

# BURTON & PUDDINGTON BOWLS CLUB

## HOSTING A WEEKEND BOWLS SOCIAL

We usually play on a Saturday afternoon unless there is an event on at the Hall which means parking is difficult. The Social then moves to Sunday.

We play doubles, nine-ends or thirteen-ends. The host chooses the option.

The winners are the team with the most points at the end of the day. There is a small trophy which is theirs to keep for the week.

It is useful to have two people hosting so that one can prepare the scorecards (and keep the scores) and the other can hand them out and do any running about needed. There is always someone willing to help with this if you do not already have a co-host lined up.

### Responsibilities

- Bring milk for tea and coffee – the cost of this is reimbursed
- Put out the cushions on the benches
- Set four jacks and mats
- Set out measures, scoreboards, and pens and pencils
- Register players and collect £1 per participant
- Put teams of two together
- Write up the scorecards and distribute
- Record the scores and total up to find the winners
- Present the trophy
- Get someone to take a picture of the winners with the trophy and send to Sue for the website

To give yourself time to set up, it is best to arrive round 12.30pm.

### Equipment

Cushions are on the metal shelves in the storage room opposite the Ladies. The six small cushions go on the bench in the Bowls Shelter.

Jacks, mats, measures and scoreboards are in the cupboard in the entrance to the Clubhouse.

There is a plastic box on the bottom shelf of this cupboard which has all you need for the Social – scorecards, pens, pencils, paperwork etc.

Assigning teams and recording scores can be done on computer or on paper.

#### On the computer

There is an Excel Round Robin program. You type in the names and it automatically assigns the games. You record the scores in the spreadsheet, too. You will need to supply your own computer. The program can be downloaded from our website:

<https://bowlsatburton.uk/downloads/>

### On paper

There are sheets which determine the order of play, depending on the number of teams. The paperwork for this is in the plastic box along with a master scorecard.

### **Procedure**

The number of players will vary from week to week, but the aim is to give everyone a chance to play three games.

You will find some players arrive about 10-15 minutes early and head to the green to practice. Note: some hosts do not allow practice. It is up to you!

The scratch time is 1pm. If players arrive after that, they may not get to play if, for instance, you have an odd number of players and can't make up a team of two. This is at your discretion. You will also find that some players cannot play for the whole afternoon. They should let you know so you can try to pair them with someone similar. It may be best to ask everyone when they sign in.

As players arrive, record their names. The first 16 to arrive should be sorted immediately into eight teams.

As a rule, split husbands and wives into separate teams. Also, if one team looks to be stronger than all the others, move people around to make it a little fairer.

Players should clear the green so the first four games can start promptly at 1pm. Once the games have started, you will have breathing space to sort out the next teams.

Players will find their own scorers.

Keep an eye on the games and as soon as one finishes get another started.

If you would like to host a weekend social, please email [info@bowlsatburton.org](mailto:info@bowlsatburton.org)