE REQUIRES 9 RINKS . WHEN ONLY ONE GREEN, USE THE 16 ENTRY GAME ON PAGE SIX.**

16 – 18 - 20 ENTRIES PLAY 6 RINKS ON GREEN ONE, BALANCE ON GREEN TWO.

THREE GAME ARRANGEMENTS, USING TWO GREENS - ENTRIES. PLAY TWO GAMES ON ONE GREEN AND ONE ON THE OTHER.

ALL ARRANGEMENTS PRESENTED HAVE BEEN CAREFULLY CHECKED FOR ACCURACY. WOULD APPRECIATE BEING INFORMED IF ANYTHING HAS GONE UNNOTICED,

***SEE PAGE 3**

3 GAMES GROUP ONE*

***TWO SECTIONS**

ENTRIES	22.	*24.	*26.
1.	10 - 6 - 2	7 - 3 - 1	6 - 1 - 9
2.	2 - 11 - 7	1 - 5 - 8	4 - 10 - 2
3.	6 - 3 - 9	11 - 7 - 3	7 - 3 - 13
4.	9 - 7 - 4	3 - 1 - 11	10 - 1 - 6
5.	2 - 9 - 6	1 - 11 - 9	4 - 7 - 11
6.	6 - 4 - 10	7 - 11 - 3	11 - 3 - 1
7.	9 - 5 - 1	3 - 9 - 6	10 - 12 - 2
8.	1 - 10 - 8	5 - 7 - 9	13 - 7 - 4
9.	5 - 1 - 8	9 - 5 - 1	11 - 8 - 6
10.	8 - 6 - 3	9 - 3 - 6	7 - 12 - 9
11.	1 - 8 - 4	5 - 1 - 8	13 - 5 - 1
12.	4 - 2 - 11	11 - 9 - 1	6 - 8 - 13
13.	8 - 4 - 1	2 - 6 - 10	14 - 10 - 4
14.	11 - 3 - 5	10 - 12 - 5	14 - 5 - 11
15.	4 - 10 - 7	6 - 10 - 4	3 - 6 - 14
16.	7 - 5 - 2	4 - 2 - 7	5 - 9 - 12
17.	11 - 7 - 3	10 - 4 - 7	9 - 11 - 7
18.	3 - 1 - 9	8 - 6 - 4	12 - 4 - 14
19.	7 - 2 - 10	4 - 8 - 12	5 - 13 - 3
20.	10 - 8 - 6	12 - 4 - 10	2 - 6 - 10
21.	3 - 11 - 5	8 - 12 - 2	12 - 2 - 10
22.	5 - 9 - 1	2 - 10 - 12	8 - 11 - 3
23.		12 - 2 - 5	2 - 9 - 5
24.		6 - 8 - 2	3 - 13 - 7
25.			8 - 4 - 12
26.			9 - 2 - 5
No. RINKS	11	12	14

*** SEE NOTES ON PAGES 3 & 7**

**22-24 ENTRIES PLAY 6 RINKS GREEN ONE, BAL. GREEN TWO.
26-28 ENTRIES PLAY 7 RINKS ON EACH GREEN.**

- * 24 - SEC. ONE - ENTRIES 1 TO 12 - SEC. TWO - 13 TO 24**
- * 26 - SEC. ONE - ENTRIES 1 TO 14 - SEC. TWO - 15 TO 26**
- * 28 - SEC. ONE - ENTRIES 1 TO 14 - SEC. TWO - 15 TO 28**
- * 30 - SEC. ONE - ENTRIES 1 TO 16 - SEC. TWO - 17 TO 30**

3 GAMES GROUP ONE

***TWO SECTIONS**

ENTRIES	*28.	*30.	*32.
1.	9 -14 - 6	15 -12 - 4	3 - 7 -15
2.	1 -10 - 4	4 -15 -12	7 - 1 -11
3.	13 - 5 - 7	9 - 1 -12	11 - 1 -13
4.	10 -14 - 3	15 -10 - 6	11 -13 - 1
5.	1 - 9 - 5	14 - 8 - 6	1 -11 - 7
6.	11 - 5 - 1	9 - 3 -15	5 - 3 -15
7.	10 -13 - 4	13 - 5 -15	15 - 9 - 5
8.	12 - 9 - 7	14 - 7 -11	1 - 7 -13
9.	11 - 7 - 3	6 -15 -11	9 - 3 -11
10.	8 -13 - 6	13 - 8 - 4	15 - 5 - 9
11.	12 - 3 - 1	7 -10 - 2	7 -15 - 3
12.	9 - 7 - 2	6 - 1 -13	9 -11 - 5
13.	8 -10 - 2	10 - 3 -13	13 - 5 - 1
14.	13 - 3 - 5	7 -12 - 9	3 -15 - 7
15.	3 - 8 -13	4 - 7 - 9	5 -13 - 9
16.	14 - 4 - 9	10 - 5 - 2	13 - 9 - 3
17.	2 -11 -14	5 -14 - 7	2 - 6 -14
18.	6 - 8 -12	1 - 4 -10	6 -16 -12
19.	14 - 6 -10	8 - 6 -14	4 -16 -10
20.	5 -11 - 8	11 - 2 - 5	4 -12 -16
21.	6 - 2 - 8	1 - 9 - 3	16 - 10 - 6
22.	4 - 6 -14	3 - 9 - 1	10 - 2 -14
23.	5 - 1 -12	11 -13 - 1	14 - 8 - 4
24.	7 - 2 -13	12 - 6 - 8	16 - 6 -10
25.	4 -12 - 9	3 -11 - 5	8 - 2 -12
26.	3 - 1 -11	2 -13 - 7	14 - 4 - 8
27.	7 - 4 -11	12 - 2 -10	6 -12 - 2
28.	2 -12 -10	5 -11 -14	8 -10 - 4
29.		2 - 4 - 8	12 - 4 -16
30.		8 -14 - 3	2 -14 - 6
31.			10 -14 - 8
32.			12 - 8 - 2
No. RINKS	14	15	16

*** SEE PAGE 8 & 3.**

30-32 ENTRIES PLAY 8 RINKS GREEN ONE, BAL. GREEN TWO

*** 32- Sec. One - ENTRIES 1 TO 16 - Sec. Two - 17 TO 32**

3 GAMES**GROUP TWO*****TWO SECTIONS**

ENTRIES	14.	16.	*18.	*20.
1.	:2 - 6 - 4	5 - 7 - 3	5 - 2 - 7	10 - 4 - 6
2.	5 - 7 - 3	:7 - 4 - 1	11 - 5 - 3	5 - 11 - 3
3.	6 - 1 - 3	3 - 8 - 6	8 - 4 - 2	2 - 9 - 5
4.	3 - 1 - 6	1 - 5 - 3	5 - 8 - 1	10 - 12 - 2
5.	:4 - 2 - 7	:7 - 1 - 4	10 - 7 - 3	11 - 7 - 3
6.	1 - 3 - 5	3 - 7 - 5	8 - 2 - 5	2 - 4 - 9
7.	:7 - 5 - 2	6 - 2 - 8	9 - 5 - 1	9 - 11 - 2
8.	6 - 4 - 1	5 - 3 - 8	10 - 4 - 7	11 - 9 - 6
9.	1 - 4 - 6	:4 - 6 - 1	11 - 8 - 5	5 - 12 - 9
10.	:2 - 5 - 7	8 - 2 - 6	9 - 7 - 2	9 - 7 - 5
11.	5 - 3 - 1	8 - 5 - 2	1 - 9 - 4	4 - 6 - 8
12.	:7 - 2 - 4	:2 - 6 - 4	7 - 10 - 4	6 - 10 - 4
13.	3 - 7 - 5	:2 - 4 - 7	7 - 3 - 9	3 - 5 - 10
14.	:4 - 6 - 2	6 - 8 - 2	3 - 9 - 6	4 - 8 - 1
15.		1 - 3 - 5	4 - 10 - 6	12 - 8 - 4
16.		:4 - 1 - 7	1 - 3 - 8	3 - 6 - 11
17.			3 - 6 - 8	8 - 10 - 1
18.			4 - 6 - 9	12 - 5 - 8
19.				6 - 3 - 11
20.				8 - 3 - 10

No. RINKS	7	8	11	12
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: MARKS - SEE PAGE 3, GROUP #2.

