

AUSSIE PAIRS SEASON 2026/27



PROPOSED DAY: WEDNESDAYS 1.00PM / 4PM

FORMAT:

Australian Pairs Rules apply. (As stipulated by the Indoor Committee)

Two sets of 7 ends.

If a tie after 7 ends an extra end is played to determine the winner of the set. 1 point awarded.

This applies to both sets.

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

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

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

We envisage the games should end within the two and half hours of the session limits.

TEAM ENTRY NUMBERS: Maximum 16 teams –

Maximum of 2 to 4 players in each squad.

Further queries :-

Contact: [Steve Lewis \(League Fixtures Secretary\)](#)

AUSSIE PAIRS SIGN UP SHEET

WEDNESDAYS 1.00PM / 4PM

| SIGN UP BELOW | |
|----------------------|--------------------|
| TEAM CAPTAIN | |
| 1. | S Lewis |
| 2. | A Barry |
| 3. | U Welsh |
| 4. | B Pike |
| 5. | D Anderson |
| 6. | I Ralph |
| 7. | G Alldridge |
| 8. | P Barsdell |
| 9. | B Gilbert |
| 10. | R Pinnell |

| RESERVE LIST | |
|---------------------|--|
| 11. | P Swinfield |
| 12. | C Rolf <i>(Prefers 4pm)</i> |
| 13. | J Garrett <i>(Prefers 1pm)</i> |
| 14. | J Redpath <i>(Prefers 4pm)</i> |
| 15. | |
| 16. | |

NB – If we achieve 16 team entries we will run TWO Leagues

LEAGUE “A” – 1pm - 3.30pm Entries 1 - 8

LEAGUE “B” - 4pm – 6.30pm Entries 9 - 16

If not, ONE League will run consisting of the first 10 teams that entered.

AUSTRALIAN PAIRS LEAGUE 2026/27

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.