

The
GEORGE SOLLY
BOOK of
LAWN BOWLS
DRAW

INDEX OF CONTENTS

SUBJECT	PAGES
Index	2
Doing a Draw (22 types)	3 to 11
Box Draw Charts	12 to 18
One Day Tournament Draws	19
Section Play Draws	20 to 32
Section Play Draw Sheet	33
Section Play Alternative	34
Post Section (One Life) Charts	35 to 43
Graded Fours Draws	44 to 46
Round Robin Draws	47 to 49
Automatic Twp Life Draws	50 to 54
Two Life Butterfly Draw	55
Multi Round Draws	56
Classic Draws	57 to 63
Interclub Draws	64 to 71
Target Bowls	72 to 73
Ladder Challenges	74 to 75
Superfours Bowls	76 to 77
Condition of Play, etc	78 to 81
Match Committee Duties	82

D O I N G A D R A W

During a bowling season, most match committees will be called on to organise many different types of draws for their club activities. Set out on the following pages are those draws and the suggested ways of dealing with them.

They are:-

1. BOX DRAW
2. MIXED BOX DRAW
3. ONE DAY OPEN TOURNAMENT
4. TWO DAY OPEN TOURNAMENT
5. CLASSIC OPEN TOURNAMENT
6. EXTENDED OPEN TOURNAMENT
7. PROGRESSIVE TOURNAMENT
8. MINI TOURNAMENT
9. INTERCLUB COMPETITION
10. CLUB COMPETITIONS
11. SECTION PLAY
12. POST SECTION PLAY
13. AUTOMATIC TWO LIFE SYSTEM
14. ONE LIFE SYSTEM
15. TWO LIFE BUTTERFLY SYSTEM
16. ROUND ROBIN DRAW
17. SIX ROUND BOX DRAW (GRADED FOURS)
18. CONSOLATION EVENTS
19. CONSISTENCY EVENTS
20. LADDER CHALLENGES
21. TARGET BOWLS
22. SUPERFOURS BOWLS

These draws are now explained in detail:-

1. BOX DRAW

A Box Draw is a system used to arrange a roll up for club members on an organised basis. It is not a competition, but purely a social occasion.

1. Sort out and total the discs for each grade, and the grand total of players.
2. Refer to the Box Draw Chart (pages 12 to 18) for the number of players, rinks, etc., and whether playing fours, triples, pairs, etc.
3. Balance the gradings as per the chart.
4. Place the discs back in the box (or face down on the table).
5. Proceed with the draw, taking in turn a skip, third, second, and lead, until all used, placing them in the disc-holders as they are drawn out.

Example: Say the entry is 10 skips, 9 thirds, 13 seconds, 16 leads, a total of 48. The Chart shows 6 games of fours (or 8 games of triples). If fours, require 12 of each grade, therefore move 2 star thirds to skip, 5 star seconds to third, 4 star leads to second. If choosing triples, require 16 of each grade (no seconds) - move 6 thirds to skip, 13 seconds to third, and leave leads as is. Then proceed with the draw as in 4 and 5 above.

2.**MIXED BOX DRAW**

A Mixed Box Draw is also a roll up social occasion and is dealt with in a similar manner to a Box Draw.

1. Sort out and total the discs for each grade, and the grand total of players.
2. Refer to Box Draw Chart (pages 12 to 18) for the number of players, rinks, etc., and whether playing fours, triples, pairs, etc.
3. Balance the gradings as per the Chart.
4. Determine the number of men and women, and work out how many of each sex for each game.
5. Leave the discs face up on the table and proceed with the draw, taking the discs in turn and placing them in the disc-holders.
(NOTE WELL: draw by sex - not by name).

Example: The draw of 48 has 30 men and 18 women. If playing 6 games of fours, each game would have 5 men and 3 women. If playing 8 games of triples, suggest 6 games of 4 men and 2 women, and 2 games of 3 men and 3 women.

AVOID IF POSSIBLE ANY GAMES WITH 1 PLAYER ONLY OF 1 SEX.

3.**ONE DAY OPEN TOURNAMENT**

There are several options when doing a draw for Open Tournaments. First total the entries and refer to Chart (page 19) to find the number of greens and rinks required.

OPTION 1 Number the entries as received, and draw them out one by one, and write the names (skips only) in descending order on the tournament boards, taking no notice of where the teams come from. This is called an "open draw" but this method is not normally used, as visiting teams from the same Clubs prefer not to play against each other if possible.

OPTION 2 The One Day Tournament Draw Chart provides for the teams with odd numbers to play teams with even numbers, except for 8 team section and the alternative 18 team draw. Proceed with the draw as in Option 1 but when you draw a second or subsequent team from the same visiting Club, make sure they are placed on the same side of the draw, i.e. all on odd numbers or all on even numbers. This system may seem to be cumbersome, but it works.

OPTION 3 This is probably the preferred way. Divide the entries into Clubs, then allocate evenly the entries for each Club to each green being used.

Example: There are 42 entries (12 Rotorua East [Host], 6 Rotorua West, 6 Arawa 5 Rotorua, 4 Ngongotaha, 3 Reporoa, 6 single clubs). 3 greens are required (3 of 14). Draw the 6 West teams spreading them (2 in each section on the even numbers), repeat with Arawa (2 in each section on odd numbers), then Rotorua (2-1-2) on odds or evens, Ngongotaha (1-2-1) on opposite side, Reporoa (1-1-1) on odds or evens, then the visiting single clubs (2-2-2) on either side. Finally draw the Rotorua East teams filling in the gaps in each section. With this draw, most teams will play against teams from several Clubs.

Here again there are several options when doing a draw for Two Day Open Tournaments.

Option 1 Play 6 games of say 1 1/2 hours (4 games on 1st day and 2 games on morning of 2nd day). Qualifiers are those teams with 4, 5, or 6 wins. Qualifiers then play off sudden death on the afternoon of the 2nd day to find the winners, etc. For qualifying purposes use the 6 round draw as for extended tournaments (page 56). With this option, however, the play off games on the afternoon of the 2nd day can be rather short to find the winners, etc., and also it does not provide bowls for the non-qualifiers unless you run a shortened consolation tournament in the afternoon.

Option 2 Divide the entries into sections of four and play a round robin of 3 games on the 1st day. For round robin draw see page 47. Section winners play off sudden death on the 2nd day, while 2nd, 3rd, and 4th teams play off in the same fashion against the same place getters in the other sections. (Placings in the section determined by:-

- (a) most wins,
- (b) if equal, best points differential,
- (c) if still equal, most ends won.

The drawback with this option is that entries must be in multiples of four; and also 2nd day sudden death eliminates half the field after the first game. This option can be varied by playing each section (or green) as a separate tournament and playing the 2nd day as another round robin with the 4 winners, 4 seconds, 4 thirds, 4 fourths playing right through the day. This, however, can only be done if the entries are in multiples of 16, and it would require a large number of prizes.

Option 3 This is probably the preferred draw. Draw the teams into sections for the 1st day using the system under option 3 for one day tournaments. Play 4 games of 1 1/2 hours on the 1st day and divide the teams into the same number of sections for the 2nd day according to their wins, etc. Use the appropriate one day tournament draw (odds v evens) for both days. A further 4 games of 1 1/2 hours are played on the 2nd day. Winners are found by:-

- (a) most wins,
- (b) if equal, best points differential,
- (c) if still equal, most ends won.

Example 32 entries (2 greens of 16). For 2nd day, place top 16 teams (according to wins, etc.) in section 1, and 2nd 16 teams in section 2. For each section conduct a straight open draw.

If 42 entries (3 greens of 14), for 2nd day, place top 14 teams in section 1, next 14 teams in section 2, and last 14 in section 3. For each section conduct a straight open draw.

5 CLASSIC OPEN TOURNAMENT

This has become a very popular style of tournament whereby teams of four players enter and play in turn, singles and triples, two pairs, and fours according to a pre-determined draw. It can be played as a one day event, or more effectively, as a two day tournament. Entries are limited to the number of teams that can be accommodated for the draw being used.

There are numerous alternatives according to the greens available that can be used:-

1. 1 Green 2 days - 16 Teams
2. 2 Greens 2 days - 16 Teams
3. 2 Greens 2 days - 20 Teams
4. 2 Greens 2 days - 32 Teams
5. 3 Greens 2 days - 24 Teams
6. 3 Greens 2 days - 32 Teams

(For actual draws and suggested Conditions of Play, see pages 57-63)

It is recommended that the winners be found by allocating points for each game; e.g. Singles - 4 points; Pairs - 5 points; Triples - 6 points; and Fours - 10 points; in the event of a draw, each team scores half the points. The team with the most match points will naturally become the winner, taking into account if equal, then the best points differential, and then ends won. Playing times, number of ends (or shots), can be varied according to the total time available.

6 EXTENDED OPEN TOURNAMENT

These tournaments are played over a set number of days with qualifying play on the first few days, followed by post section for the remaining days.

Option 1: Divide teams into sections appropriate to the entries and play 6, 8, or 9 games (2 or 3 games per day) for 2, 3, or 4 days. To qualify, teams need 4 or 5 wins out of 6 games, 6 out of 8, or 7 out of 9. Post section play for qualifiers is on the sudden death system. A Consolation Tournament for non-qualifiers can also be played at the same time, the most popular being in the form of a One Day Tournament.

Option 2: Divide teams into sections appropriate to the entries and play 6, 8, or 9 games (2 or 3 games per day) for 2, 3, or 4 days. Teams will all qualify for post section play according to their number of wins, and be divided into divisions of equal numbers for post section play on the sudden death system. As an alternative, post section play can be a further series of games for all teams, with the winner being found on the number of wins, points, ends.

Option 3: Similar to Option 2, but in each post section division, play a consolation plate on 2nd day of post section (sudden death) for those teams who lose on 1st day of post section. This gives more games for the majority of competing teams, but requires additional prizes.

(For sample section draws for extended tournaments, see page 56)

7**PROGRESSIVE TOURNAMENT**

These tournaments are ideal for mixing players for a day's (or an afternoon's) play, and are frequently used at the beginning of a season to introduce new members to the existing membership. Sets of cards are available covering 4, 5, 6, 7, or 8 rinks per green playing fours. Each card has a number and for each game it shows the rink and the players that each competitor plays with and against. Unfortunately, to the uninitiated it can be a very confusing exercise until one learns the intricate system of play.

1. Total the entries and balance the draw for the required number of players in each grade.
2. Using the Progressive Cards, issue one to each player according to their grading together with a score-card to record their results.
3. As the players are mixed up for each round played, winners are found individually for each grade, counting wins first, then points scored, then ends won.

8**MINI TOURNAMENT**

These tournaments are conducted over 3 rounds and played in the afternoon of one day. They can be played as Open or Club only, Mixed or otherwise, pairs, triples, or fours, and box drawn or entered teams.

Option 1 If single entry and box drawn:-

Then (a) total the entries and sort into teams as with an ordinary box draw, then

(b) proceed to draw the teams as in a one day tournament using Option 1.

Option 2 If entered teams:-

Then (a) if a Club Tournament proceed to draw the teams as in a one day tournament using Option 1. or

(b) if an Open Tournament proceed to draw the teams as in a one day tournament using one of the 3 options.

9**INTERCLUB COMPETITION**

Most Clubs each season are involved in some form of interclub competitions in their Centre or Area, and while the Club may not be directly involved in organising these events, it may be of interest to cover this aspect of activities by mentioning some of the events that can be played. See pages 64 to 71 for some suggested draws. These, of course, are only a few of the many types of competitions that are played, the combinations can be virtually endless, according to the number of Clubs, time, and facilities available.

All bowling clubs conduct a series of club competitions each season on a traditional basis. These competitions include the usual championship events, the winners of which go on to their Centre champion of champion events in singles, pairs, triples, and fours. In addition, most Clubs also conduct various handicap, veteran, and graded competitions, as well as other special club events for which trophies have been donated by past or present Members, or their families.

The method of play varies from club to club, and also changes according to the event being played. Many clubs still use the Two Life Automatic System, but this is gradually giving way to the section play and post section system with its obvious advantages. The One Life System, Two Life Butterfly Draw, Round Robin, Six Round Play, and One Day Tournament Style, are other ways of conducting club events.

The following clauses explain in detail how these different systems can be organised and conducted.

An increasing number of clubs are now using the section play system for the conducting of club championships followed by post section play for the qualifiers to determine the winners of their club titles. It provides more games for the Members who are all guaranteed a set number of qualifying games, and yet the number of rounds needed to complete the competition is less than those required under the automatic two life system.

Entries are divided into sections of suitable numbers and they play an arranged number of qualifying rounds. Qualifiers are those who win a certain number of qualifying games, or are section (or joint section) winners. Qualifiers then play post section on the One Life (or sudden death) System. The section play charts on pages 19 to 37 show the draw and rinks required for Four qualifying rounds, but this can be varied if required.

1. Total the entries (say 45)
2. Refer to section play draw charts for number of sections, etc.
(8.8.7.8.6.8 - 6 sections - 3 greens)
3. Using a section play draw sheet (page 33) mark off positions not required.
(sec. 2 No. 9, sec 3 No. 8, sec 4 No. 9, sec 5 No's 7 & 8,
sec 6 No. 9)
4. Either (a) number the entries (1 to 45), or
(b) using the member's discs in a box,

draw them out one by one filling the names in on the draw chart
in ascending order, i.e. start with Sec. 6 No. 8 and finish with
Sec 1 No 1.
5. From this draw sheet, now prepare your tournament chart.

12**POST SECTION PLAY**

Post section play follows section play which is used to find the number of qualifiers to play off for the competition on a one life basis. Note that all byes (if any) are disposed of in the 1st round.

1. Work out the number of qualifiers (say 18)
2. Refer to post section draw chart (pages 35 to 43)
(for 18 competitors, gives 14 byes and 4 to play in 1st round)
3. Rule up post section chart.
4. Either:- (a) number the qualifiers (1 to 18), or
(b) using members discs in a box,

draw them out one by one filling in the names on the chart in ascending order, first 4 out play in 1st round and the rest have byes into the 2nd round.

13**AUTOMATIC TWO LIFE DRAW**

This system of play is fully covered in the 3rd Schedule, Regulation 1, in the Laws of the Game. However, it is worth noting the following important points:-

1. The draw is done in ascending order and placed above a horizontal line on the chart (Reg. 1A)
2. For each round, winners continue above the line in the same order, and losers are carried forward below the line in the same order as they appeared above, and below any remaining one lifers.
3. For play in any round, players are bracketed from the bottom of the chart, with any bye being allocated to the player at the top who has not already had a bye.
4. Any player receiving a bye is placed for the next round at the bottom of the two lifers or one lifers (as the case may be).

NOTES: 1. For sample charts and rink allocations, see pages 50 to 54.

2. For a sample draw, see page 54.

14**ONE LIFE SYSTEM**

As the title implies, this is a system of play where competitors have only one life, i.e. if they lose a game they are out of the competition. The method of play is also covered in the 3rd Schedule, Regulation 2, in the Laws of the Game. The manner of conducting this system of play is the same as explained in No. 12 Post Section Play, and the draw charts on pages 35 to 43 can be used.

15 TWO LIFE BUTTERFLY SYSTEM

This system of play is most suitable when games are played through the season with competitors arranging their own playing times with set dates for each round to be completed. It is virtually two one life systems of play that come together with the winners of each side playing off for the title. If the same player comes through on each side, then he is naturally the winner of the title, and the two beaten finalists from each side would play off for runner up. For sample draw, see page 55.

1. Total the entries (say 28)
2. Refer to Draw Chart on pages 35 to 43.
(shows 24 play 1st round with 4 byes)
3. Draw left side of chart writing names in ascending order, with the last 4 drawn receiving byes into the 2nd round.
4. Then draw right side of chart, once again writing names in ascending order. It is suggested that to avoid competitors receiving byes on both sides, that byes for the right side be drawn first from those names not receiving byes in 1st round on the left side.

16 ROUND ROBIN DRAW

This system of play provides for each competitor to play against all other entries through a series of rounds, the number of rounds depending on the number of competitors; for example, 8 competitors needs 7 rounds, 14 competitors - 13 rounds. Smaller Clubs use this method of play for their club competitions thus providing more play for their Members and getting a true indication of the competitors playing ability against all other competitors. At the end of the round robin, the competitor with the most wins is naturally declared as the winner; and if a tie, then a play off would be necessary.

For a suggested draw and rink numbers, see pages 47 to 49.

17 SIX ROUND DRAW (GRADED FOURS)

This is quite a popular competition conducted by many Clubs, mainly as a box drawn Graded Fours playing six rounds of 15 ends, 3 games each day with no time limit. The winner is the team with the most wins, and in the event of a tie, there would be a play off over 15 ends. For the draw and rink numbers, see pages 44 to 46.

1. Total the entries (say 88 - 18 skips, 22 thirds, 24 seconds, and 24 leads).
2. Refer to Graded Fours Draw on pages 44 to 46.
(88 players equals 22 teams requiring 22 players for each grade)
3. Balance the entries.
(4 thirds to skip, 4 seconds to third, and 2 leads to second).
(Use members discs - the easiest way).
4. Rule up the Chart for 22 teams.
5. Starting with skips, place the discs face down and draw them one by one, writing the names in ascending order on the chart. Repeat with thirds, then seconds, then finally leads.

Where Clubs use the section play system for qualifying for Club Events, many of them also provide for Consolation Events for those competitors who do not qualify for the main event. This event is used for fours and triples mainly, but it is also suitable for pairs and singles if required.

If conducting such a competition it is usually played as a One Day Tournament using Option 1 under No. 3, One Day Tournament.

Consistency Singles is a very good practice game whereby the closest bowl scores 4 points, 2nd 3 points, 3rd 2 points, and 4th 1 point. As the name implies, consistency is the object of the game as there are 10 points available for each end, and any total of points can be set before a practice starts. It can also be played in pairs, triples, or fours.

This system can also be played as a competition, either as a One Life Knockout, or as a multi round tournament.

This is another system of play which can be used to encourage practice competitive play amongst Members. A suitable set of Rules and a sample challenge sheet is shown on pages 74 and 75.

1. The initial starting order on the ladder can be determined by either:-

- (a) the match committee (or grading committee) placing the entries in order of what they consider the competitors playing ability, OR
- (b) drawing by ballot for positions.

2. Also, at the beginning of each new bowling season, the order on the ladder may either:-

- (a) carry on from the previous year (there is provision in the Rules for new members to challenge on the ladder), OR
- (b) start a new ladder order by using either of the systems listed in No. 1.

Target bowls is one of the variations to the games of bowls and is proving quite popular. It is essentially a draw game as points count for bowls that are resting in the target area. It is a very good game for draw practice, but it is also used for tournament play.

A suggested set of Rules for the Game, a description of the targets, and the layout for the green can be found on pages 72 to 73 .

Superfours Bowls is a format introduced as an alternative to existing ways of playing the game of bowls. It has advantages in that it speeds the game up and also involves the players continuously while playing.

For details covering the method of play, etc., see pages 76 & 77.

