

# **AUSTRALIAN PAIRS LEAGUES**

**WEDNESDAYS 1.00PM / 4PM**

## **FORMAT AND HOW TO PLAY**

1. Select the **Australian Pairs** scorecard from the box – fill in players details.

### **SET 1**

**TOSS FOR THE JACK** to determine which team plays first.

On the first end, players A and X bowl two bowls each alternately in the normal way.

They then change ends with their partners.

Players B & Y then bowl their 4 bowls alternately.

All players then change ends again.

Players A & X bowl their remaining 2 bowls to complete the end.

**7 ends completes the SET.**

**Re-spots to be used if an end is killed.**

One SET POINT awarded to the team that wins the set.

If a tie after 7 ends **an extra end is played** to determine the winner of the set.

**TOSS FOR THE JACK** to determine which team plays the extra end first.

One **SET POINT** awarded to the team that wins the set.

### **SET 2**

**TOSS FOR THE JACK** to determine which team plays first.

**REPEAT PLAY AS FOR SET 1**

If the **SETS SCORE** is **1-1** after both sets are played, an extra end will be played to determine the winner of the game – an extra point added to the winner of the game extra end.

**TOSS FOR THE JACK** to determine which team plays the extra end first.

So match results could be 2-0 or 2-1.

\* SEE OVER PAGE for Rule for KILLING AN END

### **KILLING AN END**

In the event of the jack being hit off the rink it will be replaced at one of two predefined points (spots) on the rink.

If the jack is hit off the rink to the right, it will be positioned on the right hand predefined point (spot).

If the jack is hit off to the left, it will be positioned on the left hand predefined point (spot)

When the predefined point (spot) is occupied, the jack will be repositioned at the nearest available position along the line between the predefined points (spots) and the centre line of the rink, but not touching an obstructing bowl.

#### **NB:**

**THERE IS NO TIME LIMIT TO THE GAME.**

**BOTH SETS MUST BE PLAYED TO A CONCLUSION**