

Bowls Auckland Event Conditions of Play

JB Were Auckland Open

World Bowls Series: 2-4-2 Mixed Pairs – Updated 21/08/26

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

1. Entry Conditions

- All participants must have full playing rights with a World Bowls-affiliated club.
- Teams will be made of pairs, being mixed gender.
- All entries are received via Bowlshub only and must be linked to member profiles.
- Entries are restricted to the first 128 secured entries.

2. Dates, Venues and Times

Date:	Qualifying	28-29 December
	Post Section	30 December
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:	- Each player will play four (4) bowls per end using the 2-4-2 format. - All Games will be played over 14 ends.
Time Limit:	- Section Play will have a 2½ hour time limit.
Sections:	- Entries will be drawn into sixteen sections of eight or a part thereof. - Entrants will be randomly drawn into a predetermined rink draw. - Teams will play five (5) qualifying rounds over two (2) days, three (3) games day one, two (2) games day two.
Determining Qualifiers:	- In all qualifying games, Two (2) game points will be awarded for each game won and one (1) game point for each game drawn. - The section rankings will be the team with: - The highest game points, then - The highest net total of shots, then - The lowest shots against.
Byes / Defaults in Qualifying:	- Should there be an uneven number of teams, sections may contain a bye. - Should a team default a game, the non-offending team shall be treated as having a bye. - The team with a bye will receive a win and the average scores for and against from all teams in the same section of that round.

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4. Playing Format – Post Section

Divisions:	- Post-section will be split into four divisions, - First place in section - goes to division one. - Second place in section - goes to division two. - Third place in section - goes to division three. - Fourth place in section - goes to division four. - All other finishers are eliminated from the competition.
Time Limit:	- Post-Section games will have a 2-hour and 45-minute time limit and will be subject to the broadcast schedule.
Post-Section Draw	- Section Qualifiers will advance into the bracket based on their section number 1-16. - All games will be knockout. - The first post-section round will be played on the evening of the 29th. - All play from the quarterfinals through to the finals will be at Howick Bowling Club, commencing at 9:00 am.
Extra End / Draws:	- All post-section games conclude with a winner. - Tied games play an extra end. - The teams will toss a coin to establish which team will hold the choice to play first. - Any extra end shall be played in the same playing order as the first end of play.

5. Playing Format – General

Improper delivery of the jack – Law 10	- 10.2 - If a player improperly delivers the jack, the opposing player must place the mat as described in law 6.1.1 and re-deliver the jack, making sure that it is centred, but the opposing player must not play first. - 10.3 - If the jack is improperly delivered once by each player in any end, it must not be delivered again in that end. Instead, it must be centred with the nearest point of the jack to the mat line being 2 metres from the front ditch, and the mat must be placed as described in law 6.1.1 by the first player to play.
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.

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Restricting the Movement of Players during Play:

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, they can visit the head after each of their bowls in the second two.
- Both players must cross over together, no waiting at the head.
- The player playing four bowls consecutively may not visit the head while playing their bowls.

6. Centre Title

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

7. Uniform / Dress

- 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 st	\$3,000	\$1,000	\$500	\$500
2 nd	\$2,000	\$500	\$250	\$250
3 rd =	\$400	\$200		
4 th =	\$200			
Total Prize Pool				\$10,000

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