4 - 36

BOX DRAW CHARTS

NO. OF PLAYERS	FOURS (x 8)	(x 7)	TRIPLES (x 6)	(x 5)	PAIRS (x 4)	RINKS REQD	SKIP	THIRD	SECOND	LEAD
4					1 X 4	1	2			2
5				1 X 5		1	2	1		2
6			1 X 6			1	2	2		2
7		1 X 7				1	2	2	1	2
8	1 X 8					1	2	2	2	2
OR					2 X 4	2	4			4
9				1 X 5	1 X 4	2	4	1		4
10			1 X 6		1 X 4	2	4	2		4
11			1 X 6	1 X 5		2	4	3		4
12			2 X 6			2	4	4		4
OR					3 X 4	3	6			6
13		1 X 7	1 X 6			2	4	4	1	4
14	1 X 8		1 X 6			2	4	4	2	4
15	1 X 8	1 X 7				2	4	4	3	4
16	2 X 8					2	4	4	4	4
OR					4 X 4	4	8			8
17			2 X 6	1 X 5		3	6	5		6
18			3 X 6			3	6	6		6
19		1 X 7	2 X 6			3	6	6	1	6
20	1 X 8		2 X 6			3	6	6	2	6
OR					5 X 4	5	10			10
21	1 X 8	1 X 7	1 X 6			3	6	6	3	6
22	2 X 8		1 X 6			3	6	6	4	6
23	2 X 8	1 X 7				3	6	6	5	6
24	3 X 8					3	6	6	6	6
OR			4 X 6			4	8	8		8
OR					6 X 4	6	12			12
25		1 X 7	3 X 6			4	8	8	1	1
26	1 X 8		3 X 6			4	8	8	2	8
27	1 X 8	1 X 7	1 X 6			4	8	8	3	8
28	2 X 8		2 X 6			4	8	8	4	8
OR					7 X 4	7	14			14
29	2 X 8	1 X 7	1 X 6			4	8	8	5	8
30	3 X 8		1 X 6			4	8	8	6	8
OR			5 X 6			5	10	10		10
31	3 X 8	1 X 7				4	8	8	7	8
32	4 X 8					4	8	8	8	8
OR					8 X 4	8	16			16
33	1 X 8	1 X 7	3 X 6			5	10	10	3	10
34	2 X 8		3 X 6			5	10	10	4	10
35	2 X 8	1 X 7	2 X 6			5	10	10	5	10
36	3 X 8		2 X 6			5	10	10	6	10
OR			6 X 6			6	12	12		12

37 - 59

BOX DRAW CHARTS

NO. OF PLAYERS	FOURS (X 8)	(X 7)	TRIPLES (X 6)	RINKS REQD	SKIP	THIRD	SECOND	LEAD
37	3 X 8	1 X 7	1 X 6	5	10	10	7	10
OR		1 X 7	5 X 6	6	12	12	1	12
38	4 X 8		1 X 6	5	10	10	8	10
OR	1 X 8		5 X 6	6	12	12	2	12
39	4 X 8	1 X 7		5	10	10	9	10
40	5 X 8			5	10	10	10	10
OR	2 X 8		4 X 6	6	12	12	4	12
41	2 X 8	1 X 7	3 X 6	6	12	12	5	12
42	3 X 8		3 X 6	6	12	12	6	12
OR			7 X 6	7	14	14		14
43	3 X 8	1 X 7	2 X 6	6	12	12	7	12
OR		1 X 7	6 X 6	7	14	14	1	14
44	4 X 8		2 X 6	6	12	12	8	12
OR	1 X 8		6 X 6	7	14	14	2	14
45	4 X 8	1 X 7	1 X 6	6	12	12	9	12
OR	1 X 8	1 X 7	5 X 6	7	14	14	3	14
46	5 X 8		1 X 6	6	12	12	10	12
OR	2 X 8		5 X 6	7	14	14	4	14
47	5 X 8	1 X 7		6	12	12	11	12
OR	2 X 8	1 X 7	4 X 6	7	14	14	5	14
48	6 X 8			6	12	12	12	12
OR			8 X 6	8	16	16		16
49	3 X 8	1 X 7	3 X 6	7	14	14	7	14
OR		1 X 7	7 X 6	8	16	16	1	16
50	4 X 8		3 X 6	7	14	14	8	14
OR	1 X 8		7 X 6	8	16	16	2	16
51	4 X 8	1 X 7	2 X 6	7	14	14	9	14
OR	1 X 8	1 X 7	6 X 6	8	16	16	3	16
52	5 X 8		2 X 6	7	14	14	10	14
OR	2 X 8		6 X 6	8	16	16	4	16
53	5 X 8	1 X 7	1 X 6	7	14	14	11	14
OR	2 X 8	1 X 7	5 X 6	8	16	16	5	16
54	6 X 8		1 X 6	7	14	14	12	14
OR			9 X 6	9	18	18		18
55	6 X 8	1 X 7		7	14	14	13	14
OR		1 X 7	8 X 6	9	18	18	1	18
56	7 X 8			7	14	14	14	14
OR	1 X 8		8 X 6	9	18	18	2	18
57	4 X 8	1 X 7	3 X 6	8	16	16	9	16
OR	1 X 8	1 X 7	7 X 6	9	18	18	3	18
58	5 X 8		3 X 6	8	16	16	10	16
OR	2 X 8		7 X 6	9	18	18	4	18
59	5 X 8	1 X 7	2 X 6	8	16	16	11	16
OR	2 X 8	1 X 7	6 X 6	9	18	18	5	18

60 - 81

BOX DRAW CHARTS

NO. OF PLAYERS	FOURS (x 8)	(x 7)	TRIPLES (x 6)	RINKS REQD	SKIP	THIRD	SECOND	LEAD
60	6 X 8		2 X 6	8	16	16	12	16
OR			10 X 6	10	20	20		20
61	6 X 8	1 X 7	1 X 6	8	16	16	13	16
OR		1 X 7	9 X 6	10	20	20	1	20
62	7 X 8		1 X 6	8	16	16	14	16
OR	1 X 8		9 X 6	10	20	20	2	20
63	7 X 8	1 X 7		8	16	16	15	16
OR	1 X 8	1 X 7	8 X 6	10	20	20	3	20
64	8 X 8			8	16	16	16	16
OR	2 X 8		8 X 6	10	20	20	4	20
65	5 X 8	1 X 7	3 X 6	9	18	18	11	18
OR	2 X 8	1 X 7	7 X 6	10	20	20	5	20
66	6 X 8		3 X 6	9	18	18	12	18
OR			11 X 6	11	22	22		22
67	6 X 8	1 X 7	2 X 6	9	18	18	13	18
OR		1 X 7	10 X 6	11	22	22	1	22
68	7 X 8		2 X 6	9	18	18	14	18
OR	1 X 8		10 X 6	11	22	22	2	22
69	7 X 8	1 X 7	1 X 6	9	18	18	15	18
OR	1 X 8	1 X 7	9 X 6	11	22	22	3	22
70	8 X 8		1 X 6	9	18	18	16	18
OR	2 X 8		9 X 6	11	22	22	4	22
71	8 X 8	1 X 7		9	18	18	17	18
OR	2 X 8	1 X 7	8 X 6	11	22	22	5	22
72	9 X 8			9	18	18	18	18
OR			12 X 6	12	24	24		24
73	6 X 8	1 X 7	3 X 6	10	20	20	13	20
OR		1 X 7	11 X 6	12	24	24	1	24
74	7 X 9		3 X 6	10	20	20	14	20
OR	1 X 8		11 X 6	12	24	24	2	24
75	7 X 8	1 X 7	2 X 6	10	20	20	15	20
OR	1 X 8	1 X 7	10 X 6	12	24	24	3	24
76	8 X 8		2 X 6	10	20	20	16	20
OR	2 X 8		10 X 6	12	24	24	4	24
77	8 X 8	1 X 7	1 X 6	10	20	20	17	20
OR	2 X 8	1 X 7	9 X 6	12	24	24	5	24
78	9 X 8		1 X 6	10	20	20	18	20
OR			13 X 6	13	26	26		26
79	9 X 8	1 X 7		10	20	20	19	20
OR		1 X 7	12 X 6	13	26	26	1	26
80	10 X 8			10	20	20	20	20
OR	1 X 8		12 X 6	13	26	26	2	26
81	7 X 8	1 X 7	3 X 6	11	22	22	15	22
OR	1 X 8	1 X 7	11 X 6	13	26	26	3	26

82 - 103

BOX DRAW CHARTS

NO. OF PLAYERS	FOURS (x 8)	(x 7)	TRIPLES (x 6)	RINKS REQD	SKIP	THIRD	SECOND	LEAD
82	8 X 8		3 X 6	11	22	22	16	22
OR	2 X 8		11 X 6	13	26	26	4	26
83	8 X 8	1 X 7	2 X 6	11	22	22	17	22
OR	2 X 8	1 X 7	10 X 6	13	26	26	5	26
84	9 X 8		2 X 6	11	22	22	18	22
OR			14 X 6	14	28	28		28
85	9 X 8	1 X 7	1 X 6	11	22	22	19	22
OR		1 X 7	13 X 6	14	28	28	1	28
86	10 X 8		1 X 6	11	22	22	20	22
OR	1 X 8		13 X 6	14	28	28	2	28
87	10 X 8	1 X 7		11	22	22	21	22
OR	1 X 8	1 X 7	12 X 6	14	28	28	3	28
88	11 X 8			11	22	22	22	22
OR	2 X 8		12 X 6	14	28	28	4	28
89	8 X 8	1 X 7	3 X 6	12	24	24	17	24
OR	2 X 8	1 X 7	11 X 6	14	28	28	5	28
90	9 X 8		3 X 6	12	24	24	18	24
OR			15 X 6	15	30	30		30
91	9 X 8	1 X 7	2 X 6	12	24	24	19	24
OR		1 X 7	14 X 6	15	30	30	1	30
92	10 X 8		2 X 6	12	24	24	20	24
OR	1 X 8		14 X 6	15	30	30	2	30
93	10 X 8	1 X 7	1 X 6	12	24	24	21	24
OR	1 X 8	1 X 7	13 X 6	15	30	30	3	30
94	11 X 8		1 X 6	12	24	24	22	24
OR	2 X 8		13 X 6	15	30	30	4	30
95	11 X 8	1 X 7		12	24	24	23	24
OR	2 X 8	1 X 7	12 X 6	15	30	30	5	30
96	12 X 8			12	24	24	24	24
OR			16 X 6	16	32	32		32
97	9 X 8	1 X 7	3 X 6	13	26	26	19	26
OR		1 X 7	15 X 6	16	32	32	1	32
98	10 X 8		3 X 6	13	26	26	20	26
OR	1 X 8		15 X 6	16	32	32	2	32
99	10 X 8	1 X 7	2 X 6	13	26	26	21	26
OR	1 X 8	1 X 7	14 X 6	16	32	32	3	32
100	11 X 8		2 X 6	13	26	26	22	26
OR	2 X 8		14 X 6	16	32	32	4	32
101	11 X 8	1 X 7	1 X 6	13	26	26	23	26
OR	2 X 8	1 X 7	13 X 6	16	32	32	5	32
102	12 X 8		1 X 6	13	26	26	24	26
OR			17 X 6	17	34	34		34
103	12 X 8	1 X 7		13	26	26	25	26
OR		1 X 7	16 X 6	17	34	34	1	34

104 - 125 BOX DRAW CHARTS

NO. OF PLAYERS	FOURS (x 8)	(x 7)	TRIPLES (x 6)	RINKS REQD	SKIP	THIRD	SECOND	LEAD
104	13 X 8			13	26	26	26	26
OR	1 X 8		16 X 6	17	34	34	2	34
105	10 X 8	1 X 7	3 X 6	14	28	28	21	28
OR	1 X 8	1 X 7	15 X 6	17	34	34	3	34
106	11 X 8		3 X 6	14	28	28	22	28
OR	2 X 8		15 X 6	17	34	34	4	34
107	11 X 8	1 X 7	2 X 6	14	28	28	23	28
OR	2 X 8	1 X 7	14 X 6	17	34	34	5	34
108	12 X 8		2 X 6	14	28	28	24	28
OR			18 X 6	18	36	36		36
109	12 X 8	1 X 7	1 X 6	14	28	28	25	28
OR		1 X 7	17 X 6	18	36	36	1	36
110	13 X 8		1 X 6	14	28	28	26	28
OR	1 X 8		17 X 6	18	36	36	2	36
111	13 X 8	1 X 7		14	28	28	27	28
OR	1 X 8	1 X 7	16 X 6	18	36	36	3	36
112	14 X 8			14	28	28	28	28
OR	2 X 8		16 X 6	18	36	36	4	36
113	11 X 8	1 X 7	3 X 6	15	30	30	23	30
OR	2 X 8	1 X 7	15 X 6	18	36	36	5	36
114	12 X 8		3 X 6	15	30	30	24	30
OR			19 X 6	19	38	38		38
115	12 X 8	1 X 7	2 X 6	15	30	30	25	30
OR		1 X 7	18 X 6	19	38	38	1	38
116	13 X 8		2 X 6	15	30	30	26	30
OR	1 X 8		18 X 6	19	38	38	2	38
117	13 X 8	1 X 7	1 X 6	15	30	30	27	30
OR	1 X 8	1 X 7	17 X 6	19	38	38	3	38
118	14 X 8		1 X 6	15	30	30	28	30
OR	2 X 8		17 X 6	19	38	38	4	38
119	14 X 8	1 X 7		15	30	30	29	30
OR	2 X 8	1 X 7	16 X 6	19	38	38	5	38
120	15 X 8			15	30	30	30	30
OR			20 X 6	20	40	40		40
121	12 X 8	1 X 7	3 X 6	16	32	32	25	32
OR		1 X 7	19 X 6	20	40	40	1	40
122	13 X 8		3 X 6	16	32	32	26	32
OR	1 X 8		19 X 6	20	40	40	2	40
123	13 X 8	1 X 7	2 X 6	16	32	32	27	32
OR	1 X 8	1 X 7	18 X 6	20	40	40	3	40
124	14 X 8		2 X 6	16	32	32	28	32
OR	2 X 8		18 X 6	20	40	40	4	40
125	14 X 8	1 X 7	1 X 6	16	32	32	29	32
OR	2 X 8	1 X 7	17 X 6	20	40	40	5	40

126 - 147 BOX DRAW CHARTS

NO. OF PLAYERS	FOURS (x 8)	(x 7)	TRIPLES (x 6)	RINKS REQD	SKIP	THIRD	SECOND	LEAD
126	15 X 8		1 X 6	16	32	32	30	32
OR			21 X 6	21	42	42		42
127	15 X 8	1 X 7		16	32	32	31	32
OR		1 X 7	20 X 6	21	42	42	1	42
128	16 X 8			16	32	32	32	32
OR	1 X 8		20 X 6	21	42	42	2	42
129	13 X 8	1 X 7	3 X 6	17	34	34	27	34
OR	1 X 8	1 X 7	19 X 6	21	42	42	3	42
130	14 X 8		3 X 6	17	34	34	28	34
OR	2 X 8		19 X 6	21	42	42	4	42
131	14 X 8	1 X 7	2 X 6	17	34	34	29	34
OR	2 X 8	1 X 7	18 X 6	21	42	42	5	42
132	15 X 8		2 X 6	17	34	34	30	34
OR			22 X 6	22	44	44		44
133	15 X 8	1 X 7	1 X 6	17	34	34	31	34
OR		1 X 7	21 X 6	22	44	44	1	44
134	16 X 8		1 X 6	17	34	34	32	34
OR	1 X 8		21 X 6	22	44	44	2	44
135	15 X 8	1 X 7	1 X 6	17	34	34	33	34
OR	1 X 8	1 X 7	20 X 6	22	44	44	3	44
136	17 X 8			17	34	34	34	34
OR	2 X 8		20 X 6	22	44	44	4	44
137	14 X 8	1 X 7	3 X 6	18	36	36	29	36
OR	2 X 8	1 X 7	19 X 6	22	44	44	5	44
138	15 X 8		3 X 6	18	36	36	30	36
OR			23 X 6	23	46	46		46
139	15 X 8	1 X 7	2 X 6	18	36	36	31	36
OR		1 X 7	22 X 6	23	46	46	1	46
140	16 X 8		2 X 6	18	36	36	32	36
OR	1 X 8		22 X 6	23	46	46	2	46
141	16 X 8	1 X 7	1 X 6	18	36	36	33	36
OR	1 X 8	1 X 7	21 X 6	23	46	46	3	46
142	17 X 8		1 X 6	18	36	36	34	36
OR	2 X 8		21 X 6	23	46	46	4	46
143	17 X 8	1 X 7		18	36	36	35	36
OR	2 X 8	1 X 7	20 X 6	23	46	46	5	46
144	18 X 8			18	36	36	36	36
OR			24 X 6	24	48	48		48
145	15 X 8	1 X 7	3 X 6	19	38	38	31	38
OR		1 X 7	23 X 6	24	48	48	1	48
146	16 X 8		3 X 6	19	38	38	32	38
OR	1 X 8		23 X 6	24	48	48	2	48
147	16 X 8	1 X 7	2 X 6	19	38	38	33	38
OR	1 X 8	1 X 7	22 X 6	24	48	48	3	48

148 - 192 BOX DRAW CHARTS

NO. OF PLAYERS	FOURS (x 8)	(x 7)	TRIPLES (x 6)	RINKS REQD	SKIP	THIRD	SECOND	LEAD
148	17 X 8		2 X 6	19	38	38	34	38
OR	2 X 8		22 X 6	24	48	48	4	48
149	17 X 8	1 X 7	1 X 6	19	38	38	35	38
OR	2 X 8	1 X 7	21 X 6	24	48	48	4	48
150	18 X 8		1 X 6	19	38	38	36	38
151	18 X 8	1 X 7		19	38	38	37	38
152	19 X 8			19	38	38	38	38
153	16 X 8	1 X 7	3 X 6	20	40	40	33	40
154	17 X 8		3 X 6	20	40	40	34	40
155	17 X 8	1 X 7	2 X 6	20	40	40	35	40
156	18 X 8		2 X 6	20	40	40	36	40
157	18 X 8	1 X 7	1 X 6	20	40	40	37	40
158	19 X 8		1 X 6	20	40	40	38	40
159	19 X 8	1 X 7		20	40	40	39	40
160	20 X 8			20	40	40	40	40
161	17 X 8	1 X 7	3 X 6	21	42	42	35	42
162	18 X 8		3 X 6	21	42	42	36	42
163	18 X 8	1 X 7	2 X 6	21	42	42	37	42
164	19 X 8		2 X 6	21	42	42	38	42
165	19 X 8	1 X 7	1 X 6	21	42	42	39	42
166	20 X 8		1 X 6	21	42	42	40	42
167	20 X 8	1 X 7		21	42	42	41	42
168	21 X 8			21	42	42	42	42
169	18 X 8	1 X 7	3 X 6	22	44	44	37	44
170	19 X 8		3 X 6	22	44	44	38	44
171	19 X 8	1 X 7	2 X 6	22	44	44	39	44
172	20 X 8		2 X 6	22	44	44	40	44
173	20 X 8	1 X 7	1 X 6	22	44	44	41	44
174	21 X 8		1 X 6	22	44	44	42	44
175	21 X 8	1 X 7		22	44	44	43	44
176	22 X 8			22	44	44	44	44
177	19 X 8	1 X 7	3 X 6	23	46	46	39	46
178	20 X 8		3 X 6	23	46	46	40	46
179	20 X 8	1 X 7	2 X 6	23	46	46	41	46
180	21 X 8		2 X 6	23	46	46	42	46
181	21 X 8	1 X 7	1 X 6	23	46	46	43	46
182	22 X 8		1 X 6	23	46	46	44	46
183	22 X 8	1 X 7		23	46	46	45	46
184	23 X 8			23	46	46	46	46
185	20 X 8	1 X 7	3 X 6	24	48	48	41	48
186	21 X 8		3 X 6	24	48	48	42	48
187	21 X 8	1 X 7	2 X 6	24	48	48	43	48
188	22 X 8		2 X 6	24	48	48	44	48
189	22 X 8	1 X 7	1 X 6	24	48	48	45	48
190	23 X 8		1 X 6	24	48	48	46	48
191	23 X 8	1 X 7		24	48	48	47	48
192	24 X 8			24	48	48	48	48

ONE DAY TOURNAMENT CHARTS

8 TEAMS	RINKS				
1	2	3	4	2	3
2	3	4	5	3	5
3	4	5	2	4	5
4	5	2	3	5	3
5	2	4	3	4	2
6	3	5	4	5	4
7	4	2	5	2	4
8	5	3	2	3	2

10 TEAMS	RINKS				
1	2	3	4	5	6
2	2	4	6	3	5
3	3	4	5	6	2
4	3	5	2	4	6
5	4	5	6	2	3
6	4	6	3	5	2
7	5	6	2	3	4
8	5	2	4	6	3
9	6	2	3	4	5
10	6	3	5	2	4

12 TEAMS	RINKS				
1	2	3	4	5	6
2	2	4	6	3	5
3	3	4	5	6	7
4	3	5	7	4	6
5	4	5	6	7	2
6	4	6	2	5	7
7	5	6	7	2	3
8	5	7	3	6	2
9	6	7	2	3	4
10	6	2	4	7	3
11	7	2	3	4	5
12	7	3	5	2	4

14 TEAMS	RINKS				
1	1	2	3	4	5
2	1	5	4	3	2
3	2	3	4	5	6
4	2	6	5	4	3
5	3	4	5	6	7
6	3	7	6	5	4
7	4	5	6	7	1
8	4	1	7	6	5
9	5	6	7	1	2
10	5	2	1	7	6
11	6	7	1	2	3
12	6	3	2	1	7
13	7	1	2	3	4
14	7	4	3	2	1

16 TEAMS	RINKS				
1	1	4	7	2	5
2	1	5	2	7	4
3	2	5	8	3	6
4	2	6	3	8	5
5	3	6	1	4	7
6	3	7	4	1	6
7	4	7	2	5	8
8	4	8	5	2	7
9	5	8	3	6	1
10	5	1	6	3	8
11	6	1	4	7	2
12	6	2	7	4	1
13	7	2	5	8	3
14	7	3	8	5	2
15	8	3	6	1	4
16	8	4	1	6	3

17 TEAMS	RINKS				
1	1	B	3	6	7
2	1	3	5	7	2
3	2	3	B	4	8
4	2	4	6	8	3
5	3	4	5	B	1
6	3	5	7	1	4
7	4	5	6	7	B
8	4	6	8	2	5
9	5	6	7	8	2
10	5	7	1	3	6
11	6	7	8	1	3
12	6	8	2	5	7
13	7	8	1	2	4
14	7	1	4	6	8
15	8	1	2	3	5
16	8	2	3	4	1
17	B	2	4	5	6

- | | | |
|----------|----------|--------------------|
| 18 TEAMS | 2 GREENS | (1 of 8, 1 of 10) |
| 20 | 2 | (2 of 10) |
| 22 | 2 | (1 of 10, 1 of 12) |
| 24 | 2 | (2 of 12) |
| 26 | 2 | (1 of 12, 1 of 14) |
| 28 | 2 | (2 of 14) |
| 30 | 2 | (1 of 14, 1 of 16) |
| 32 | 2 | (2 of 16) |
| 34 | 3 | (1 of 10, 2 of 12) |
| | OR | |
| 36 | 2 | (2 of 17) |
| 38 | 3 | (3 of 12) |
| 40 | 3 | (2 of 12, 1 of 14) |
| 42 | 3 | (1 of 12, 2 of 14) |
| 44 | 3 | (3 of 14) |
| 46 | 3 | (2 of 14, 1 of 16) |
| 48 | 3 | (1 of 14, 2 of 16) |
| 49 | 3 | (3 of 16) |
| 50 | 3 | (2 of 16, 1 of 17) |
| 51 | 3 | (1 of 16, 2 of 17) |
| | | (3 of 17) |

ALTERNATIVE DRAW FOR 18 TEAMS					
RINKS	(brackets for 2nd green)				
1	1	2	4	(1)	6
2	1	3	5	(3)	4
3	2	1	6	(1)	4
4	2	3	4	(2)	5
5	3	2	6	(3)	5
6	3	1	5	(2)	6
7	4	5	(1)	1	(3)
8	4	6	(2)	3	(1)
9	5	6	(3)	1	(2)
10	5	4	(2)	2	(3)
11	6	5	(3)	2	(1)
12	6	4	(1)	3	(2)
13	(1)	(3)	3	5	1
14	(1)	(2)	1	4	2
15	(2)	(3)	1	6	3
16	(2)	(1)	2	4	1
17	(3)	(1)	3	6	2
18	(3)	(2)	2	5	3

IF ODD NUMBER OF ENTRIES Take next even number above, with team last in the draw counting as a bye.
Example: 27 Teams - 2 Sections of 14 - Teams playing No. 14 (2nd Section) get byes.

