

Executive Officers, Directors, Coordinators , Coaches

Executive Officers *(Voting)*

President	Stephen Lambert	778-688-7588
Past President	Allan Black	604-461-6271
1st Vice -President	Masae Ishii	778-688-4164
2 nd Vice-President	Christine Johannink	604-931-6237
Secretary	Diana Bencivenga	604-340-3129
Treasurer	Karen Van Os	778-870-1061

Directors *(Voting)*

Games	Bill Burton	604-469-8485
Games Assistant	Joanne Jesmer	778-996-8596
Greens	Brian Siemens	604-942-8040
Head Coach	Robert Ascroft	604-202-7442
House	Irene Black	604-461-6271
Membership	Flo Hurtubise	604-945-2768
Publicity	Robert Ascroft	604-202-7442
Social	Nancy Clarkson	604-789-1946
Technology & Security	Roger Skinner	604-936-9160

Coordinators *(Non-voting)*

Equipment Maintenance	Glen Kroeker	604-461-0465
Fun Nights	Brian & Judy Siemens	604-942-8040
Games	Sandy Sainiuk	604-464-1654
House Leagues	Stephen Lambert	778-688-7588
Refreshments	Ed Chu	604-939-3734
55+ Games Coordinator Zone 3	Christine Johannink	604-931-6237

Coaches

Rick Applegath	Dorothy Clarke	Denise Loncarich
Robert Ascroft	Flo Hurtubise	Denis Sigfusson
Bill Burton	Stephen Lambert	Ed Wagstaff

2026 Play Schedule & Events Guide



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FaceBook: facebook.com/coquitlam.lawn.bowls



Code of Conduct

The playing green, surrounding areas and the Clubhouse are areas where all players, regardless of gender, age, racial identity, religion or physical and mental ability, can feel safe from any form of verbal or physical aggression.

Standards of Conduct

- Treat all persons fairly with respect, courtesy, honesty and integrity.
- Everyone is expected to display good judgement, sportsmanship, and to adhere to the rules of lawn bowling.
- All are encouraged to participate in aspects of the Club that help to create a positive and safe environment for all.

Examples of Breaches of the Code of Conduct

- **Aggressive behaviour, physical abuse, verbal abuse, threats, intimidation, sexual harassment, deliberately distracting or provoking an opponent.**
- **Any behaviours that endanger a person's health or safety.**
- **Disorderly conduct.**

Persons experiencing behaviours they deem unacceptable should inform an Executive member with incident details and names, if possible, of witnesses.

Reported offences will be reviewed by the Executive Committee and appropriate consequences will be determined.

The Finer Points *(Continued)*

- If your team hasn't rink possession, **you CANNOT go and look at the bowls in the head.**
- **Leads, wait until the players measuring and counting the bowls are finished** before gathering up the bowls.
- **Finished end:**
 1. **Winning Lead** picks up the jack, kicks bowls into a line to speed raking and continues on to set up the ground sheet and mat for the next end.
 2. **Losing team's Lead** rakes the bowls to a place 1 metre behind and to the right of the set mat.

Novice & Intermediate Tournaments

Each year the V&D District Association sponsors tournaments just for newer bowlers.

A NOVICE is a new bowler who has not been a member of any club or bowled anywhere before this calendar year. An INTERMEDIATE is a second or third year bowler.

Ask your coach for more information or see the current V&D Handbook for more information.

Inter-Club, V&D and Provincial Events

Information about inter-club, V&D and provincial events are found in this year's V&D Handbook.

NOTE: INTER-CLUB ENTRY is a paper form and usually a cheque payment. District and provincial tournaments have only online registration.

V&D District payments requires e-Transfer payments.

Provincial Championships uses PayPal for payments.

