

NEW FORMAT THIS YEAR

Merging the best aspects of our previous Development Triples events and the Premier League Championships, we will be doing a quick-paced, 5-a-Side drawn teams format for this year's development events! This redesign will help newer bowlers see what competitive bowls is about and give them the opportunity to play with fellow competitors they might never have played with before!



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Details

- Teams of 5 (6-7 with subbing allowed if uneven number), randomly drawn but seeded to equally sort ability level. Players can enter the tournament in pairs to guarantee a known teammate (as long as both aren't 'high level' players, see Conditions of Play for more details)
- Each team will play 4 other teams (Matches) in a side game style (2 rounds: singles & fours, followed by 4-bowl pairs & 3-bowl triples), then the ranks will determine playoffs (game points only, any ties will be broken with short-game tiebreakers)
- All rounds have a 1-hour time limit with a tiebreaker, if necessary, if the scores are equal after the time limit and/or allotted ends are completed
- Singles is 12 ends or first to 15 points, Fours and Triples are 6 ends, and Pairs is 8 ends
- No trial bowls and jack/mat are set by the winning team the following end (not rolled and centred)
- Teams will be placed on rinks next to each other. The Fours teams will set and centre the jacks for their Singles players at the requested length.

Substitute Rules

- Subs can swap in any end if declared before the jack is set in any position (e.g. vice, skip, etc.), but those who start the game in a specific position can't change until a new game (when swapped back in from the sub, they go to what they were playing before)
- Unless subs are okay with bowling less, they should get equal opportunity to bowl (teams can designate different subs different games or just have designated subs swapping out different players on different ends to make this work)





Tentative Schedule

Day 1

8am – Green open for practice in opposite direction
8:30am – Rundown of the rules, random team draw via tags, spider round for a prize
9:00am – Match 1, Pairs/Triples Round
10:15am – Singles/Fours Round
11:30am-12:15pm – Lunch Break
12:15pm – Match 2, Pairs/Triples Round
1:30pm – Singles/Fours Round
2:45pm-3:15pm – Break
3:15pm – Match 3, Pairs/Triples Round
4:30pm – Singles/Fours Round
5:45pm – Clean-Up/Done for the Day

Day 2

8am – Green open for practice in opposite direction
9:00am – Match 4, Pairs/Triples Round
10:15am – Singles/Fours Round
11:30am-12:15pm – Lunch Break
12:15pm – Playoff Matches Begin (Pairs/Triples Round) or 2-End Tiebreakers in Pairs/Triples/Fours, Singles – Best of 3 ends (ends won, points don't matter)
1:15pm – Playoff Matches Begin (At Latest if Tiebreakers) – Pairs/Triples Round
2:30pm – Playoff Match Singles/Fours Round
3:45pm – Award Ceremony and Photos Followed by Clean-Up/Departure

