

Western Province Bowls Association



**WESTERN
PROVINCE
BOWLS**

COMPETITION SPECIFIC

Conditions of Play

2026- 2027

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Conditions of Play for WP Competitions

General Conditions

General Conditions of play is published separately under WPB General Conditions of play and should be read in conjunction to this document.

WP BOWLS COMPETITIONS

A. League Championships (Men, Ladies & Trips League)

1. Entries and Structure

- a. The Men's league is known as Flag and entries are open to any number of Sides from a Club limited by the number of Divisions or Sections in the competition. Each club can have one side in Premier League and two sides in each section or division (where there is only one section per division).
- b. The Women's League is known as Muter and entries are open to any number of Sides from a Club limited by the number of Divisions or Sections in the competition. Each club can have one side in Premier League and two sides in each section or division (where there is only one section per division).
- c. Each Club that may enter more than six sides per green for all league competitions combined do so on the understanding that the additional side or sides, if accepted, may be required to play most of their matches away from home.
- d. Sides in a Division shall be placed in Sections at the sole discretion of the Executive so that the sides are evenly distributed between the Sections based on the relative performance of the sides in the previous season.
- e. Each side shall play every other side on a league basis. Where a club has two sides in the same section, these two sides will play each other in the first round of the competition.
- f. The number of rounds in a league ~~or knockout basis~~ in the last Division shall not be less than seven or more than nine. The format of play for the last Division shall be either a single or double round, depending on the number of sides.
- g. Should a club enter the competition for the first time, or in the case of an amalgamation of two or more clubs, the Executive shall have the sole discretion to decide in which divisions they are placed.

2. Flag and Muter Championships

- a. Sides shall consist of two teams of four players each, all players being members of the same Club. A captain shall be appointed for each side.
- b. The Premier Division shall consist of ten sides with no Club being represented by more than one side.
- c. For Flag all Divisions, except for the Premier and last Division (depending on the number of sides in this division), shall be divided into two Sections of ten sides each.
- d. Muter will not be played in sections but will be divided into divisions of ten sides in each division.
- e. Except for Premier Division, all divisions will play one game on a Saturday afternoon either Home or Away. These divisions will play 9 weeks, plus an additional day for playoffs.
- f. January and February games can start at 15:00 in order to avoid the extreme heat of late January and February. WP Competitions Secretary in consultation with the Executive will decide and communicate this decision where needed.

- g. After completion of the Premier Division Flag and Muter league games, No players who have played in the Premier Division may play in lower divisions unless they have played in those divisions in the initial five weeks of league.

The following to apply to **Flag and Muter PREMIER DIVISION** only.

- h. Premier Division will be played as a round robin with 4 double header days and one day with one game only. All games will be played on Saturdays, starting at 9:00 and 13:00. This means that the league will be completed in 5 Saturdays from 7 November to 5 December. This leaves an opportunity to play another (new) Premier event on the Saturdays that becomes available while other divisions continue with their league play in January.
- i. Play the double headers with all games on the day played at one venue. Venues will be at the top 5 clubs from the previous year's results provided that they can make available 12 rinks for these days, and provided that both the greens are in good condition.

3. Trips League Championship

- a. Sides shall consist of two teams of three players each, all being members of the same Club, playing three bowl trips. Sides can comprise six players in any gender combination. A captain shall be appointed for every side entered.
- b. Depending on the number of sides entered, the League shall be divided into Divisions with eight ten sides in each Division. The last Division may consist of less teams.

4. Format of Play

- a. **Flag and Muter**
 - i. The format of play in each game will be 2-bowl Fours.
 - ii. Each game will consist of three sets of seven ends.
- b. **Trips League**
 - i. The format of play in each game will be 3-bowl Triples.
 - ii. Each game will consist of three sets of six ends.
- c. **Scoring**
 - i. The winner of a set will be the team with the most shots during the set and will score one point. If the shots are equal in a set, the set point will be shared.
 - ii. The team with a higher aggregate of shots for than shots against at the completion of the game also scores two aggregate points. If the aggregate shots for and against are equal, the aggregate points are shared.
 - iii. A maximum of five points can be scored by a team in a game.
 - iv. Sides with a higher aggregate of shots for than shots against also score two aggregate points. If the aggregate shots for and against are equal, the aggregate points are shared.
 - v. A maximum of twelve points can be scored by a side in a game.

5. Defaults

The following shall apply in the event of default:

- a. If a team in a side fails to play or complete a match, the opposing team shall be awarded five points (no shots for or against to be recorded).
- b. If a team in a side fails to play or complete a match, the opposing side shall be awarded the two aggregate points.

- c. If more than one team in a side fails to play or complete a match, the side shall be adjudged to have withdrawn from the championship and all matches completed prior to the withdrawal, will be expunged from the result.

6. Order of Play

- a. At the start of the game, the winner of the toss shall decide whether to take the mat and deliver the jack or let the other side play first.
- b. At the start of the second and third set, the winner of the previous set must take the mat and deliver the jack. If the set is drawn, the winner of the last scoring end in that set must take the mat and deliver the jack.
- c. At the start of any other end the winner of the previous end must take the mat and deliver the jack.

