How Jack Attack works

FORMAT OF PLAY

Below are the guidelines of how Jack Attack is played:

- Two bowl triples (with teams able to be registered for more players to accommodate for absentees and/or busy working lives).
- Substitutions permitted.
- Two sets of five ends.
- A 1-end sudden death tiebreaker if required.
- Approximately 60-75 minutes in duration of matches.
- The season is eight to ten weeks in length and ideally on a midweek evening.

RESULTS AND SCORING

- Scoring is traditional bowls format where shots for closest bowls are worth 1 point each.
- Winning a set is worth two points.
- Drawing a set is worth one point to each team.
- Winning a tiebreaker is worth two points.
- Cumulative shots also count for tied ladder positions.
- Participation fees are $8 per person or $25 per team per night.

RULES

- Make it enjoyable to ensure all players are having fun!
- Players can participate in consecutive order (one bowl at a time) or they can bowl out of turn—whichever they prefer, eg. Last end winner goes first.
- The jack is placed wherever the team wants to from the mat (minimum 21m).
- All players remain at the mat end to ensure the social atmosphere is maintained, ie. no skips.
- Closest bowl scores one point and additional closest bowls from the same team score additional points.
- Each team gets to have one power play per set. A power play is where the score is doubled for that end. This is to be nominated before the first bowl for that end.
- Jack in the ditch is re-spotted to the "T".
- Result of each end is declared by a coordinator/facilitator.
- Music to be played over the greens whilst play is taking place.
- All players must use the Clubs Bowls.
- All bowls in the ditch are considered dead.