

# **Bowls Auckland 2025-2026 Event Conditions of Play**

JB Were Auckland Open

World Bowls Series: 2-4-2 Mixed Pairs – Updated 16/12/25

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

#### 1. Entry Conditions

- a) All participants must have full playing rights with a World Bowls-affiliated club.
- b) Teams will be made of pairs, being mixed gender.
- c) All entries are received via Bowlshub only; all entries must be linked to player profiles.
  - o Entries via phone, text or email will not be accepted.

#### 2. Dates, Venues and Times

Date:	Qualifying	28-29 December 2025		
	Post Section	30 December 2025		
	Reserve Day	There is no reserve day		
Venues:	Qualifying Venues	Qualifying venues released with the draw		
	Post Section Venue	Howick Bowling Club		
Start Time:	Round 1	9:00 am		
	Round 2	12:00 pm		
	Round 3	15:00 pm		
	Round one will commence by 9:00 am on each event day.			
	All subsequent rounds should start promptly to ensure the day runs efficiently.			
	All players are to fill out start and finish times on scorecards.			

#### 3. Playing Format - Qualifying

Format:	<ul><li>a) Each player will play four (4) bowls per end under the 2-4-2 format.</li><li>b) All Games will be played over 14 ends.</li></ul>			
Time Limit:	<ul> <li>a) Section Play will have a 2½ hour time limit.</li> <li>b) Post-Section games will play a 2-hour and 40-minute time limit to uphold the broadcast schedule.</li> </ul>			
Sections:	<ul> <li>a) Entries will be drawn into sixteen sections of eight or a part thereof.</li> <li>b) Entrants will be randomly drawn into a pre-determined rink draw.</li> <li>c) Teams will play five (5) qualifying rounds over two (2) days, three (3) games day one, two (2) games day two.</li> </ul>			
Determining Qualifiers:	In all qualifying games, one (1) game point will be awarded for each game won, and the section rankings will be the team with:			
	<ul><li>a) The highest game points, then</li><li>b) The highest net total of shots, then</li><li>c) The lowest shots against.</li></ul>			
Byes / Defaults in	<ul> <li>a) Should there not be an even number of teams then sections may contain a bye.</li> </ul>			
Qualifying:	<ul> <li>b) Should a team default a game, the non-offending team shall be treated as having a bye.</li> </ul>			

















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c)	The team with a bye will receive a win, the average scores for and against,					
	from all teams in the same section of that round.					
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d) If a player defaults all games, it will be treated as a bye. (Refer to the clause above.) If a Player defaults in any one (single) game, their score will be treated as a loss. The non-offending player will be awarded a win and the same score as the winning player in the same round of the same section.

### 4. Playing Format - Post Section

Divisions:	<ul> <li>a) Post-section will be split into four divisions,</li> <li>b) First place in section - goes to division one.</li> <li>c) Second place in section - goes to division two.</li> <li>d) Third place in section - goes to division three.</li> <li>e) Fourth place in section - goes to division four.</li> <li>f) All other finishers are eliminated from the competition.</li> </ul>
Time Limit:	a) Post-Section games will play a 2-hour and 40-minute time limit to uphold the broadcast schedule.
Post Section Draw	<ul> <li>b) Section Qualifiers will advance into the bracket based on their section number 1-16.</li> <li>c) The first post-section round will be played on the evening of Monday 29 December.</li> <li>d) All play from the quarter final through to finals will be at Howick Bowling Club, commencing at 9:00 am.</li> <li>e) All games will be knockout.</li> </ul>

### 5. Playing Format - General

Dead Ends "Re-Spot":	In the event an end is made dead (Law 19), the end will continue, with the jack 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:	<ul> <li>a) All games conclude with a winner.</li> <li>b) Tied games play an extra end.</li> <li>c) Note: an extra end (coin toss) only applies when the requisite number of ends have been completed. If it is a draw when the bell goes and not all ends have been played, the winner of the previous end has the mat and delivers the jack.</li> <li>d) Any extra end shall be played in the same playing order as the first end of play.</li> </ul>	

















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Restricting the Movement of Players during Play:

- a) In all games, players will only be allowed to walk up to the head under the following circumstances. The player who is playing two & two bowls may not visit the head during their first two bowls, however, can visit the head before and after each of their bowls in the second two.
- b) The player playing four bowls consecutively may not visit the head while playing their bowls.

#### 6. Centre Title

a) The winners of the Event will receive one point towards a Bowls Auckland Gold Star.

#### 7. Uniform / Dress

a) All sides must wear matching club uniform or matching Bowls attire.

#### 8. Prize money

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

	Div 1	Div 2	Div 3	Div 4
1 <sup>st</sup>	\$3,000	\$1,000	\$500	\$500
2 <sup>nd</sup>	\$2,000	\$500	\$250	\$250
3 <sup>rd</sup> =	\$400	\$200		
4 <sup>th</sup> =	\$200			
	\$10,000			