SECTION PLAY CHARTS

Competitors are divided into suitable sections of 5 to 9 in each section (to avoid byes where possible), and play 4 qualifying rounds.

Qualifiers to be (a) all competitors who win 3 or 4 games, or
if no 3 or 4 winners, then section (or joint section) winners.

Qualifiers then play post section on the One Life System.

<u>Section Draw Sequence</u>	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>	<u>Round 4</u>
5 Entries	1 v 2 3 v 4 5 bye	1 v 3 2 v 5 4 bye	1 v 4 3 v 5 2 bye	1 v 5 2 v 4 3 bye
6 Entries	1 v 2 3 v 4 5 v 6	1 v 3 2 v 5 4 v 6	1 v 4 3 v 5 2 v 6	1 v 5 2 v 4 3 v 6
7 Entries	1 v 2 3 v 4 5 v 6 7 bye	1 v 3 2 v 5 4 v 7 6 bye	1 v 5 2 v 7 3 v 6 4 bye	1 v 6 2 v 4 5 v 7 3 bye
8 Entries	1 v 2 3 v 4 5 v 6 7 v 8	1 v 3 2 v 5 4 v 7 6 v 8	1 v 5 2 v 7 3 v 6 4 v 8	1 v 6 2 v 4 3 v 8 5 v 7
9 Entries	1 v 2 3 v 4 5 v 6 7 v 8 9 bye	1 v 3 2 v 4 5 v 9 6 v 8 7 bye	1 v 5 2 v 6 4 v 8 7 v 9 3 bye	1 v 6 2 v 9 3 v 8 4 v 7 5 bye

<u>Number of Games per Day</u>	Singles Pairs Triples Fours	4 games of 21 ends (or 21/25 shots) 4 games of 18 ends 3 games of 15 ends 3 games of 18 ends
--------------------------------	--------------------------------------	---

For Any Competition where entries are only from 3 to 8, play a full round robin to find an outright winner. If a tie, then a play off.

3 ENTRIES 3 Rounds - 1 green

	RD 1	RD 2	RD 3
	Rk	Rk	Rk
Team 1	2	3	B
2	2	B	4
3	B	3	4

4 ENTRIES 3 Rounds - 1 green

	RD 1	RD 2	RD 3
	Rk	Rk	Rk
Team 1	2	3	1
2	2	5	6
3	4	3	6
4	4	5	1

SECTION PLAY CHARTS (Contd)

5 ENTRIES 5 Rounds - 1 green

	RD 1	RD 2	RD 3	RD 4	RD 5
	Rk	Rk	Rk	Rk	Rk
Team 1	2	3	5	4	B
2	2	5	B	3	1
3	4	3	2	B	1
4	4	B	5	3	6
5	B	5	2	4	6

6 ENTRIES 5 Rounds - 1 green

	RD 1	RD 2	RD 3	RD 4	RD 5
	Rk	Rk	Rk	Rk	Rk
Team 1	1	2	5	6	1
2	1	4	3	2	5
3	3	2	1	4	5
4	3	6	5	2	3
5	5	4	1	6	3
6	5	6	3	4	1

7 ENTRIES 7 Rounds - 1 green

	RD 1	RD 2	RD 3	RD 4	RD 5	RD 6	RD 7
	Rk	Rk	Rk	Rk	Rk	Rk	Rk
Team 1	1	2	5	6	1	4	B
2	1	4	3	2	7	B	1
3	3	2	1	4	B	7	1
4	3	6	5	B	7	2	3
5	5	4	B	6	5	7	3
6	5	B	3	4	1	2	6
7	B	6	1	2	5	4	6

8 ENTRIES 7 Rounds - 1 green

	RD 1	RD 2	RD 3	RD 4	RD 5	RD 6	RD 7
	Rk	Rk	Rk	Rk	Rk	Rk	Rk
Team 1	1	5	2	6	7	1	2
2	1	7	4	8	5	7	6
3	3	5	6	2	1	5	6
4	3	1	2	4	5	3	8
5	5	7	8	6	3	5	8
6	5	3	4	2	7	3	4
7	7	1	6	8	3	1	4
8	7	3	8	4	1	7	2

8 ENTRIES 1 green

Rounds	1	2	3	4
	Rk	Rk	Rk	Rk
Team 1	1	3	4	2
2	1	2	3	4
3	2	3	5	7
4	2	5	6	4
5	3	2	4	6
6	3	1	5	2
7	4	5	3	6
8	4	1	6	7

9 ENTRIES 1 green

Rounds	1	2	3	4
	Rk	Rk	Rk	Rk
Team 1	1	3	2	4
2	1	4	5	2
3	2	3	B	5
4	2	4	1	6
5	3	1	2	B
6	3	2	5	4
7	4	B	3	6
8	4	2	1	5
9	B	1	3	2

10 ENTRIES 1 green

Rounds	1	2	3	4
	Rk	Rk	Rk	Rk
Team 1	1	5	4	6
2	1	4	5	3
3	2	5	6	4
4	2	4	3	1
5	3	1	4	2
6	3	2	5	6
7	5	3	2	1
8	5	2	3	4
9	4	1	2	3
10	4	3	6	2

SECTION PLAY CHARTS (Contd)

11 ENTRIES

 1 green

2 Sections (5.6)

Rounds	1	2	3	4
Rk	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	B	5
3	2	3	5	B
4	2	B	4	5
5	B	2	5	6

Section 2

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
4	5	4	1	2
5	6	5	2	3
6	6	4	3	1

12 ENTRIES

 1 green

2 Sections (6.6)

Rounds	1	2	3	4
Rk	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
4	2	1	4	5
5	3	2	5	6
6	3	1	6	4

Section 2

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
4	5	4	1	2
5	6	5	2	3
6	6	4	3	1

13 ENTRIES

 1 green

2 Sections (6.7)

Rounds	1	2	3	4
Rk	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
4	2	1	4	5
5	3	2	5	6
6	3	1	6	4

Section 2

Team 1	4	6	1	2
2	4	5	2	1
3	5	6	3	B
4	5	4	4	B
5	6	5	1	3
6	6	B	3	2
7	B	4	2	3

14 ENTRIES

 1 green

2 Sections (6.8)

Rounds	1	2	3	4
Rk	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
4	2	1	4	5
5	3	2	7	6
6	3	1	6	4

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
4	5	4	1	3
5	6	7	5	1
6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

15 ENTRIES

 1 green

2 Sections (7.8)

Rounds	1	2	3	4
Rk	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	4
3	2	3	7	B
4	2	1	B	4
5	3	2	4	5
6	3	B	7	6
7	B	1	6	5

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
4	5	4	1	2
5	6	7	5	1
6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

16 ENTRIES

 1 green

2 Sections (8.8)

Rounds	1	2	3	4
Rk	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	5	6
2	1	4	6	7
3	2	3	7	5
4	2	1	8	7
5	3	4	5	8
6	3	2	7	6
7	4	1	6	8
8	4	2	8	5

Section 2

Team 1	5	7	1	2
2	5	8	2	3
3	6	7	3	1
4	6	5	4	3
5	7	8	1	4
6	7	6	3	2
7	8	5	2	4
8	8	6	4	1

SECTION PLAY CHARTS (Contd)

17 ENTRIES

1 green

3 Sections (5.6.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	6	5
2	1	4	B	8
3	2	3	7	B
4	2	B	6	8
5	B	4	7	5

Section 2

Team 1	3	1	5	6
2	3	1	8	7
3	4	5	2	3
4	4	2	1	7
5	5	1	2	6
6	5	2	8	3

Section 3

Team 1	6	8	3	1
2	6	7	5	4
3	7	8	4	2
4	7	6	3	4
5	8	7	4	1
6	8	6	5	2

20 ENTRIES

2 greens

3 Sections (6.8.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
Grn 4	4	2	1	4
5	5	3	2	7
A 6	6	3	1	6

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
A 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
B 6	3	1	6	4

18 ENTRIES

2 greens

3 Sections (6.6.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
A 6	3	1	6	4

Section 2

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
Grn 4	5	4	1	2
5	6	5	2	3
A 6	6	4	3	1

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
B 6	3	1	6	4

21 ENTRIES

2 greens

3 Sections (7.8.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	4
3	2	3	7	B
Grn 4	2	1	B	4
5	3	2	4	5
A 6	3	B	7	6
7	B	1	6	5

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
A 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
B 6	3	1	6	4

19 ENTRIES

2 greens

3 Sections (6.7.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
A 6	3	1	6	4

Section 2

Team 1	4	6	1	2
2	4	5	2	1
3	5	6	3	B
Grn 4	5	4	B	1
5	6	5	1	3
A 6	6	B	3	2
7	B	4	2	3

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
B 6	3	1	6	4

22 ENTRIES

2 greens

3 Sections (6.8.8)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
Grn 4	2	1	4	5
5	3	2	7	6
A 6	3	1	6	4

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
A 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 3

Team 1	1	3	4	2
2	1	2	3	4
3	2	3	5	7
Grn 4	2	5	6	4
5	3	2	4	6
B 6	3	1	5	2
7	4	5	3	6
8	4	1	6	7

SECTION PLAY CHARTS (Contd)

23 ENTRIES

2 greens

3 Sections (7.8.8)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	4
3	2	3	7	B
Grn 4	2	1	B	4
5	3	2	4	5
<u>A</u> 6	3	B	7	6
7	B	1	6	5

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
<u>A</u> 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 3

Team 1	1	3	4	2
2	1	2	3	4
3	2	3	5	7
Grn 4	2	5	6	4
5	3	2	4	6
<u>B</u> 6	3	1	5	2
7	4	5	3	6
8	4	1	6	7

24 ENTRIES

2 greens

4 Sections (6.6.6.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
<u>A</u> 6	3	1	6	4

Section 2

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
Grn 4	5	4	1	2
5	6	5	2	3
<u>A</u> 6	6	4	3	1

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
<u>B</u> 6	3	1	6	4

Section 4

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
Grn 4	5	4	1	2
5	6	5	2	3
<u>B</u> 6	6	4	3	1

25 ENTRIES

2 greens

4 Sections (6.7.6.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
<u>A</u> 6	3	1	6	4

Section 2

Team 1	4	6	1	2
2	4	5	2	1
3	5	6	3	B
Grn 4	5	4	B	1
5	6	5	1	3
<u>A</u> 6	6	B	3	2
7	B	4	2	3

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
<u>B</u> 6	3	1	6	4

Section 4

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
Grn 4	5	4	1	2
5	6	5	2	3
<u>B</u> 6	6	4	3	1

SECTION PLAY CHARTS (Contd)

26 ENTRIES 2 greens

4 Sections (6.8.6.6)

Rounds	1	2	3	4
	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
Grn 4	2	1	4	5
5	3	2	7	6
<u>A</u> 6	3	1	6	4

27 ENTRIES 2 greens

4 Sections (7.8.6.6)

Rounds	1	2	3	4
	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	4
3	2	3	7	B
Grn 4	2	1	B	4
5	3	2	4	5
<u>A</u> 6	3	B	7	6
7	B	1	6	5

28 ENTRIES 2 greens

4 Sections (6.8.6.8)

Rounds	1	2	3	4
	Rk	Rk	Rk	Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
Grn 4	2	1	4	5
5	3	2	7	6
<u>A</u> 6	3	1	6	4

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
<u>A</u> 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
<u>A</u> 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
<u>A</u> 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
<u>B</u> 6	3	1	6	4

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
<u>B</u> 6	3	1	6	4

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
Grn 4	2	1	4	5
5	3	2	7	6
<u>B</u> 6	3	1	6	4

Section 4

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
Grn 4	5	4	1	2
5	6	5	2	3
<u>B</u> 6	6	4	3	1

Section 4

Team 1	4	6	1	3
2	4	5	3	2
3	5	6	2	1
Grn 4	5	4	1	2
5	6	5	2	3
<u>B</u> 6	6	4	3	1

Section 4

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
<u>B</u> 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

SECTION PLAY CHARTS Contd)

29 ENTRIES 2 greens

4 Sections (7.8.6.8)

Rounds		1	2	3	4
		Rk	Rk	Rk	Rk
Section 1					
Team	1	1	3	4	6
	2	1	2	6	4
	3	2	3	7	B
Grn	4	2	1	B	4
	5	3	2	7	5
<u>A</u>	6	3	B	4	6
	7	B	1	6	5

Section 2

Team	1	4	6	5	7
	2	4	7	2	3
	3	5	6	3	2
Grn	4	5	4	1	3
	5	6	7	5	1
<u>A</u>	6	6	5	3	7
	7	7	4	2	1
	8	7	5	1	2

Section 3

Team	1	1	3	4	6
	2	1	2	6	5
	3	2	3	7	4
Grn	4	2	1	4	5
	5	3	2	7	6
<u>B</u>	6	3	1	6	4

Section 4

Team	1	4	6	5	7
	2	4	7	2	3
	3	5	6	3	2
Grn	4	5	4	1	3
	5	6	7	5	1
<u>B</u>	6	6	5	3	7
	7	7	4	2	1
	8	7	5	1	2

30 ENTRIES 2 greens

4 Sections (8,8,6,8)

Rounds		1	2	3	4
		Rk	Rk	Rk	Rk
Section 1					
Team	1	1	3	5	6
	2	1	4	6	7
	3	2	3	7	5
Grn	4	2	1	8	7
	5	3	4	5	8
<u>A</u>	6	3	2	7	6
	7	4	1	6	8
	8	4	2	8	5

Section 2

Team	1	5	7	1	2
	2	5	8	2	3
	3	6	7	3	1
Grn	4	6	5	4	3
	5	7	8	1	4
<u>A</u>	6	7	6	3	2
	7	8	5	2	4
	8	8	6	4	1

Section 3

Team	1	1	3	4	6
	2	1	2	6	5
	3	2	3	7	4
Grn	4	2	1	4	5
	5	3	2	7	6
<u>B</u>	6	3	1	6	4

Section 4

Team	1	4	6	5	7
	2	4	7	2	3
	3	5	6	3	2
Grn	4	5	4	1	3
	5	6	7	5	1
<u>B</u>	6	6	5	3	7
	7	7	4	2	1
	8	7	5	1	2

31 ENTRIES 2 greens

4 Sections (8.8.7.8)

Rounds		1	2	3	4
		Rk	Rk	Rk	Rk
Section 1					
Team	1	1	3	5	6
	2	1	4	6	7
	3	2	3	7	5
Grn	4	2	1	8	7
	5	3	4	5	8
<u>A</u>	6	3	2	7	6
	7	4	1	6	8
	8	4	2	8	5

Section 2

Team	1	5	7	1	2
	2	5	8	2	3
	3	6	7	3	1
Grn	4	6	5	4	3
	5	7	8	1	4
<u>A</u>	6	7	6	3	2
	7	8	5	2	4
	8	8	6	4	1

Section 3

Team	1	1	3	4	6
	2	1	2	6	4
	3	2	3	7	B
Grn	4	2	1	B	4
	5	3	2	4	5
<u>B</u>	6	3	B	7	6
	7	B	1	6	5

Section 4

Team	1	4	6	5	7
	2	4	7	2	3
	3	5	6	3	2
Grn	4	5	4	1	3
	5	6	7	5	1
<u>B</u>	6	6	5	3	7
	7	7	4	2	1
	8	7	5	1	2

SECTION PLAY CHARTS Contd)

32 ENTRIES 2 greens

4 Sections (8.8.8.8)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	5	6
2	1	4	6	7
3	2	3	7	5
Grn 4	2	1	8	7
5	3	4	5	8
<u>A</u> 6	3	2	7	6
7	4	1	6	8
8	4	2	8	5

Section 2

Team 1	5	7	1	2
2	5	8	2	3
3	6	7	3	1
Grn 4	6	5	4	3
5	7	8	1	4
<u>A</u> 6	7	6	3	2
7	8	5	2	4
8	8	6	4	1

Section 3

Team 1	1	3	5	6
2	1	4	6	7
3	2	3	7	5
Grn 4	2	1	8	7
5	3	4	5	8
<u>B</u> 6	3	2	7	6
7	4	1	6	8
8	4	2	8	5

Section 4

Team 1	5	7	1	2
2	5	8	2	3
3	6	7	3	1
Grn 4	6	5	4	3
5	7	8	1	4
<u>B</u> 6	7	6	3	2
7	8	5	2	4
8	8	6	4	1

33 ENTRIES 2 greens

4 Sections (8.8.8.9)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	5	6
2	1	4	6	7
3	2	3	7	5
Grn 4	2	1	8	7
5	3	4	5	8
<u>A</u> 6	3	2	7	6
7	4	1	6	8
8	4	2	8	5

Section 2

Team 1	5	7	1	2
2	5	8	2	3
3	6	7	3	1
Grn 4	6	5	4	3
5	7	8	1	4
<u>A</u> 6	7	6	3	2
7	8	5	2	4
8	8	6	4	1

Section 3

Team 1	1	3	5	6
2	1	4	6	7
3	2	3	7	5
Grn 4	2	1	8	7
5	3	4	5	8
<u>B</u> 6	3	2	7	6
7	4	1	6	8
8	4	2	8	5

Section 4

Team 1	5	7	1	3
2	5	8	2	4
3	6	7	B	1
Grn 4	6	8	4	2
5	7	5	1	B
<u>B</u> 6	7	6	2	3
7	8	B	3	2
8	8	6	4	1
9	B	5	3	4

34 ENTRIES 3 greens

5 Sections (6.8.6.8.6)

Rounds	1 Rk	2 Rk	3 Rk	4 Rk
Section 1				
Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
Grn 4	2	1	4	5
5	3	2	7	6
<u>A</u> 6	3	1	6	4

Section 2

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
<u>A</u> 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 3

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	7	4
Grn 4	2	1	4	5
5	3	2	7	6
<u>B</u> 6	3	1	6	4

Section 4

Team 1	4	6	5	7
2	4	7	2	3
3	5	6	3	2
Grn 4	5	4	1	3
5	6	7	5	1
<u>B</u> 6	6	5	3	7
7	7	4	2	1
8	7	5	1	2

Section 5

Team 1	1	3	4	6
2	1	2	6	5
3	2	3	5	4
Grn 4	2	1	4	5
5	3	2	5	6
<u>C</u> 6	3	1	6	4

SECTION PLAY CHARTS Contd)

FOR ENTRIES OVER 34: The charts are a combination of the charts printed on the previous pages, as follows:

35 ENTRIES	3 greens	6 Sections (6.6.6.6.5.6) For Sections 1 - 4, use 24 Entries chart - 2 greens For Sections 5 - 6, use 11 Entries chart - 1 green
36 ENTRIES	3 greens	6 Sections (6.6.6.6.6.6) For Sections 1 - 4, use 24 Entries chart - 2 greens For Sections 5 - 6, use 12 Entries chart - 1 green
37 ENTRIES	3 greens	6 Sections (6.7.6.6.6.6) For Sections 1 - 4, use 25 Entries chart - 2 greens For Sections 5 - 6, use 12 Entries chart - 1 green
38 ENTRIES	3 greens	6 Sections (6.8.6.6.6.6) For Sections 1 - 4, use 26 Entries chart - 2 greens For Sections 5 - 6, use 12 Entries chart - 1 green
39 ENTRIES	3 greens	6 Sections (7.8.6.6.6.6) For Sections 1 - 4, use 27 Entries chart - 2 greens For Sections 5 - 6, use 12 Entries chart - 1 green
40 ENTRIES	3 greens	6 Sections (6.8.6.8.6.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 6, use 12 Entries chart - 1 green
41 ENTRIES	3 greens	6 Sections (6.8.6.8.6.7) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 6, use 13 Entries chart - 1 green
42 ENTRIES	3 greens	6 Sections (6.8.6.8.6.8) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 6, use 14 Entries chart - 1 green
43 ENTRIES	3 greens	6 Sections (7.8.6.8.6.8) For Sections 1 - 4, use 29 Entries chart - 2 greens For Sections 5 - 6, use 14 Entries chart - 1 green
44 ENTRIES	3 greens	6 Sections (8.8.6.8.6.8) For Sections 1 - 4, use 30 Entries chart - 2 greens For Sections 5 - 6, use 14 Entries chart - 1 green
45 ENTRIES	3 greens	6 Sections (8.8.7.8.6.8) For Sections 1 - 4, use 31 Entries chart - 2 greens For Sections 5 - 6, use 14 Entries chart - 1 green
46 ENTRIES	3 greens	6 Sections (8.8.8.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 6, use 14 Entries chart - 1 green
47 ENTRIES	3 greens	6 Sections (8.8.8.8.7.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 6, use 15 Entries chart - 1 green
48 ENTRIES	3 greens	6 Sections (8.8.8.8.8.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 6, use 16 Entries chart - 1 green

SECTION PLAY CHARTS (Contd)

