

WSMBC Aggregate Competition Rules

1. The competition will run for a number of weeks, the start and end dates to be declared prior to the start of the competition.
2. There may be more than one Aggregate Competition during the year.
3. The games played at Club roll-up sessions will be the games that relate to this competition.
4. As usual, teams will be drawn at random by the members present at each session.
5. Teams will ideally consist of 4 players but definitely not less than two.
6. In a team of 4, each player will have 2 bowls.
7. In a team of 3, the skip will have 2 bowls and the lead and second 6 bowls between them, with each having a minimum of 2.
8. In a team of 2, each player will have 4 bowls.
9. Games will consist of 14 ends or as many ends less than 14 that time allows.
10. Although games will be played as part of a team, each player will be credited with the score achieved by their team in the game.
11. The player with the highest aggregate total of their 6 highest scores over the period of the competition will be the winner.
12. There will be no trial ends.
13. A jack knocked off the mat or knocked over the dead line, which includes any part of it intersecting the dead line, will incur a 2 shot penalty and the end will not be replayed. (N.B. Dead line not ditch line).
14. ESMBA rules apply unless overridden by these rules.

1st January 2022