

2nd Tier Club Championships

Document created for the 2026-27 season
by your Match Committee

Green allocation: When only one green is need for an event, then the best playing surface will be selected. Currently the match committee believes this is the Tiger Turf but will assess both greens closer to each event. Assessment will be judged by the match committee and guided by speed, trueness and playing comfort.

Mix and Novice Singles - 21 points

Handicap Singles - 18 ends. 18 constitutes a game. (total 144 bowls per game)

Mixed and Novice Singles - 21 point. 21 points constitutes a game.

242 Pairs - 10 ends. 6 constitutes a game. (total 160 bowls per game)

Normal Pairs - 14 ends, 3 bowls per player. 8 constitutes a game (total 168 bowls per game)

Triples - 14 ends, 2 bowls per player. 8 constitutes a game (total 168 bowls per game)

Fours - 10 ends, 6 constitutes a game. (total 160 bowls per game)

If games cannot be completed due to weather the match committee has the right to either continue the game later or declared the game finished if the amount that constitutes a game for the playing format has been played and declared. Once players are called off the green, we'd like the end to be completed if possible and if not then bowls are left and continued when play resumes. In the event that the game continues on another day, the score and ends will be transferred and any non-completed end will be completely restarted.

After first incorrect delivery of jack/kitty, the skip can place it anywhere between 23m and 2m marks, the lead can place the mat anywhere as long as it is 23m or more from the jack/kitty.

A kill is placed on the 2m mark.

Entry numbers determines playing formats:

- 2 - best of three, no time limit
- 3-4 - a round robin, no time limit
- 5-12 - 4 games first day, top 4 qualifying for finals day. Positions determine by points, differential and ends. 2 points a win and 1 point a draw. If there is a tie for fourth, the last qualifier is whoever won the game between them, however if they didn't play each other or they tied then these two teams will have a one end play off. Draw; 1st to play 4th qualifier. Time limit for qualifying day 2 hours. No time limit for finals day.
- 13-24 - 4 games first day, top 8 qualifying for finals day. Positions determine by points, differential and ends. 2 points a win and 1 point a draw. If there is a tie for eighth, the last qualifier will be whoever won the game between them, however if they didn't play each other or they tied then these two teams will have a one end play off. Draw; 1st to play 8th qualifier. 2nd to play 7th and so one. 1st and 4th on one side of the draw, 2nd and 3rd on the other, ie order of draw 1,4,2,3. Time limit for qualifying day 2 hours. No time limit for finals day.
- 25 plus - 4 games first day, top 16 qualifying for finals day. Positions determine by points, differential and ends. 2 points a win and 1 point a draw. If there is a tie for sixteen, the last qualifier will be whoever won the game between them, however if they didn't play each other or they tied then these two teams will have a one end play off. Draw; 1st to play 16th qualifier. 2nd to play 15th and so one. Draw order; 1,8,4,6 top side of the draw, bottom side 2,7,3,5. For qualifying and finals day games excluding the final itself a time limit of 1hr 45mins. No time limit for the final. The match committee reserves the right to alter the days conditions of play, to try to make sure events can be completed within their allocated days.