49 ENTRIES	3 greens	6 Sections (8.8.8.8.9) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 6, use 17 Entries chart - 1 green
50 ENTRIES	4 greens	8 Sections (6.8.6.6.6.6.6.6) For Sections 1 - 4, use 26 Entries chart - 2 greens For Sections 5 - 8, use 24 Entries chart - 2 greens
51 ENTRIES	4 greens	8 Sections (7.8.6.6.6.6.6.6) For Sections 1 - 4, use 27 Entries chart - 2 greens For Sections 5 - 8, use 24 Entries chart - 2 greens
52 ENTRIES	4 greens	8 Sections (6.8.6.8.6.6.6.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 24 Entries chart - 2 greens
53 ENTRIES	4 greens	8 Sections (6.8.6.8.6.7.6.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 25 Entries chart - 2 greens
54 ENTRIES	4 greens	8 Sections (6.8.6.8.6.8.6.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 26 Entries chart - 2 greens
55 ENTRIES	4 greens	8 Sections (6.8.6.8.6.8.6.7) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 27 Entries chart - 2 greens
56 ENTRIES	4 greens	8 Sections (6.8.6.8.6.8.6.8) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens
57 ENTRIES	4 greens	8 Sections (7.8.6.8.6.8.6.8) For Sections 1 - 4, use 29 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens
58 ENTRIES	4 greens	8 Sections (8.8.6.8.6.8.6.8) For Sections 1 - 4, use 30 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens
59 ENTRIES	4 greens	8 Sections (8.8.7.8.6.8.6.8) For Sections 1 - 4, use 31 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens
60 ENTRIES	4 greens	8 Sections (8.8.8.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens
61 ENTRIES	4 greens	8 Sections (8.8.8.8.7.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 29 Entries chart - 2 greens
62 ENTRIES	4 greens	8 Sections (8.8.8.8.8.6.8.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 30 Entries chart - 2 greens
63 ENTRIES	4 greens	8 Sections (8.8.8.8.8.7.8.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 31 Entries chart - 2 greens
64 ENTRIES	4 greens	8 Sections (8.8.8.8.8.8.8.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens

SECTION PLAY CHARTS (Contd)

65 ENTRIES	4 greens	8 Sections (8.8.8.8.8.8.9) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 33 Entries chart - 2 greens
66 ENTRIES	5 greens	10 Sections (6.8.6.8.6.8.6.6.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 26 Entries chart - 2 greens For Sections 9 -10, use 12 Entries chart - 1 green
67 ENTRIES	5 greens	10 Sections (6.8.6.8.7.8.6.6.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 27 Entries chart - 2 greens For Sections 9 -10, use 12 Entries chart - 1 green
68 ENTRIES	5 greens	10 Sections (6.8.6.8.6.8.6.8.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -10, use 12 Entries chart - 1 green
69 ENTRIES	5 greens	10 Sections (6.8.6.8.6.8.6.8.6.7) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -10, use 13 Entries chart - 1 green
70 ENTRIES	5 greens	10 Sections (6.8.6.8.6.8.6.8.6.8) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
71 ENTRIES	5 greens	10 Sections (7.8.6.8.6.8.6.8.6.8) For Sections 1 - 4, use 29 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
72 ENTRIES	5 greens	10 Sections (8.8.6.8.6.8.6.8.6.8) For Sections 1 - 4, use 30 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
73 ENTRIES	5 greens	10 Sections (8.8.7.8.6.8.6.8.6.8) For Sections 1 - 4, use 31 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
74 ENTRIES	5 greens	10 Sections (8.8.8.8.6.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
75 ENTRIES	5 greens	10 Sections (8.8.8.8.7.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 29 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
76 ENTRIES	5 greens	10 Sections (8.8.8.8.8.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 30 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green

SECTION PLAY CHARTS (Contd)

77 ENTRIES	5 greens	10 Sections (8.8.8.8.8.7.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 31 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
78 ENTRIES	5 greens	10 Sections (8.8.8.8.8.8.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -10, use 14 Entries chart - 1 green
79 ENTRIES	5 greens	10 Sections (8.8.8.8.8.8.8.7.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -10, use 15 Entries chart - 1 green
80 ENTRIES	5 greens	10 Sections (8.8.8.8.8.8.8.8.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -10, use 16 Entries chart - 1 green
81 ENTRIES	5 greens	10 Sections (8.8.8.8.8.8.8.8.9) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -10, use 17 Entries chart - 1 green
82 ENTRIES	6 greens	12 Sections (6.8.6.8.6.8.6.8.6.6.) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -12, use 26 Entries chart - 2 greens
83 ENTRIES	6 greens	12 Sections (6.8.6.8.6.8.6.8.7.8.6.6) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -12, use 27 Entries chart - 2 greens
84 ENTRIES	6 greens	12 Sections (6.8.6.8.6.8.6.8.6.8.6.8.) For Sections 1 - 4, use 28 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
85 ENTRIES	6 greens	12 Sections (7.8.6.8.6.8.6.8.6.8.6.8) For Sections 1 - 4, use 29 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
86 ENTRIES	6 greens	12 Sections (8.8.6.8.6.8.6.8.6.8.6.8) For Sections 1 - 4, use 30 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
87 ENTRIES	6 greens	12 Sections (8.8.7.8.6.8.6.8.6.8.6.8.) For Sections 1 - 4, use 31 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
88 ENTRIES	6 greens	12 Sections (8.8.8.8.6.8.6.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 28 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens

SECTION PLAY CHARTS (Contd)

<u>89 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.7.8.6.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 29 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
<u>90 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.6.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 30 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
<u>91 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.7.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 31 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
<u>92 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.8.8.6.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -12, use 28 Entries chart - 2 greens
<u>93 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.8.8.7.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -12, use 29 Entries chart - 2 greens
<u>94 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.8.8.8.6.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -12, use 30 Entries chart - 2 greens
<u>95 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.8.8.8.7.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -12, use 31 Entries chart - 2 greens
<u>96 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.8.8.8.8.8) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -12, use 32 Entries chart - 2 greens
<u>97 ENTRIES</u>	6 greens	12 Sections (8.8.8.8.8.8.8.8.8.8.9) For Sections 1 - 4, use 32 Entries chart - 2 greens For Sections 5 - 8, use 32 Entries chart - 2 greens For Sections 9 -12, use 33 Entries chart - 2 greens
98 ENTRIES up to 113 ENTRIES	7 greens 7 greens	14 Sections (6.8.6.8.6.8.6.8.6.8.6.8) 14 Sections (8.8.8.8.8.8.8.8.8.8.8.9)
114 ENTRIES up to 129 ENTRIES	8 greens 8 greens	16 Sections (8.8.6.8.6.8.6.8.6.8.6.8.6.8) 16 Sections (8.8.8.8.8.8.8.8.8.8.8.8.9)
130 ENTRIES up to 145 ENTRIES	9 greens 9 greens	18 Sections (8.8.8.8.6.8.6.8.6.8.6.8.6.8.6.8) 18 Sections (8.8.8.8.8.8.8.8.8.8.8.8.8.8.9)
146 ENTRIES up to 161 ENTRIES	10 greens 10 greens	20 Sections (8.8.8.8.8.8.6.8.6.8.6.8.6.8.6.8.6.8) 20 Sections (8.8.8.8.8.8.8.8.8.8.8.8.8.8.8.8.8.9)

SECTION PLAY DRAW SHEET

EVENT:

SECTION 1	
Team 1	
2	
3	
4	
5	
6	
7	
8	

SECTION 4	
Team 1	
2	
3	
4	
5	
6	
7	
8	
9	

SECTION 2	
Team 1	
2	
3	
4	
5	
6	
7	
8	
9	

SECTION 5	
Team 1	
2	
3	
4	
5	
6	
7	
8	

SECTION 3	
Team 1	
2	
3	
4	
5	
6	
7	
8	

SECTION 6	
Team 1	
2	
3	
4	
5	
6	
7	
8	
9	

SECTION PLAY - ALTERNATIVE

Competitors are divided into sections of 4 and play a round robin of 3 rounds. Games are normally up to 21 (or 25) shots for singles, a set number of ends for pairs, triples, or fours.

There will be 1 qualifier from each section according to wins recorded. If a tie, then player (or team) with best points differential. If still a tie, then the winner of the match between those players (teams) will be the qualifier.

Qualifiers then play post section under the One Life System.

4 SECTIONS PER GREEN

(using 8 rinks)

Green 1	Round 1 Rk	Round 2 Rk	Round 3 Rk
Section 1			
Player 1	1	6	4
2	1	7	5
3	2	6	5
4	2	7	4
Section 2			
Player 1	3	1	6
2	3	8	7
3	4	1	7
4	4	8	6
Section 3			
Player 1	5	2	1
2	5	3	8
3	6	2	8
4	6	3	1
Section 4			
Player 1	7	4	2
2	7	5	3
3	8	4	3
4	8	5	2

Additional greens as follow:-

Green 2	Sections	5,6,7,8
3		9,10,11,12
4		13,14,15,16
5		17,18,19,20

up to the number of sections required.

NOTE: The rink numbers for each green are as for green 1.

3 SECTIONS PER GREEN

(using 6 rinks)

Green 1	Round 1 Rk	Round 2 Rk	Round 3 Rk
Section 1			
Player 1	2	4	6
2	2	5	7
3	3	4	7
4	3	5	6
Section 2			
Player 1	4	6	2
2	4	7	3
3	5	6	3
4	5	7	2
Section 3			
Player 1	6	2	4
2	6	3	5
3	7	2	5
4	7	3	4

Additional greens as follow:

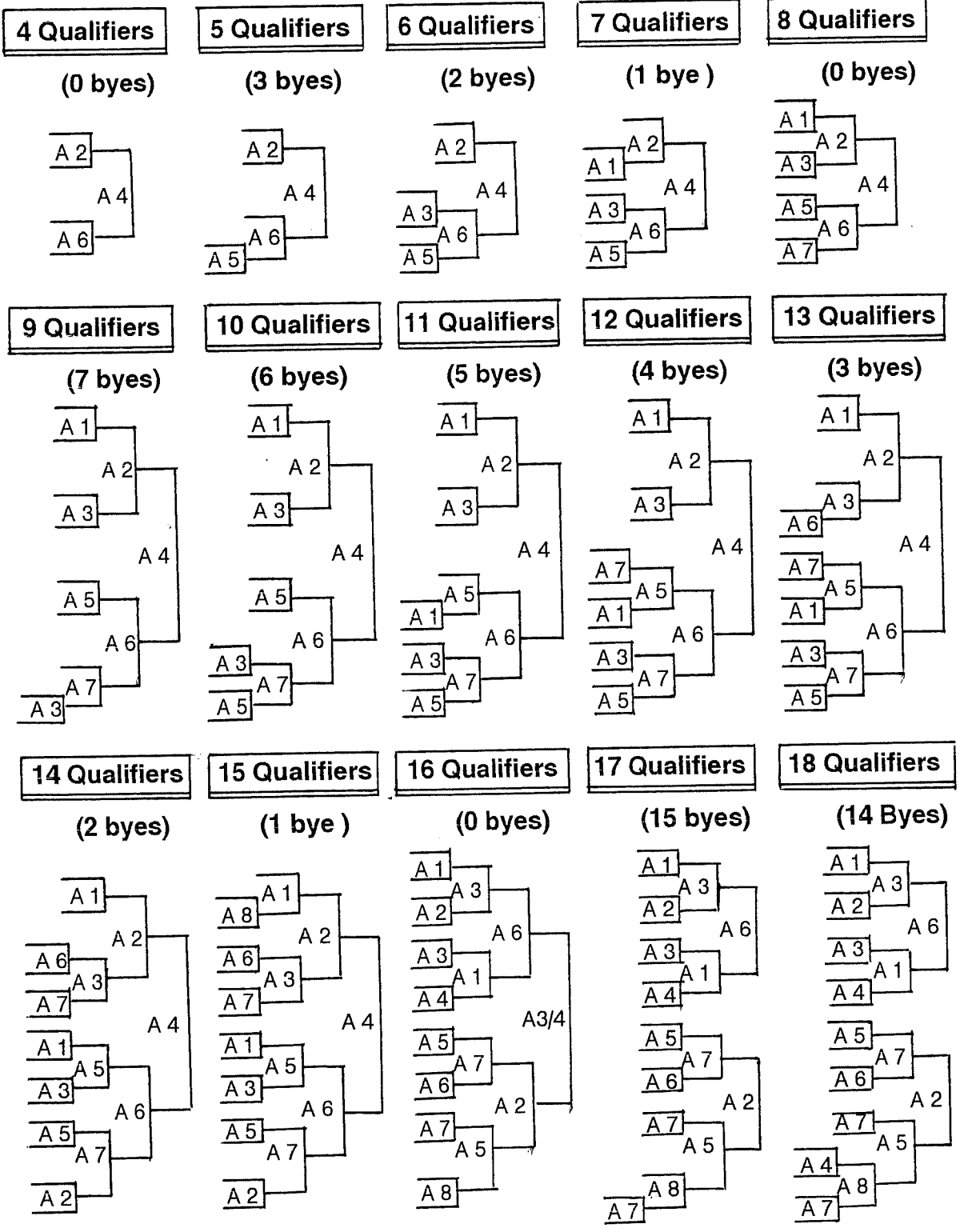
Green 2	Sections	4,5,6
3		7,8,9
4		10,11,12
5		13,14,15

up to the number of sections required.

NOTE: The rink numbers for each green are as for green 1.

POST SECTION (ONE LIFE) CHARTS

NOTE: Letter denotes green - Number denotes rink

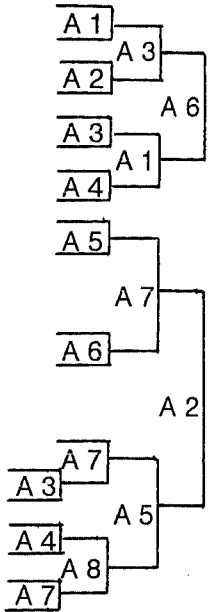


POST SECTION (ONE LIFE) CHARTS

NOTE: Letter denotes green - Number denotes rink

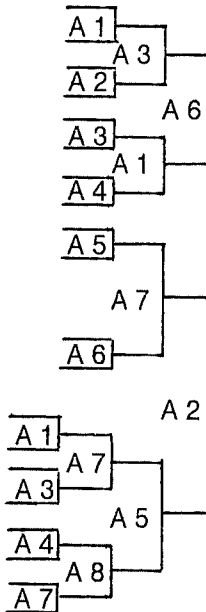
19 Qualifiers

(13 bytes)



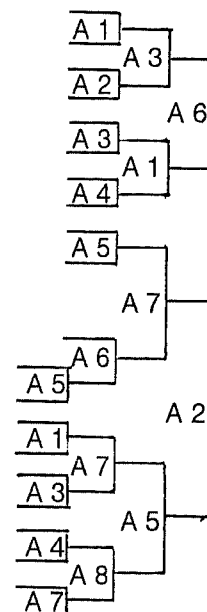
20 Qualifiers

(12 bytes)



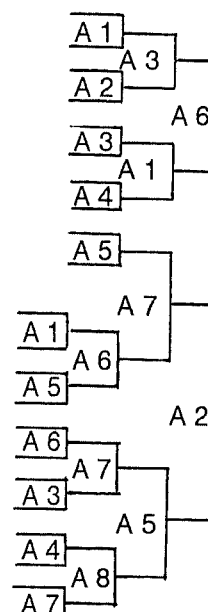
21 Qualifiers

(11 bytes)



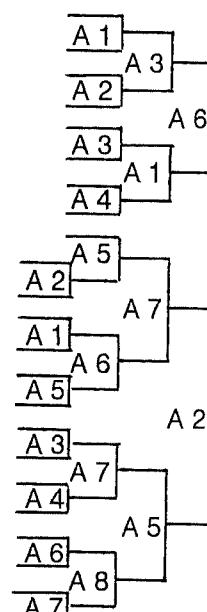
22 Qualifiers

(10 bytes)



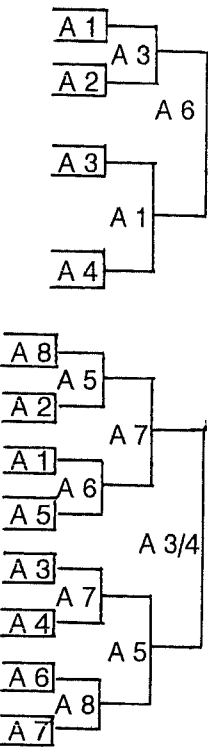
23 Qualifiers

(9 bytes)



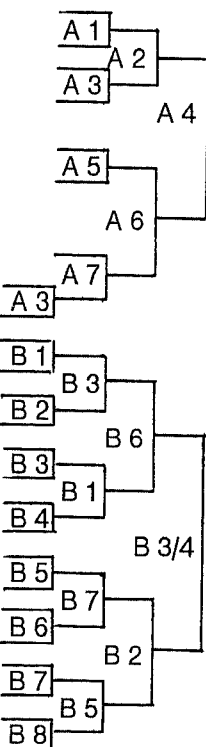
24 Qualifiers

(8 bytes)



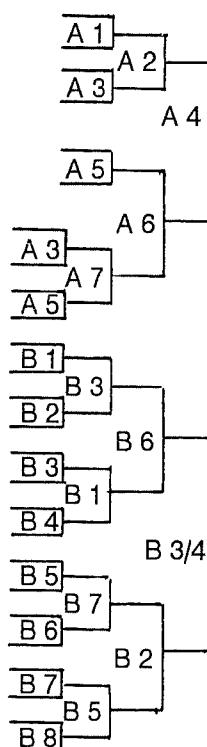
25 Qualifiers

(7 bytes)



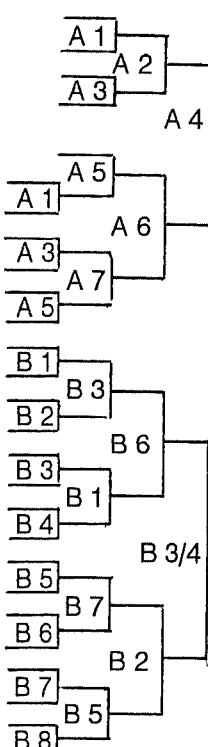
26 Qualifiers

(6 bytes)



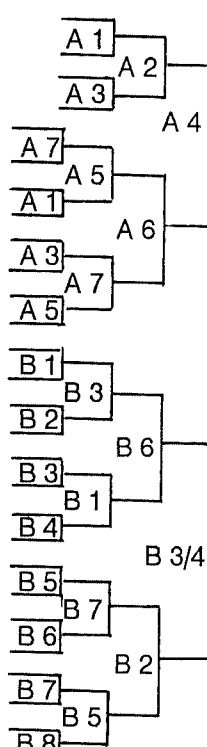
27 Qualifiers

(5 bytes)



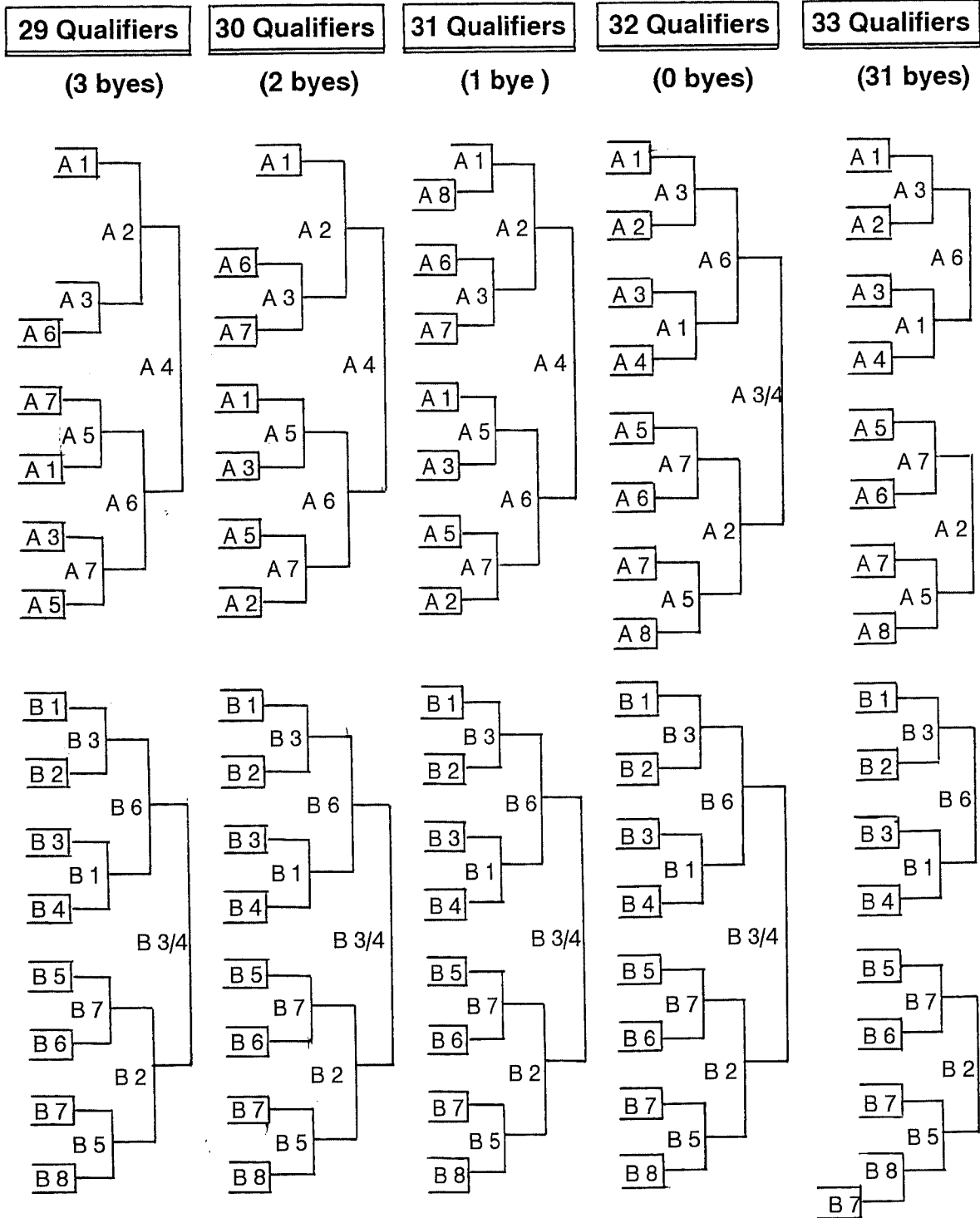
28 Qualifiers

(4 bytes)



