

GENERAL CONDITIONS

1. The Tournament shall be open to any financial member of a Clubs New Zealand (Inc) Club provided that such member is also a financial member of a bowling club affiliated to Bowls New Zealand (Inc). Composite teams allowed, Allowing 4 players from different Club NZ Clubs
2. All game will be scored by WINS then ENDS WON then SHOTS.
3. **NO** draws in all games, an extra end to be played in the event of a draw.
4. If the Jack is incorrectly delivered it shall be placed by the opposing skip.
5. If the end is killed the Jack to be replaced on the 2-meter mark.
6. **SECTION PLAY:** 4 games of qualifying, 10 completed ends.
7. **POST SECTION:** Field will be divided into 3 sections. **Main Event:** Top 8 qualifiers Teams
Plate Event: Teams 9 to 16 qualifiers **Consolation Event:** All other teams that did not qualify.
8. Points in Section Play will not be carried over to Post Section play.
9. Main Event, Plate Event and Consolation Event. 10 Completed ends. (No Draws)
10. In the event of two or more teams are equal to determine the sections to qualify in any event, 1 (one) end shot out will be played to determine the section winner. Bye may have to used.
11. The Match Committee shall have the right to:
 - (a) Vary the Day's play.
 - (b) Reduce the number of ends of all or any section.
 - (c) Their decision is final.

TOURNAMENT PLAY CONDITIONS

Trial ends 8.45am

Play start 9.00am Both days. 13th, 14th Jan 2024

Game 1 at 9.00am

Morning Tea on the run.

Game 2 at 10.30am approx.

Lunch

Game 3 at 12.45pm approx.

Afternoon Tea on the run.

Game 4 at 3.00pm approx.

SECTION PLAY.

4 games of 10 Completed ends with no time limit.

MAIN EVENT TROPHY

3 games of 10 Completed ends with no time limit, to decide the top 2 to play the Main Event Final

PLATE EVENT

3 games of 10 Completed ends with no time limit, to decide the top 2 to play the Plate Event Final

CONSOLATION EVENT

3 games of 10 Completed ends with no time limit, to decide the top 2 to play the Consolation Event Final

ALL FINALS: 10 COMPLETED ENDS WITH NO TIME LIMIT.