7. Scorecards and Declaration Forms

- a. To ensure proper control of results Clubs shall use the stationery supplied by the District for the purpose of recording names of players comprising their sides and the result of completed matches.
- b. Clubs may use their own declaration forms provided that the format is the same as the prescribed form.
- c. Scorecards and Match Declaration Forms shall be retained by Clubs until one month after the completion of the Competition each year.
- d. Results shall be forwarded to the WP Competitions Secretary as soon as the match has been completed to be captured on the bowlsdraw.co.za website, or on any application nominated by the competitions secretary and Executive.

8. Interchange of players.

a. Flag and Muter

- i. A Club that has more than one side in the same Division or section may interchange a maximum of two players between these sides before the commencement of any match.
- ii. Sides may not include more than two players from a higher Division each week.
- iii. A maximum of two players can go down each week to a lower Division, unless they have previously played in the lower Division. All affected sides will have 5 points deducted from their accumulated points for each infringement of this rule.
- iv. In the last two rounds of Divisional play and knock-out rounds, a maximum of two players may be interchanged to a lower Division and only if they have previously played at least one match in that division.
- v. Players interchanged contrary to the above shall be deemed to be ineligible.
- vi. A side which includes an ineligible player in any of its teams during league play shall forfeit the match and have five points deducted from its accumulated points scored in all matches in which the ineligible player played. The opposing side shall be credited with points earned and actual shots scored in the match.

b. Trips League

- i. A Club that has more than one side in the same Division or section may interchange a maximum of two players between these sides before the commencement of any match.
- ii. There are no limitations on the movement of players between Flag or Muter, and the Trips League.

9. Reserves & Substitutes

Only reserves as stated on the Declaration Form on the day of play may play. Any substitutes will be drawn from available players among the spectators, provided that they are of the same gender as required by the competition.

10. Division Winners

The winning sides of each section of a Division will play one another to determine the Division winner. If, after 21 ends, the sides are tied on points and shots, extra end/s will be played by both teams in the side until a shots result is achieved.

11. Promotion and Relegation

a. Flag and Muter

- i. The winners of each Section in the First Division shall be promoted to the Premier League, provided that such Club is not already represented therein. If a Club is already represented in the Premier League, the following will apply:
- ii. If one of the division 1 section winners already has a side in the Premier League, the second placed team in that section will play a promotion relegation match against the ninth placed side in the Premier League to determine which side will play in the Premier League in the next season. The other section winner that does not have a side in the Premier League, will get promoted and the tenth placed team in the Premier League will get relegated to the first division.
- iii. If both division 1 section winners already have a side in the Premier League, the section winner with the highest total points will play a promotion relegation match against the tenth place Premier League side and the other section winner will play a promotion relegation match against the ninth placed Premier League side.
- iv. If both the section winner and the second placed team in that section already have a side in the Premier League, no team from that section will be promoted and the ninth placed team in the Premier League will NOT be relegated.
- v. If the second placed sides in the First Division sections BOTH already have a side in the Premier Division, no sides will be promoted and no sides will be relegated.
- vi. Subject to the above, the last two sides in the Premier Division shall be relegated to the First Division.
- vii. The winners and runners-up of each section of the following Divisions shall be promoted to the next higher Division.
- viii. The Sides finishing last and second last in each section shall be relegated to the next lower Division.

b. Trips League

- i. The winners and runners-up of each Division shall be promoted to the Division above them.
- ii. The Sides finishing last and second last in each Division shall be relegated to the Division below them.

c. Trophies

Flag - Premier Winners	Flag Floating Trophy, Shield, & Badges
Flag - Premier Runners -Up	James Littler Trophy
Flag - Division 1 Winner	Executive Trophy
Flag - Division 2 Winner	Neels Nortier Cup
Flag - Division 3 Winner	Vredehoek Cup
Flag - Division 4 Winner	White Horse Cup
Flag - Division 5 to 9 Winners	Vredehoek Cup

Muter - Premier Winners
Muter - Premier Runners-Up
Muter - Division 1 Winner
Muter - Division 2 Winner
Muter - Division 3 Winner
Muter - Division 4 Winner
Muter - Division 5 Winner
Muter - Division 6 Winner

Muter Cup & Lapel Badges
Jess Nicol Trophy
W.P.B.A. Cup
Francis Carrington Shield
W.P.B.A. Cup
Ruth Keytel Cup
Muriel Foster Cup
W.P.B.A. Trophy

Lapel Badges will be awarded to members of the Premier Division winning sides who have played six or more matches in the Premier Division.

Trips League – Premier Winner
Trips League – Premier Runner-up
Trips League – Division 1 Winner
Trips League – Division 2 Winner
Trips League – Division 3 Winner
Trips League – Division 4 Winner
Trips League – Division 5 Winner
Trips League – Division 6 Winner

Mr Bullnose Gold Trophy, Lapel Badges
Schonberg Wealth Gold trophy
Podion Group Gold Trophy
Podion Group Gold Trophy
Kelvin Grove Bowls Gold Trophy
The Douglas Family Gold Trophy
Old Oak BC Gold Trophy
Ann Carter Gold Trophy

B. Fives Championships

1. Entries and Structure

- a. The WP Fives will be played as separate gender competitions.
- b. Each Club may enter more than one side consisting of five players, all being members of the same Club.
- c. A side shall consist of one triples team and one pairs team, with a maximum of two reserves allowed to be registered. Registered reserves are permitted to replace any player in any round, the replaced player then becoming a reserve.
- d. A captain shall be appointed for each side.
- e. No player or reserve/s may **play** for more than one side during the competition.
- f. In the event of a side withdrawing after the draw has been done and before the championship commences, the Executive shall have the discretion to accept additional entries to maintain the same number of sides as originally drawn.
- g. Sides will be drawn in sections of 4 sides depending on the number of entries received.
- h. At the conclusion of league play, the winner of each section will proceed to the playoffs which are played on a knock-out basis.