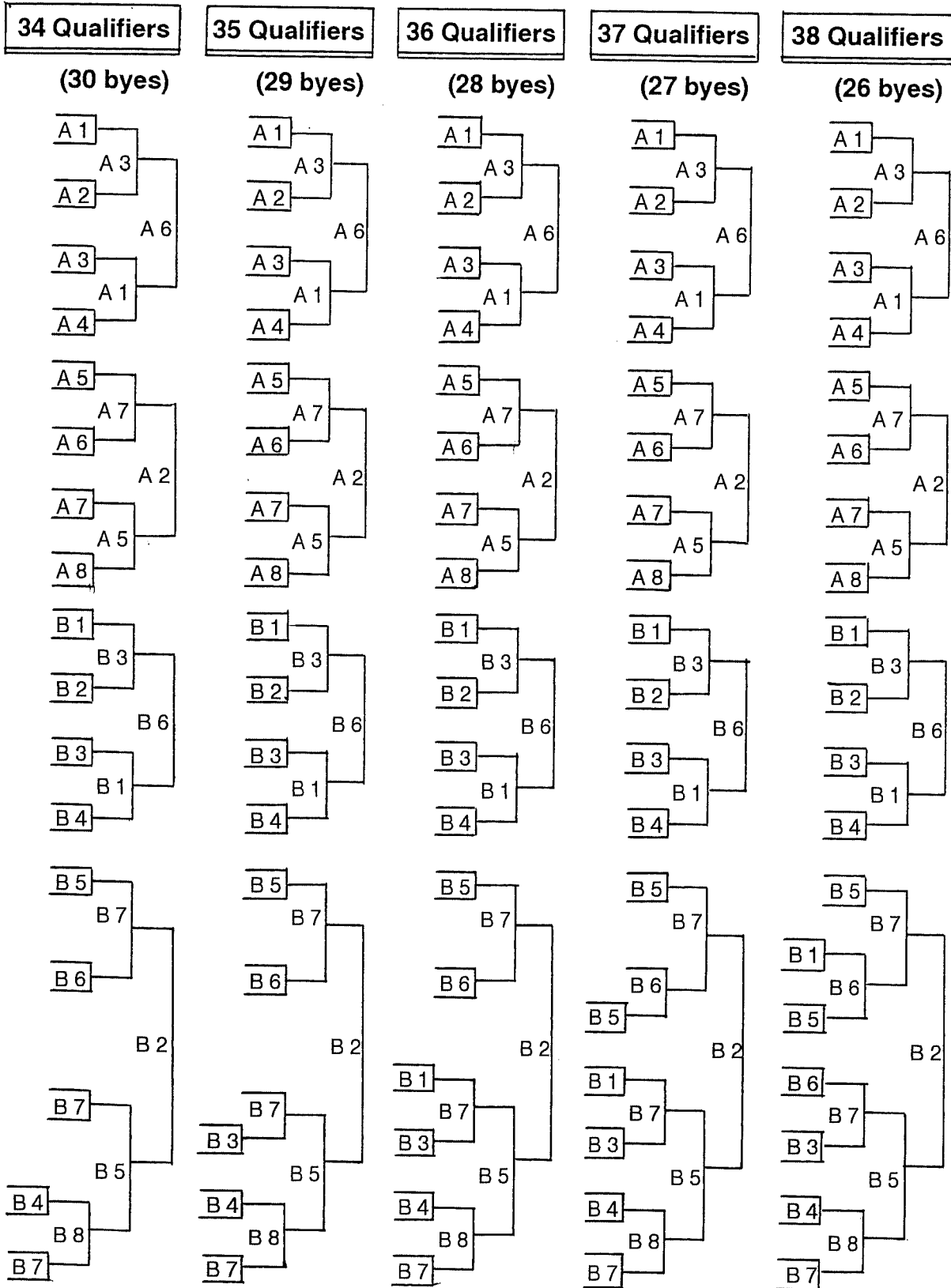
POST SECTION (ONE LIFE) CHARTS

NOTE: Letter denotes green - Number denotes rink



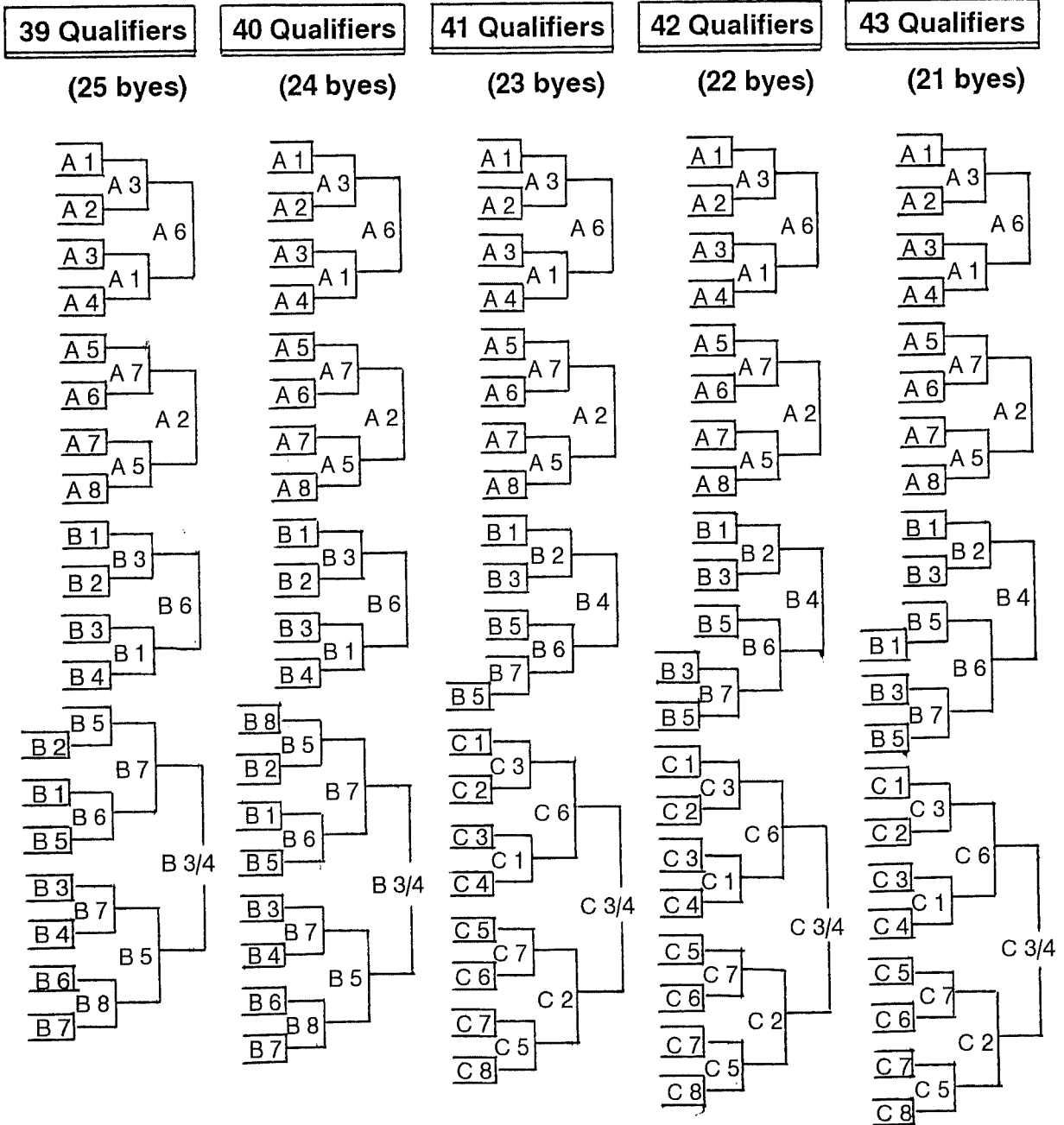
POST SECTION (ONE LIFE) CHARTS (Contd)

NOTE: Letter denotes green - Number denotes rink.



POST SECTION (ONE LIFE) CHARTS (Contd)

NOTE: Letter denotes green - Number denotes rink.

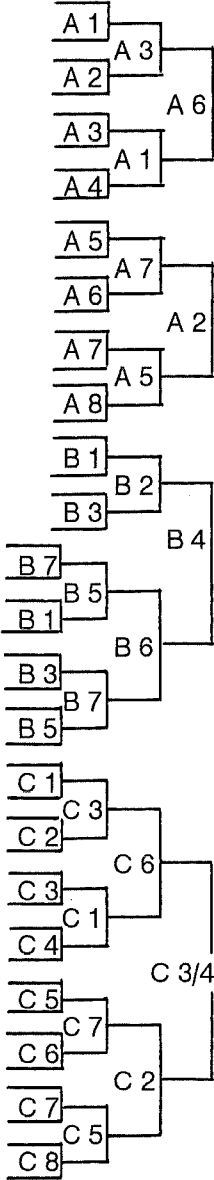


POST SECTION (ONE LIFE) CHARTS (Contd)

NOTE: Letter denotes green - Number denotes rink.

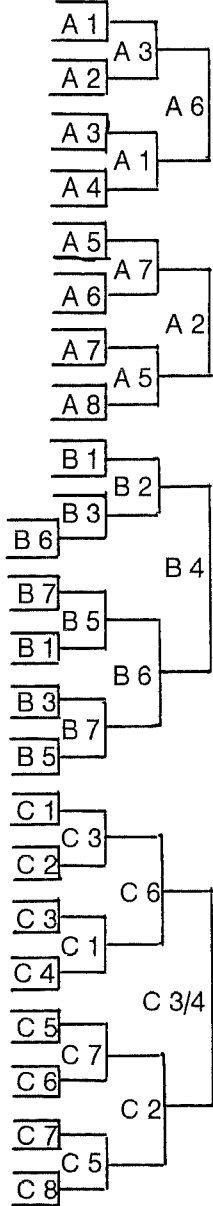
44 Qualifiers

(20 bytes)



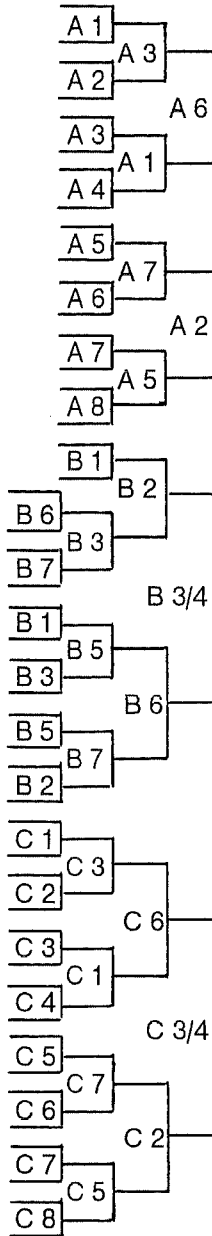
45 Qualifiers

(19 bytes)



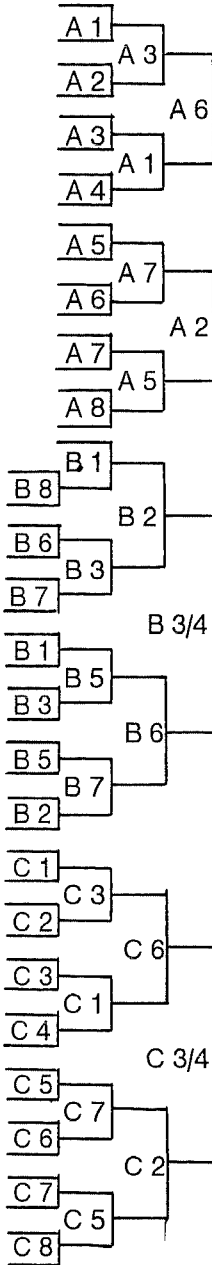
46 Qualifiers

(18 bytes)



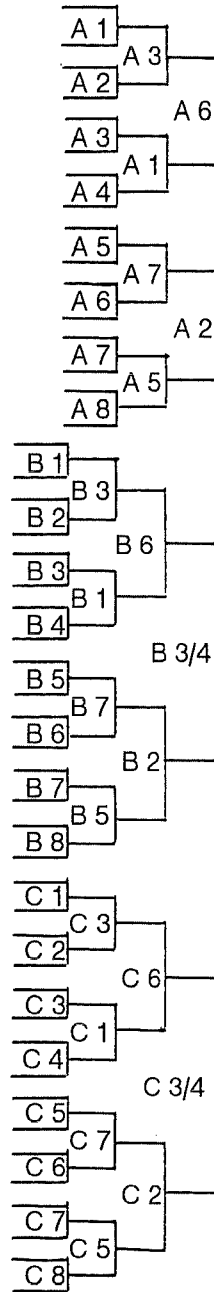
47 Qualifiers

(17 bytes)



48 Qualifiers

(16 bytes)

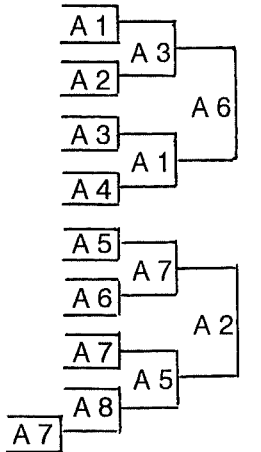


POST SECTION (ONE LIFE) CHARTS (Contd)

NOTE: Letter denotes green - Number denotes rink.

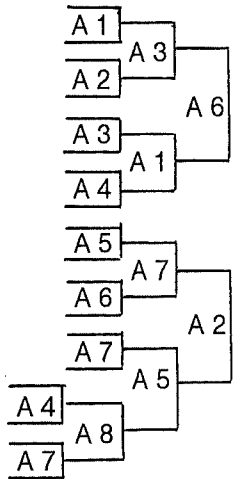
49 Qualifiers

(15 bytes)



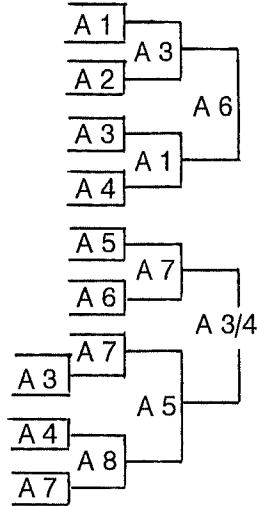
50 Qualifiers

(14 bytes)



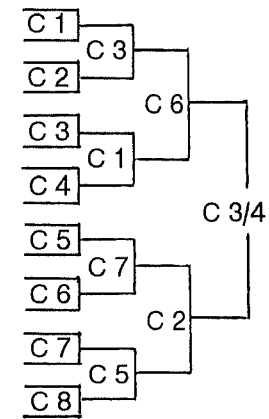
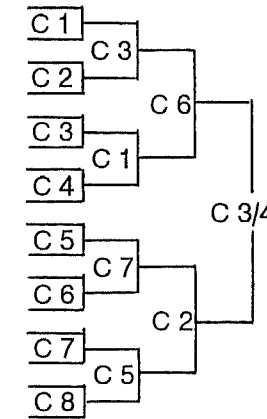
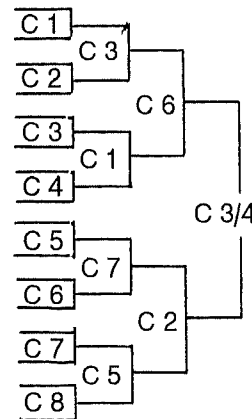
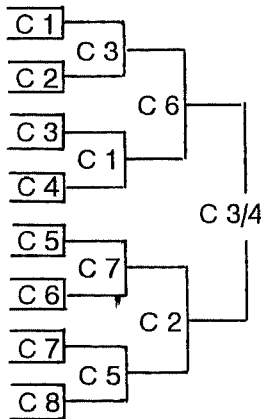
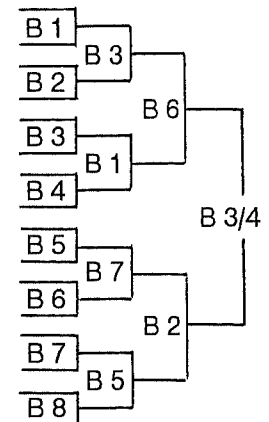
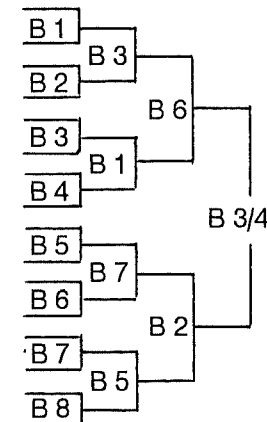
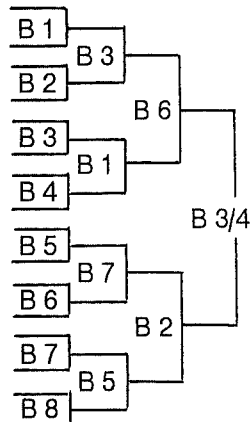
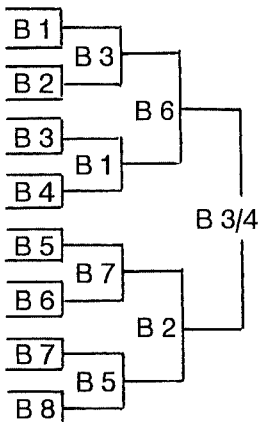
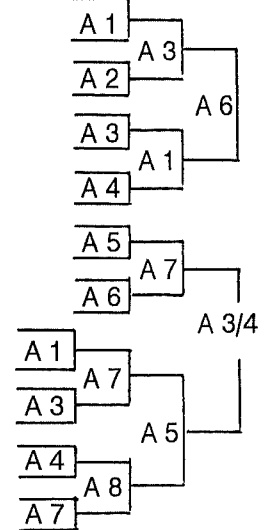
51 Qualifiers

(13 bytes)



52 Qualifiers

(12 bytes)

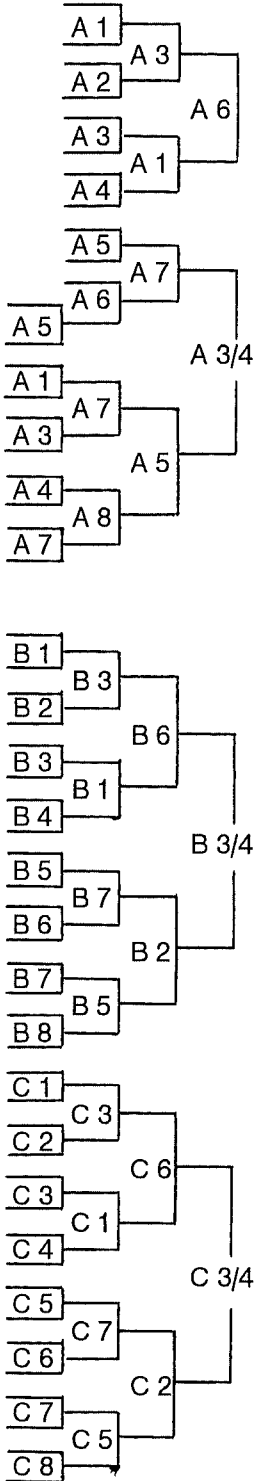


POST SECTION (ONE LIFE) CHARTS (Contd)

NOTE: Letter denotes green - Number denotes rink.