The Finer Points *(Continued)*

- **Compliment opponents and teammates for good shots.**
- **Keep still when someone is on the Mat** ready to bowl, whether you are the Mat or head end of the rink.
- Pick up your bowl while your opponent is bowling. **When your turn comes, look at your skip for the hand to play and correctly align the bowl in your hand before stepping on the mat.**
- **Do not celebrate when an opponent knocks the Jack to a teammate's bowl.** That stuff can happen to you too, so don't rub it in. **With rink possession,** you can **subtly** indicate to your Skip that you are up.
- **Mark a toucher immediately after the bowl stops. Players at the Mat end should wait until the marking is done before delivering their bowl.**
- **If a bowl is leaning and can possibly fall towards the Jack before the counting begins,** the team with the leaning bowl can ask for a 30 second time delay. If the bowl doesn't fall in 30 seconds, **it must be wedged while the measuring is done.**
- **In the next end, a bowl marked as a Toucher must have the mark erased before being delivered.** If the mark is not erased and when the bowl comes to rest and is not a Toucher, **the opposing player must erase the mark.**
- **Players delivering a bowl near the rink boundary line must go onto the bank,** line a foot on the rink boundary marker and **signal to their Skip whether the bowl is in, on, or outside** the rink line.
- **It is a courtesy when your opponent is delivering the jack** to move her/his first bowl out from the bowls pile for quick access.
- One foot must be **on or above the mat** when the Jack or bowl is released.
- **Move quickly when going to the other end of the rink** when the skips come down to bowl. **Do not stop and chat.**
- Players who are not controlling play at the head, move far behind the head, preferably onto the bank. **If you stay on the rink, position yourself off the centre line but don't obscure the rink boundaries.**

NOTE: EVENTS AND TIMES ARE SUBJECT TO CHANGE DEPENDING ON WEATHER AND OTHER CIRCUMSTANCES. CHECK THE WEBSITE AND BULLETIN BOARD FOR CHANGES.

Aggregate Games Draw Times

Sunday Mornings	9:45 AM
Monday Mornings	9:45 AM
Tuesday Mornings	9:45 AM
Wednesday Evenings	6:45 PM
Thursday Mornings	9:45 AM
Friday Evenings	6:45 PM
Saturday Mornings	9:45 AM

Aggregate games are on a drop-in basis. **Please arrive before the draw time** (15 minutes prior to game start) **and put your name card in draw monitor.** **Aggregate daily scores will be recorded separately for each month from May to August.**

Enter points in the record book as follows: **3** for a **win**; **2** for a **draw**; and **1** for **showing up**. Each player is responsible for updating their daily record.

Monthly Awards:

- Female and male top scorers.
- Next two top scorers each monthly, regardless of gender.
- A random award will be drawn from the pool of monthly participants.

Tournament Expectations & Responsibilities

- 1. Signing up for a tournament is a commitment** to your team and every other team. Teams are drawn from the members who have signed up prior to the event day. No shows cause disruption.
- 2. Signup closes four (4) calendar days prior to the event.**
- 3. Illness and emergencies can occur. It is your responsibility to find a member replacement for your position.** If that proves impossible, please contact the event convener as soon as possible to see if a replacement can be arranged.
- 4. Events with a sign-up of less than five (5) rinks** for any format, either the event format will be adjusted or cancelled as determined by the convener.

Tournament Shared Position Policy

- 1. NEW THIS YEAR: The share position will not necessarily be a lead position.** The draw masters will balance the teams based on the share's playing level to ensure no team has an unfair advantage.
- 2. One share per team.** Some tournaments will not be suitable for any shared positions such as those with less than four games.
- 3. The Sign-Up sheet** will include a **Share Request Area** just below the single place area.
- 4. Once all the request spaces are full, no more positions can be shared.**

Club Events

Two weeks before a Club event (listed in the calendars), sheets will be posted and will include spaces where members and shared positions can sign-up. The sheets will detail the date, start time, format, entry fee, and other pertinent information.