16 ENTRIES - WHEN TWO GREEN ARE AVAILABLE, PLAY 6 RINKS ON ONE GREEN AND 2 RINKS ON THE OTHER.

18-20-22-24 ENTRIES PLAY 6 RINKS ON GREEN ONE - BALANCE ON GREEN TWO

***18- SEC. ONE - ENTRIES 1 TO 10 - SEC. TWO - 11 TO 18**

***20- SEC. ONE - ENTRIES 1 TO 10 - SEC. TWO - 11 TO 20**

THREE GAME ARRANGEMENTS, USING TWO GREENS - ENTRIES PLAY TWO GAMES ON ONE GREEN & ONE ON THE OTHER.

3 GAMES

GROUP TWO

***TWO SECTIONS**

ENTRIES	*22.	*24.	*26.
1.	9 - 5 - 2	: 7 -10 - 2	10 -13 - 6
2.	: 8 -12 - 3	5 - 9 - 1	13 - 6 - 4
3.	5 - 1 -10	:10 - 2 - 7	:12 - 3 - 7
4.	5 -10 - 2	:10 - 7 - 2	6 -13 - 10
5.	:11 - 9 - 3	1 - 9 - 5	3 - 7 - 12
6.	9 - 1 - 5	: 7 - 2 -10	10 - 4 - 13
7.	: 8 - 3 -12	9 - 5 - 1	7 -12 - 3
8.	1 - 5 -10	: 2 -10 - 7	4 -10 - 6
9.	: 3 -12 - 9	5 - 1 - 9	13 - 4 - 10
10.	:11 - 9 - 9	9 - 1 - 5	3 -12 - 7
11.	1 -10 - 5	: 2 - 7 -10	4 - 6 - 13
12.	: 3 - 9 -12	1 - 5 - 9	: 7 - 3 - 12
13.	4 - 6 -11	12 - 8 - 4	6 -10 - 4
14.	6 - 8 - 4	x 6 -11 - 3	:12 - 7 - 3
15.	2 - 4 - 7	4 -12 - 8	x11 - 2 - 8
16.	4 -11 - 6	12 - 4 - 8	1 - 9 - 5
17.	7 - 2 - 4	x 3 -11 - 6	x 2 - 8 - 11
18.	2 - 6 - 8	4 - 8 -12	5 - 1 - 9
19.	10 - 8 - 6	x11 - 6 - 3	x 8 -11 - 2
20.	7 - 4 -11	8 -12 - 4	9 - 5 - 1
21.	6 -11 - 8	x 6 - 3 -11	1 - 5 - 9
22.	10 - 2 - 7	x11 - 3 - 6	x 2 -11 - 8
23.		8 - 4 -12	5 - 9 - 1
24.		x 3 - 6 -11	x 8 - 2 - 11
25.			9 - 1 - 5
26.			x11 - 8 - 2
No. RINKS	12	12	13

**: - x MARKS - SEE PAGE 3, GROUP #12. *See Pages 3 & 10.
 26-28 ENTRIES PLAY 7 RINKS GREEN ONE, BAL. GREEN TWO
 30-32 ENTRIES PLAY 8 RINKS GREEN ONE, BAL. GREEN TWO**

- * 22 - SEC. ONE - ENTRIES 1 TO 12 - SEC. TWO - 13 TO 22**
- * 24 - SEC. ONE - ENTRIES 1 TO 12 - SEC. TWO - 13 TO 24**
- * 26 - SEC. ONE - ENTRIES 1 TO 14 - SEC. TWO - 15 TO 26**
- * 28 - SEC. ONE - ENTRIES 1 TO 14 - SEC. TWO - 15 TO 28**
- * 30 - SEC. ONE - ENTRIES 1 TO 16 - SEC. TWO - 17 TO 30**

3 GAMES

GROUP TWO

***TWO SECTIONS**

ENTRIES	*28	*30	*32.
1.	: 11 - 7 - 2	1 -10 - 7	10 -14- 5
2	1 - 5 -12	: 9 -12 - 2	: 8 -13- 2
3.	9 - 1 -12	13 - 1 - 5	5 - 7-14
4.	12 - 9 - 1	5 -10 - 1	1 -10- 5
5.	: 2 -11 - 7	: 9 - 2 -12	8 - 2-13
6.	: 11 - 2 - 7	7 - 1 -10	5 -14-10
7.	12 - 5 - 9	: 2 -12 - 9	14 - 1- 7
8.	9 -12 - 5	10 - 7 -13	10 - 5- 7
9.	: 7 - 2 -11	: 12 - 9 - 2	: 13 - 8- 2
10.	5 - 1 - 9	13 - 5 - 7	7 - 1-14
11.	1 - 9 - 5	10 -13 - 1	7 -10- 1
12.	: 2 - 7 -11	: 2 - 9 -12	: 2 - 8-13
13.	5 -12 - 1	7 - 5 -13	: 2 -13- 8
14.	: 7 -11 - 2	1 -13 - 5	14 - 7- 1
15.	x13 - 8 - 4	5 - 7 -10	1 - 5-10
16.	3 - 6 -14	: 12 - 2 - 9	: 13 - 2- 8
17.	10 - 3 -14	x14 - 3 - 8	9 -15- 6
18.	14 -10 - 3	6 - 4 -15	x11 -16- 4
19.	x 4 -13 - 8	x 8 -14 - 3	6 -12-15
20.	x13 - 4 - 8	4 - 6 -11	3 - 9- 6
21	14 - 6 -10	6 -15 - 4	x11 - 4-16
22.	10 -14 - 6	15 -11 - 4	6 -15- 9
23.	x 8 - 4 -13	x 3 - 8 -14	15 - 3-12
24.	6 - 3 -10	11 -15 - 6	9 - 6-12
25.	3 -10 - 6	15 - 4 -11	x16 -11- 4
26.	x 4 - 8 -13	x 8 - 3 -14	12 - 3-15
27.	6 -14 - 3	11 - 6 -15	12 - 9- 3
28.	x 8 -13 - 4	x14 - 8 - 3	x 4 -11-16
29		4 -11 - 6	x 4 -16-11
30		x 3 -14 - 8	15 -12- 3
31			3 - 6- 9
32.			x16 - 4-11
No. RINKS	14	15	16

: - x MARKS PAGE 3 GROUP #2 * SEE PAGES 10-11-3

*** 32 - SEC. ONE - ENTRIES 1 TO 16 - SEC. TWO - 17 TO 32**

**ARRANGEMENTS FOR
ONE GREEN & TWO GREENS**

.....
You will find two arrangements for the ten-twelve and fourteen entry games.

In the one green arrangements:

It was not possible to keep some of the players from playing on adjoining rinks. An effort was made to secure the best possible play and hold the playing to six and seven rinks.

In the two green arrangements:

The ten - twelve and fourteen entry games have been rearranged along with the rest of the games so that no players in the four round group of games will play any of their games on an adjoining rink.

Most of the playing in these games will be confined to six rinks to the green, so playing end positions need not be considered. No player will play on the same rink twice in any of the games.

The odd and even number separation as explained in the summary on PAGE 3 will be maintained in this group also.

A THOUGHT:

A day of social games many times has more desiring to play than can be accommodated. The four rounds of play with less ends may help. Some may enjoy a rest period during the event.

