

# HOLT BOWLS CLUB

## AUSTRALIAN PAIRS

#HBCAUSSIEPAIRS

### Object of the Game:

The team with the most shots after 6 ends is deemed the winner. In this variation players play their bowls in the sequence 2-4-2 with the lead and skip rotating.

### How to Play:

1. Toss a coin to decide who plays first. The winner of the toss places the mat and delivers the jack. If the jack finishes outside the confines of the rink (off side or in back ditch) it is declared dead and will need to be recast by the opposing team/player
2. On the first end the lead delivers two of their four bowls, the lead and skip then change ends. The skip then plays four bowls before swapping ends once again with the lead, to allow the lead to play their final two bowls
3. Once all bowls are played the end is declared finished
4. The order of play is reversed on the next end with the Skip leading off. This sequence continues throughout the whole of the match with the lead leading off on odd ends and the skip leading off on even ends
5. Scoring is per normal Laws
6. Scores are recorded on each teams scorecard
7. The team who scores the most shots on the previous end plays first on the next end and decides on the position of the jack

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### Further rules:

1. Upon arrival, please can one representative from each team report to the competition controller, to register and collect scorecards.
2. The result of the game will be determined at the point the final (6<sup>th</sup> end) is completed, unless the final end has not started, therefore the result will be determined when the current end (if not the 6<sup>th</sup> end) is completed following the end of the time limit (40 minutes)
3. If an end is burned, the team burning the end will lose 2 shots
4. There will be no scoreboards in operation for group stage matches
5. No players are permitted to visit the head at any point, other than at the point of changeover
  - a) This will ONLY be permitted in the semi-final and final, but only at the point when one bowl is remaining for each team, after the last change per end.
6. One representative from each team to report their game score to the controller, upon completion
7. There is **NO** dress code