



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

**Bowls3Five**  
**Saturday 21<sup>st</sup> & Sunday 22<sup>nd</sup> March 2026**

**Venue:**  
**Browns Bay Bowling Club**

**EVENT DIRECTORS**  
**Mark Batley – 0274 680 349**  
**David Lewis – 022 102 0943**  
**Garth Partridge – 021 950 968**

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



**Bowls North Harbour  
Bowls3Five**

**Bowls Carnival over 2 Day**

<b>Date: Saturday 21<sup>st</sup> March 2026 at Browns Bay Bowling Club</b>		
<b>Competition Structure:</b>	<b>42 Entries 7 Sections of 6 teams</b>	<b>3 players per team. Each team must include one female and one male.</b>
<b>Section Play</b>	<b>Round Robin</b>	<b>5 games on day 1</b>
<b>Game Structure:</b>	<b>Two bowls triples Each game is 2 sets of 5 ends</b>	
<b>Start Time:</b>	<b>9:00 am No trial ends</b>	
<b>Qualifying:</b>	<b>Winner and Runner Up of each section progress to Group A – 14 teams Third and Fourth of each section progress to Group B – 14 Teams All other teams progress to Group C – 14 Teams</b>	

<b>Date: Sunday 22<sup>nd</sup> March 2026 at Browns Bay Bowling Club</b>		
<b>Post-Section:</b>	<b>Round Robin</b>	<b>Random Draw in each group Each group plays 5 games Ladder results for placing within each group</b>
<b>Game Structure:</b>	<b>Two bowls triples Each game is 2 sets of 5 ends</b>	
<b>Start Time:</b>	<b>9:00 am No trial ends</b>	

## BNH Bowls3Five – Bowls Carnival Over 2 Days

### Conditions of Play

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. **Club Team Composition:**
  - 2.1. Each club team for a game shall comprise of three (3) players.
  - 2.2. Each club team must contain a minimum of one female player and a minimum of one male player.
  - 2.3. The names of the club team members are to be filled in on the team sheet provided and handed into the Event Director or official at the venue prior to the commencement of play.
  - 2.4. Playing positions between the three (3) players may not be altered at any time during a game, but the order of play in the team may be altered between games.
  - 2.5. Qualification of Players:
    - If a club has entered more than one team in the centre rounds, then those players may NOT swap between teams.
    - A club may substitute a new member to a team (provided they are a club member and have not played for another club team)
3. **Placing of the Jack and the Mat:**
  - a. The jack shall be placed on the centre line on the four-metre mark.
  - b. The mat may be placed anywhere from the two-metre mark to a point 23 metres from the jack.
  - c. The rinks shall be marked to provide guidance for the placing of the mat
4. **Format of Play:**
  - 4.1. The games will be played under sets play format as outlined in the Laws of the Sport of Bowls, subject to a number of variations as outlined below.
  - 4.2. The format of the game will be two bowl triples.
  - 4.3. Each game will be played over two (2) sets, with each set consisting of five (5) ends.
    - a. The winner of a set will be the team with the highest number of shots when the fifth end is completed.
    - b. If the shot scores are tied after the fifth end of a set, the set will be a draw.
    - c. In all matches, all five ends of each set must be completed due to the possible impact on the ladder.
  - 4.4. Tie-breaker
    - a. If a game is tied after the two sets have been completed (each team having won one set or both sets having been drawn), a one-end tiebreaker should be played to decide the winner.
    - b. The winner of the tie-breaker will be awarded the game.
  - 4.5. First to Play
    - a. First set: the opposing teams shall toss a coin and the winner of the toss can choose whether their team places the mat, and then delivers the first bowl, or tells the opposing team to place the mat, and then deliver the first bowl (the opposing player cannot refuse).
    - b. Second set: the winner of the first set shall place the mat and then deliver the first bowl. If the first set is a draw, the winner of the last scoring end in that set shall place the mat, and then deliver the first bowl.
    - c. Tiebreaker: The opposing skips should toss a coin and the winner of the toss has the options as described above for the “First set”.

- d. In all ends after the first end of each set, the winner of the previous scoring end shall place the mat and then deliver the first bowl.

## 5. Re-spotting the Jack

- a. If a jack in motion passes completely outside the boundaries of the rink of play (left, right or over the face of the bank), comes to rest in any hollow in the face of the bank, or rebounds to a distance of less than 20 metres from the mat line, the end shall not be declared dead, instead the jack should be placed with the nearest point of the jack at a spot on the rink which is 2 metres from the front ditch and on the centre line.
- b. If the spot mentioned above is partly or completely covered by a bowl, the jack should be placed as close as possible to the covered spot, in line with and between that spot and the corresponding spot at the opposite end of the rink, without touching a bowl.

## 6. Scoring – Sectional Play

- a. Three (3) game points will be awarded for each game won. No game points are awarded for any game lost.
- b. One (1) set point will be awarded for each set won. A half-set point (0.5) will be awarded for each set drawn. No set points are awarded for any set lost. Note: the tie-breaker is not a set.
- c. If a game is forfeited, the non-offending team will be awarded three points for win, two set points and a net total of 2 shots.
- d. Ladder rankings for all play will be determined as follows:
  - i. Highest number of game points scored.
  - ii. If game points are equal, the team with the highest net total of set points (total set points for – total set points against) shall be ranked higher.
  - iii. If game points and net set points are equal, the team with the highest net total shots (total shots for – total shots against) over all games (not including tie breaker ends) shall be ranked higher.
  - iv. If game points, net set points, and net total shots are all equal, the toss of the coin will determine the higher ranked team.

## 7. Forfeit

If a team is unable to complete any game already commenced during the competition, then their opponents shall win on forfeit. Points shall be awarded to the winning team in accordance with clause 6c.

## 8. Game Variations:

- a. Shot Clock: There will be no shot clock for this competition.
- b. A Power Play enables a team to earn double the shots scored (by that team) in any nominated end.
- c. Teams will be allowed one Power Play end per game (not per set) as nominated by the team to the opposing team. This must occur before the commencement of the nominated end.
- d. Both teams can nominate to use the Power Play in the same end of a set. If a Team does not nominate to use its one Power Play end in a game, that Power Play is lost.
- e. There are no Power Plays available for use in a tie-break.

## 9. Substitutions: There shall be no player substitutions once a game has commenced.

10. **Movement of Players during Play:** Players will be able to follow their bowls up to the head under the following circumstances:

Lead: after delivery of their second bowl.

Second: after delivery of their second bowl.

Skips: after delivery of their first bowl.

11. **Post Section:** All teams will progress to Post Section play on day 2 which will be in 3 Groups. A random draw will be done for each group to determine the order of play over 5 games. Scoring in the Post Section phase will follow the same process as in COP 6 for Section Play. If a game is tied after the completion of the two sets played, a one-end tiebreaker will be played to decide the winner. The opposing skips should toss a coin and the winner of the toss has the options as described in 4.5 above.













