

## **Bowls Manawatu Open Events**

All General Conditions of Play (CoP) for Bowls Manawatu Events apply to all Bowls Manawatu Open Events. The following CoP are specific to Open events. Where applicable, these CoP supercede any General CoP.

### **1. Tournament and Playing Formats**

Open events will use the section/post section (knockout) tournament format.

Singles	4 bowls	21 shots or time limit 2 hours 15 minutes
Pairs	3 bowls	18 ends or time limit 2 hours 45 minutes
Triples	2 bowls	18 ends or time limit 2 hours 45 minutes
Fours	2 bowls	18 ends or time limit 2 hours 45 minutes
Pairs	2-4-2 4 bowls	16 ends or time limit 2 hours 45 minutes

Sections are generally played on one day, over 3 rounds. Those that win 2 or 3 games qualify for post section. Time Limits do not apply from the quarterfinal stages of Bowls Manawatu tournaments.

The exception to the qualifying day format is the Singles events, where, whilst 2 or 3 wins is required to qualify, there will be 4 rounds of play. Whilst each player will play up to 3 rounds there is the added requirement that each player must also mark a round. Failure to mark a round, as scheduled in the tournament draw, will result in a sanction.

Play will commence at 8.30am for all Open events.

### **2. Teams as listed in the draw**

There may be a reason that the players registered to a team are different from those that take the green on the first day. This is permitted provided that Bowls Manawatu Tournament Manager and the umpire at the green is informed. The umpire at another green is responsible for informing the Tournament Manager on the day.

### **3. Uncompleted Games**

All sections run independently of each other, meaning progress and completion across venues may differ in the event of poor weather or other unforeseen circumstances.

a) Should a section fail to be fully completed by the end of the first day, the following Post Section qualifying criteria apply;

- If a team completes 2 games – those that have won 1 or 2 games qualify
- If a team completes only one game – those who won the game qualify
- If a team does not complete any games - all those teams qualify.
- If all games in the tournament fail to be completed on the first day, the tournament will start from the 2nd scheduled day. The Tournament Manager has the right to play the event as a straight knock out event to complete the tournament play on the scheduled 3rd day.

b) The Tournament Manager, in consultation with the umpire, is responsible for any decisions regarding calling off play. Closing of a green is the decision of the host greenkeeper/club.