

LITTLE CUP NOTES (RM – 2026 – v2)

FORMAT – Each team has FOUR players who will play a random selection of teams from the other teams entered. There will 3 sessions of Singles 3 sessions of Triples and 6 sessions of Pairs. How you split your team into Triples/Single is entirely up to you and does not have to be the same for each game. Each team has been allocated a code name which will appear on the mat allocation sheet and the score cards.

SCORE CARDS - Score cards are for 10 ends. If you complete 10 ends before the whistle goes to end the session, please stop at 10 ends. If an odd amount of woods have been bowled when the whistle goes, the player due to bowl can deliver their wood, to ensure equal woods are bowled by each team. There is 1 card for each game and the home team marks the card. Please ensure you mark the score under the correct team name and check with your opponent before handing into the desk.

SINGLES - Make sure those playing Singles have **FOUR woods**. Please recruit a marker from your Triples team. Familiarise yourselves with the markers duties which are reproduced on another sheet.

PAIRS & TRIPLES (TWO woods) - Your Pairs will play against two Pairs from another team and all team members must play. It is your choice who plays the first game. Triples must be the three players who did not play in the Singles against the same team.

Games will be of **25 minutes duration** for Singles and Pairs and **30 minutes** for Triples and they will start and stop on a whistle. Once the whistle sounds, **continue play until equal woods have been bowled.**

RULES - ESMBA rules will apply throughout except that skips will **NOT** be allowed a visit to the head. Jack off the side of the mat will carry a penalty of 2 shots and the end will then be deemed finished.

Please settle all measures or disputes fairly and amicably on the mat.

SCORING – 2 points for a win and 1 for a draw so an undefeated team can score a maximum of 24. The winner will be the team with the largest total number of points over all games played. In the event of a tie, shot difference will count. If there is still a tie, total shots will count.

DRESS CODE - Club colours may be worn otherwise grey/black and whites. Proprietary bowling shoes **MUST** be worn (**no exceptions**).