4 GAMES

***8 TO 16 ENTRIES**

ENTRIES	8.	10.
1.	1 - 5 - 7 - 3	5 - 4 - 1 - 2
* ALL THE GAMES	2. 1 - 7 - 3 - 5	5 - 2 - 3 - 6
ON THIS PAGE	3. 3 - 7 - 5 - 1	6 - 2 - 5 - 4
HAVE BEEN AR-	4. 3 - 5 - 1 - 7	2 - 5 - 1 - 4
RANGED FOR	5. 5 - 1 - 3 - 7	4 - 5 - 2 - 3
ONE GREEN ONLY	6. 7 - 1 - 5 - 3	4 - 3 - 5 - 2
SEE PAGE 15 FOR	7. 7 - 3 - 1 - 5	1 - 3 - 4 - 6
TWO GREEN AR-	8. 5 - 3 - 7 - 1	1 - 4 - 2 - 5
RANGEMENTS	9.	2 - 1 - 3 - 5
	10.	6 - 1 - 4 - 3
No. RINKS	7	6

16 ENTRIES ON TWO GREENS - PLAY RINKS 1 TO 6 and 7-8 ENTRIES

ENTRIES	12.	14.	16.
1.	7 - 5 - 3 - 4	7 - 5 - 3 - 6	1 - 5 - 7 - 3
2.	1 - 6 - 5 - 3	7 - 2 - 6 - 4	2 - 8 - 4 - 6
3.	1 - 3 - 4 - 6	1 - 7 - 5 - 3	5 - 7 - 5 - 1
4.	7 - 3 - 6 - 2	1 - 6 - 3 - 5	4 - 6 - 2 - 8
5.	2 - 6 - 1 - 5	2 - 6 - 7 - 4	5 - 1 - 3 - 7
6.	5 - 2 - 7 - 4	3 - 1 - 4 - 6	8 - 2 - 6 - 4
7.	6 - 4 - 7 - 2	3 - 4 - 1 - 7	7 - 3 - 1 - 5
8.	6 - 1 - 4 - 5	2 - 3 - 5 - 7	6 - 4 - 8 - 2
9.	5 - 1 - 6 - 3	4 - 1 - 6 - 2	2 - 6 - 8 - 4
10.	2 - 4 - 3 - 7	4 - 7 - 2 - 1	1 - 7 - 3 - 5
11.	3 - 2 - 5 - 7	6 - 3 - 2 - 5	4 - 8 - 6 - 2
12.	3 - 5 - 1 - 6	6 - 5 - 1 - 2	3 - 5 - 1 - 7
13.		5 - 2 - 4 - 1	6 - 2 - 4 - 8
14.		5 - 4 - 7 - 3	7 - 1 - 5 - 3
15.			8 - 4 - 2 - 6
16.			5 - 3 - 7 - 1
No. RINKS	7	7	8

*** SEE PAGE 13**

4 GAMES

***TWO GREENS**

ENTRIES	*10	*12	*14
1.	1 - 5 - 3 - 9	1 - 3 - 5 - 9	9 - 2 - 6 - 4
2.	1 - 3 - 9 - 5	1 - 7 - 3 - 5	1 - 9 - 3 - 6
3.	9 - 3 - 6 - 1	2 - 4 - 9 - 7	2 - 9 - 4 - 7
4.	9 - 1 - 3 - 6	2 - 9 - 7 - 4	2 - 4 - 7 - 9
5.	6 - 1 - 8 - 4	7 - 5 - 1 - 3	1 - 5 - 7 - 3
6.	6 - 4 - 1 - 9	7 - 4 - 2 - 9	9 - 7 - 4 - 1
7.	3 - 9 - 1 - 5	9 - 7 - 2 - 4	8 - 4 - 1 - 6
8.	3 - 5 - 8 - 1	9 - 1 - 5 - 3	8 - 6 - 2 - 4
9.	2 - 4 - 9 - 6	3 - 1 - 7 - 5	3 - 6 - 9 - 1
10.	2 - 9 - 6 - 4	3 - 5 - 9 - 1	3 - 5 - 1 - 8
11.		5 - 9 - 3 - 1	5 - 2 - 3 - 8
12.		5 - 3 - 1 - 7	5 - 2 - 9 - 7
13.			4 - 7 - 2 - 9
14.			4 - 1 - 6 - 3
No. RINKS	9	9	9

*** IN THE TWO GREEN ARRANGEMENTS OF THE 10 - 12 - 14 ENTRY GAMES ON THIS PAGE - NO PLAYERS WILL PLAY ANY OF THEIR GAMES ON AN ADJOINING RINK. THE NINE RINKS REQUIRED, WILL CAUSE VACANT RINKS IN ALL ROUNDS OF THE 10 AND 12 ENTRY GAMES, THIS OF COURSE IS RESPONSIBLE FOR A BETTER PLAYING ARRANGEMENT.**

THE 16 ENTRY GAME ON PAGE 14 WILL ALSO BE BETTER IF PLAYED ON TWO GREENS -- SEE BELOW FOR PLAY.

- 10 ENTRIES PLAY RINKS 1 TO 6 ON ONE GREEN
AND " 8 AND 9 ON THE OTHER**
- 12 ENTRIES PLAY RINKS 1 TO 5 ON ONE GREEN
AND " 7 AND 9 ON THE OTHER**
- 14 ENTRIES PLAY RINKS 1 TO 6 ON ONE GREEN
AND " 7 TO 9 ON THE OTHER**
- 16 ENTRIES PLAY RINKS 1 TO 6 ON ONE GREEN
AND " 7 AND 8 ON THE OTHER**

*** SEE PAGE 13**

4 GAMES *TWO SECTIONS

ENTRIES	18.	20.	*20.
1.	11 - 3 - 5 - 9	2 - 8 -11 - 6	5 - 9 - 3 -11
2.	10 - 7 - 2 - 4	1 - 7 - 3 - 5	5 - 1 - 7 - 3
3.	10 - 2 - 4 - 7	1 - 3 - 5 - 9	7 - 1 -10 - 5
4.	11 - 5 - 8 - 3	3 - 5 - 7 -10	7 - 9 -11 - 2
5.	8 - 4 - 1 -10	6 - 4 - 9 - 2	6 - 8 -11 - 3
6.	9 - 3 - 1 - 7	9 - 4 - 1 - 7	6 - 4 - 9 -11
7.	5 - 8 -11 - 2	7 -10 - 1 - 3	9 - 4 - 7 - 1
8.	7 - 9 - 4 - 1	7 - 9 - 5 - 2	9 - 7 - 3 - 5
9.	2 - 6 - 8 - 4	3 - 1 - 8 - 5	4 - 7 - 9 - 2
10.	3 - 8 - 5 -10	4 - 2 -11 - 9	4 - 8 -10 - 1
11.	4 - 9 - 2 - 6	10 - 5 - 3 - 7	3 -11 - 6 - 8
12.	5 - 1 - 3 - 8	10 - 8 - 4 - 1	3 -10 - 5 - 7
13.	3 - 5 -10 - 8	5 - 2 -10 - 8	2 - 5 - 8 -10
14.	2 - 4 -11 - 9	2 - 6 - 8 - 4	2 -11 - 4 - 9
15.	9 - 7 - 3 - 1	9 - 7 - 2 - 4	10 - 2 - 4 - 7
16.	4 - 6 - 9 - 2	5 - 1 - 9 - 3	10 - 5 - 2 - 8
17.	7 - 1 - 9 - 3	8 - 6 - 4 -10	8 -10 - 2 - 4
18.	8 - 2 -10 - 6	8 - 3 -10 - 6	8 - 3 - 6 -10
19.		4 - 9 - 7 - 1	11 - 3 - 5 - 9
20.		6 -10 - 2 - 8	11 - 2 - 8 - 4
No. RINKS	11	11	11

*** THE 20 ENTRY ARRANGEMENT ON THIS PAGE MARKED WITH AN ASTERISK IS A TWO SECTION GAME.**

SEC. ONE - ENTRIES 1 to 10 - SEC. TWO - 11 to 20

THE 18 AND THE UNMARKED 20 ENTRY GAMES ARE OVERALL ARRANGEMENTS.

