



## College Sport Auckland

### Auckland Cup Secondary School Pairs 2026

|                       |  |   |
|-----------------------|--|---|
| <b>Date</b>           | <b>Tuesday 24 March 2026, entries close 10 March</b> |   |
| <b>Venue</b>          | Mt Eden Bowling Club<br>17 Stokes Road, Mt Eden      |   |
| <b>Draft Schedule</b> | 8:30 am  | Schools arrive and check in.                |
|                       | 9:00 am  | Welcome to all schools and begin practice.  |
|                       | 9:30 am  | Games begin                                 |
|                       | 12.00 pm   | Lunch break. Players bring their own lunch. |
|                       | 12.50 pm   | Games resume                                |
|                       | 2:30 pm  | Results and prizegiving.                    |
|                       | 3:00 pm  | Finish.                                     |

#### **Parking**

Parking is available on Stokes Road in front of the club and behind the club on Paronui Street off Mt Eden Road.

#### **Refreshments**

Students are required to bring their own lunch. Light snacks and drinking water will be available throughout the day.

#### **Rubbish**

Players are responsible for keeping the grounds and recreation areas reasonably clean and tidy. This includes the correct disposal of rubbish and the return of any crockery or utensils that have been provided by the host club throughout the day.

## Conditions of Entry

### 1   Venue

Mt Eden Bowling Club. Registration period is 8:30 am to 9:00 am. Teams may practice during this time. Play commences at 9:30 am.

### 2   Format

Teams are made up of pairs and there are two grades.

#### ***Championship Grade***

- Each player will play two bowls in each end.
- Each game will be of 40 minutes or 10 ends, whichever occurs first.
- Games will start and finish on the bell.
- Ends in progress at the end of time will continue.
- Points – Points are awarded for each bowl closest to the jack until the opposing team has the next bowl closest.

#### ***Development Grade***

- Each player will play two bowls in each end.
- Each game will be of 40 minutes or 5 ends, whichever occurs first.
- Games will start and finish on the bell.
- Ends in progress at the end of time will continue.
- Points - One shot is scored each end, awarded to the team with the closest bowl to the jack.
- A maximum of five points can be scored each game.
- Please note that the location of Development Grade may change subject to entries received. If changed it will be at a Club located in Central Auckland.

### 3   Irregularities in play

- a) If the jack is mis-delivered it is placed by the opposing skip
- b) If the end is killed the jack is placed on the two-metre mark
- c) Players cannot visit the head between bowls
- d) Defaults and Byes: In the event of a default or bye occurring the non-offending team will be awarded a 7-2 win for championship grade & a 3-2 win for development grade.

### 4   Footwear

- All players are to wear flat (not heeled) rubber (not leather) sole shoes or just socks.
- Bare feet are not permitted. This is required to keep the greens in the best possible condition by preventing the grass being churned up or synthetic carpets being torn by the grip on players shoes.
- Footwear that will damage the greens will not be accepted and the player concerned will be asked to remove the shoes and replace them.

### 5   Bowls

These will be supplied. However, students may bring their own.

## **6 Determining the winner**

Three points will be awarded for each game won and one point for each game drawn:

- a) The Team with the highest game points will be the winner
- b) Where game points are equal the winner will be the team with the highest “total shots scored”
- c) If the game points and the “total shots scored” are equal, then the team with the lowest “total shots against” will be the winner
- d) If all of these are equal then the teams will be declared “joint winners”

## **7 Organising committee** reserves the right to make changes to the conditions and the draw.