



Bowls North Harbour Inc.
2026 – 2027

EXECUTIVE CONSISTENCY BONUS FOURS

Saturday 5th September 2026

Venue:

Mairangi Bay Bowling Club
11 – 13 Ramsgate Terrace, Mairangi Bay
Phone 09 478 6033

9:30 am – 11:30 am Games 1 to 3
11:45 am – 12:15 pm Lunch (provided)
12:15 pm – 1:45 pm Games 4 to 6

2:15 pm Official Season Opening – Afternoon Tea

EVENT DIRECTOR – Garth Partridge – 021 950 968

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



BNH EXECUTIVE CONSISTENCY BONUS FOURS

Date: Saturday 5th September 2026		
Competition Structure:	1 Section	14 Entries
Game Structure:	Each player plays 2 bowls 4 ends no time limit (6 games to be played) 2 bonus points for the nearest bowl after twos have played Score 4,3,2,1 for each completed end Winning teams move right, losing teams stay on same rink. No trial ends	
Morning Start Time:	9:30 am	
Afternoon Start Time:	12:15 pm	

**Conditions of Play for the
BNH EXECUTIVE CONSISTENCY BONUS FOURS**

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. **Greens:** This event will be played on artificial surface greens.
3. **Team Composition:** Teams are to be of four players of any gender and preferably the team members should all be members of their Club executive committee. Clubs are limited to entry of one team only.
4. **Clothing:** For this tournament teams should be attired in their club uniforms.
5. **Umpires:** There will be no umpires appointed to this competition. Ask a person from a neighbouring rink if this is required.
6. **Dead Ends:** If an end becomes dead the jack is placed on the 2-metre mark.
7. **Jacks:** Two jacks will be used on each rink. The Jack will be placed by the winning skip (from the toss or the previous end) and the lead will place the mat.
8. **Restricting the Movement of Players During Play:** In all games, players will only be allowed to walk up to the head after the threes have played their second bowl.
9. **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 of the net total of shots from all other games in that round.
10. **Scoring:** After the twos have played their bowls, skips (who may require a measure) will decide on the shot held and two points are to be immediately registered on the scoreboard to the leading team. Only the nearest shot bowl is counted. At the completion of each end, 4 points will be awarded for the closest bowl, 3 points for the next closest, 2 points for the next closest and 1 point for the fourth closest bowl, being a total of ten point for the end, plus the 2 bonus points.
11. **Tie at end of Game:** In the event of a tie at the end of the game, no extra end will be played to determine a winner. The game will result in a drawn game. To determine which team moves rinks, there is to be a toss of a coin with the team winning the toss moving two rinks to the right and the team losing the toss remaining on the same rink.
12. **Byes in qualifying play:** Should there not be an even number of teams then there will be a bye. The bye will be treated as a win and the average of the net total of shots from all other games in that round will be awarded to the bye team.
13. **Determining a winner:** In all games, three points will be awarded for each game won and one point for a drawn game. Where game points are equal the winner 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 winner will be determined by the toss of a coin.
14. **Inclement Weather:** In the case of inclement weather, a lesser number of games or ends may be called. If weather conditions force an abandonment of play, then no further play will be held for this event.