18 ENTRIES PLAY RINKS 1 to 6 ON ONE GREEN, AND RINKS 7 to 11 ON THE OTHER

20 ENTRIES PLAY RINKS 1 to 6 ON ONE GREEN, AND RINKS 7 to 11 ON THE OTHER

*** SEE PAGE #13**

ENTRIES	*22	*24	*26
1.	5 - 9 - 3 - 7	1 - 5 - 7 -11	1 -12 - 7 - 9
2.	5 -10 -12 - 3	1 -11 - 9 - 7	1 - 5 - 8 - 3
3.	6 -10 - 4 - 8	3 -11 - 5 - 9	7 -14 -10 -12
4.	6 - 8 - 3 -10	3 - 9 - 7 - 5	7 - 9 -12 - 5
5.	3 -12 - 5 - 9	5 - 7 - 3 - 1	12 - 9 - 5 - 3
6.	11 - 2 - 7 - 9	9 - 7 - 1 -11	3 - 7 - 1 - 9
7.	10 - 5 - 7 -12	7 - 9 - 1 - 3	3 -10 - 8 - 6
8.	10 -12 - 4 - 7	7 - 3 - 5 - 1	12 - 3 -10 - 6
9.	11 - 8 - 1 - 3	9 - 3 -11 - 7	5 - 7 -12 - 1
10.	3 - 5 - 1 - 8	5 - 1 -11 - 3	5 -14 - 7 -10
11.	7 - 2 -12 -10	11 - 1 - 9 - 5	10 - 3 - 1 - 5
12.	7 - 9 - 5 -12	11 - 5 - 3 - 9	10 -12 - 3 - 1
13.	8 -11 - 6 - 2	6 - 4 - 2 -12	14 - 5 - 3 -10
14.	8 - 3 -11 - 1	6 -10 -12 - 4	14 -10 - 5 -12
15.	1 - 3 - 8 -11	12 -10 - 8 - 2	6 -11 -13 - 8
16.	1 -11 - 9 - 6	12 - 6 - 2 -10	6 - 8 - 4 - 2
17.	4 - 6 - 9 - 1	4 - 8 -10 - 6	2 - 8 -11 - 4
18.	4 - 7 -10 - 2	2 - 8 - 4 -12	2 - 4 -13 -11
19.	9 - 7 -11 - 4	10 - 6 - 4 - 8	4 - 6 - 9 -11
20.	9 - 4 - 6 -11	10 -12 - 8 - 6	11 - 6 - 2 - 8
21.	2 - 4 -10 - 6	2 -12 - 6 - 4	9 - 4 - 2 -13
22.	2 - 6 - 8 - 4	4 - 2 - 6 - 8	9 -13 -11 - 7
23.		8 - 2 -12 -10	11 -13 - 6 - 2
24.		8 - 4 -10 - 2	4 - 2 - 6 -13
25.			13 - 2 - 4 - 7
26.			13 -11 - 9 - 4
No. RINKS	12	12	14

- * 22-Sec. ONE - ENTRIES to 12 - Sec. TWO - 13 to 22
- * 24-Sec. ONE - ENTRIES to 12 - Sec. TWO - 13 to 24
- * 26-Sec. ONE - ENTRIES to 14 - Sec. TWO - 15 to 26
- * 28-Sec. ONE - ENTRIES to 14 - Sec. TWO - 15 to 28
- * 30-Sec. ONE - ENTRIES to 16 - Sec. TWO - 17 to 30
- * 32-Sec. ONE - ENTRIES to 16 - Sec. TWO - 17 to 32

* 22-24-26-28-32 DIVIDE RINKS EQUALLY ON BOTH GREENS
 30 ENTRY, PLAY 8 RINKS GREEN ONE-7 ON THE OTHER
 * SEE PAGE 13

ENTRIES	*28.	*30.	*32.
1.	13 -11 - 9 - 7	1 - 5 -10 - 3	8 -10 -14 - 2
2.	13 - 5 - 7 - 3	2 - 8 -12 - 6	4 -16 - 6 -12
3.	1 - 5 - 3 - 9	3 -12 - 5 - 1	2 -14 -10 - 8
4.	1 - 3 - 9 -13	14 - 6 - 2 - 8	6 -12 - 4 -16
5.	9 - 7 -13 - 3	5 - 1 - 3 -10	10 - 8 - 2 -14
6.	7 -13 -11 - 9	8 - 2 - 6 - 4	16 - 4 -12 - 6
7.	7 - 9 - 1 -11	12 - 3 - 1 - 5	14 - 2 - 8 -10
8.	9 - 1 - 3 -11	6 -14 - 8 - 2	12 - 6 -16 - 4
9.	11 -13 - 7 - 5	2 - 6 - 8 - 4	4 -12 -16 - 6
10.	11 - 7 - 5 - 1	1 -12 - 3 - 5	8 -14 - 2 -10
11.	3 - 1 - 5 -13	14 - 8 - 6 - 2	6 -16 -12 - 4
12.	3 -11 - 1 - 5	3 - 5 - 1 -10	2 -10 - 8 -14
13.	5 - 3 -11 - 1	6 - 2 -12 - 8	12 - 4 - 6 -16
14.	5 - 9 -13 - 7	12 - 1 - 5 - 3	14 - 8 -10 - 2
15.	2 - 4 -12 -14	8 -14 - 2 - 6	16 - 6 - 4 -12
16.	2 - 6 - 8 -12	5 - 3 -10 - 1	10 - 2 -14 - 8
17.	10 - 6 -14 - 4	9 -13 -11 -15	1 -11 -13 - 5
18.	4 - 8 -12 - 2	9 -11 - 4 -13	3 - 9 - 7 -15
19.	14 -10 - 4 -12	10 -15 - 7 -12	5 -13 -11 - 1
20.	6 -10 - 2 -14	10 - 7 -13 -15	7 -15 - 3 - 9
21.	6 -14 -10 - 8	4 - 7 -15 -13	11 - 1 - 5 -13
22.	14 -12 -10 - 4	11 - 9 -14 - 7	9 - 3 -15 - 7
23.	4 - 2 - 8 - 6	11 - 4 - 9 -14	13 - 5 - 1 -11
24.	10 - 2 - 6 - 8	4 -10 - 7 -14	15 - 7 - 9 - 3
25.	8 -12 - 6 - 2	13 - 9 - 4 -11	3 -15 - 9 - 7
26.	8 - 4 -14 -10	13 -15 -11 - 9	1 -13 - 5 -11
27.	12 - 8 - 2 -10	15 -10 -13 - 7	7 - 9 -15 - 3
28.	12 -14 - 4 - 6	15 -13 - 9 -11	5 -11 - 1 -13
29.		7 -11 -14 - 9	15 - 3 - 7 - 9
30.		7 - 4 -15 - 12	13 - 1 -11 - 5
31.			9 - 7 - 3 -15
32.			11 - 5 -13 - 1
No.RINKS	14	15	16

* SEE NOTES ON PAGES 13 AND 17

ARRANGEMENTS FOR
ONE GREEN & TWO GREENS

.....

One Green:

An effort has been made to secure the best possible playing arrangements in the five round games. When only one green is available, the playing on adjoining rinks will have to be disregarded. You will also notice that the usual consecutive rink playing has been adjusted in these arrangements.

Two Greens:

The 18 entry arrangement using 12 rinks, will still have six players that will play on adjoining rinks.

From the 20 to the 32 entry arrangements, no players will play any of their games an adjoining rinks.

The 20 to 32 entry games may all be played in two sections. Would advise using them in preference to the single green games.

No player in any game will play on the same rink twice.

Extra rinks will be used in most of the arrangements. When this happens vacant rinks will appear in all rounds.

You will notice in the bottom panel the amount of rinks used in each arrangement.

Odd and even number separation has been maintained in this group. See PAGE THREE.

