

Almonte Lawn Bowling Club

Two x Four x Eight Open Fours Tournament Rules - June 16, 2026

1. Three 10 End games. Entry Fee \$15/player (\$60 per team). First bowls at 10:00 am Expected time allocation per game is 90 minutes
2. Game 1 match will be determined by drawing cards. Subsequent Games: high vs. high regardless of club affiliations.
3. Game 2 first bowl will be delivered at 1:00 pm. Game 3 first bowls will be delivered at 2:45 pm
4. Each team will select 8 bowls to play. Each player will provide 2 bowls from their set for a total of 8 bowls to be played. If there is a large difference in bowl sizes among team members, the team may elect to use the full sets of 4 bowls from two team members.
5. Definitions: "Home End" is closest to the parking lot. The "Away End" is the end furthest from the parking lot.
6. No Trial Ends. No visits to the Head.
7. First end mat will be determined by a coin toss (winner choice), winning team of the preceding end shall take the mat, roll the Jack and bowl first.
8. In the First end, and all odd numbered ends, the "Second and Vice" (alternating) will deliver all eight bowls FROM the "Home End". (The "Lead and Skips" will remain at the "Away end".)
9. In the Second end, and all even numbered ends, the "Lead and Skips" (alternating) will deliver all eight bowls TO the "Home End". (The "Leads" will remain at the "Home End".)
10. In case of a Frozen Jack or Tied End, one point awarded to each Team. End counted as played.
11. No Dead Ends.
 - a) If the Jack is struck and moved outside the bounds of the rink, the jack is to be placed two metres from the ditch and on the centre line.
 - b) If the Jack is struck and moved into the ditch (within the rink bounds), a marker is to be placed immediately above the Jack's position.
 - c) If the ditched Jack is outside of the rink bounds, the two meter centre line applies (see 11.a)
12. Maximum 15 shots score – additional shots to count as Plus Points.
13. Plus Points scored count in the event of a Tie after the 2nd and 3rd Games. If still tied, total points scored against breaks the tie. If still tied, number of ends won will apply to break the tie.
14. If tied after 10 Ends, play an extra End to decide winner only. Score will not count. Coin toss will determine who will take the mat.
15. Any neutral Skip may act as Umpire.
16. World Bowls rules apply except as listed above.