April 2026						
SUN	MON	TUES	WED	THURS	FRI	SAT
12 SAGM 1 PM	13 Season Start	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

Basic Rules of the Game *(Continued)*

Rink Possession

The player delivering a bowl has rink possession until their bowl stops. Having delivered a bowl, the player must be off and behind the Mat when their bowl stops.

Playing Another Person's Bowl

If a player plays another player's bowl instead of their own, the other player's bowl should be replaced with the player's bowl.

If the replaced bowl was marked or nominated as a toucher, the player's own bowl should be marked or nominated as a toucher.

Bowl from Another Rink

If a bowl from another rink enters yours and is on course to hit a bowl in your rink, any player in your rink can choose to:

- 1. Lift a bowl directly up** to allow the bowl to pass and put in back down.
- 2. Stop the bowl** if is on the correct bias. The bowl is returned to the other rink for re-delivery.
- 3. If the bowl is the wrong bias, it is DEAD and handed back** to the other rink.

Disagreement on Measuring

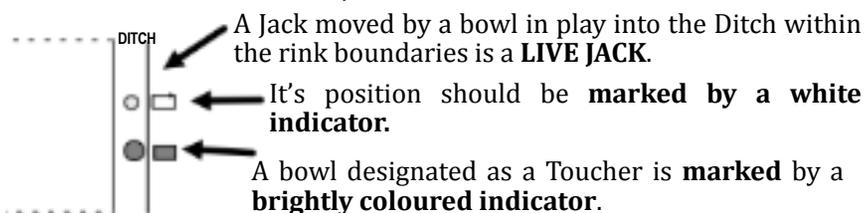
If both players doing the counting cannot agree on a measurement, they need to request a neutral person from a nearby rink to do the measuring. **This person's decision cannot be challenged.**

The Finer Points

- **No cell phones on the green.**
- **PLACE your bowls on the green. Do not drop them from the bank.**
- **Shake hands to begin and end the game.**
- **A coin toss is the prescribed method for determining which team gets to start.** Only on the first end, the team winning the toss can elect to keep the Jack delivery or have the other team start first.

Basic Rules of the Game *(Continued)*

Jack in Ditch



If displaced by a non-Toucher, **the Jack is placed back into original Ditch position.** No bowl is a Toucher if contacting a Jack in the Ditch.

Touchers

A Toucher must be marked with chalk by a member of the team that delivered the bowl as it comes to rest. **If chalking the bowl may move the Jack**, the bowl can be verbally nominated as a Toucher.

Also a Toucher, if it falls and touches the Jack before the next bowl stops, OR in the case of the last bowl of an end, it falls and touches the Jack within 30 seconds.

If, before the next bowl stops or after 30 seconds after the last bowl, a bowl is neither nominated or marked, it is no longer a Toucher.

Playing Out of Turn

If a player plays out of turn, the opposing skip can stop the bowl and return it to the player to play in the proper order.

If the bowl is not stopped and comes to rest and HAS NOT DISTURBED THE HEAD, the **opposing skip** should choose to:

1. **Leave the head as is** and have their team play two bowls one after the other to get back to the proper order of play, **OR**
2. **Return the bowl** and get back to the proper order of play.

If the bowl HAS DISTURBED THE HEAD, the **opposing skip** can choose to:

1. **Leave the disturbed head as is** and have their team play two bowls to get back into the proper order of play.
2. **Replace the head in its former position**, return the bowl and go back to the proper order of play.
3. **Declare the end dead** and replay it.

Invitational Visits and Other Events

The Executive will be investigating the possibility of visiting other clubs or having them visit us. This is a great opportunity for members to bowl on different greens and to meet other bowlers in the area. These events are open to all members.

