

# CHALLENGE LADDER – SINGLES EVENT

Challenge Ladder Board is in the locker room

**Date:** April 1 - 30

**Entry fee:** free

**Format:** 12 ends. No ties allowed. Play a 13<sup>th</sup> end to break a tie.

The challenge ladder is a competition in which the names of the players are listed vertically as though standing on the rungs of a ladder. The objective for each player is to climb the ladder by challenging and defeating players higher on the ladder. A successful challenger switches places on the ladder with the player who has been challenged. If the challenger loses the board remains the same. This is meant to be a simple, fun, self-administered event.

## General Information

- A minimum of 8 entries are required before the event will take place.
- The Challenge Ladder will start on April 1<sup>st</sup>. Players names will have been drawn at random to determine initial placement on the ladder. The first name drawn will start at the top of the ladder. The Ladder Challenge ends April 30.
- Players may join at any time. They will start at the bottom of the ladder.

## Challenges

- You may challenge anyone **1- 4 positions** above you on the ladder.
- Each player has two name tags. A "Placement Tag" (name & Phone #) which rests on your rung of the ladder and a second "Challenge Tag" with your name and a Happy Face Sticker.
- A challenge is made by placing your challenge tag (Happy Face) next to the rung (bowler's name) you are challenging. Contact the player to arrange a game and fill out the Challenge Record sheet. (On the Draw Table.)
- Be aware that the person you are challenging may have challenged someone above them, in which case you will need to await the outcome of that challenge. If the challenger wins, there will be a new person on the rung of the ladder you wish to challenge, you can now challenge them.
- If the challenger loses the ladder remains as is.
- If the challenger wins, players switch places on the ladder with the player who has been challenged. The loser cannot challenge the winner to a rematch until he or she has first challenged or been challenged by someone else.

- No player can refuse a challenge without a valid reason. If there is no valid reason to refuse a challenge the player will forfeit (lose) the match.
- Once a player is challenged, the game must be arranged within 1 week. Don't issue a challenge to a player who already has a game arranged.

### **Matches**

- All matches shall follow the Official Rules of Lawn Bowls.
- A coin toss will determine who has the Jack.
- As long as the jack is within the boundaries of the rink it is legal.
- A match will consist of one game of 12 ends. No ties will be allowed. Play a 13<sup>th</sup> end to break a tie.
- If the jack is driven beyond the boundaries of the rink, it will be reset at the T and the game will continue.
- It is up to the players involved to arrange a day and time convenient to both players. The game must be completed within 1 week of the challenge.
- If a game has to be cancelled due to weather, then a match must be rearranged with a week.

### **Scoring and Ladder updates**

- The challenger is responsible to update the online Challenge Ladder after the game has been played.