Bowls Auckland 2026-2027 Event Conditions of Play

Flett Open: Any Combination 1-5 Fours

The following Event Conditions of Play are to be read in conjunction with the Bowls Auckland General Conditions of Play

1. Dates, venues and times

Date:	Qualifying Post Section	Saturday 21 November 2026 Sunday 22 November 2026		
Venues:	Qualifying Venues: Post Section Venue:	Qualifying venues will be advised via Bowlshub TBC		
Start time:	Saturday	Qualifying	Sunday	Post-Section
	Round 1	10:00 am	Round 1	08:00 am
	Round 2	12:00 pm	Round 2	10:00 am
	Round 3	2:30 pm	Round 3	12:30 pm
	Round 4	4:30 pm	Round 4	2:30 pm

2. Entry Conditions

a) All participants must have full playing rights with a Bowls New Zealand affiliated club.
b) All players must have five (5) years or less playing experience.
c) The season/anniversary is recognised as starting September 1st each year.
   i. A new member joining on/or between 1 April to 31 August is classified as a J0 bowler. A new member joining after 1 September will be classified as a J1.
d) All members of a team must be full playing financial members of the same club.
e) Club Uniforms are to be worn while competing.
f) All entries are received via Bowlshub only; all entries must be linked to player profiles.

3. Playing Format

Format	Any Gender Combination Fours. Two (2) Bowls per player. Games of 10 ends.
Time Limit	All games are subject to time limit of one-hour, fifty-minutes (110 minutes).
Dead Ends "RE-SPOT" Law 19.5	In the event an end is made dead (Law 19), the jack must be placed with the nearest point of the jack to the mat line at the appropriate re-spot position described in Law 56.5.3 (the 2-metre mark) or as close as possible as described in Law 56.5.4, and play must continue.
Extra End / Draws	All post-section games conclude with a winner. If time/ends expire and the game is drawn, an extra end shall be played, with a coin toss to determine mat possession.

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4. Qualifying

a) Entries will be drawn into sections of up to eight teams (subject to entry numbers).
b) Teams will play four rounds to determine seeding.

5. Determining Seeding:

a) Sections will be seeded by:
   a. Highest Wins / Draws (Win=2 pts, Draw = 1pt)
   b. Highest net total of shots
   c. Highest Ends

6. Post Section

a) Single-elimination stepladder using a predetermined draw based on seeding.
b) Section placing progression to divisions:

1st & 2nd	Advance to Division One
Plate	Division One, Round of 16 losers will drop into plate section.
3rd & 4th	Advance to Division Two
5th & 6th	Advance to Division Three
7th & 8th	Advance to Division Four

7. Byes / Defaults in Qualifying

a) Should there be a bye/default the non-offending team will be awarded a win, plus the average shot differential for all games played on the same round in the same section.

8. Prize Money

Prize money will be directly credited into a nominated bank account.

	Winner	Runner up	Third equal
First Division	$1500	$600	$200
Div 1 Plate	$300		
Second Division	$600	$300	
Third Division	$500	$200	
Fourth Division	$400	$200	

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