

SLBC - Social Selectors Duties

Arrival

The Selector should arrive at **11.00AM** for afternoon social games to **check any voicemail** on the Selector's phone, **answer the Selector's phone** if it rings and to determine if any **additional teams or players** are required. On Club Select days there should always be two Selectors on duty.

Before the Game

Remove the completed nomination sheet for the day from its folder and replace it with a **new sheet** for the next week's game. Ensure that the Selector and Desk duty officers for the next week are placed on the new nomination sheet.

Peruse the extracted nomination sheet for incomplete teams, double ups of teams/players, and that there is an **even number of teams**.

If additional teams or players are required, access the **Bowls Call-In Register** to identify members who are prepared to fill in on this particular day of the week, and make phone calls until the required number of players is attained. Mark on the Nomination Sheet the players that were called-in and weren't on the Nomination Sheet as "Spares" as they don't pay the Greens Fee component of the Games Fee.

When the player numbers have been successfully achieved and the number of rinks required worked out, see the **Greenkeeper** about which rinks to use. If the Greenkeeper is not there, he will have written on the day's Nomination Sheet which rinks to use. **On Club Select days, determine who is in what team.**

The **game cards** should then be filled out showing the Team Number and Rink Number. Fridays will require extra work as they have 2 games and the card will have to show which rink they go to if they win or lose their first game using the sheets in the purple folder in the top drawer of where the Desk member sits to collect the green fees. On Club Select days, the team member's names can also be filled in.

The **whytebord** should then be prepared showing the Team Number, Rink Numbers, what the game is and the Prize Money (as per the Conditions Of Play for Social Bowls). The rinks responsible for bringing in the flags and water bottles should also be listed. On Club Select Days, the team skips name can be entered.

Place "Reserved" signs on the appropriate number of tables closest to the Selector's Room. These signs can be found in the Selector's Room.

If the Greenkeeper is not there, then organise a member to put out the **bowls mats and jacks**.

Organise a member/s to put out the **water containers**.

As Players Arrive

On Self-Select days, when the skips pay their green fees they will receive a card with their team number on it. The Selector then obtains this team number and **writes team information on the whiteboard**. It is at the discretion of the Selector on duty whether all team members names are written up or just the Skips name.

When all players have paid their green fees and the money has been balanced by the **member on the Desk**, and the **Green Keeper** has advised that the greens are ready, the Selector can proceed with welcoming the members using the microphone, and advise them who has been allocated duties as per the whiteboard.

Remove the “Reserved” signs from the tables and put them back into the Selector’s Room.

Half Time Break (if applicable)

Notifications (as per the **Notification List** in the Selectors Room) should be read out. at the end of the break.

During The Game

As Controlling Body, the Selector decides if play is to be suspended due to rain or lightning. The Selector may seek assistance from any Bowls Committee member present.

For hot days, the “Extreme Weather Conditions” policy should be followed, a copy of which can be found on the website.

After the Game

Collect the prize money and Wrong Bias Tin from the Bar (and get the **bell** ready).

Ensure the **Multiscreen Tablet** is ready and, if possible, find someone to operate it.

As the winning skips come in, collect both cards from that rink and **ensure the scores agree**. Then write the result of the game on the **whiteboard**.

When all the results are in and written on the whiteboard, using the Multiscreen Tablet, **draw what the teams are playing for**: 1 Highest Winning Score, 2 Highest Winning Margin, 3 Lowest Winning Score and 4 Lowest Winning Margin. Now determine who are the winning teams using the information on the whiteboard. If there are 2 or more teams with the same winning result, then the one with the most number of ends is the winner and the other team runs second. If both teams also have the same number of ends, then it goes on the highest winning score/margins, being the opposite to what they were playing for. If all is still equal, toss a coin.

Check that the water bottles and the flags have been brought in, and the shades have been put back. If not, ask the teams that were on the relevant rinks to do so when convenient.

If the days event doesn’t have a half time break, then the club Notifications (as per the **Notification List** in the Selectors Room) should be read out.

The Presentation can now commence include: Wrong Bias Tin, Raffle and Winners Prizes.

After the Presentation, the **Weekly results sheet** needs to be filled out (using both Christian and Surnames). For the first day of the week, a new sheet can be found in the top drawer behind where the Desk member sits in a folder marked “Newspaper Results”, otherwise use the started sheet on the wall in the Selectors Room.

Return the **Wrong Bias Tin** to the Bar, and the **Multiscreen Tablet** to the Selectors Room. Clean the **Whiteboard** and dispose of the **used game cards**.

Lock the **mat box** if no one is having a roll-up.