2. Format of Play

- a. The Pairs team will play with three bowls each.
- b. The Trips team will play with two bowls each.
- c. During sectional league play matches will be 18 ends, and during playoff matches will be 21 ends.

3. Scoring

- a. Each game will be worth 2 points, with the points shared if the teams draw their game.
- b. The side with a higher aggregate of shots for than shots against will score one aggregate point with the aggregate shared if the aggregates are equal.
- c. If the points are level during any knock-out match the sides must play an extra end. The side winning an extra end by the greater margin of shots shall be declared the winner. If each team

wins the extra end by the same number of shots, an additional extra end or ends must be played until a result is achieved.

4. Defaults

- a. Should a side include an ineligible player during league play, it shall forfeit the match and have no points or shots scored. The opposing side shall be credited with points earned and actual shots scored in the match.
- b. Sides introducing an ineligible player in any knock-out match shall forfeit the match to the non-offending side.

5. Trophies and Prizes

Men's Winner	WP Men's Fives Shield, Lapel Badge, Prize
Men's Runner-up	Prize
Men's Semi Finalists	Prizes
Ladies' Winner	WP Ladies' Fives Shield, Lapel Badge, Prize
Ladies' Runner-up	Prize
Ladies' Semi Finalists	Prizes

C. Singles Open Championships (Men & Ladies)

1. Entries and Structure

- a. These championships are played separately according to gender and are open to any registered player.
- b. Players will be drawn into sections of three or two players depending on the number of entries received and will play on a league basis. In sections of three, players not playing will be required to mark.
- c. The players that enter the competition and finished in the last 16 of the previous year's tournament shall be seeded and allocated to sections according to their seedings.
- d. Players may be required to play three games per day during the knock-out stages.
- e. Losers may be required to mark the next game. Players not honouring their commitments will be subject to disciplinary action.
- f. A replacement for a competitor who withdraws after the draw has been published may be accepted at the discretion of the Executive Committee.
- g. At the conclusion of sectional play, the winner of each section shall proceed to the playoffs which are played on a knock-out basis.

2. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of any match shall be the first player to score 21 shots subject to a time limit of 2½ hours if three rounds are played on the day, or 3 ½ if only two games are played on the day, except in the finals, which will have no time limit.
- c. Should a game not be completed in the allowed time, the score at the completion of the end being played at the limit shall determine the winner. If the scores are equal at that stage one extra end shall be played to determine the winner.

3. Trophies and Prizes

Men's Winner	Cape Times Cup, Lapel Badge, Prize
Men's Runner-up	Bertie Miller Cup, Prize
Men's Semi Finalists	Prizes
Ladies' Winner	1922 Tournament Cup, Lapel Badge, Prize
Ladies' Runner-up	Daisy Mednicoff Trophy, Prize
Ladies' Semi Finalists	Prizes

D. Singles Veteran Championships (Men & Ladies)

1. Entries and Structure

- a. These championships are played separately according to gender and are open to any registered player who has attained the age of sixty years on or before the date upon which the first round commences.
- b. No player shall be eligible to compete if he or she has also entered the Open Singles Championship.
- c. Players will be drawn into sections of three or two players depending on the number of entries received and will play on a league basis. In sections of three, players not playing will be required to mark.
- d. Players may be required to play three games per day during the knock-out stages.
- e. Losers may be required to mark the next game. Players not honouring their commitments will be subject to disciplinary action.
- f. A replacement for a competitor who withdraws after the draw has been published may be accepted at the discretion of the Executive Committee.
- g. At the conclusion of sectional play, the winner of each section shall proceed to the playoffs which are played on a knock-out basis.
- h. The Executive reserves the right to cancel the event should there not be sufficient entries. Players will then be given the option of playing in the Open Event.

2. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of any match shall be the first player to score 21 shots subject to a time limit of 2½ hours if three rounds are played on the day, or 3 ½ if only two games are played on the day, except in the finals, which will have no time limit.
- c. Should a game not be completed in the allowed time, the score at the completion of the end being played at the limit shall determine the winner. If the scores are equal at that stage one extra end shall be played to determine the winner.

3. Trophies and Prizes

Men's Winner	John Graham Cup, Lapel Badge, Prize
Men's Runner-up	Edwin Nicol Cup, Prize
Men's Semi Finalists	Prizes
Ladies' Winner	Hughes Floating Trophy, Lapel Badge, Prize
Ladies' Runner-up	Isla Whiting Trophy, Prize
Ladies' Semi Finalists	Prizes

E. Singles Novice Championships (Men & Ladies)

1. Entries and Structure

- a. These championships are played separately according to gender and are open to any registered player provided the player qualifies as a Novice bowler.
- b. Players will be drawn into sections of three or two players depending on the number of entries received and will play on a league basis.
- c. In sections of three, players not playing will be required to mark.
- d. Players may be required to play three games per day during the knock-out stages.
- e. Losers may be required to mark the next game. Players not honouring their commitments will be subject to disciplinary action.
- f. A replacement for a competitor who withdraws after the draw has been published may be accepted at the discretion of the Executive Committee.
- g. At the conclusion of sectional play, the winner of each section shall proceed to the playoffs which are played on a knock-out basis.

2. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of any match shall be the first player to score 21 shots subject to a time limit of 2½ hours if three rounds are played on the day, or 3 ½ if only two games are played on the day, except in the finals, which will have no time limit.
- c. Should a game not be completed in the allowed time, the score at the completion of the end being played at the limit shall determine the winner. If the scores are equal at that stage one extra end shall be played to determine the winner.

3. Trophies and Prizes

Men's Winner	You Magazine Trophy, Lapel Badge, Prize
Men's Runner-up	Prize
Men's Semi Finalists	Prizes
Ladies' Winner	WC Foster Tyro Trophy, Lapel Badge, Prize
Ladies' Runner-up	J Peacock & B Russel Cup, Prize
Ladies' Semi Finalists	Prizes

F. Pairs Championships (Men and Ladies)

1. Entries and Structure

- a. These championships are played separately according to gender and are open to any number of teams of two players and one reserve of the same gender who shall all be members of the same Club.
- b. Teams shall be drawn into sections of four or three teams and play on a league basis.
- c. If, in the final round of league play, there are games the result of which will not affect the sub-section result, the teams concerned may choose not to play the last round if both skips agree and providing the Duty Officer is notified.
- d. Only one replacement in any pair's entry shall be permitted before play commences in the first round.
- e. A reserve may be registered prior to the start of any round they are required to play.
- f. If, after the draw has been issued and before sectional play has started, two teams from the same Club must withdraw because each team has a player unavailable, the remaining players may play together on condition that the District office is first notified. The District office will decide in which section the new team will compete.
- g. At the conclusion of league play teams winning their sections will progress to the playoffs which are played on a knock-out basis.

2. Format of Play

- a. The format of play in each game will be ~~Four~~ three bowl Pairs.
- b. During sectional play matches will be ~~15-18~~ ends.
- c. Depending on the number of entries, the number of ends to be played in the first playoff rounds may be determined by the Executive.
- d. The number of ends to be played from the Quarterfinals onwards will be 21.
- e. In the event of a tie during the knock-out phase, an extra end or ends shall be played to determine the winner.

3. Inclement Weather

- a. In the case of inclement weather during league play, ~~11-12~~ ends will constitute a game.
- b. If all the rounds cannot be completed, the games played shall be considered as having completed the rounds of league play and the sub-section winners will proceed to the playoffs.

4. Trophies and Prizes

Men's Winner	Crawford Cup, Lapel Badge, Prize
Men's Runner-up	Dave Gorvy Cup, Prize
Men's Semi Finalists	Prizes
Ladies' Winner	Balgay Trophy, Lapel Badge, Prize
Ladies' Runner-up	G Noll & E Wonnacott Cup, Prize
Ladies' Semi Finalists	Prize

G. Mixed Pairs Championships

1. Entries and Structure

- a. These championships are with teams consisting of one player of each gender who shall all be members of the same Club.
- b. Teams shall be drawn into sections of four or three teams and will play on a league basis.
- c. If, in the final round of league play, there are games the result of which will not affect the sub-section result, the teams concerned may choose not to play the last round if both skips agree and providing the Duty Officer is notified.
- d. Only one replacement in any pair's entry shall be permitted before play commences in the first round.
- e. One reserve of each gender may be registered prior to the start of any round in which they are to play.
- f. If, after the draw has been issued, but before the sectional play has started, two teams from the same Club must withdraw because each team has a player unavailable, the remaining players may play together on condition that the District office is first notified. The District office will decide in which section the new team will compete.
- g. At the conclusion of league play teams winning their sections will progress to the playoffs which are played on a knock-out basis.

2. Format of Play

- a. The format of play in each game will be 3-bowl Pairs.
- b. During sectional play matches will be 18 ends.
- c. Depending on the number of entries received, the number of ends to be played in the playoff rounds may be determined by the Executive.
- d. Subject to c above, the number of ends to be played from the Quarterfinals onwards will be 21.
- e. In the event of a tie during the knock-out phase, an extra end or ends shall be played to determine the winner.

3. Inclement Weather

In the case of inclement weather during league play, 12 ends will constitute a game. If all the rounds cannot be completed, the games played shall be considered as having completed the rounds of league play and the sub-section winners will proceed to the playoffs.

4. National Tournament

- a. The winners of this Championship shall represent the District in the immediate next South African Mixed Pairs Championships, if such an event is staged.
- b. The Executive shall at its discretion decide, in lieu of awarding a prize to the winning pair, to pay all or part of the travel and accommodation costs of the winning pair to participate in the South African Mixed Pairs Championships. In the event of any monies paid by Bowls SA for travel and accommodation such monies shall accrue to the District.
- c. At the discretion of Bowls SA, the second placed pair (runners-up) may also qualify to represent the District at the immediate next South African Mixed Pairs Championships, in which case the provisions above shall apply.