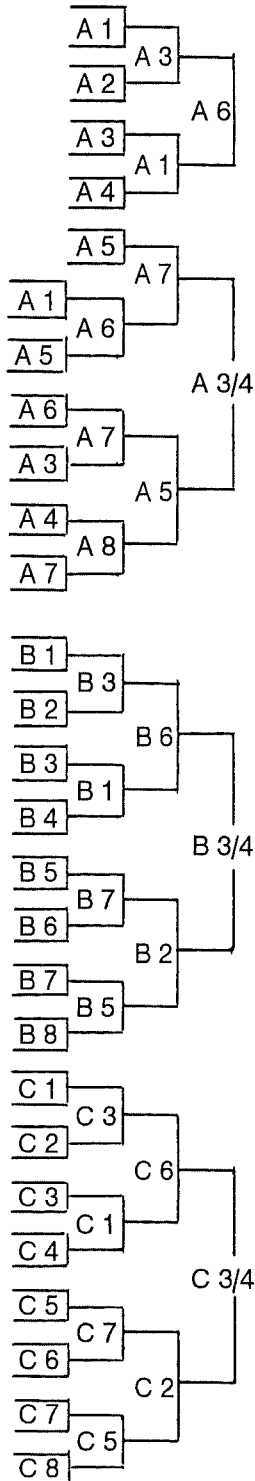
53 Qualifiers

(11 bytes)



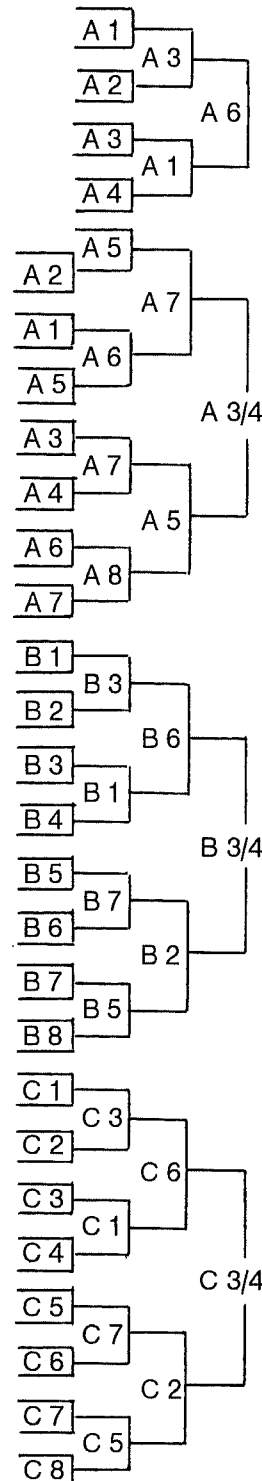
54 Qualifiers

(10 bytes)



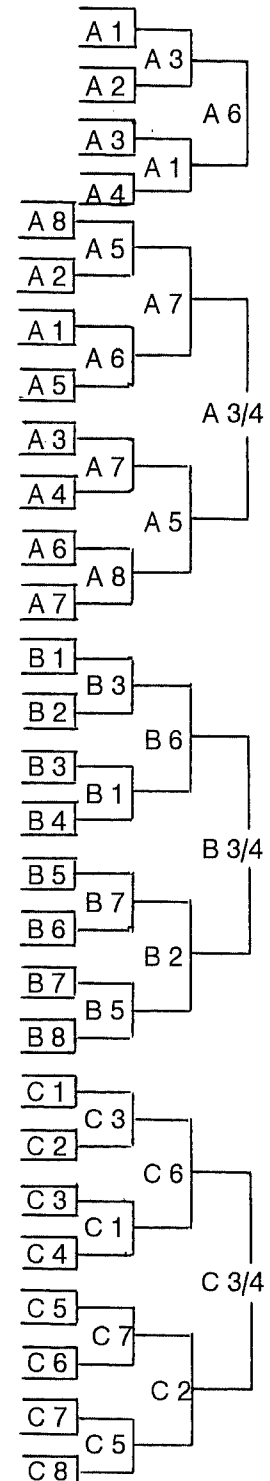
55 Qualifiers

(9 bytes)



56 Qualifiers

(8 bytes)

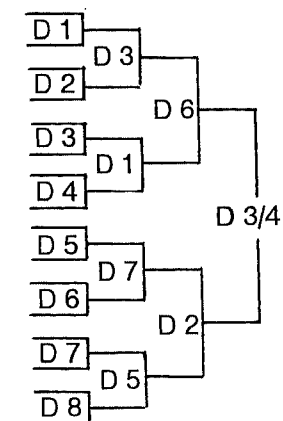
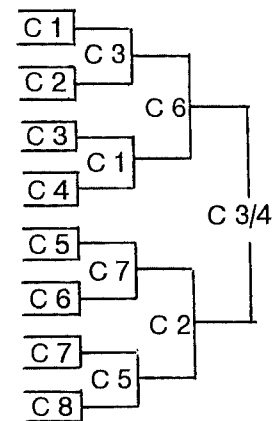
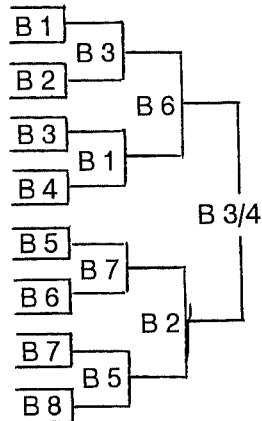
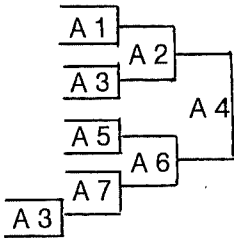


POST SECTION (ONE LIFE) CHARTS (Contd)

NOTE: Letter denotes green - Number denotes rink.

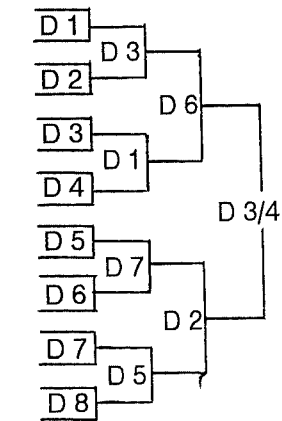
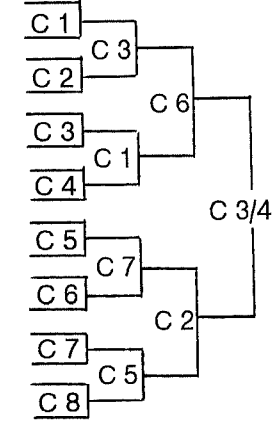
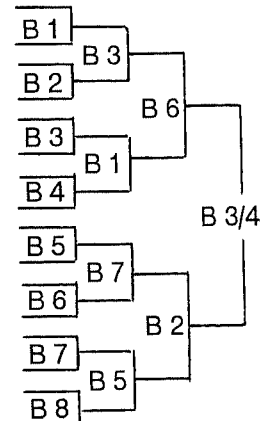
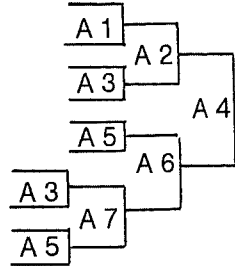
57 Qualifiers

(7 bytes)



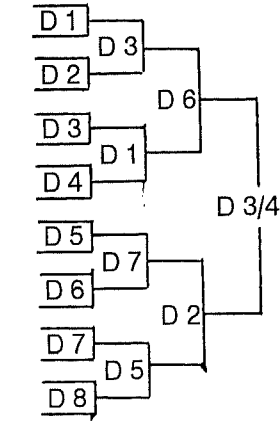
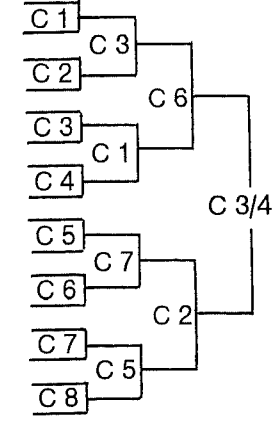
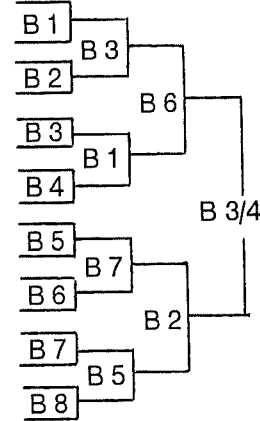
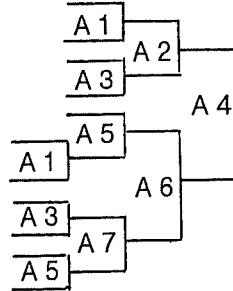
58 Qualifiers

(6 bytes)



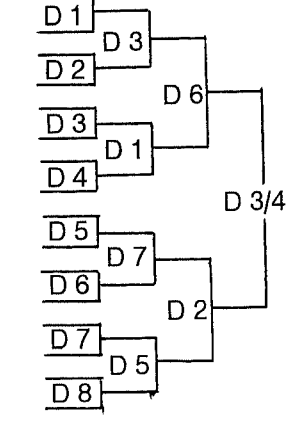
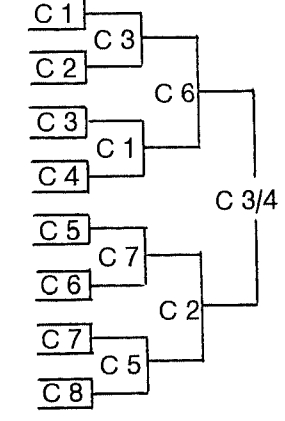
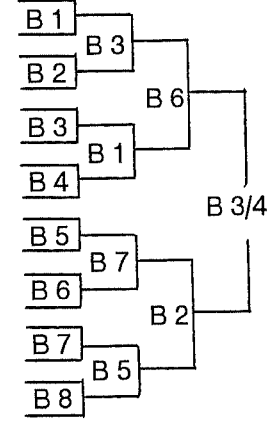
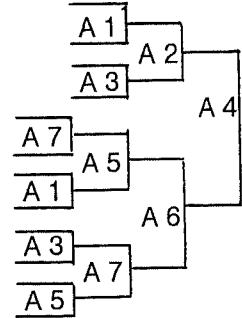
59 Qualifiers

(5 bytes)



60 Qualifiers

(4 bytes)



GRADED FOURS CHARTS

TEAM NO.	Rd 1 Rk	Rd 2 Rk	Rd 3 Rk	Rd 4 Rk	Rd 5 Rk	Rd 6 Rk
----------	---------	---------	---------	---------	---------	---------

TEAM NO.	Rd 1 Rk	Rd 2 Rk	Rd 3 Rk	Rd 4 Rk	Rd 5 Rk	Rd 6 Rk
----------	---------	---------	---------	---------	---------	---------

8 TEAMS						
1	1	2	3	5	2	6
2	2	3	4	6	2	3
3	3	5	1	7	5	6
4	4	1	2	4	5	3
5	1	3	2	7	6	4
6	2	5	3	4	6	5
7	3	1	4	5	3	4
8	4	2	1	6	3	5

10 TEAMS						
1	2	3	4	5	6	3
2	3	4	5	6	2	3
3	4	5	6	2	3	5
4	5	6	2	5	4	5
5	6	2	5	7	4	2
6	2	5	7	4	2	4
7	3	6	4	2	7	4
8	4	2	7	3	6	4
9	5	3	6	4	2	6
10	6	4	2	5	3	6

12 TEAMS						
1	2	3	4	5	7	6
2	3	4	5	6	2	7
3	4	5	6	7	3	2
4	5	6	7	2	4	3
5	6	7	3	4	5	4
6	7	2	3	6	4	5
7	2	7	3	4	4	2
8	3	2	4	7	5	3
9	4	3	5	2	6	4
10	5	4	6	3	7	5
11	6	5	7	4	2	6
12	7	6	2	5	3	7

14 TEAMS						
1	1	4	7	3	6	5
2	2	5	1	4	7	6
3	3	6	2	5	1	7
4	4	7	3	6	2	1
5	5	1	4	7	3	2
6	6	2	5	1	4	3
7	7	3	6	2	5	4
8	1	6	4	3	7	5
9	2	7	5	4	1	6
10	3	1	6	5	2	7
11	4	2	7	6	3	1
12	5	3	1	7	4	2
13	6	4	2	1	5	3
14	7	5	3	2	6	4

16 TEAMS						
1	1	4	7	2	5	6
2	2	5	8	3	6	7
3	3	6	1	4	7	8
4	4	7	2	5	8	1
5	5	8	3	6	1	2
6	6	1	4	7	2	3
7	7	2	5	8	3	4
8	8	3	6	1	4	5
9	1	5	2	7	4	8
10	2	6	3	8	5	1
11	3	7	4	1	6	2
12	4	8	5	2	7	3
13	5	1	6	3	8	4
14	6	2	7	4	1	5
15	7	3	8	5	2	6
16	8	4	1	6	3	7

18 TEAMS						
1	1	3	2	(1)	(3)	(2)
2	2	1	3	(2)	(1)	(3)
3	3	2	1	(3)	(2)	(1)
4	4	6	5	1	3	2
5	5	4	6	2	1	3
6	6	5	4	3	2	1
7	(1)	(3)	(2)	4	6	5
8	(2)	(1)	(3)	5	4	6
9	(3)	(2)	(1)	6	5	4
10	1	2	3	4	5	6
11	2	3	1	5	6	4
12	3	1	2	6	4	5
13	4	5	6	(1)	(2)	(3)
14	5	6	4	(2)	(3)	(1)
15	6	4	5	(3)	(1)	(2)
16	(1)	(2)	(3)	1	2	3
17	(2)	(3)	(1)	2	3	1
18	(3)	(1)	(2)	3	1	2

NOTE: Bracket No's = 2nd Green

GRADED FOURS CHARTS (Contd)

TEAM NO.	Rd 1 Rk	Rd 2 Rk	Rd 3 Rk	Rd 4 Rk	Rd 5 Rk	Rd 6 Rk
----------	---------	---------	---------	---------	---------	---------

20 TEAMS

1	2	3	4	(5)	(6)	(3)
2	3	4	5	(6)	(2)	(3)
3	4	5	6	(2)	(3)	(5)
4	5	6	2	(3)	(4)	(5)
5	6	2	5	(4)	(5)	(2)
6	2	5	3	(6)	(4)	(2)
7	3	6	4	(2)	(5)	(4)
8	4	2	3	(3)	(6)	(4)
9	5	3	6	(4)	(2)	(6)
10	6	2	2	(5)	(3)	(6)
11	(2)	(3)	(4)	5	6	3
12	(3)	(4)	(5)	6	2	3
13	(4)	(5)	(6)	2	3	5
14	(5)	(6)	(2)	3	4	5
15	(6)	(2)	(5)	4	5	2
16	(2)	(5)	(3)	6	6	2
17	(3)	(6)	(4)	2	5	4
18	(4)	(2)	(3)	3	6	4
19	(5)	(3)	(6)	4	2	6
20	(6)	(4)	(2)	5	3	6

TEAM NO.	Rd 1 Rk	Rd 2 Rk	Rd 3 Rk	Rd 4 Rk	Rd 5 Rk	Rd 6 Rk
----------	---------	---------	---------	---------	---------	---------

22 TEAMS

1	2	3	4	(5)	(7)	(6)
2	3	4	5	(6)	(2)	(7)
3	4	5	6	(7)	(3)	(2)
4	5	6	7	(2)	(4)	(3)
5	6	7	2	(3)	(5)	(4)
6	7	2	3	(4)	(6)	(5)
7	2	7	3	(6)	(4)	(2)
8	3	2	4	(7)	(5)	(3)
9	4	3	5	(2)	(6)	(4)
10	5	4	6	(3)	(7)	(5)
11	6	5	7	(4)	(2)	(6)
12	7	6	2	(5)	(3)	(7)
13	(2)	(3)	(4)	5	6	3
14	(3)	(4)	(5)	6	2	3
15	(4)	(5)	(6)	2	3	5
16	(5)	(6)	(2)	3	4	5
17	(6)	(2)	(5)	4	5	2
18	(2)	(5)	(3)	6	4	2
19	(3)	(6)	(4)	2	5	4
20	(4)	(2)	(3)	3	6	4
21	(5)	(3)	(6)	4	2	6
22	(6)	(4)	(2)	5	3	6

24 TEAMS

1	2	3	4	(5)	(7)	(6)
2	3	4	5	(6)	(2)	(7)
3	4	5	6	(7)	(3)	(2)
4	5	6	7	(2)	(4)	(3)
5	6	7	2	(3)	(5)	(4)
6	7	2	3	(4)	(6)	(5)
7	2	7	3	(6)	(4)	(2)
8	3	2	4	(7)	(5)	(3)
9	4	3	5	(2)	(6)	(4)
10	5	4	6	(3)	(7)	(5)
11	6	5	7	(4)	(2)	(6)
12	7	6	2	(5)	(3)	(7)
13	(2)	(3)	(4)	5	6	7
14	(3)	(4)	(5)	6	7	2
15	(4)	(5)	(6)	7	2	3
16	(5)	(6)	(7)	2	3	4
17	(6)	(7)	(2)	3	4	5
18	(7)	(2)	(3)	4	5	2
19	(2)	(7)	(3)	6	7	3
20	(3)	(2)	(4)	7	2	3
21	(4)	(3)	(5)	2	3	4
22	(5)	(4)	(6)	3	4	5
23	(6)	(5)	(7)	4	5	6
24	(7)	(6)	(2)	5	6	7

26 TEAMS

1	1	4	7	(3)	(6)	(5)
2	2	5	1	(4)	(7)	(6)
3	3	6	2	(5)	(1)	(7)
4	4	7	3	(6)	(2)	(1)
5	5	1	4	(7)	(3)	(2)
6	6	2	5	(1)	(4)	(3)
7	7	3	6	(2)	(5)	(4)
8	1	6	4	(3)	(7)	(3)
9	2	7	5	(4)	(1)	(4)
10	3	1	6	(5)	(2)	(5)
11	4	2	7	(6)	(3)	(6)
12	5	3	1	(7)	(4)	(7)
13	6	4	2	(1)	(5)	(1)
14	7	5	3	5	(6)	(2)
15	(2)	(3)	(4)	6	7	6
16	(3)	(4)	(5)	7	2	7
17	(4)	(5)	(6)	1	3	2
18	(5)	(6)	(7)	2	4	3
19	(6)	(7)	(2)	3	5	4
20	(7)	(2)	(3)	4	6	5
21	(2)	(7)	(3)	5	7	2
22	(3)	(2)	(4)	6	1	3
23	(4)	(3)	(5)	7	2	4
24	(5)	(4)	(6)	1	3	5
25	(6)	(5)	(7)	2	4	6
26	(7)	(6)	(2)	3	5	7

NOTE: Bracket No"s = 2nd Green

GRADED FOURS CHARTS (Contd)

TEAM NO.	Rd 1 Rk	Rd 2 Rk	Rd 3 Rk	Rd 4 Rk	Rd 5 Rk	Rd 6 Rk
----------	---------	---------	---------	---------	---------	---------

28 TEAMS

1	1	4	7	(3)	(6)	(5)
2	2	5	1	(4)	(7)	(6)
3	3	6	2	(5)	(1)	(7)
4	4	7	3	(6)	(2)	(1)
5	5	1	4	(7)	(3)	(2)
6	6	2	5	(1)	(4)	(3)
7	7	3	6	(2)	(5)	(4)
8	1	6	4	(2)	(7)	(3)
9	2	7	5	(3)	(1)	(4)
10	3	1	6	(4)	(2)	(5)
11	4	2	7	(5)	(3)	(6)
12	5	3	1	(6)	(4)	(7)
13	6	4	2	(7)	(5)	(1)
14	7	5	3	(1)	(6)	(2)
15	(1)	(4)	(7)	3	6	5
16	(2)	(5)	(1)	4	7	6
17	(3)	(6)	(2)	5	1	7
18	(4)	(7)	(3)	6	2	1
19	(5)	(1)	(4)	7	3	2
20	(6)	(2)	(5)	1	4	3
21	(7)	(3)	(6)	2	5	4
22	(1)	(6)	(4)	2	7	3
23	(2)	(7)	(5)	3	1	4
24	(3)	(1)	(6)	4	2	5
25	(4)	(2)	(7)	5	3	6
26	(5)	(3)	(1)	6	4	7
27	(6)	(4)	(2)	7	5	1
28	(7)	(5)	(3)	1	6	2

TEAM NO.	Rd 1 Rk	Rd 2 Rk	Rd 3 Rk	Rd 4 Rk	Rd 5 Rk	Rd 6 Rk
----------	---------	---------	---------	---------	---------	---------

32 TEAMS

1	1	4	7	(2)	(5)	(6)
2	2	5	8	(3)	(6)	(7)
3	3	6	1	(4)	(7)	(8)
4	4	7	2	(5)	(8)	(1)
5	5	8	3	(6)	(1)	(2)
6	6	1	4	(7)	(2)	(3)
7	7	2	5	(8)	(3)	(4)
8	8	3	6	(1)	(4)	(5)
9	1	5	2	(7)	(4)	(8)
10	2	6	3	(8)	(5)	(1)
11	3	7	4	(1)	(6)	(2)
12	4	8	5	(2)	(7)	(3)
13	5	1	6	(3)	(8)	(4)
14	6	2	7	(4)	(1)	(5)
15	7	3	8	(5)	(2)	(6)
16	8	4	1	(6)	(3)	(7)
17	(1)	(4)	(7)	2	5	6
18	(2)	(5)	(8)	3	6	7
19	(3)	(6)	(1)	4	7	8
20	(4)	(7)	(2)	5	8	1
21	(5)	(8)	(3)	6	1	2
22	(6)	(1)	(4)	7	2	3
23	(7)	(2)	(5)	8	3	4
24	(8)	(3)	(6)	1	4	5
25	(1)	(5)	(2)	7	4	8
26	(2)	(6)	(3)	8	5	1
27	(3)	(7)	(4)	1	6	2
28	(4)	(8)	(5)	2	7	3
29	(5)	(1)	(6)	3	8	4
30	(6)	(2)	(7)	4	1	5
31	(7)	(3)	(8)	5	2	6
32	(8)	(4)	(1)	6	3	7

30 TEAMS

1	1	4	7	(2)	(5)	(6)
2	2	5	8	(3)	(6)	(7)
3	3	6	1	(4)	(7)	(8)
4	4	7	2	(5)	(8)	(1)
5	5	8	3	(6)	(1)	(2)
6	6	1	4	(7)	(2)	(3)
7	7	2	5	(8)	(3)	(4)
8	8	3	6	(1)	(4)	(5)
9	1	5	2	(7)	(4)	(8)
10	2	6	3	(8)	(5)	(1)
11	3	7	4	(1)	(6)	(2)
12	4	8	5	(2)	(7)	(3)
13	5	1	6	(3)	(8)	(4)
14	6	2	7	(4)	(1)	(5)
15	7	3	8	(5)	(2)	(6)
16	8	4	1	(6)	(3)	(7)
17	(1)	(4)	(7)	3	6	5
18	(2)	(5)	(1)	4	7	6
19	(3)	(6)	(2)	5	1	7
20	(4)	(7)	(3)	6	2	1
21	(5)	(1)	(4)	7	3	2
22	(6)	(2)	(5)	1	4	3
23	(7)	(3)	(6)	2	5	4
24	(1)	(6)	(4)	2	7	3
25	(2)	(7)	(5)	3	1	4
26	(3)	(1)	(6)	4	2	5
27	(4)	(2)	(7)	5	3	6
28	(5)	(3)	(1)	6	4	7
29	(6)	(4)	(2)	7	5	1
30	(7)	(5)	(3)	1	6	2