5 GAMES

10 TO 16 ENTRIES

ENTRIES	10	12
1.	1-4-5-3-7	4-1-6-5-2
2.	1-3-2-7-5	4-3-1-2-5
3.	6-1-3-7-2	1-6-2-4-3
4.	6-7-5-2-4	1-5-6-3-4
5.	3-6-2-5-4	6-2-3-1-5
6.	2-4-3-5-1	6-4-2-5-1
7.	2-7-1-4-5	2-3-5-6-4
8.	3-1-6-4-7	2-1-3-4-6
9.	5-3-6-2-1	3-5-4-2-1
10.	5-6-1-3-2	3-6-5-1-2
11.		5-4-1-3-6
12.		5-2-4-6-3

No. RINK.S	7	6
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ENTRIES	14	*16
1.	1-7-5-3-2	6-4-1-7-8
2.	1-4-7-2-3	6-8-4-2-5
3.	3-4-2-6-7	8-2-5-3-4
4.	3-1-4-7-6	8-4-2-1-7
5.	6-1-7-5-4	4-1-7-6-2
6.	6-3-1-4-5	4-2-1-5-3
7.	5-3-4-2-1	2-5-3-8-1
8.	5-6-3-1-2	2-1-5-7-6
9.	2-6-1-7-3	1-7-6-4-5
10.	2-5-6-3-7	1-5-7-3-8
11.	7-5-3-4-6	5-3-8-2-7
12.	7-2-5-6-4	5-7-3-6-4
13.	4-2-6-1-5	7-6-4-1-3
14.	4-7-2-5-1	7-3-6-8-2
15.		3-8-2-5-6
16.		3-6-8-4-1

No. RINKS	7	8
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* TWO GREENS, PLAY 6 RINKS GREEN ONE - 2 ON OTHER.

* SEE PAGE 19

5 GAMES

*TWO SECTIONS

ENTRIES

18

*20

1.	10 - 2 - 8 - 6 -12	13 - 5 - 3 - 9 - 1
2.	10 - 3 - 9 - 1 - 7	13 - 9 -11 - 1 - 3
3.	2 - 6 -12 - 9 -10	7 -13 - 9 - 1 -11
4.	2 -12 -10 - 6 - 8	7 - 1 - 3 -11 - 5
5.	4 - 9 - 7 - 2 - 6	9 - 7 -11 - 3 - 5
6.	4 - 1 - 6 - 9 -11	11 - 5 - 9 - 3 -13
7.	6 - 8 - 2 - 4 -11	11 - 1 -13 - 5 - 3
8.	6 - 4 - 8 - 2 -10	9 -13 - 7 - 5 - 1
9.	8 -10 -11 - 3 - 5	3 - 9 - 7 -11 -13
10.	8 - 2 -12 - 4 - 6	3 - 7 -13 - 9 -11
11.	9 - 3 - 5 -11 - 1	14 - 6 - 4 -10 - 2
12.	9 - 6 - 7 - 3 -12	14 -10 -12 - 2 - 4
13.	7 -12 - 9 - 5 - 2	8 -14 -10 - 2 -12
14.	7 - 9 - 2 -11 - 5	8 - 2 - 4 -12 - 6
15.	3 - 1 -10 - 8 - 7	10 - 8 -12 - 4 - 6
16.	3 - 8 -11 - 5 - 1	12 - 6 -10 - 4 -14
17.	12 - 4 - 6 - 1 - 8	12 - 2 -14 - 6 - 4
18.	12 -10 - 5 - 8 - 2	10 -14 - 8 - 6 - 2
19.		4 -10 - 8 -12 -14
20.		4 - 8 -14 -10 -12

No. RINKS	12	14
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* 20 - Sec. ONE - ENTRIES 1 to 10 - Sec. TWO - 11 to 20

18 ENTRIES PLAY - 6 RINKS ON EACH GREEN.

20 ENTRIES PLAY - 7 RINKS ON EACH GREEN.

* SEE PAGE 19

ENTRIES

*22

*24.

1.	14 - 2 -12 -10 - 4	5 -11 - 1 - 3 - 9
2.	14 - 6 - 2 - 4 -10	5 - 7 -11 - 9 - 3
3.	2 - 2 - 4 -14 - 6	11 - 1 - 9 - 5 - 7
4.	2 -10 -12 - 6 -14	11 - 3 - 1 - 7 - 5
5.	12 - 4 - 6 - 2 -10	1 - 9 - 7 -11 - 3
6.	12 -14 - 4 -10 - 2	1 - 5 - 9 - 3 -11
7.	4 - 6 -10 -12 -14	9 - 7 - 3 - 1 - 5
8.	4 - 2 - 6 -14 -12	9 -11 - 7 - 5 - 1
9.	6 -10 -14 - 4 - 2	7 - 3 - 5 - 9 -11
10.	6 -12 -10 - 2 - 4	7 - 1 - 3 -11 - 9
11.	10 -14 - 2 - 6 -12	3 - 5 -11 - 7 - 1
12.	10 - 4 -14 -12 - 6	3 - 9 - 5 - 1 - 7
13.	3 - 9 -11 - 7 - 1	6 -12 - 2 - 4 -10
14.	3 - 7 - 5 - 1 -11	6 - 8 -12 -10 - 4
15.	13 - 3 - 7 - 1 - 5	12 - 2 -10 - 6 - 8
16.	13 - 1 -11 - 5 - 9	12 - 4 - 2 - 8 - 6
17.	7 -13 - 5 -11 - 9	2 -10 - 8 -12 - 4
18.	5 - 9 - 7 -11 - 3	2 - 6 -10 - 4 -12
19.	5 - 1 - 3 - 9 -11	10 - 8 - 4 - 2 - 6
20.	7 - 3 -13 - 9 - 1	10 -12 - 8 - 6 - 2
21.	11 - 7 -13 - 5 - 3	8 - 4 - 6 -10 -12
22.	11 -13 - 3 - 7 - 5	8 - 2 - 4 -12 -10
23.		4 - 6 -12 - 8 - 2
24.		4 -10 - 6 - 2 - 8

No. RINKS

14

12

* 22 - Sec. ONE - ENTRIES 1 to 12 - Sec. TWO - 13 to 22

* 24 - Sec. ONE - ENTRIES 1 to 12 - Sec. TWO - 13 to 24

22 ENTRIES PLAY RINKS 1 to 7 ON GREEN ONE
(8 RINK VACANT) RINKS 9 to 14 ON GREEN TWO24 ENTRIES PLAY RINKS 1 to 6 ON GREEN ONE
RINKS 7 to 12 ON GREEN TWO

* SEE PAGE 19

ENTRIES

*26

*28.

1.	1 -13 - 9 - 5 - 3	13 - 1 - 5 - 9 -11
2.	1 - 7 -13 - 3 - 5	13 - 7 - 1 -11 - 9
3.	5 - 7 - 3 -11 -13	9 - 7 -11 - 3 - 1
4.	5 - 1 - 7 -13 -11	9 -13 - 7 - 1 - 3
5.	11 - 1 -13 - 9 - 7	3 -13 - 1 - 5 - 7
6.	11 - 5 - 1 - 7 - 9	3 - 9 -13 - 7 - 5
7.	9 - 5 - 7 - 3 - 1	5 - 9 - 7 -11 -13
8.	9 -11 - 5 - 1 - 3	5 - 3 - 9 -13 -11
9.	3 -11 - 1 -13 - 5	11 - 3 -13 - 1 - 9
10.	3 - 9 -11 - 5 -13	11 - 5 - 3 - 9 - 1
11.	13 - 9 - 5 - 7 -11	1 - 5 - 9 - 7 - 3
12.	13 - 3 - 9 -11 - 7	1 -11 - 5 - 3 - 7
13.	7 - 3 -11 - 1 - 9	7 -11 - 3 -13 - 5
14.	7 -13 - 3 - 9 - 1	7 - 1 -11 - 5 -13
15.	14 - 2 -12 -10 - 4	14 - 2 - 6 -10 -12
16.	14 - 6 - 2 - 4 -10	14 - 8 - 2 -12 -10
17.	2 -12 - 4 -14 - 6	10 - 8 -12 - 4 - 2
18.	2 -10 -12 - 6 -14	10 -14 - 8 - 2 - 4
19.	12 - 4 - 6 - 2 -10	4 -14 - 2 - 6 - 8
20.	12 -14 - 4 -10 - 2	4 -10 -14 - 8 - 6
21.	4 - 6 -10 -12 -14	6 -10 - 8 -12 -14
22.	4 - 2 - 6 -14 -12	6 - 4 -10 -14 -12
23.	6 -10 -14 - 4 - 2	12 - 4 -14 - 2 -10
24.	6 -12 -10 - 2 - 4	12 - 6 - 4 -10 - 2
25.	10 -14 - 2 - 6 -12	2 - 6 -10 - 8 - 4
26.	10 - 4 -14 -12 - 6	2 -12 - 6 - 4 - 8
27.		8 -12 - 4 -14 - 6
28.		8 - 2 -12 - 6 -14

