

Umbrella 2026

Background

The Umbrella (Club Night) has over the last few years lost more and more members attending to play in a mixed friendly rollup. There have been many proposed reasons for this, but we want to focus on how to put it right.

The management committee, AEC, gave me a new format of play for 2025. I, with the help of Paul & Jacky Barnes are tweaking it, so that it is enjoyable to play, and encourage the members to return week after week.

Prizes & Hotdogs

In the new Umbrella there are two types of competition and prizes.

On the Night

The team with the highest score will be given a cash prize, which is sourced from the entrance fee to the Umbrella (Currently 50p), The more members that attend the Umbrella, the greater the Night's prize. In addition, the winning team will receive a free hotdog the following week.

At Season's End

A small part of the entrance fee of each Umbrella is put aside for the Season End Prizes. At the end of the season there are three cash prizes:

- 1) The member who has attended the most Umbrella Nights through the season.
- 2) The member with the most points by the end of the season.
- 3) The member with the most touchers by the end of the season.

To record all these individual statistics on the Scorecard, I have created a new Scorecard, which I will explain.

The Scorecard

Depending on whether the member is playing in a Pair or a Triple, the Scorecard differs a little.

Triples Scorecard – EACH SCORECARD IS FOR ONE TEAM ONLY

Umbrella									
Date				Rink					
MemNo	MemNo	MemNo	MemNo	MemNo	MemNo	MemNo	MemNo	MemNo	MemNo
Shots	T	Shots	T	Shots	T	Shots	T	End Points	Running Total
								PP	
<< Initials									
SKIP	TWO	LEAD							
1									
2									
3									
4									
<< Initials									
LEAD	SKIP	TWO							
1									
2									
3									
4									
<< Initials									
TWO	LEAD	SKIP							
1									
2									
3									
4									
Total Score:									

MemNo (Bowlr Membership Number) & Initials will help me work out the Seasonal Stats

After each Game the player swap position:
 Skip ->> Lead
 Lead ->> Two
 Two ->> Skip
 So, each player of one team maintains a column for all 3 games.

Scoring

Shots The score for each player, for each end is entered in this column.

T Any Touchers the player makes on that end is recorded here. Each Toucher gives the team 2 points. Record the score of the Touchers, e.g. Two Touchers will give a score of 4, record 4 in the T column.

End Points

Each players scores for that end are added together and written here. Each end should total six points, plus Toucher Points. Remember, this card is for one team, so the End Points may not add up to six on one Card.

Running Total

The Running Total is self-explanatory.

PP

The Power Play or 'Joker' column is marked with a cross for the end it is played.

Pairs Scorecard – EACH SCORECARD IS FOR ONE TEAM ONLY

Umbrella						
Date					Rink	
MemNo	MemNo				End Points	Running Total
Shots	T	Shots	T	PP		
<< Initials						
LEAD	SKIP					
1						
2						
3						
4						
5						
6						
<< Initials						
SKIP	LEAD					
1						
2						
3						
4						
5						
6						
Total Score:						

As you see [here](#) there are 6 ends per Game. On the Triples Scorecard there were 4 ends per Game.

Pairs have two Games of 6 ends = 12 ends

Triples have three Games of 4 ends = 12 ends

So, a Pair Team can Play a Triple Team, they just need to record their scores on their own type of card.

The Rules of the Game

Teams are chosen from pulling names from a bag. The games will either be Triples, Pairs or a combination, depending on the number that enter the Umbrella.

Triples

- 3 Woods each.
- 3 Games per Evening.
- Each Game consisting of 4 ends.
- Players change position each Game. Skip becomes Lead, Lead becomes Second, Second becomes Skip.

Pairs

- 3 Woods each.
- 2 Games per Evening.
- Each Game consisting of 6 ends.
- Players change position each Game. Skip becomes Lead, Lead becomes Skip.

When a Pair plays a Triple

- 4 Woods each for the Two Pair Players (This is better for the Evening Play but could affect the potential number of Touchers possible).
- 3 Woods each for the Three Triple Players.
- Each Team uses their version of the Scorecard.

Play

- No Trial ends, 'straight in'.
- The Power Play can only be played once by each team, and must be announced before a Game begins, nominating which end it is to be played.
- The Power Play doubles the End Points for that End.

Scoring

- Nearest the Jack scores 3 points
- 2nd Wood scores 2 points
- 3rd Wood scores 1 point
- 'Touchers' score an extra 2 bonus points (2 points per toucher. 3 touchers = 6 points). Touchers must be within 2 metres (white stick) of the jack's final position.

Written by Chris Lucas, Competition Secretary