NOTE: Bracket No's = 2nd Green

ROUND ROBIN DRAWS

3 TO 16 COMPETITORS - Suitable for 2, 3, or 4 rounds per day.

R O U N D S						
1	2	3	4	5	6	7

3 ENTRIES

Rink	2	1 v 2		
	3		1 v 3	
	4			2 v 3
Byes		3	2	1

4 ENTRIES

Rink	1			1 v 4
	2	1 v 2		
	3		1 v 3	
	4	3 v 4		
	5		2 v 4	
	6			2 v 3

5 ENTRIES

Rink	1			2 v 4		3 v 5
	2	1 v 2			4 v 5	
	3		1 v 3			
	4	3 v 4				
	5		2 v 5			1 v 4
	6			1 v 5	2 v 3	
Byes		5	4	3	1	2

6 ENTRIES

Rink	1	1 v 2	4 v 6		1 v 4
	2			1 v 5	2 v 3
	3	3 v 4	2 v 5		2 v 6
	4			3 v 6	4 v 5
	5	5 v 6	1 v 3		3 v 5
	6			2 v 4	1 v 6

7 ENTRIES

Rink	1	1 v 2		4 v 6	2 v 3		5 v 7
	2		1 v 3		2 v 4	1 v 6	
	3	3 v 4		1 v 5		6 v 7	1 v 4
	4		2 v 5		1 v 7		3 v 5
	5	5 v 6		3 v 7		4 v 5	2 v 6
	6		4 v 7		3 v 6	2 v 7	
Byes		7	6	2	5	1	3

8 ENTRIES

Rink	1	1 v 2	4 v 7		2 v 3	4 v 8	
	2			2 v 8	1 v 7		3 v 8
	3	3 v 4	6 v 8			1 v 8	
	4			3 v 7	2 v 4		1 v 4
	5	5 v 6	1 v 3			4 v 5	1 v 6
	6			4 v 6	5 v 8		2 v 6
	7	7 v 8	2 v 5			6 v 7	3 v 5
	8			1 v 5	3 v 6		5 v 7

ROUND ROBIN DRAWS

R O U N D S

1	2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	---	----	----

9 ENTRIES

RK	1									
	2	1V 2	4V 7	6V 8	5V 9	2V 4		1V 8	5V 7	2V 6
	3	3V 4	6V 9	1V 5	2V 8	3V 6	4V 5	2V 7	3V 9	1V 4
	4	5V 6	1V 3	2V 9		5V 8	6V 7	4V 9		3V 8
	5	7V 8	2V 5		4V 6	1V 9	2V 3		4V 8	7V 9
	6			3V 7			8V 9	3V 5	1V 6	
Byes		9	8	4	3	7	1	6	2	5

10 ENTRIES

RK	1										
	2	1V 2	8V10	3V 7	4V 6	5V 9	2V 4		1V 8	2V10	1V 4
	3	3V 4	6V 9	1V 5	2V 8	7V10	4V 5		3V 9	3V 9	2V 6
	4	5V 6	4V 7	2V 9	3V10	1V 9	6V 7	3V 5	4V 8	1V 6	3V 8
	5	7V 8	2V 5	4V10		3V 6	8V 9	2V 7			5V10
	6	9V10	1V 3	6V 8			1V10	4V 9	5V 7		
	7			1V 7	5V 8	2V 3	6V10				7V 9

11 ENTRIES

RK	2											
	3	1V 2	4V 7	8V10	5V 9	3V10	1V11	4V 5	2V 7	6V10	7V 9	3V 8
	4	3V 4	2V 5		1V 7	2V 8	3V 6	10V11	4V 9	1V 8	2V10	
	5	5V 6	1V 3	2V 9	4V10		5V 8	6V 7	1V10	2V11	4V 8	5V10
	6	7V 8	6V 9	1V 5	3V11	4V 6	7V10	8V 9	3V 5		1V 6	9V11
	7	9V10	8V11	3V 7	4V11	6V 8	7V11	2V 4	6V11	3V 9	5V11	1V 4
Byes		11	10	6	2	5	9	1	8	4	3	7

12 ENTRIES

RK	1											
	2	1V 2	4V 7	4V11	6V 8	3V10	9V12	4V 5	6V11	3V 9	1V 6	5V10
	3	3V 4	2V 5	6V12	5V 9	2V 8	1V11	2V 7	2V 7	1V 8	2V10	9V11
	4	5V 6	1V 3	2V 9	1V 7	7V11	3V 6	10V11	4V 9	1V 8	2V10	9V11
	5	7V 8	10V12	1V 5	4V10	4V 6	5V 8	1V12		6V10	4V 8	7V12
	6	9V10	8V11	3V 7	3V11	1V 9	7V10	8V 9	3V 5	4V12	5V11	2V 6
	7	11V12	6V 9	8V10	2V12	5V12	2V 4	2V 3	8V12	5V 7	3V12	1V 4
								6V 7	1V10	2V11	7V 9	3V 8

ROUND ROBIN DRAWS

R O U N D S

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

13 ENTRIES

RK 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	1V 2	8V11	10V12	5V 9	6V 8	3V10	2V 4	12V13	3V 5	2V11	1V 8		5V10	
	3V 4	2V 5	6V13	1V 7	2V12	4V 6	7V10	8V 9	1V12	4V13	7V 9	2V10	1V 4	
	5V 6	1V 3	2V 9	8V10	7V11	9V13	5V 8	2V 3	6V11	1V10	4V12	7V13	3V 8	
	7V 8	10V13	4V11	6V12	1V 9	2V 8	3V 6	10V11	4V 9	8V12	3V13	1V 6	7V12	
	9V10	4V 7	1V 5	3V11	5V13		9V12	6V 7	8V13	5V 7	6V10	3V12	11V13	
	11V12	6V 9	3V 7	2V13	4V10	5V12	1V13		2V 7	3V 9	5V11	4V 8	2V 6	
Byes	13	12	8	4	3	7	11	1	10	6	2	5	8	

14 ENTRIES

RK 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	1V 2	12V14	3V 7	8V10	2V12	7V14	5V 8	10V11	1V12	4V13	2V14	9V11	7V12	
	3V 4	2V 5	6V13	1V 7	3V14	5V12	7V10	8V 9	6V11	8V12	7V 9	2V10	3V 8	
	5V 6	1V 3	2V 9	4V14	7V11	9V13	2V 4	1V14	3V 5	2V11	1V 8	7V13	5V10	
	7V 8	10V13	4V11	6V12	1V 9	2V 8	11V14	6V 7	4V 9	1V10	3V13	5V14	2V 6	
	9V10	4V 7	1V 5	3V11	5V13	4V 6	9V12	2V 3	8V13	5V 7	6V10	3V12	1V 4	
	11V12	6V 9	8V14	2V13	4V10	1V11	3V 6	12V13	2V 7	6V14	5V11	4V 8	11V13	
	13V14	8V11	10V12	5V 9	6V 8	3V10	1V13	4V 5	10V14	3V 9	4V12	1V 6	9V14	

15 ENTRIES

RK 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	1V 2	6V 9	3V 7	8V14	6V12	7V15	3V10	1V14	4V 5	10V15	2V11	6V14	1V 8	2V10	7V12
	3V 4	12V15	6V13	1V 7	8V10	2V12	11V15	3V 6	8V 9	1V14	5V 7	2V15	4V12	11V13	2V 6
	5V 6	1V 3	4V11	10V12	5V13	3V14	2V 8	1V15	6V 7	4V 9	10V14	3V13	9V11	1V 6	13V15
	7V 8	2V 5	12V14	3V11	1V 9	6V 8	7V14	2V 4	10V11	3V 5	6V15	8V12	2V14	4V 8	5V10
	9V10	4V 7	1V 5	2V13	3V15	4V10	1V13	9V12	2V 3	6V11	4V13	1V10	7V13	9V15	1V 4
	11V12	10V13	8V15	5V 9	4V14	1V11	5V12	7V10	14V15	8V13	1V12	7V 9	5V15	3V12	9V14
	13V14	8V11	2V 9	4V15	7V11	9V13	4V 6	5V 8	12V13	2V 7	3V 9	5V11	6V10	5V14	3V 8
Byes	15	14	10	6	2	5	9	13	1	12	8	4	3	7	11

16 ENTRIES

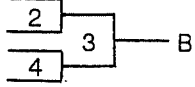
RK 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	1V 2	8V11	6V13	4V15	2V16	9V13	11V15	7V10	1V16	4V 9	2V11	8V12	3V16	5V14	7V12
	3V 4	2V 5	8V15	6V16	8V10	1V11	9V16	3V 6	12V13	2V 7	8V16	1V10	2V14	9V15	5V10
	5V 6	4V 7	10V16	8V14	7V11	5V16	3V10	2V 4	8V 9	1V14	4V13	5V11	6V10	7V16	9V14
	7V 8	6V 9	1V 5	10V12	3V15	6V 8	7V14	9V12	10V11	3V 5	6V15	7V 9	4V12	11V13	2V 6
	9V10	1V 3	4V11	2V13	4V14	7V15	5V12	13V16	6V 7	10V15	1V12	3V13	9V11	1V 6	3V 8
	11V12	14V16	2V 9	1V 7	5V13	3V14	2V 8	1V15	4V 5	8V13	10V14	2V15	7V13	3V12	1V 4
	13V14	12V15	3V 7	5V 9	6V12	4V10	1V13	11V14	2V 3	12V16	5V 7	6V14	5V15	4V 8	11V16
	15V16	10V13	12V14	3V11	1V 9	2V12	4V 6	5V 8	14V15	6V11	3V 9	4V16	1V 8	2V10	13V15

AUTOMATIC TWO LIFE CHARTS

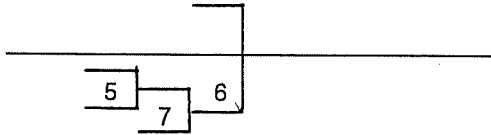
4 ENTRIES

(4/5 Rds to complete)

Rd 1 2 3 4 5



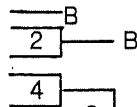
After
2 Rds = 3
3 = 2
4 = 1/2



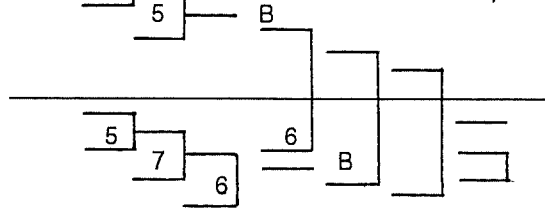
5 ENTRIES

(5/6 Rds to complete)

Rd 1 2 3 4A 4B 5A 5B 5B



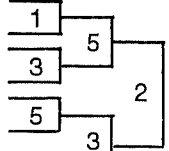
After
2 Rds = 4
3 = 3
4 = 2/3



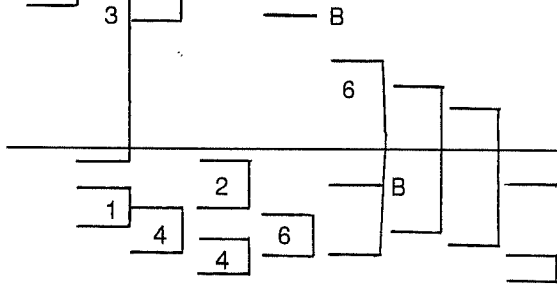
6 ENTRIES

(5/6 Rds to complete)

Rd 1 2 3A 3B 4A 4B 5A 5B 5B



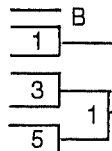
After
2 Rds = 4/5
3 = 3
4 = 2/3



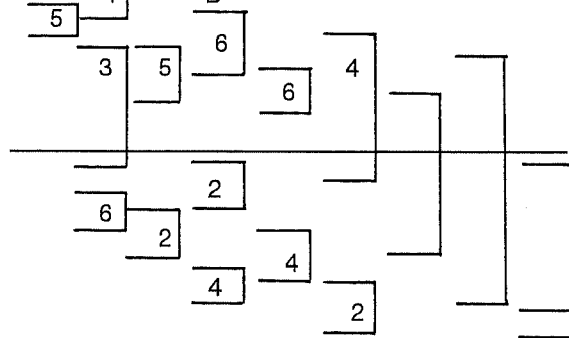
7 ENTRIES

(5/7 Rds to complete)

Rd 1 2 3A 3B 4A 4B 5A 5B 5B



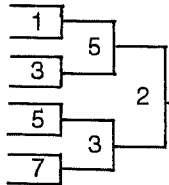
After
2 Rds = 5/6
3 = 4
4 = 2/3



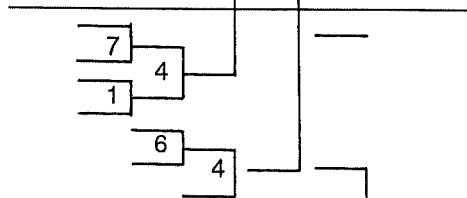
8 ENTRIES

(5/6 Rds to complete)

Rd 1 2 3 4 5A 5B



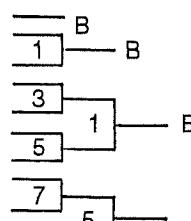
After
2 Rds = 6
3 = 4
4 = 2/3



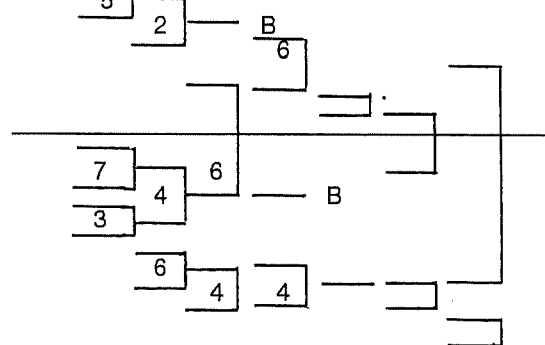
9 ENTRIES

(6/7 Rds to complete)

Rd 1 2 3 4A 4B 5A 5A 5B

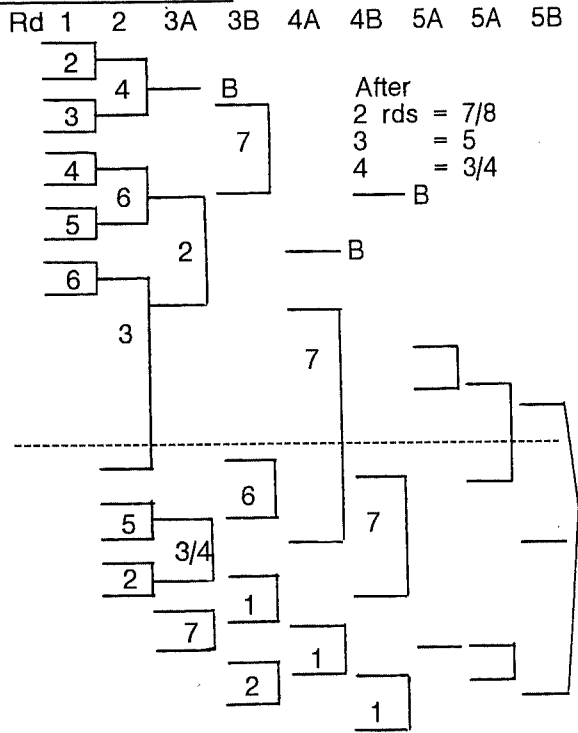


After
2 Rds = 7
3 = 5
4 = 3/4

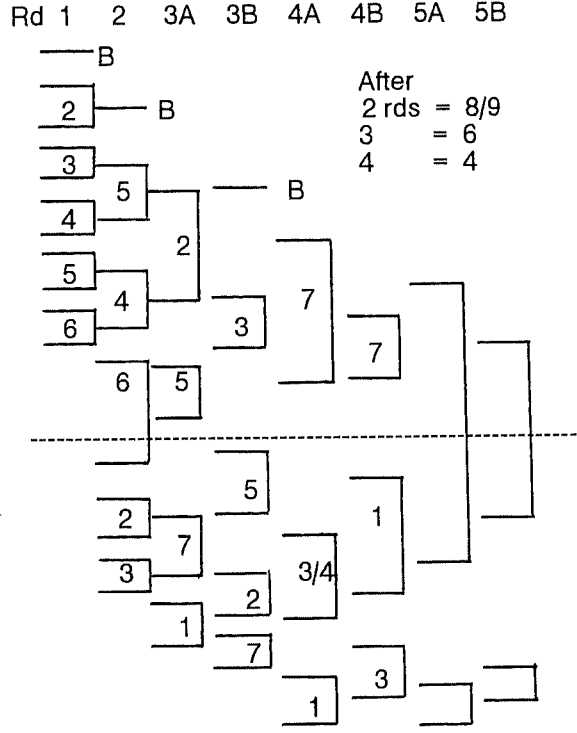


AUTOMATIC TWO LIFE CHARTS

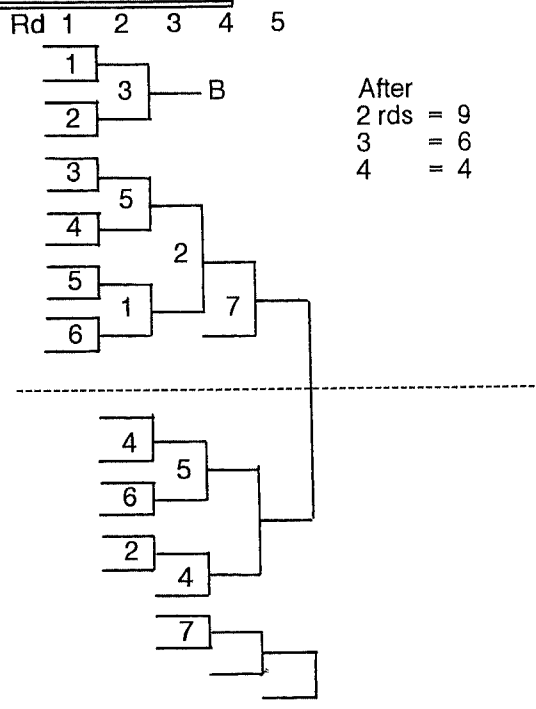
10 ENTRIES (6-8 Rds to complete)



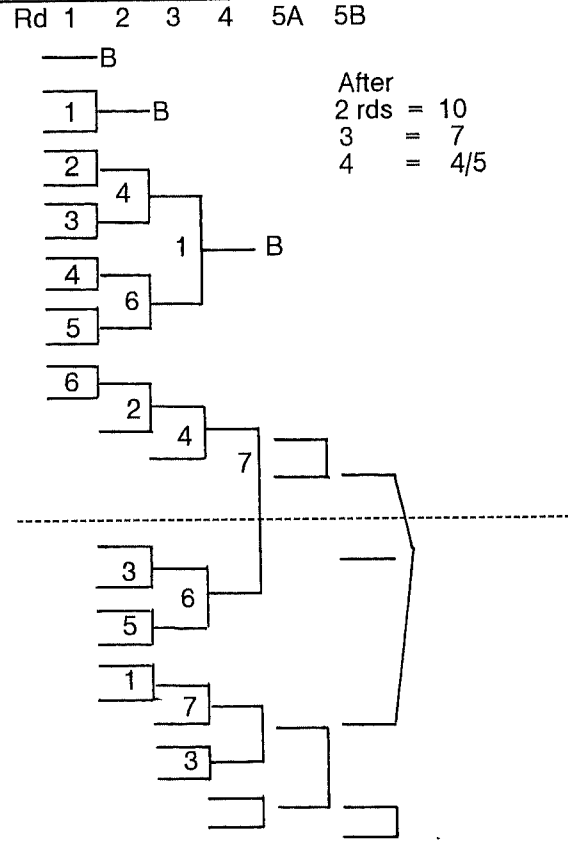
11 ENTRIES (6/7 Rds to complete)



12 ENTRIES (6/7 rds to complete)



13 ENTRIES (7/8 rds to complete)



AUTOMATIC TWO LIFE CHARTS

**FOR ENTRIES 18 - 34 PLAY IN TWO SECTIONS UNTIL SURVIVORS ARE 17 OR LESS
(SAY 3 OR 4 ROUNDS)**

		AFTER 2 RDS =	AFTER 3 RDS =	AFTER 4 RDS =
18 ENTRIES	Sec A (10) Sec B (8)	13/14	9	5/6/7
19 ENTRIES	Sec A (10) Sec B (9)	14/15	10	6/7/8
20 ENTRIES	Sec A (12) Sec B (8)	15	10	6/7
21 ENTRIES	Sec A (12) Sec B (9)	16	11	7/8
22 ENTRIES	Sec A (12) Sec B (10)	16/17	11	7/8
23 ENTRIES	Sec A (12) Sec B (11)	17/18	12	8
24 ENTRIES	Sec A (12) Sec B (12)	18	12	8
25 ENTRIES	Sec A (16) Sec B (9)	19	13	8/9
26 ENTRIES	Sec A (16) Sec B (10)	19/20	13	8/9
27 ENTRIES	Sec A (16) Sec B (11)	20/21	14	9
28 ENTRIES	Sec A (16) Sec B (12)	21	14	9
29 ENTRIES	Sec A (16) Sec B (13)	22	15	9/10
30 ENTRIES	Sec A (16) Sec B (14)	22/23	15	9/10
31 ENTRIES	Sec A (16) Sec B (15)	23/24	16	10/11
32 ENTRIES	Sec A (16) Sec B (16)	24	16	10
33 ENTRIES	Sec A (17) Sec B (16)	25	17	11
34 ENTRIES	Sec A (17) Sec B (17)	26	18	12

**FOR ENTRIES 35 - 51 PLAY IN 3 SECTIONS UNTIL SURVIVORS ARE 17 OR LESS
(NEEDS 4 ROUNDS)**

35 ENTRIES	Sec A (12); B (12); C (11)	17	12
36 ENTRIES	Sec A (12); B (12); C (12)	18	12
37 ENTRIES	Sec A (16); B (12); C (9)	19	12/13
38 ENTRIES	Sec A (16); B (12); C (10)	19	12/13
39 ENTRIES	Sec A (16); B (12); C (11)	20	13
40 ENTRIES	Sec A (16); B (12); C (12)	20	13
41 ENTRIES	Sec A (16); B (16); C (9)	21	13/14
42 ENTRIES	Sec A (16); B (16); C (10)	21	13/14
43 ENTRIES	Sec A (16); B (16); C (11)	22	14
44 ENTRIES	Sec A (16); B (16); C (12)	22	14
45 ENTRIES	Sec A (16); B (16); C (13)	23	14/15
46 ENTRIES	Sec A (16); B (16); C (14)	23	14/15
47 ENTRIES	Sec A (16); B (16); C (15)	24	15/16
48 ENTRIES	Sec A (16); B (16); C (16)	24	15
49 ENTRIES	Sec A (17); B (16); C (16)	25	16
50 ENTRIES	Sec A (17); B (17); C (16)	26	17
51 ENTRIES	Sec A (17); B (17); C (17)	27	18

**FOR ENTRIES 52 AND ABOVE, PLAY IN APPROPRIATE SECTIONS UNTIL SURVIVORS ARE 17
WHEN BRINGING SECTIONS TOGETHER, USE THE FOLLOWING FORMAT:**

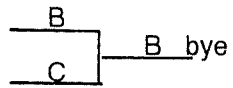
A Section Two Lifers followed by B Section Two Lifers above the line
A Section One Lifers followed by B Section One Lifers below the line.