No. RINKS

14

14

* 26 - Sec. ONE - ENTRIES 1 to 14 - Sec. TWO - 15 to 26

* 28 - Sec. ONE - ENTRIES 1 to 14 - Sec. TWO - 15 to 28

* 30 - Sec. ONE - ENTRIES 1 to 16 - Sec. TWO - 17 to 30

* 32 - Sec. ONE - ENTRIES 1 to 16 - Sec. TWO - 17 to 32

26 - 7 RINKS GREEN 1 (RINK 8 VACANT) 6 RINKS GREEN 2

28 - PLAY 7 RINKS ON EACH GREEN.

☐ SEE PAGE 19

ENTRIES	*30	*32
1.	11 - 7 - 1 -13 -15	11 - 7 - 1 -13 -15
2.	11 -15 - 7 - 3 - 9	11 -15 - 7 - 3 - 9
3.	15 - 3 - 9 - 5 - 7	15 - 3 - 9 - 5 - 7
4.	15 - 7 - 3 - 1 -13	15 - 7 - 3 - 1 -13
5.	7 - 1 -13 -11 - 3	7 - 1 -13 -11 - 3
6.	7 - 3 - 1 - 9 - 5	7 - 3 - 1 - 9 - 5
7.	3 - 9 - 5 -15 - 1	3 - 9 - 5 -15 - 1
8.	3 - 1 - 9 -13 -11	3 - 1 - 9 -13 -11
9.	1 -13 -11 - 7 - 9	1 -13 -11 - 7 - 9
10.	1 - 9 -13 - 5 -15	1 - 9 -13 - 5 -15
11.	9 - 5 -15 - 3 -13	9 - 5 -15 - 3 -13
12.	9 -13 - 5 -11 - 7	9 -13 - 5 -11 - 7
13.	13 -11 - 7 - 1 - 5	13 -11 - 7 - 1 - 5
14.	13 - 5 -11 -15 - 3	13 - 5 -11 -15 - 3
15.	5 -15 - 3 - 9 -11	5 -15 - 3 - 9 -11
16.	5 -11 -15 - 7 - 1	5 -11 -15 - 7 - 1
17.	2 -16 -12 - 6 - 4	12 - 8 - 2 -14 -16
18.	2 -10 -16 - 4 - 6	12 -16 - 8 - 4 -10
19.	6 -10 - 4 -14 -16	16 - 4 -10 - 6 - 8
20.	6 - 2 -10 -16 -14	16 - 8 - 4 - 2 -14
21.	14 - 2 -16 -12 -10	8 - 2 -14 -12 - 4
22.	14 - 6 - 2 -10 -12	8 - 4 - 2 -10 - 6
23.	12 - 6 -10 - 4 - 2	4 -10 - 6 -16 - 2
24.	12 -14 - 6 - 2 - 4	4 - 2 -10 -14 -12
25.	4 - 4 - 2 -16 - 6	2 -14 -12 - 8 -10
26.	4 -12 -14 - 6 -16	2 -10 -14 - 6 -16
27.	16 -12 - 6 -10 -14	10 - 6 -16 - 4 -14
28.	16 - 4 -12 -14 -10	10 -14 - 6 -12 - 8
29.	10 - 4 -14 - 2 -12	14 -12 - 8 - 2 - 6
30.	10 -16 - 4 -12 - 2	14 - 6 -12 -16 - 4
31.		6 -16 - 4 -10 -12
32.		6 -12 -16 - 8 - 2
No. RINKS	16	16

* FOR SECTIONAL PLAY SEE PAGE 23 - ALSO PAGE 19
 30 - 7 RINKS GREEN 1 (RINK 8 VACANT) 8 RINKS GREEN 2

THE FLIGHT SYSTEM OF CONDUCTING TOURNAMENTS

Whenever large numbers of bowlers get together in a tournament there is always question about the fairest way to come up with an overall winner without discouraging the average or less than average bowler who might aspire to be a tournament bowler. When the teams are divided into capability categories and each category is rewarded through prize distribution everyone should be happy.

The simplest way to rank or grade bowling teams is to hold a prequalifying tournament. This may be 3, 4, 5 or 6 games depending on number of entrants and time available. The larger the number of games the fairer the final selection of flights will be. Prequalifying the players eliminates the need for a system of seeding or handicapping. The teams that are bowling the best on the first day of a tournament will usually go on to win their share of the prize money. By the same token, a great team that has one bad game on the first day still stands a good chance of being in the finals and a mediocre team that lucks out by wick or by draw will see how good they really are the second day.

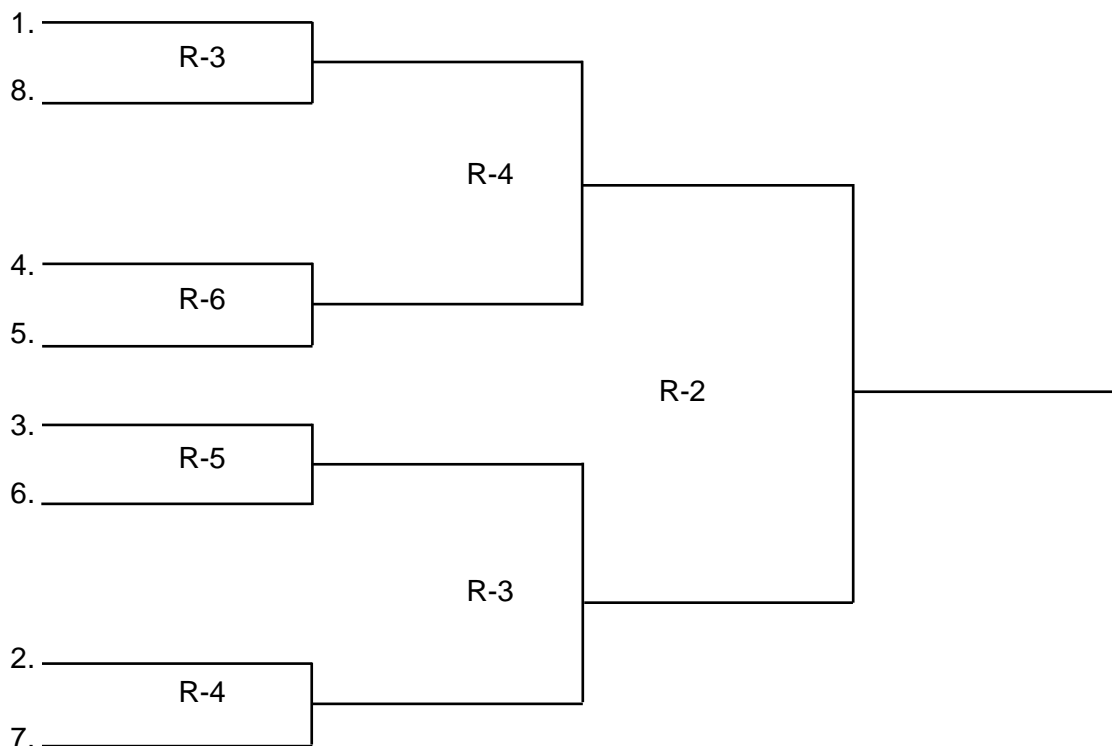
The flights are determined by the aggregate of total game and plus points. Use the tie breaking formula to decide all ties. The Championship Flight is composed of the top 8 qualifying teams. The rest of the flights, starting with flight 3 are groupings of 8 teams in order of their finish on the first day. Some tournament directors cut the number of flights by dividing the total number of teams by 8. Thus a 60 team tournament would end in 7 flights of 8 bowlers and the final 4 bowlers would not come back on the second day. Other directors set a minimum of 4 teams to form the last flight and thus assure almost every team of a chance to play at least 4 games.

