



Conditions of Play



Discipline

- Medley of PAIRS and FOURS

Eligibility

- Must be 60 or over by the first competition day of the relevant event.

Format of Play

- One end roll-up in the first game only
- Game 1: Fours - 13 ends, 2-bowls
- Games 2 and 3 (split over lunch): Pairs - 10 ends and 3x3 bowl
- Game 4: Fours - 10 ends, 2-bowls

No Dead Ends

- Jack to be re-spotted on the middle T.

Start Time

- 9:30am registrations for 10am start time.
- Games 1, 2 and 3 to be played when the allocated rink and opponent are ready. Game 4 will commence when the event manager advises.

Scoring

- 3 points for a win
- 1 point for a draw
- Winning team to be determined by most points; then if required,
- Largest shots difference (Shots up – shots against); then if required,
- Most ends won.