

# RULES FOR THE SOMERTON SKINS

## Ranking Games

- Score cards are drawn randomly on the day.
- We will play 2 games of 4's of 10 ends.
- One practice end of 2 bowls each at start of day
- Scoring:
  - ◇ 20 points for the win, 10 points for a draw, 0 points for a loss
  - ◇ 1 point for each end won, 1 additional point for 4 or more, 2 additional points for an 8.
- Dead Ends
  - ◇ There are no dead ends. Jack to be re-spotted on the 2 metre mark on the side it goes out.
  - ◇ If the spot is taken it is re-spotted the next available place in line towards the ditch.
- Return the card after each game
- Ranking Ladder
  - ◇ The total points for the 2 games result in a ranking ladder and depending on where you finish determines what Dollar value you play for in your skins game.

## Lunch will be taken

## Skins Game

- The skins game is only 8 ends.
- If a Dead End happens the end is counted and the money is jackpotted to the next end.
- If a Dead End happens on the last end it is re-spotted on the 2 metre mark where it goes out.
- To win an end (Skin) you must win by 2 shots or the money jackpots to the next end, until a team wins an end by 2 shots.
- Once a team wins an end by 2 shots and collects the money the next end starts again at the dollar value you are playing for.
- Last end can be won by 1 shot.
- On the card you write the dollar value you win NOT the score.

## Example :

- Top 2 Teams will play for \$X per end
- Team A wins 1<sup>st</sup> end by one shot the Money Jackpots
- 2<sup>nd</sup> end is now worth \$2X – Team A wins by 1 shot again Money Jackpots
- 3<sup>rd</sup> end is now worth \$3X – Team B wins by 2 shots and collects \$3X
- 4<sup>th</sup> end starts playing for \$X