The Championship flight becomes the 1st and 2nd flights after the first game on the second day. The winners of the first game go on to play each other for 1st, 2nd, 3rd, 4th place while the losers play an elimination to determine 1st and 2nd in the second flight. All other flights play elimination until there are only 2 teams left in the flight; this takes 3 games, usually one day.

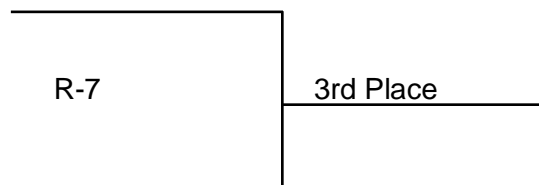
Center Addendum Page "B"

In all flights the playing order of the first game remains the same. Team # 1 plays Team # 8 on rink 3, Team # 4 plays Team # 5 on rink 6, Team # 3 plays team # 6 on rink 5 and team # 2 plays team # 7 on rink 4. In the championship flight the second game winners play on rinks 4 and 3 and the final game is played on rink 2. The losers of the second game play for 3'd and 4th place on rink 7.

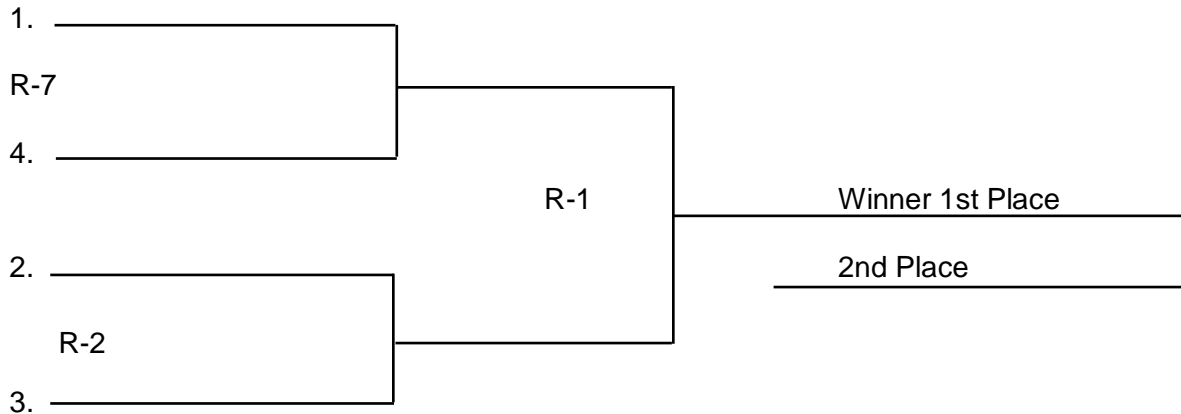
Flight 2 plays an elimination. Team # 1 plays team # 4 on rink 7 and team # 2 plays team # 3 on rink 2. The final game between the winners is played on rink 1. There are no 3rd and 4th place winners in flights 2 ad infinitum.



Championship Flight 3rd and 4th place

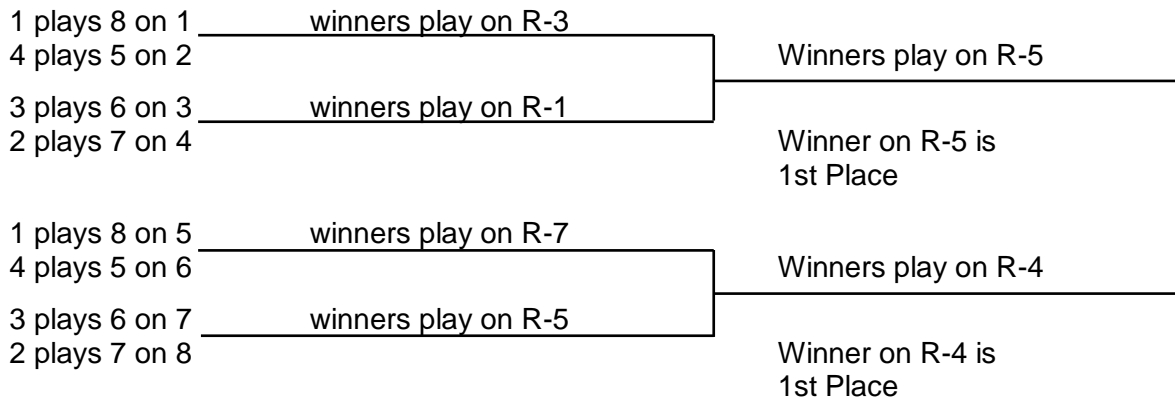


**Center Addendum Page "C"
Flight 2 Elimination**



Subsequent Flights are elimination and can be played off with flights on one green providing 8 rinks are available and useable.

Flight 3 and all others



PRIZE MONEY FOR FLIGHTS

We are determined that no winner will take home less than it cost him to enter the tournament. We are also determined that a prize in a lower flight will not be more than a prize in the flight above. There are four winners in the first Flight and two winners in every other flight. The number of prizes can be determined by taking the number of flights X 2 and adding 2. 40 teams would be 6 flights because the first flight breaks into flights one and two. With 6 flights there will be 14 prizes. 2 prizes each for flights 2 through 6 and 4 for the first flight. The prize money usually consists of all available funds after expenses have been taken plus any added dollars found through sponsors.

Center Addendum Page "D"

Prize money (Continued)

One way of doing it

Money devoted to the Championship Flight is divided between the top 4 finishers, 1st Place 35%, 2nd Place 25%, 3rd Place 21%, 4th Place 19%.

Money devoted to each subsequent flight is divided between the top two finishers. Winner 60% and Second Place 40%

Dividing the money

The easy way (Doesn't always work)

1 flight	100%
2 flights	70% and 30%
3 flights	60%, 25% and 15%
4 flights	50%, 19%, 17%, and 14%
5 flights	41%, 17%, 16%, 14%, and 12%

An easier way

Take the total number of prizes for flights 2 and up and begin with the last prize. Example: 2nd place in the 6th flight. This prize would be the amount of the entry fee for the team. 1st prize in the 6th flight would be one dollar per player more. Continue in this fashion until you've reached 1st place in the 2nd flight. Then divide what's left of the money between the winners of the first flight per the schedule shown above.

Dollars added tournaments

To be fair there are two ways to apportion extra prize money. Some Tournament Directors like to add money to each prize and others like to add extra prizes. When the latter method is used you do as above but start with the 3rd or 4th prize in each flight. When money is to be added to each prize it is not as simple. One way would be to divide the extra money by the number of prizes and add that much to each prize. A fairer way would be to go through the exercise shown above until you have found the amount reserved for the first flight. Then find what percentage of the original total this amount represents.

First Flight Money

Total Prize Money = % X dollars added = amount reserved for first flight. Set this amount aside and divide the balance by the number of prizes adding that amount to each prize. Then refigure the prizes for the first flight using total money available.

THE FLIGHT SYSTEM OF CONDUCTING TOURNAMENTS

Whenever large numbers of bowlers get together in a tournament there is always question about the fairest way to come up with an overall winner without discouraging the average or less than average bowler who might aspire to be a tournament bowler. When the teams are divided into capability categories and each category is rewarded through prize distribution everyone should be happy.

