

Bowls Auckland 2026-2027 Event Conditions of Play

Rapid Roll - Pairs

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

1. Event Details

- 1.1. Tuesday Evenings, 5:45 – 7:30 pm.
- 1.2. November 3, 10 & 17 – 2026.

2. Entry Conditions

- 2.1. All participants (within a team) of the same Bowls Auckland-affiliated club.
- 2.2. All events are played with any gender combination.
- 2.3. All entries to be received via Bowlshub only, and all entries must be linked to player profiles.

3. Draws and Venues

- 3.1. Draw/s will be published, with venues on Bowlshub.
- 3.2. All event info can be found on the Bowls Auckland Event page.

4. Event Schedule

- 4.1. No trial Ends, No Time Limit.
- 4.2. Play can commence when both teams are fully present from 5:30 pm onwards.
- 4.3. All first-round games must be started by 6:00 pm. Teams with fewer than two players present will default.
- 4.4. Players are not permitted to visit the head at any time.

5. Playing Format

Team Composition Format of play	- Each Team will comprise three players (A, B, C). - During each round, two players will play; one will mark. - Markers from each team will work together to record the score. - Players will participate as per the schedule below, each player playing two games.																
	<table><tr><th></th><th>Play</th><th>Play</th><th>Mark</th></tr><tr><td>Round One</td><td>A</td><td>B</td><td>C</td></tr><tr><td>Round Two</td><td>A</td><td>C</td><td>B</td></tr><tr><td>Round Three</td><td>B</td><td>C</td><td>A</td></tr></table>		Play	Play	Mark	Round One	A	B	C	Round Two	A	C	B	Round Three	B	C	A
		Play	Play	Mark													
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	Round Two	A	C	B													
Round Three	B	C	A														
- Games will be in pairs, 3 bowls each. 5 ends per game. - Three games per scheduled evening.																	
Scoring	<table><tr><th>What</th><th>Points Scored</th></tr><tr><td>Toucher (per bowl)</td><td>3</td></tr><tr><td>Leads cross overshot</td><td>3</td></tr><tr><td colspan="2">After the end</td></tr><tr><td>Closest bowl</td><td>10</td></tr><tr><td>Second Closest</td><td>5</td></tr><tr><td>Third Closest</td><td>3</td></tr><tr><td>Maximum Score</td><td>21 Points + 18 Touchers = 39</td></tr></table>	What	Points Scored	Toucher (per bowl)	3	Leads cross overshot	3	After the end		Closest bowl	10	Second Closest	5	Third Closest	3	Maximum Score	21 Points + 18 Touchers = 39
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Maximum Score	21 Points + 18 Touchers = 39																
Bye / Default	A team receiving a bye will be awarded a win and +10 net shots																
Starting each end	4M fixed jack starting position. - Mat can be placed freely between the defined marks.																

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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.
Match Points	2 pts will be awarded for each game won. 1 pt will be awarded for each game drawn.
Tournament Ranking	In all events, standings will be determined by - Match Points, then - Net total of Shots, then - Shots For.
Uniform/ Attire	Full Club Uniform

6. Prize Money

	Per Player	Team Total
Winner	\$200	\$600
Runner-up	\$100	\$300
Third	\$50	\$150

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