

Bowls Auckland 2025-2026 Event Conditions of Play

Rapid Roll – General Format

*Note: Replaces the Bowls Auckland General Conditions for Rapid Roll Events

1. Event Disciplines & Dates

Event	Eligible players	Week One	Week Two	Week Three
1) Pairs*	Open	7/10/25	14/10/25	21/10/25
2) 0-5 Triples	0-5 Players + 1 Open	4/11/25	11/11/25	18/11/25
3) Pennant Pairs	Club Sides	3/2/26	10/2/26	17/2/26

2. General Format

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Team Entry / Requirements	All participants (within a team) of the same Bowls Auckland- affiliated club.
	 All events are played with any gender combination.
	 All entries to be received via Bowlshub only, and all entries must be linked to player profiles.
Draws, Venues,	Draw/s will be published, with venues on Bowlshub.
Event Information	All event info can be found on the Bowls Auckland Event page
Event Schedule	There are no trial ends for these events
	 The first round of play each evening must start no later than 6:00 PM
	 Any team that is unavailable to start by 6:00 pm will be defaulted
	All games will be played with no time limit
	 Players are not permitted to visit the head at any time.
Starting an End	4M fixed jack starting position
	 Mat can be placed freely between the defined marks
Dead Ends	 In the event an end is made dead (Law 19), the jack must be
"RE-SPOT"	placed with the nearest point of the jack to the mat line at the
Law 19.5	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.
Drawn Games	Should scores be equal after allocated ends, the game will be
	recorded as a draw
Game Points	2 pts will be awarded for each game won
	 1 pt will be awarded for each game drawn
Tournament	In all events, standings will be determined by
Ranking	Game Wins, then
	Net total of Shots, then
	Shots For
Uniform/ Attire	Attire
	Club Kit or matching Team Kit
	Bowls shoes, flat soled shoes, soft sneakers, sandals

THANK YOU TO OUR PARTNERS