5. Trophies and Prizes

Winner	Molly Bailey Trophy, Lapel Badge, Prize
Runner-up	Charles Stephenson Cup, Prize
Semi Finalists	Prizes

H. Triples Championship (Men & Ladies)

1. Entries and Structure

- a. These championships are played separately according to gender and are open to any number of teams of three players and one reserve of the same gender from the same Club.
- b. Teams shall be drawn into sections of four or three teams and will play on a league basis.
- c. If, in the final round of league play, there are games the result of which will not affect the sub-section result, the teams concerned may choose not to play the last round if both skips agree and providing that the Duty Officer is notified.
- d. At the conclusion of league play teams winning their sections will progress to the section playoff.

2. Format of Play

- a. The format of play in each game will be 3 2-bowl Triples.
- b. During sectional play matches will be 14 18 ends.
- c. Depending on the number of entries received, the number of ends to be played in the first playoff rounds may be determined by the Executive.
- d. The subsequent playoffs rounds will be 18-21 ends as specified by the competition secretary.
- e. In the event of a tie during the knock-out phase, an extra end or ends shall be played to determine the winner.

3. Inclement Weather

In the case of inclement weather during league play, 12 ends will constitute a game. If all the rounds cannot be completed, the games played shall be considered as having completed the rounds of league play and the sub-section winners will proceed to the playoffs. In the case of a playoff game of 21 ends being stopped due to inclement weather and cannot continue at a later time, 14 ends will constitute a game.

4. Trophies and Prizes

Men's Winner	Oliver Humphries Cup, Lapel Badge, Prize
Men's Runner-up	Bill Fairey Cup, Prize
Men's Semi Finalists	Prizes
Ladies' Winner	Robins/Holwil Trophy, Lapel Badge, Prize
Ladies' Runner-up	Bilaud Trophy, Prize
Ladie's Semi Finalists	Prizes

Badges will be awarded to members of the winning team who have played four or more matches.

I. Fours Championship (Men & Ladies)

1. Entries and Structure

- a. This championship shall be open to any number of teams of four players and one reserve of the same gender from the same Club.
- b. Teams shall be drawn into sections of four or three teams and will play on a league basis.
- c. If, in the final round of league play, there are games the result of which will not affect the sub-section result, the teams concerned may choose not to play the last round if both skips agree and providing that the Duty Officer is notified.
- d. At the conclusion of league play teams winning their sections will progress to the section playoff.

2. Format of Play

- a. The format of play in each game will be 2-bowl Fours.
- b. During sectional play matches will be 15 ends.
- c. The number of ends to be played in the playoff rounds may be determined by the Executive.
- d. The number of ends to be played from the Quarterfinals onwards will be 21.
- e. In the event of a tie during the knock-out phase, an extra end or ends shall be played to determine the winner.

3. Inclement Weather

- a. In the case of inclement weather during rounds 1 to 6, 11 ends will constitute a game.
- b. If all the rounds cannot be completed, the games played shall be considered as having completed the rounds of play and the sub-section winners will proceed to the playoffs.

4. Trophies and Prizes

Men's Winner	Hector Vallance Cup, Lapel Badge, Prize
Men's Runner-up	Nick Carter Cup, Prize
Men's Semi Finalists	Prizes
Ladies' Winner	Claredon Cup, Lapel Badge, Prize
Ladies' Runner-up	Dan Hurley Trophy, Prize
Ladies' Semi Finalists	Prizes

Badges will be awarded to members of the winning team who have played four or more matches.

J. Singles Champion of Champions (Men & Ladies)

1. Entries and Structure

- a. These championships are played separately according to gender.
- b. Entries are open to the player who has won the current season's singles championship of their club.
- c. Any player who has participated in the singles championship of more than one WPB affiliated club shall not be eligible.
- d. If the singles champion of a club is not available to participate in this championship, no replacement is permitted.
- e. Players shall be drawn into sections and play shall be on a knock-out basis.
- f. Players may be required to play three matches per day.
- g. The losing player after each round may be required to mark in the next round.

2. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of any match shall be the first player to score 21 shots subject to a time limit of 2½ hours except in the finals.
- c. Should a game not be completed in 2½ hours the score at the completion of the end being played at the 2½ hour limit shall determine the winner. If the scores are equal at that stage one extra end shall be played to determine the winner. There will be no time limit for the finals.

3. Trophies and Prizes

Men's Winner	Bill Macey Cup, Lapel Badge, Prize
Men's Runner-up	Bob Stirrat Cup, Prize
Men's Semi Finalists	Prizes
Ladies' Winner	James Littler Silver Tray, Lapel Badge, Prize
Ladies' Runner-up	Rita Kinsman Shield
Ladies' Semi Finalists	Prizes

K. Novice Singles Champion of Champions (Men & Ladies)

1. Entries and Structure

- a. These championships are played separately according to gender.
- b. Entries are open to the player who has won the current season's novice singles championship of their club.
- c. Any player who has participated in the novice singles championship of more than one WPB affiliated club shall not be eligible.
- d. The player must qualify as a Novice bowler as at the start of the Club's Novice Singles competition and meet all the other requirements of clause A.5 of the Conditions of Play for WP Competitions. If the novice singles champion of a club is not available to participate in this championship, no replacement is permitted.
- e. Players shall be drawn into sections and play shall be on a knock-out basis.
- f. Players may be required to play three matches per day.

2. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of any match shall be the first player to score 21 shots subject to a time limit of 2½ hours except in the finals.
- c. Should a game not be completed in 2½ hours the score at the completion of the end being played at the 2½ hour limit shall determine the winner. If the scores are equal at that stage one extra end shall be played to determine the winner.

3. Trophies and Prizes

Men's Winner	Trophy, Lapel Badge, Prize
Men's Runner-up	Prize
Men's Semi Finalists	Prizes
Ladies' Winner	Trophy, Lapel Badge, Prize
Ladies' Runner-up	Prize
Ladies' Semi Finalists	Prizes

L. Veterans Singles Champion of Champions (Men & Ladies)

4. Entries and Structure

- a. These championships are played separately according to gender.
- b. Entries are open to the player who has won the current season's veterans singles championship of their club.
- c. Any player who has participated in the veterans singles championship of more than one WPB affiliated club shall not be eligible.
- d. Players shall be drawn into sections and play shall be on a knock-out basis.
- e. Players may be required to play three matches per day.

5. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of any match shall be the first player to score 21 shots subject to a time limit of 2½ hours except in the finals.
- c. Should a game not be completed in 2½ hours the score at the completion of the end being played at the 2½ hour limit shall determine the winner. If the scores are equal at that stage one extra end shall be played to determine the winner.

6. Trophies and Prizes

Men's Winner	Trophy, Lapel Badge, Prize
Men's Runner-up	Prize
Men's Semi Finalists	Prizes

Ladies Winner	Trophy, Lapel Badge, Prize
Ladies Runner-up	Prize
Ladies Semi Finalists	Prizes

M. Pro-10 Pairs

1. Entries and Structure

- a. There are no gender requirements or restrictions for this championship and each team may contain any gender mix.
- b. The first rounds of sectional play in this competition will be zoned to limit the impact of traffic on players. Teams can enter in any zone of their choice. Zoning may be adjusted, or zones combined depending on the number of entries received per zone.
- c. Teams shall be drawn into sections of four and will play on a league basis.
- d. Depending on the number of entries, section winners will move to the next round of sectional play.
- e. Play will be on a Tuesday evening. Three games will be played each evening, starting at 18:00, 19:00 and 20:00.
- f. No trial ends will be played.
- g. A time limit of 50 minutes per game will apply. Ends not completed will be scored 5 points to each team.
- h. For all burnt ends, the jack will be placed on the centre line two metre mark and play continues.
- i. One reserve may be specified per team but must appear on the club entry form for the competition. No other reserves will be permitted once the competition has started. Teams that are not able to play will be withdrawn from the competition.

2. Format of Play

- a. The format of play in each game will be 2-bowl Pairs.
- b. Scoring on each end shall be on a 4-3-2-1 basis, with the bowl nearest the jack scoring 4 points, the second closest 3 points, the third closest 2 points and the fourth closest 1 point.
- c. The team with the bowl closest to the jack shall take the mat on the next end.
- d. All games shall be played over 10 ends.
- e. Section winners will be the team that scores the most total points over all games played.

3. Trophies and Prizes

Winner	WP Pro-10 Pairs Trophy, Lapel Badge, Prize
Runner-up	Prize
Semi Finalists	Prizes

N. Midweek Competition

1. Entries and Structure

- a. There are no gender requirements or restrictions for this championship and each team may contain any gender mix
- b. This competition shall be open to any number of teams of four players, who need not be members of the same Club but who should either be similarly dressed, or each wear their own registered Club shirt.
- c. A maximum of eight players may be used by a team during the competition, provided such player has not played in another team in the same competition.
- d. The entries shall be drawn into sections of eight or seven teams, with the sections being zoned on a geographic basis. The exact nature of the zoning will be dependent on the entries received and will be at the discretion of the Executive.
- e. The draw for the sectional play-offs shall be done by the Executive.
- f. Sectional play offs shall be on a knockout basis. In the event of a tie after the twenty-first end, an extra end or ends shall be played to determine the result.
- g. Skips should record all results of league play on their own copies of the draw chart and to submit this, with the scorecard for the final round of league play to the District office if, in the opinion of the skip, they are outright or joint section winners.
- h. All teams finishing at the top of their respective sections at the conclusion of league play with equal points will go forward to the sectional play-offs.

4. Format of Play

- a. The format of play in each game will be 2-bowl Fours.
- b. All games shall be played over 21 ends.
- c. There will be no time limits for Midweek League games.

2. Inclement Weather

In the event of inclement weather during league play, 15 ends shall constitute a game.

3. Trophies and Prizes

Winner	Pinn Cup, Prize
Runner-up	Charles Scott Cup, Prize
Semi Finalists	Prizes

O. Masters – Open, Veteran & Invitational Singles Championships (Men & Ladies)

1. Entries and Structure

- a. An equal number of players of each gender shall be invited to participate in the championships. The selection shall be made by the current Selection Committees and be approved by the Executive.
- b. The players shall be allocated, at the discretion of the Executive, into two sections.
- c. Play within each section shall be on the league basis.
- d. The winners of each section shall play each other to determine a winner and runner-up for the championship.
- e. The Executive shall have the right to curtail the number of rounds and to determine the section winners and runners-up on a lesser number of rounds in the event of inclement weather or any other valid reason.

2. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of each match shall be the player first scoring 21 shots. No shots in excess will be recorded.
- c. Three game points will be awarded for each game won.
- d. The winners of the section shall be decided as follows
 - Highest number of game points scored
 - Shot Aggregate (Total shots for minus total shots against)
 - Shot percentage (Total shots for divided by total shots against).
 - If game points, shot aggregate and shot percentage are equal, the winner of the game between the two players during section play.
 - If there are 3 or more players with equal number of points, shot aggregate, shot percentage then there will be a 1 end tie break end between the players involved. Toss to decide who plays first, second, third. (1 trial end, 2 bowls each)
- e. The section winners will play-off to determine the Gold and Silver medal winners. The section runners-up will each receive a Bronze medal.

3. Trophies and Prizes

Open Men's Winner	Keith Thomson Trophy, Lapel Badge, Prize
Open Men's Runner-up	Prize
Open Men's Third place	Prize
Open Ladies' Winner	Godfrey Donaldson Cup, Lapel Badge, Prize
Open Ladies' Runner-up	Prize
Open Ladies' Third Place	Prize
Veteran Men's Winner	Allan Roberts Cup, Lapel Badge, Prize
Veteran Men's Runner-up	Prize
Veteran Men's Third place	Prize
Veteran Ladies' Winner	Annette Gerber Cup, Lapel Badge, Prize
Veteran Ladies' Runner-up	Prize
Veteran Ladies' Third place	Prize
Invitational Men's Winner	Bessie Bosman Cup, Lapel Badge, Prize
Invitational Men's Runner-up	Prize
Invitational Men's Third place	Prize

Invitational Ladies' Winner
Invitational Ladies' Runner-up
Invitational Ladies' Third place

Bessie Bosman Cup, Lapel Badge, Prize
Prize
Prize

P: WP Premier Challenge (New Premier Format).

1. All sides that have completed the Premier League Flag and Muter season, will play in this new tournament. Men and Ladies in separate tournaments running at the same time.
2. Teams will be split into two sections of ten teams with one team from each club in each section. Each team of FOUR members, compete on their own against the rest of the field. Once the teams have been declared, players cannot be moved from one team to another for the same club, or to a team of another club in the same competition.
3. Teams may appoint a manager.
4. Format will be two bowl TRIPS, whilst using all four players for all games. In each team and for each game, all four players must be utilized. Each player must play at least one set of five ends in the game.
5. Before the start of each set, players can be swapped out for another player and/or may change positions in the team. Play must not be delayed to do these changes.
6. Sectional play will be four games per day and the final playoffs will be on the third day.
7. Play will be round robin / league structure within the sections, with the section winners playing a final for the Premier Challenge title. Section runners up will play a final for the third and fourth place overall. The prize giving will follow after completion of both final matches.
8. League games will be fifteen ends in three sets of five.
9. Each team will have the opportunity to call one Power End per game.
 - a. The Power End must be declared by the skip to the opponent skip before the first bowl is rolled in the end and ensure that all players are aware of this decision.
 - b. Both teams can call the Power End on the same end if they so wish.
 - c. In the Power End, any shots scored by the team that called the Power End, will be doubled.
 - d. Power Ends not called in a game is forfeited and cannot be carried over to the next game.
10. Scoring will be two points for winning a set, plus four for winning the game. For pealed sets and games in league play the points will be shared.
11. Bonus points can be earned as follows:
 - a. One bonus point for winning a set by 5 shots or more;
 - b. One bonus point for losing a set with 1 shot;
 - c. One more bonus point for winning the game with 10 shots or more;
 - d. One more bonus point for losing the game with 3 shots or less.
12. The team that won the previous end can decide whether to keep the mat or give it away to the opponents. The team placing the mat will play first.
13. The JACK will not be rolled, but will be placed by the team that will place the mat and play first. It must be placed anywhere between (and including) the two meter and the four meter from the front ditch spots.
14. The mat must be placed on the center line and to ensure conformance to the Laws requiring a minimum distance of 23 meters from the front of the mat to the nearest part of the Jack, as well as minimum two meters from the rear ditch.
15. For any burnt or dead ends, the jack will be placed on the two meter mark and the play (or measuring) continued.
16. All games will have a time limit of 2 hours. There will be no time limit on games in the finals.

17. There will be no trial ends and all shots to count on the first end. Players can roll up on the rink to be used before the start time of the game, allowing equal access and opportunity to all players from both teams.
18. At the start of the day, all players must attend the announcements and handing out of cards, which will be done 20 minutes before the official start of play.
19. In the final playoffs, the same format will be used. If the **game is drawn**, a one end tie breaker will be played as follows:
 - a. The skips will toss with a coin before the start of the tie breaker. The winner of the toss can decide whether to keep the Jack and Mat, or give it away to the opponent. The opponent cannot refuse to take the Jack and Mat.
 - b. The tie break format will be **two bowl FOURS** with all team members playing.
 - c. For the tie break end only, each team has one opportunity to nominate to kill the end if they so wish. Nomination to kill must be declared by the skip to the opponent skip before the bowl is played. If nominated and the end is burnt, the end will be replayed in the same direction, unless agreed by both skips. If a kill is nominated, but the end is not burnt, the team loses the right to nominate a kill. If an end is burnt, not having been nominated for a kill, the jack will be placed on the 2 meter spot and play continued.
 - d. The team holding shot after all bowls have been played, wins the match. If a "NO SHOT" is decided by the umpire, another tie breaker end will be played starting with another toss of a coin.