The simplest way to rank or grade bowling teams is to hold a prequalifying tournament. This may be 3, 4, 5 or 6 games depending on number of entrants and time available. The larger the number of games the fairer the final selection of flights will be. Prequalifying the players eliminates the need for a system of seeding or handicapping. The teams that are bowling the best on the first day of a tournament will usually go on to win their share of the prize money. By the same token, a great team that has one bad game on the first day still stands a good chance of being in the finals and a mediocre team that lucks out by wick or by draw will see how good they really are the second day.

The flights are determined by the aggregate of total game and plus points. Use the tie breaking formula to decide all ties. The Championship Flight is composed of the top 8 qualifying teams. The rest of the flights, starting with flight 3 are groupings of 8 teams in order of their finish on the first day. Some tournament directors cut the number of flights by dividing the total number of teams by 8. Thus a 60 team tournament would end in 7 flights of 8 bowlers and the final 4 bowlers would not come back on the second day. Other directors set a minimum of 4 teams to form the last flight and thus assure almost every team of a chance to play at least 4 games.

The Championship flight becomes the 1st and 2nd flights after the first game on the second day. The winners of the first game go on to play each other for 1st, 2nd, 3rd, 4th place while the losers play an elimination to determine 1st and 2nd in the second flight. All other flights play elimination until there are only 2 teams left in the flight; this takes 3 games, usually one day.

THE MARKER

Duties and Responsibilities

The minimum requirement is to know the duties as set out in the rules of the game **if requested** by either player shall measure distance to insure that the jack is at least 69 feet from the front edge of the mat.

Center the jack and be certain it is 6'6" from ditch Stand at one side and to the rear of the jack, (2' to side and 6' to the rear

Answer yes or no to a player's inquiry as to indicate distance to jack or any other bowl. If requested indicate which bowl (in his opinion) is the shot.

Chalk all touchers, ask about when, mark

Position of jack in front ditch, remove non-touchers and place dead bowls on the bank.

DO NOT MOVE or allow anyone to move the JACK until both players have agreed on the score.

When requested carefully measure all doubtful **Or call the umpire. Measure the one you think is closest first. ENTER THE SCORE AFTER EACH END**

Keep the players informed as to the score, see that the score card is signed by each player and turned in to the scorekeeper

DON'TS

Don't answer questions without being asked.

Don't answer questions from adjacent rink

Don't say it's a measure unless it really is.

Don't say up or down unless you're sure

Don't give a misleading answer to a question

A MARKER IS PERMITTED TO ASK THE PLAYER TO REPEAT THE QUESTION IF HE OR SHE DOESN'T UNDERSTAND.

FOR INSTANCE.: If the player asks, Am I 1 down and he is more than 1 down the answer is neither yes nor no but the question should be re-stated.

Don't give the player more answer than he asks for. Don't invite player to inspect the head. That's his decision to make

ROUND ROBIN TOURNAMENTS

Four Team Round Robin

Game #	4 Teams		3 Rounds	6 Games
1	A vs. B	C vs. D		
2	A vs. C	B vs. D		
3	A vs. D	B vs. C		

Six Team Round Robin

Game #	6 Teams			5 Rounds	15 Games
1	A vs. B	C vs. D	E vs. F		
2	A vs. E	B vs. D	C vs. F		
3	A vs. D	B vs. F	C vs. E		
4	A vs. C	B vs. E	D vs. F		
5	A vs. F	B vs. C	D vs. E		

Eight Team Round Robin

Game #	8 Teams			7 Rounds	28 Games
1	A vs. B	C vs. D	E vs. F	G vs. H	
2	A vs. C	B vs. E	D vs. G	F vs. H	
3	A vs. D	B vs. F	C vs. H	E vs. G	
4	A vs. E	B vs. C	D vs. H	F vs. G	
5	A vs. F	B vs. D	C vs. G	E vs. H	
6	A vs. G	B vs. H	D vs. F	C vs. E	
7	A vs. H	B vs. G	C vs. F	D vs. E	

Ten Team Round Robin

Game #	10 Teams				9 Rounds	45 Games
1	A vs. B	C vs. F	D vs. E	G vs. I	H vs. J	
2	A vs. C	B vs. D	E vs. I	F vs. H	G vs. J	
3	A vs. D	B vs. J	C vs. E	F vs. I	G vs. H	
4	A vs. E	B vs. F	C vs. H	D vs. G	I vs. J	
5	A vs. F	B vs. G	C vs. I	D vs. H	E vs. J	
6	A vs. G	B vs. H	C vs. J	D vs. I	E vs. F	
7	A vs. H	B vs. I	C vs. D	E vs. G	F vs. J	
8	A vs. I	B vs. C	D vs. J	E vs. H	F vs. G	
9	A vs. J	B vs. E	C vs. G	D vs. F	H vs. I	

Scoring Round Robin Games:

Round Robin Tournaments usually follow Qualifying Rounds and are staged to determine an overall winner. Each team plays every other team once and the team with the most wins is declared to be the winner. When two or more teams compile the same number of wins a playoff is necessary. Local rule or the Tournament Director will determine the length of playoff games. Order of play is determined by plus points accrued in the Round Robin and are the only reason to keep plus point scores. The team with the most plus points gets a first round bye when 3 teams are tied. When 4 teams are tied the team with the most plus points plays the team with the least plus points in the first round. All games are played to a conclusion.

**** **NOTE:** The assumption is made that greens will be set up in opposite directions or the center lines of the rinks will be changed after the first day of bowling.

SCORING THE TOURNAMENTS

The Tournament Director should follow the accepted mandates of the Tournament Committee at whatever level the tournament is held.

Tournaments to select members of the U. S. Championships are held in the Divisions in accordance with the rules shown in the Laws of the Game. Singles shall be 21 point games and Pairs shall be 21 ends. A qualifying tournament of either 3 or 6 games can be held to determine who will bowl in the final round robin.

A win counts 2 points, a tie counts 1 point and no points are given for a loss. The total number points between the winner's score and the loser's score are called plus points and are awarded to the winner and deducted from the loser of each game. The top 4 or 6 teams based on wins and total plus points, compose the round robin. In Single play there can be no ties. The first player to reach 21 points wins and is awarded the number of plus points between 21 and his opponents score.

Round Robin Tournaments are scored on wins, losses and ties. The person or team that accrues the most win points is the winner. Plus points do not figure into the scoring except to determine the order of play in tiebreakers. See Round Robin Page 19. The Tournament Director will follow local rules to determine the number of ends or points in tie breaking games.

In other than the U.S. Championship Playdowns, the games are scored 2 for a win, 1 for a tie, 0 for a loss with up to 10 plus points awarded. A bowler that wins by 20 only gets 10 on his score card. When ties occur in both win and plus points the Director may choose to use a tie breaking formula. The object is to see which of the teams bowled consistently better. Add up the adjusted winning scores and divide that number by the adjusted total points against. The highest answer is the winner. Example. Team #1 won 3 games by 40 points adjusted to 27 plus points for and 30 adjusted points against. $27/30 = 0.9$. Team 2 won 40, adjusted to 27 points for with 20 adjusted points against $27/20 = 1.35$. Team 2 is the winner because they won by a higher percentage of shots for.

Lawn Bowling Flight Tournaments

The following table will be found useful to determine the number of byes required to reduce the entries to a workable number so as to avoid byes after the first round.

TEAMS	BYES	TEAMS	BYES	TEAMS	BYES
		25	7	49	15
2	-	26	6	50	14
3	1	27	5	51	13
4	-	28	4	52	12
5	3	29	3	53	11
6	2	30	2	54	10
7	1	31	1	55	9
8	-	32	-	56	8
9	7	33	31	57	7
10	6	34	30	58	6
11	5	35	29	59	5
12	4	36	28	60	4
13	3	37	27	61	3
14	2	38	26	62	2
15	1	39	25	63	1
16	-	40	24	64	-
17	15	41	23		
18	14	42	22		
19	13	43	21		
20	12	44	20		
21	11	45	19		
22	10	46	18		
23	9	47	17		
24	8	48	16		

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