

CONSISTENCY SINGLES (KNOCK OUT) COP

1. There will be 2 trial ends before the first game only.
2. The jack is placed on the centreline 2 metres from the T.
3. There is no marker - 2 jacks are used. Place the jack for the next end when leaving the mat end.
4. For the first end, toss to see who bowls first, place the mat anywhere on the line as long as front of mat is at least 21 metres from the jack. (Note: giving away the mat is allowed on first end only.)
5. For subsequent ends, the player with the WINNING SHOT (regardless of points score) places the mat and bowls first.
6. **Shot Point** scoring is:
 - 4 pts for the bowl closest to the jack,
 - 3 pts for the 2nd closest bowl,
 - 2 pts for the 3rd closest bowl,
 - 1 pt for the 4th closest bowl

ie 10 POINTS in total are awarded each end for 4 closest bowls
6. The player with the highest shot score after 15 ends is the match winner. If both players are on equal points after 15 ends an extra end must be played (toss a coin to see who takes the mat).
7. If the jack has been trailed it must be re-spotted on the original mark (ask someone on the rink next to you to re-spot it or do it yourself). If the original mark is partly or completely covered by a bowl, place the jack as close as possible to the covered mark and on the centreline in front of that bowl. After the end is completed, remove the obstructing bowl and place the jack back on the original spot to determine the scores.
8. If the delivered bowl causes the jack to be knocked out of bounds or into the ditch, or the delivered bowl goes into the ditch itself, then the offending player will lose 4 POINTS. (Note: just draw a circle on the scorecard around the offending players score, the adjustment will be made after the cards are handed in).