

62nd SUNSHINE COAST WINTER BOWLS CARNIVAL

GENERAL CONDITIONS FOR ALL TEAM EVENTS

All matches shall be played in accordance with the LAWS OF THE SPORT OF BOWLS, Crystal Mark, Fourth edition, and the following Conditions of Play.

On entering the Carnival all participants agree to abide by the conditions, and should a problem or dispute arise, the Carnival Committee decision shall be final. As the Controlling Body, the Carnival Committee shall be in control of all matches, players and officials and shall have the power to enquire into and to make, alter or add to the conditions it deems necessary under the circumstances, and its decision shall be final.

No entry fees will be refunded in the event of a withdrawal after the draw has been made. If there are insufficient entries in any event, the Controlling Body reserves the right to adjust the prize money accordingly. All late entries and reserves are to pay the related entry fees.

Each game will be started and conclude by the hooter/bell and will be timed as per the schedule. An end in progress when the hooter sounds is to be completed and the game will be finished. If the end is made dead after the finishing bell or hooter, the jack is to be re-spotted as per Law 56.5.3. If the end is made dead again, it is not replayed.

Should a challenge to bowls arise during the Carnival, the Games Committee has decided to allow the player to continue with another set of bowls. Should the player qualify for a winning position the result would only be provisional until the final bowls testing is completed.

TRIAL ENDS are not permitted for any matches. **DEAD ENDS** do not count and must be played anew.

INCLEMENT WEATHER. In the event of play being delayed or interrupted by inclement weather or any justifiable cause, if 50% of the matches have completed half the designated ends, the game will count. In 11 end games, 6 ends completed the game will count. If at least 50% of the games scheduled for that day have been completed, the event will be considered as completed and the prizes paid accordingly, otherwise the event will be rescheduled or considered abandoned and

the entry fees returned.

A match NOT delayed but failing to complete 50% or more “shall be deemed to be completed”. The scores/results will be recorded at the expiration of the allotted time. Players are requested NOT to leave the club at which they are drawn to play until.

- Play has concluded for the day.
- An announcement has been made by the games officials that play has been abandoned for the day or transferred to another club.

ATTIRE. Players shall be attired in accordance with current Bowls Australia Dress guidelines, Bowls Queensland By Laws and any attire approved by the Controlling Body.

DECALS will be allowed as per Law 52.1.8.

SCORING;

The score at the end of the allocated time or ends will be the final score.

If scores are tied at the completion of the allotted times or the nominated ends to be played each team will be awarded 0.5-win points and the ends won will be recorded.

- **1 point for the game win – 0 points for a loss; ½ point for each team in the case of a draw**
- **1 point for each individual end won, ½ end point to each team for any uncompleted or tied ends.**
- **The overall winner will be decided by the highest win points plus the highest end points. Overall tied points will then be decided by margins. Still tied, highest shots scored on any end.**
- **Every player will receive \$10 for each game won (\$5 each player from drawn games) in addition to any major prize money.**

The winning skip to return both scorecards at the completion of each game.

DEFINING MIXED AND OPEN PAIRS OR FOUR'S

Mixed Pairs/Four's refers to an even number of men and ladies playing in the competition: - eg 1 men and 1 ladies / 2 men and 2 ladies

(Mixed Triples: - Just requires 2 genders in the team either 1 lady and 2 men or 2 lady's and 1 man.)

Open Pairs/ Four's is optional as to the number of each gender, eg: it can be all men or all ladies, or it can be 1 man and 3 ladies. The numbers do not have to be balanced.

OPEN SINGLES, CONDITIONS OF PLAY

Thursday 16th & Friday 17th July, 2026

3 Bowls Per Player - NO TRIAL ENDS.

6 Players per section; - 4 PLAY, 2 MARK.

Same two rinks are used for each section.

Scores do not apply, 13 ends of match play.

Winner of the most ends only.

Once the number of ends played exceed the ends to be played the match is completed

Each contestant plays 4 games prior to knockout.

3 wins or better qualify for knockout.

Each player marks a minimum of 2 games

Dead ends count as an end played but the result is halved.

If the winning shot is unable to be determined the result is halved

Should a match be even after 13 ends a sudden death end is played to determine the winner

The 6 players in each section control their own play but must adhere to the draw.

Each game will take approx. 45 minutes to play

Lunch break to be taken after 4 rounds, (8 games) or by mutual consent of all players

Match cards are available for each game

When marking, enter "W" to the player who wins each end.

Markers enter the result on the Control Sheet at the end of each game. The

Control Sheet will be located between the 2 applicable rinks, for each section

Every player will receive \$10 for each game won during qualifying rounds

**ALL QUALIFYERS PLAY KNOCKOUT, Venue to be confirmed ON
THURSDAY 16TH JULY**

KNOCKOUT

Players are entitled a two end, 3 bowls each, practice commencing at 8.15 am & completed by 8.25am.

A player receiving a first-round bye shall be entitled to practice on a neutral rink up to ½ an hour before the starting time of their scheduled game.