May 2026						
SUN	MON	TUES	WED	THURS	FRI	SAT
					1	2
3	4	5	6	7	8	9 [1] AUSSIE OPEN PAIRS 8:45 AM
10	11	12	13	14	15	16
17	18 [2] VICTORIA DAY 8:45 AM	19	20	21	22	23
24	25	26	27	28	29	30
31						

[1] **Aussie Open Pairs** - four 8-end games. Bring lunch

[2] **Victoria Day** - Rinks and teams posted ahead. Four 10-end games. Bring Lunch.

June 2026						
SUN	MON	TUES	WED	THURS	FRI	SAT
	1	2	3	4 [1] OVER/ UNDER MIXED PAIRS 6:45 PM	5	6
7 [3] LADIE'S OPEN TRIPLES 8:45 AM	8	9	10	11	12	13 [2] OPEN CUT THROAT 8:45 AM
14	15	16	17	18	19 [4] FUN NIGHT	20
21 [5] ROSE GARDEN OPEN FOURS 9 AM	22	23	24	25	26	27
28	29	30				

[1] **Over & Under** - An 'under', 3 or fewer years of lawn bowling will be paired with an 'over'. Teams will be drawn. This is intended to be a fun introduction to the game. Four 4-end games.

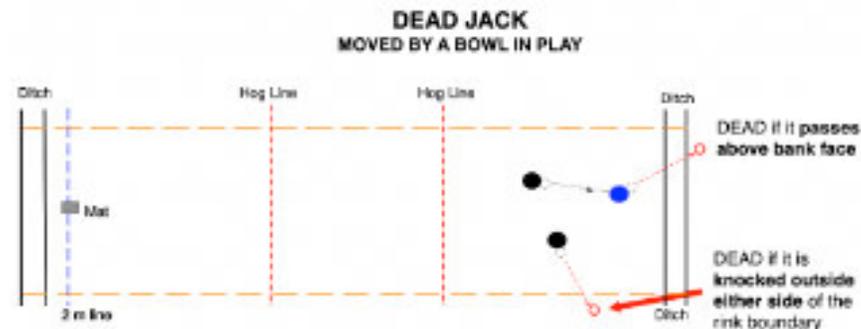
[2] **Open Cutthroat** - Lanes assigned prior to play. Four Games.

[3] **Ladies Open Tournament**. Inter-Club. Four 10-end Games.

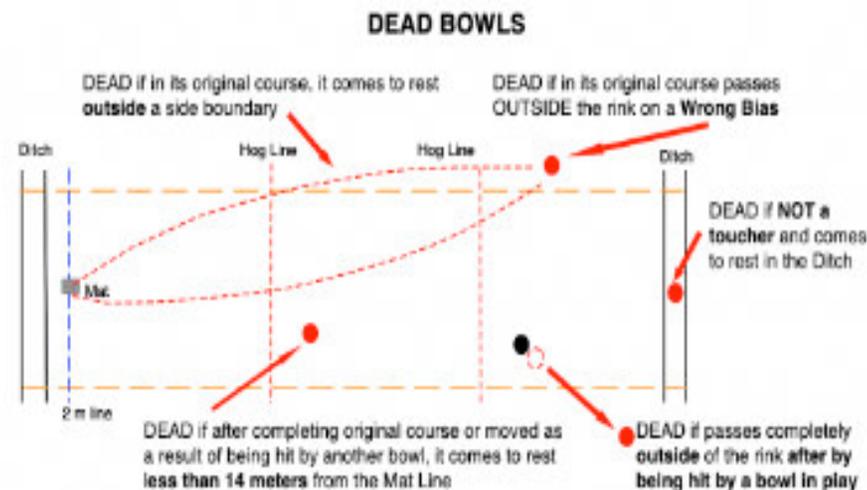
[4] **Fun Night**. Theme to be posted.

[5] **Rose Garden Open Fours** - Inter-club tournament.

Basic Rules of the Game (Continued)



A Jack knocked out of bounds by a bowl is **re-spotted on the center line 2 metres from the front ditch** and play continues.