P. Masters - Junior Under 18 (Boys & Girls) and Under 35 (Men & Ladies) Singles

1. Entries and Structure

- a. At the discretion of the Executive, the Junior Masters groups may be reconsidered at any time and/or these competitions may be held for invited players of either gender. Final decision by WP Executive will follow in due course.
- b. The players shall be drawn or allocated, at the discretion of the Executive, into two sections and play within each section shall be on a league basis.
- c. The winners of each section shall play each other to determine the winner and runner-up for the championship.
- d. The Executive shall have the right to curtail the number of rounds and to determine the section winners and runners-up on a lesser number of rounds in the event of inclement weather or any other valid reason.

2. Format of Play

- a. The format of play in each game will be 4-bowl Singles.
- b. The winner of each match shall be the player first scoring 21 shots. No shots in excess will be recorded.
- c. Three game points will be awarded for each game won.
- d. The winners of the section shall be decided as follows
- e. Highest number of game points scored
- f. Shot Aggregate (Total shots for minus total shots against)
- g. Shot percentage (Total shots for divided by total shots against).
- h. If game points, shot aggregate and shot percentage are equal, the winner of the game between the two players during section play.

- i. If there are 3 or more players with equal number of points, shot aggregate, shot percentage then there will be a 1 end tie break end between the players involved. Toss to decide who plays first, second, third. (1 trial end, 2 bowls each)
- j. The section winners will play-off to determine the Gold and Silver medal winners. The section runners-up will each receive a Bronze medal.

3. Trophies and Prizes

Under 18 Boy's Winner	Trophy, Medal, Lapel Badge, Prize
Under 18 Boy's Runner-up	Medal, Prize
Under 18 Boy's Semi Finalists	Medals, Prizes
Under 18 Girl's Winner	Trophy, Medal, Lapel Badge, Prize
Under 18 Girl's Runner-up	Medal, Prize
Under 18 Girl's Semi Finalists	Medals, Prizes
Under 35 Men's Winner	Trophy, Medal, Lapel Badge, Prize
Under 35 Men's Runner-up	Medal, Prize
Under 35 Men's Semi Finalists	Medals, Prizes
Under 35 Ladies' Winner	Trophy, Medal, Lapel Badge, Prize
Under 35 Ladies' Runner-up	Medal, Prize
Under 35 Ladies' Semi Finalists	Medals, Prizes

Q. Executive Trophy (Ladies)

1. This trophy is awarded annually to the member club which achieves the highest overall results in the following ladies' championships or competitions:
 - a. Fours Championship,
 - b. Triples Championship,
 - c. Pairs Championship,
 - d. Singles Championship (Open, Veteran and Novice),
 - e. Muter Championship,
 - f. Premier Challenge,
 - g. Singles Champion of Champions (Open, Veteran and Novice),
 - h. Mixed Pairs Championship,
 - i. Fives Championship
2. Any other competition or championship may be incorporated as decided by the Executive from time to time.
3. Points shall be awarded by the Executive at its sole discretion according to the level of success achieved in each of the above championships or competitions and according to the standard of the championship or competition.
4. In the event of the total points being tied, the trophy shall be shared.
5. Trophies and Prizes

Winner Executive Trophy

R. John Edwards Trophy (Men)

1. This trophy is awarded annually to the member club which achieves the highest overall results in the following men's championships or competitions:
 - a. Fours Championship,
 - b. Triples Championship,
 - c. Pairs Championship,
 - d. Singles Championship (Open, Veteran and Novice)
 - e. Flag Championship,
 - f. Premier Challenge,
 - g. Singles Champion of Champions (Open, Veteran and Novice),
 - h. Mixed Pairs Championship,
 - i. Fives Championship
2. Any other competition or championship may be incorporated as decided by the Executive from time to time.
3. Points shall be awarded by the Executive at its sole discretion according to the level of success achieved in each of the above championships or competitions and according to the standard of the championship or competition.
4. In the event of the total points being tied, the trophy shall be shared.
5. Trophies and Prizes

Winner John Edwards Trophy

S. Douglas-Gibbs Trophy (Combined Men and Ladies)

- T. This trophy is awarded annually to the member club which achieves the highest overall combined results in the following both men's and ladies' championships or competitions:
- a. Fours Championship,
 - b. Triples Championship,
 - c. Pairs Championship,
 - d. Singles Championship (Open, Veteran and Novice)
 - e. Flag Championship,
 - f. Premier Challenge,
 - g. Singles Champion of Champions (Open, Veteran and Novice),
 - h. Mixed Pairs Championship,
 - i. Fives Championship
- U. Any other competition or championship may be incorporated as decided by the Executive from time to time.
- V. Points shall be awarded by the Executive at its sole discretion according to the level of success achieved in each of the above championships or competitions and according to the standard of the championship or competition.
- W. In the event of the total points being tied, the trophy shall be shared.
- X. Trophies and Prizes

Winner Douglas-Gibbs Trophy