

Four 10-end games - two before lunch and two after lunch

Third game will start as close to 1 p.m. as possible

Scoring is three points for a win, one point for a tie and 0 points for a loss, with all shots points up (tie break will be points up then ends won)

Bell start for all games

There is a 90-minute game time limit - no jacks to be thrown after the 85-minute warning bell

Trial ends in the first game only (two bowls up and down)

There are no burnt ends - dead jack to be spotted on the two-metre mark

No official umpire present but qualified umpires may be participating in the tournament

Umpire kit is available for delicate or long measurements, etc

It would be of great assistance if your rink equipment was placed on the equivalent E/W rink after the second game of the morning