



**Bowls North Harbour Inc.
2025 – 2026**

Men's CADNESS Cup
Fridays – 20th & 27th March 2026

Venue:
Hobsonville Bowling Club

EVENT DIRECTOR
David Lewis – 022 102 0943

For any cancellations – please check the Bowls North Harbour Website & Facebook Page



Bowls North Harbour Men's CADNESS Cup

Date: Friday 20th March 2026 at Hobsonville Bowling Club		
Competition Structure:	19 Entries 4 Sections of 4 teams and 1 section of 3 teams	4 players per team
Section Play:	Round Robin	3 games
Game Structure:	Bonus Fours. Each player to play 2 bowls 12 ends Time limit of 1 ¾ hours	
Start Time:	9:00 am No trial ends	
Post Section Qualifying:	Top 2 teams from the sections of 4 teams and 1 team from the section of 3 teams – 9 teams Knock Out – 9 teams – structured draw with 7 byes in the first round 2 teams to play first round of Post Section leaving 8 teams.	

Date: Friday 27th March 2026 at Hobsonville Bowling Club	
Post-Section:	Knock Out – 8 teams
Game Structure:	Bonus Fours. Each player to play 2 bowls 12 ends Time limit of 1 ¾ hours
Start Time:	9:30 am No trial ends

CONDITIONS OF PLAY - Cadness Cup Men

- 1. General Conditions:** The "General Conditions of Play" as they are available on the Bowls North Harbour website will apply to this event to the extent they are applicable.
- 2. Delivery of the jack:** An incorrectly delivered Jack will not be returned but will be placed by the opposing Skip who may also direct the Lead to move the mat. If the jack has been delivered before the end of the signalled time, the end will continue and if the end subsequently becomes dead it will be replayed.
- 3. Bonus Fours Scoring:** After the Twos have played their bowls, Skips (who may require a measure) to decide on the shot(s) held and a maximum of two shots to be immediately registered on the scorecard & scoreboard for the team holding shot bowl(s). Skips may find it necessary to turn a bowl over to measure for a second shot. Common sense to prevail and bowl to be replaced to the satisfaction of both skips.
- 4. Umpires:** There will be no umpires. Please ask a player on the next rink to measure if required.
- 5. Dead Ends:** If an end becomes dead the jack is to be placed on the 2-metre spot.
- 6. Restricting the Movement of Players During Play:** In all games, players will only be allowed to walk up to the head under the following circumstances:
Leads: after delivery of their second bowl;
Twos: after delivery of their second bowl;
Threes: after delivery of their second bowl;
Skips: after delivery of their first bowl.
- 7. Qualifying:** Entries will be drawn into 5 sections of with 4 sections of 4 teams and 1 section of 3 teams. A round robin of 3 games will be played in each section. All games in qualifying must be completed in full if the result has any bearing on the potential qualification of any team within the section.
- 8. Ties in Qualifying Play:** If a game is tied at the completion of the game, or after the end is completed when the time limit is signalled, or at the completion of the minimum number of ends as stated in the conditions of play "Inclement weather" below, then both teams will be awarded one point.
- 9. Byes in Qualifying Play:** Should there not be an even number of teams then a section(s) may contain a bye. The bye will be treated as a win and no shot differential applied. If all teams in a section do not receive a bye, then the team(s) receiving the bye will be awarded a win, the average net total of shots scored, and the average shots for and shots against, by the winning teams in the same round, in the same section.
- 10. Defaults:** If a team defaults their score will be recorded as a loss. The non-offending team will be awarded a win and the average net total of shots scored by the winning teams in the same round of the same section.
- 11. Determining a Section Winner:** Three points will be awarded for each game won. One point will be awarded to each team if a game is tied. Where game points are equal the winner of each section will be the team with the highest net total of shots. If the game points and the net total of shots are equal the team with the lowest "total shots against" will be the winner. If these are equal, the team that won the game when the two teams met will be the section winner. If still equal an extra end must be played between the two teams. The second team in each section will be determined using the same process as for the winning team.
- 12. Inclement Weather:** During qualifying play, if weather conditions affect play a minimum of eight [8] ends will constitute a game. If weather forces abandonment of play, two completed games will constitute completion of section play, and a result found from the two completed games.
- 13. Prize Money:** Prize money will be paid to the winning clubs at the completion of the tournament.