A bowl is NOT DEAD if it's:

1. Carried by a player while inspecting the Head or laid on the ground while inspecting the Head.
2. Dropped while attempted to delivery it.
3. On it's original course, passes outside the rink ,but comes to rest inside the rink boundary greater than 14 meters from the Mat.
4. A Toucher that rebounds from the bank face onto the rink of play.



BC 55+ Games

The BC 55+ Games has a lawn bowling component. Games included are:

- Mixed Fours competitions for those aged 55 and over.
- Men's Pairs, Women's Pairs, and Mixed Pairs for ages 55 to 69.
- Men's Pairs, Women's Pairs, and Mixed Pairs for ages over 70.

Play downs are required if the number of teams exceed the allotted number for a Zone. A 55+ Games membership fee is \$20 and a Sports fee of \$10 is required to enter play downs. For those making it through the Play Downs, an entry fee of \$75 is required.

Please advise Christine Johannink (604-931-6237) if you plan on entering any event. For further information see the website at 55plusbcgames.org. If a play down is necessary, a schedule will be posted.

Basic Rules of the Game

Following are some key situations you might encounter in a game. It does not cover all possibilities and you are referred to the current Laws of the Sport of Lawn Bowls for more information. A copy is posted on the Club website under *members/documents*.

Order of Play after Improper Jack Delivery:

1. If the first player improperly (less than 21m, out of bounds or in the front ditch) delivers the Jack, the opposing Lead places the mat and re-delivers the Jack making sure it is centered HOWEVER the opposing player does NOT play first.
2. The Mat cannot be moved if the opposing Lead properly delivers the Jack.
3. If the Jack is improperly delivered by BOTH Leads, the Jack is centered at the 2 meter point from the front ditch. The original Lead then plays first and may reposition the mat to any legal length.

July 2026						
SUN	MON	TUES	WED	THURS	FRI	SAT
			1 [1] CANADA DAY 8:45 AM	2	3	4
5	6	7	8	9	10	11 [2] FIVE PERSON OPEN 8:45 AM
12	13	14	15	16	17	18
19 [3] LADIE'S & MEN'S PAIRS 1 PM	20	21	22	23	24 [4] FUN NIGHT	25
26	27	28	29	30	31	

[1] **Canada Day** - Rinks and teams posted ahead. Four 10-end games. Bring Lunch.

[2] **5 Person Open** - Rinks and teams posted ahead. Bring Lunch.

[3] **Men's & Ladies Pairs** - format determined at sign up. Make up your own team. Four ladies and four men's teams.

[4] **Fun Night** - Theme to be posted.

August 2026						
SUN	MON	TUES	WED	THURS	FRI	SAT
						1
2	3 [1] BC DAY 8:45 AM	4	5	6	7	8
9 [2] OPEN PAIRS 8:45 AM	10	11	12	13	14	15 [3] MEN'S SINGLES 1 PM
16 [4] WOMEN'S SINGLES 1 PM	17	18	19	20	21	22
23	24	25	26	27	28 [5] FUN NIGHT	29
30	31					

- [1] **BC Day** - Rinks and teams posted ahead. Four 10-end games. Bring Lunch.
- [2] **Open Pairs** - Four 10-end games. Teams drawn prior to play. Bring your lunch.
- [3] **Men's Singles**- [4] **Women's Singles** - Format to be announced. 2 games guaranteed. 15 ends. Alternate times by mutual arrangement.
- [5] **Fun Night** - Theme to be posted.

September 2026						
SUN	MON	TUES	WED	THURS	FRI	SAT
		1	2	3	4	5
6	7 [1] LABOUR DAY 8:45 AM	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27 [2] AUTUMN OPEN 8:45 AM LAST DAY						

- [1] **Labour Day** - Rinks and teams posted ahead. Four 10-end games. Bring Lunch.
- [2] **Autumn Open** - Rinks and teams posted ahead. Four 10-end games. Bring Lunch.