AUTOMATIC TWO LIFE DRAW CHART

(Example)

Rd 1 Rd 2 Rd 3 Rd 4 Rd 5 Rd 6 Rd 7 Rd 8 Rd 9

A bye



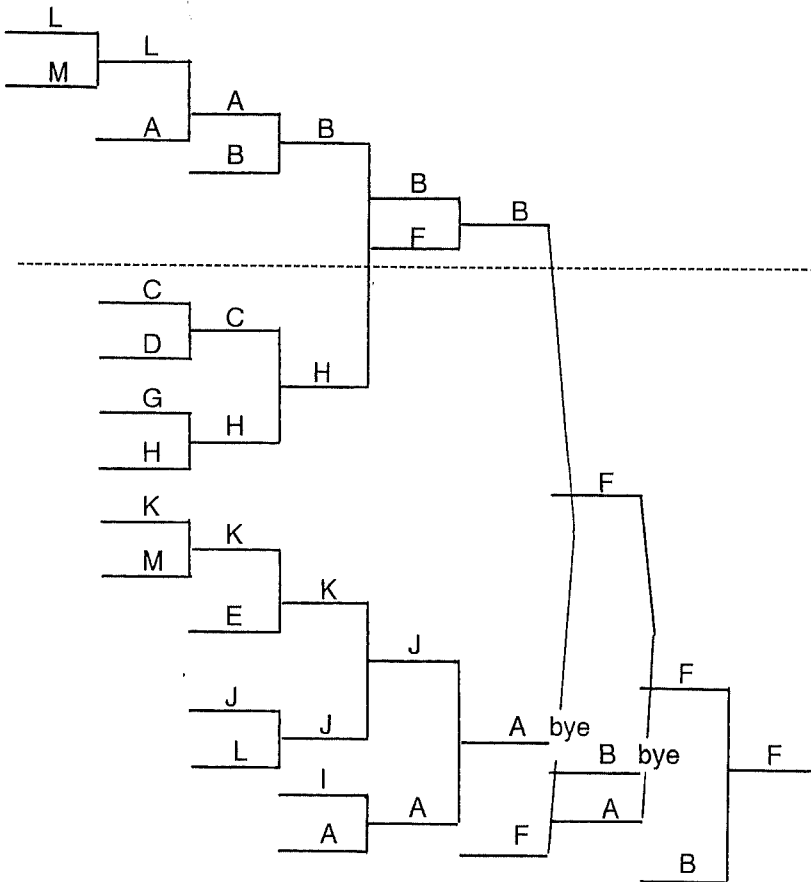
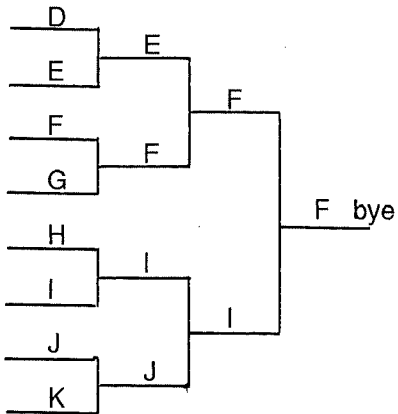
BYES A

B

F

A

B

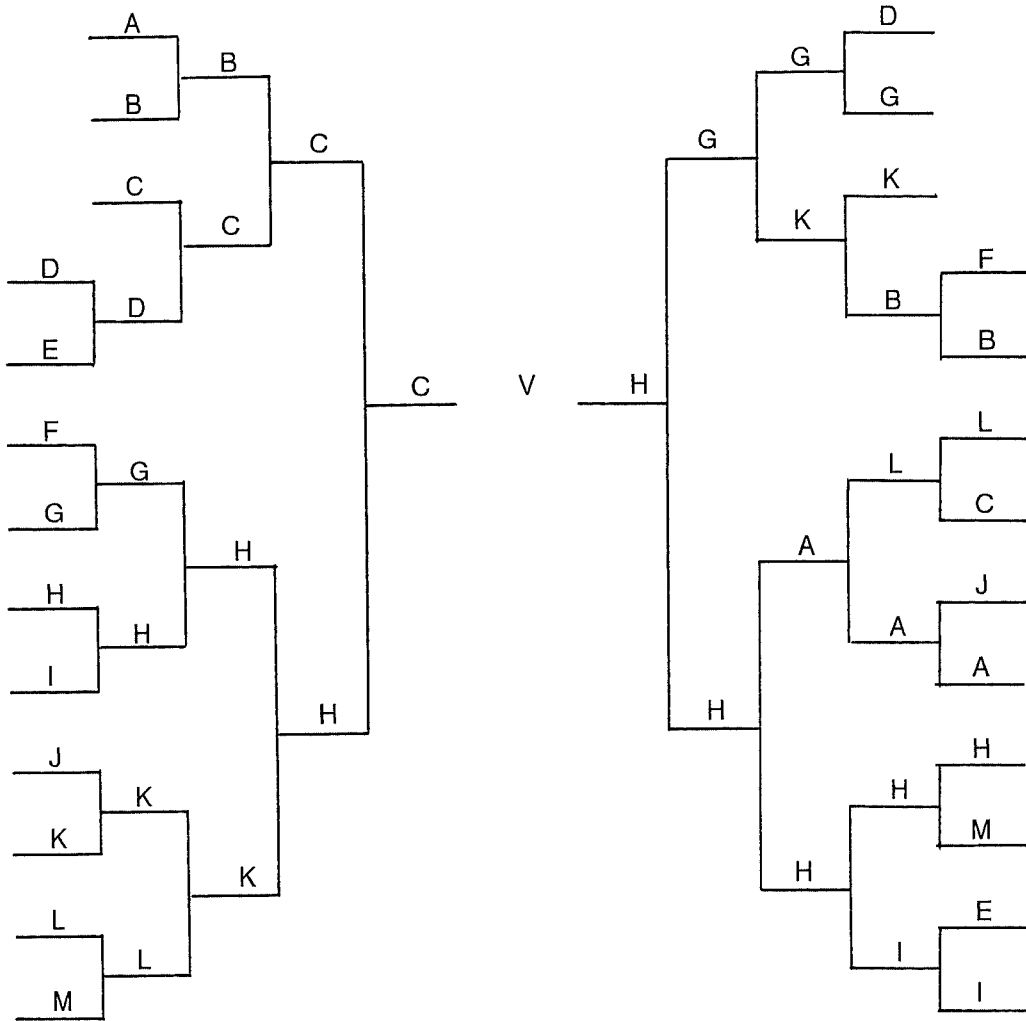


TWO LIFE BUTTERFLY DRAW CHART

(Example)

Rd 1 Rd 2 Rd 3 Rd 4

Rd 4 Rd 3 Rd 2 Rd 1



Winner: C
Runner-up: H

MULTI ROUND DRAWS

The following series of draws are suitable when conducting any tournaments or competitions where there are 10, 12, 14, or 16 competitors or multiples of those numbers. They can be used for any number of rounds up to 9, and whether playing 2, 3, or 4 rounds per day.

R O U N D S									
RINK	1	2	3	4	5	6	7	8	9

10 TEAM DRAW

2	1V 6	5V 8	4V10	2V 9	5V 6	4V 8	1V 3		6V10
3	2V 7	1V 9	6V 8	3V10	1V 2		4V 5	6V 7	8V 9
4	3V 8	2V10	1V 7	4V 6	7V 8	1V10	6V 9	2V 3	
5	4V 9	3V 6	2V 5		3V 4	7V 9		8V10	1V 5
6	5V10	4V 7	3V 9	1V 8	9V10	3V 5	2V 8	1V 4	3V 7
7				5V 7		2V 6	7V10	5V 9	2V 4

12 TEAM DRAW

2	1V 7	6V11	5V 9	4V12	3V10	2V11	4V 5	8V12	1V 3
3	2V 8	1V12	6V10	5V 7	4V11	3V12	1V 6	7V10	2V 4
4	3V 9	2V 7	1V11	6V 8	5V12	4V 7	2V 3	9V11	5V 6
5	4V10	3V 8	2V12	1V 9	6V 7	5V 8	9V10	1V 4	7V11
6	5V11	4V 9	3V 7	2V10	1V 8	6V 9	11V12	2V 5	8V10
7	6V12	5V10	4V 8	3V11	2V 9	1V10	7V 8	3V 6	9V12

14 TEAM DRAW

1	7V14	12V13	5V 6	8V 9	3V 4	11V12	2V10	1V 7	8V14
2	2V 9	1V14	7V12	6V10	5V 8	4V13	3V11	10V14	1V 2
3	3V10	2V 8	1V13	7V11	6V 9	5V14	4V12	3V13	9V11
4	4V11	3V 9	2V14	1V12	7V10	6V 8	5V13	2V11	10V12
5	5V12	4V10	3V 8	2V13	1V11	7V 9	6V14	4V 8	3V 5
6	6V13	5V11	4V 9	3V14	2V12	1V10	7V 8	5V10	4V 6
7	1V 8	6V 7	10V11	4V 5	13V14	2V 3	1V 9	6V12	7V13

16 TEAM DRAW

1	1V 9	8V15	7V13	6V11	4V16	3V14	2V 5	10V12	1V11
2	2V10	1V16	8V14	7V12	5V 9	4V15	10V13	11V16	2V12
3	3V11	2V 9	1V15	8V13	6V10	5V16	9V12	3V 8	4V14
4	4V12	3V10	2V16	1V14	7V11	6V 9	14V16	2V 4	3V13
5	5V13	4V11	3V 9	2V15	8V12	7V10	11V15	1V 6	8V10
6	6V14	5V12	4V10	3V16	1V13	8V11	3V 7	9V14	5V15
7	7V15	6V13	5V11	4V 9	2V14	1V12	6V 8	13V15	7V 9
8	8V16	7V14	6V12	5V10	3V15	2V13	1V 4	5V 7	6V16

CLASSIC DRAWS

CLASSIC DRAW

1 GREEN - 2 DAYS - 16 TEAMS

This draw can also be used as a One Day Tournament by using either rounds 1 to 4, or rounds 5 to 8, depending on whether you wish to play triples and singles, or pairs only. There are 4 rounds each day, in which each player will play 3 and sit out 1 round. While not playing, they can use the time for their lunch break. It will be necessary to have a time limit of about 2 hours for each round to be able to complete the days play.

DAY 1

<u>ROUND 1</u>		
<u>FOURS</u>	Rink	
	1	1 v 2
	2	3 v 4
	3	5 v 6
	4	7 v 8
	5	9 v 10
	6	11 v 12
	7	13 v 14
	8	15 v 16
<u>ROUND 2</u>		
<u>TRIPLES</u>	Rink	
	1	13 v 16
	2	2 v 15
	3	1 v 4
	4	3 v 6
	5	5 v 8
	6	7 v 10
	7	9 v 12
	8	11 v 14
<u>ROUND 3</u>		
<u>SINGLES</u>	Rink	
	1	9 v 14
	2	11 v 16
	3	2 v 13
	4	4 v 15
	5	1 v 6
	6	3 v 8
	7	5 v 10
	8	7 v 12
<u>ROUND 4</u>		
<u>FOURS</u>	Rink	
	1	5 v 12
	2	7 v 14
	3	9 v 16
	4	2 v 11
	5	4 v 13
	6	6 v 15
	7	1 v 8
	8	3 v 10

DAY 2

<u>ROUND 5</u>		
<u>FOURS</u>	Rink	
	1	8 v 15
	2	1 v 10
	3	3 v 12
	4	5 v 14
	5	7 v 16
	6	2 v 9
	7	4 v 11
	8	6 v 13
<u>ROUND 6</u>		
<u>PAIRS "A"</u>	Rink	
	1	6 v 11
	2	8 v 13
	3	10 v 15
	4	1 v 12
	5	3 v 14
	6	5 v 16
	7	2 v 7
	8	4 v 9
<u>ROUND 7</u>		
<u>PAIRS "B"</u>	Rink	
	1	4 v 7
	2	6 v 9
	3	8 v 11
	4	10 v 13
	5	12 v 15
	6	1 v 14
	7	3 v 16
	8	2 v 5
<u>ROUND 8</u>		
<u>FOURS</u>	Rink	
	1	2 v 3
	2	4 v 5
	3	6 v 7
	4	8 v 9
	5	10 v 11
	6	12 v 13
	7	14 v 15
	8	1 v 16

CLASSIC DRAWS

CLASSIC DRAW

2 GREENS - 2 DAYS - 16 TEAMS

DAY 1

<u>ROUND 1</u>		
<u>SINGLES</u>	Green 1 Rink	1 1 v 2 3 3 v 4 5 5 v 6 7 7 v 8
	Green 2 Rink	1 9 v 10 3 11 v 12 5 13 v 14 7 15 v 16
<u>TRIPLES</u>		
	Green 1 Rink	2 1 v 4 4 2 v 7 6 3 v 6 8 5 v 8
	Green 2 Rink	2 9 v 12 4 10 v 15 6 11 v 14 8 13 v 16
<u>ROUND 2</u>		
<u>PAIRS "A"</u>	Green 1 Rink	1 4 v 7 3 1 v 6 5 3 v 8 7 2 v 5
	Green 2 Rink	1 12 v 15 3 9 v 14 5 11 v 16 7 10 v 13
<u>PAIRS "B"</u>	Green 1 Rink	2 6 v 7 4 1 v 8 6 4 v 5 8 2 v 3
	Green 2 Rink	2 14 v 15 4 9 v 16 6 12 v 13 8 10 v 11
<u>ROUND 3</u>		
<u>FOURS</u>	Green 1 Rink	1 14 v 16 3 13 v 15 5 10 v 12 7 9 v 11
	Green 2 Rink	1 6 v 8 3 5 v 7 5 2 v 4 7 1 v 3

DAY 2

<u>ROUND 4</u>		
<u>FOURS</u>	Green 1 Rink	1 5 v 10 3 7 v 12 5 1 v 14 7 3 v 16
	Green 2 Rink	1 2 v 13 3 4 v 15 5 6 v 9 7 8 v 11
<u>ROUND 5</u>		
<u>SINGLES</u>	Green 1 Rink	2 3 v 10 4 5 v 12 6 7 v 14 8 1 v 16
	Green 2 Rink	2 4 v 9 4 6 v 11 6 8 v 13 8 2 v 15
<u>TRIPLES</u>	Green 1 Rink	1 3 v 12 3 5 v 14 5 7 v 16 7 1 v 10
	Green 2 Rink	1 4 v 11 3 6 v 13 5 8 v 15 7 2 v 9
<u>ROUND 6</u>		
<u>PAIRS "A"</u>	Green 1 Rink	2 1 v 12 4 3 v 14 6 5 v 16 8 7 v 10
	Green 2 Rink	2 2 v 11 4 4 v 13 6 6 v 15 8 8 v 9
<u>PAIRS "B"</u>	Green 1 Rink	1 1 v 7 3 10 v 16 5 3 v 5 7 12 v 14
	Green 2 Rink	1 9 v 15 3 2 v 8 5 11 v 13 7 4 v 6

CLASSIC DRAWS

CLASSIC DRAW

2 GREENS - 2 DAYS - 20 TEAMS

DAY 1

ROUND 1 [8.30 - 10.45]					
<u>SINGLES</u>	Green 1 Rink	6	1 v 2		
		7	3 v 4		
		8	5 v 6		
	Green 2 Rink	1	7 v 8		
		2	9 v 10		
<u>TRIPLES</u>	Green 1 Rink	1	1 v 4		
		2	3 v 6		
		3	5 v 8		
		4	7 v 10		
		5	2 v 9		
ROUND 2 [8.30 - 12.30]					
<u>FOURS</u>	Green 2 Rink	3	11 v 20		
		4	12 v 13		
		5	14 v 15		
		6	16 v 17		
		7	18 v 19		
ROUND 3 [11.05 - 1.05]					
<u>PAIRS "A"</u>	Green 1 Rink	1	2 v 7		
		2	4 v 9		
		3	1 v 6		
		4	3 v 8		
		5	5 v 10		
<u>PAIRS "B"</u>	Green 1 Rink	6	6 v 9		
		7	1 v 8		
		8	3 v 10		
		Green 2 Rink	1	2 v 5	
			2	4 v 7	
ROUND 4 [1.15 - 3.30]					
<u>SINGLES</u>	Green 1 Rink	6	11 v 12		
		7	13 v 14		
		8	15 v 16		
	Green 2 Rink	1	17 v 18		
		2	19 v 20		
<u>TRIPLES</u>	Green 1 Rink	1	11 v 14		
		2	13 v 16		
		3	15 v 18		
		4	17 v 20		
		5	12 v 19		
ROUND 5 [1.50 - 5.50]					
<u>FOURS</u>	Green 2 Rink	3	1 v 10		
		4	2 v 3		
		5	4 v 5		
		6	6 v 7		
		7	8 v 9		
		ROUND 6 [3.50 - 5.50]			
		<u>PAIRS "A"</u>	Green 1 Rink	1	12 v 17
2	14 v 19				
3	11 v 16				
4	13 v 18				
5	15 v 20				
<u>PAIRS "B"</u>	Green 1 Rink	6	16 v 19		
		7	11 v 18		
		8	13 v 20		
		Green 2 Rink	1	12 v 15	
			2	14 v 17	

DAY 2

ROUND 7 [8.30 - 10.45]					
<u>SINGLES</u>	Green 1 Rink	1	5 v 16		
		2	7 v 18		
		3	9 v 20		
		4	1 v 12		
		5	3 v 14		
<u>TRIPLES</u>	Green 1 Rink	6	1 v 14		
		7	3 v 16		
		8	5 v 18		
		Green 2 Rink	1	7 v 20	
			2	9 v 12	
ROUND 8 [8.30 - 12.30]					
<u>FOURS</u>	Green 2 Rink	3	8 v 19		
		4	10 v 11		
		5	2 v 13		
		6	4 v 15		
		7	6 v 17		
		ROUND 9 [11.05 - 1.05]			
		<u>PAIRS "A"</u>	Green 1 Rink	6	7 v 12
7	9 v 14				
8	1 v 16				
Green 2 Rink	1		3 v 18		
	2		5 v 20		
<u>PAIRS "B"</u>	Green 1 Rink	1	7 v 14		
		2	9 v 16		
		3	1 v 18		
		4	3 v 20		
		5	5 v 12		
ROUND 10 [1.15 - 3.30]					
<u>SINGLES</u>	Green 1 Rink	1	2 v 11		
		2	4 v 13		
		3	6 v 15		
		4	8 v 17		
		5	10 v 19		
<u>TRIPLES</u>	Green 1 Rink	6	4 v 11		
		7	6 v 13		
		8	8 v 15		
		Green 2 Rink	1	10 v 17	
			2	2 v 19	
ROUND 11 [1.50 - 5.50]					
<u>FOURS</u>	Green 2 Rink	3	1 v 20		
		4	3 v 12		
		5	5 v 14		
		6	7 v 16		
		7	9 v 18		
		ROUND 12 [3.50 - 5.50]			
		<u>PAIRS "A"</u>	Green 1 Rink	6	10 v 17
7	2 v 19				
8	4 v 11				
Green 2 Rink	1		6 v 13		
	2		8 v 15		
<u>PAIRS "B"</u>	Green 1 Rink	1	6 v 19		
		2	8 v 11		
		3	10 v 13		
		4	2 v 15		
		5	4 v 17		

CLASSIC DRAWS

CLASSIC DRAW

2 GREENS - 2 DAYS - 32 TEAMS

DAY 1

DAY 2

ROUND 1		
<u>FOURS</u>	Green 1 Rink	1 1 v 2
		2 3 v 4
		3 5 v 6
		4 7 v 8
		5 9 v 10
		6 11 v 12
		7 13 v 14
		8 15 v 16
	Green 2 Rink	1 17 v 18
		2 19 v 20
		3 21 v 22
		4 23 v 24
		5 25 v 26
		6 27 v 28
		7 29 v 30
		8 31 v 32
ROUND 2		
<u>TRIPLES</u>	Green 1 Rink	1 13 v 16
		2 2 v 15
		3 1 v 4
		4 3 v 6
		5 5 v 8
		6 7 v 10
		7 9 v 12
		8 11 v 14
	Green 2 Rink	1 29 v 32
		2 18 v 31
		3 17 v 20
		4 19 v 22
		5 21 v 24
		6 23 v 26
		7 25 v 28
		8 27 v 30
ROUND 3		
<u>SINGLES</u>	Green 1 Rink	1 9 v 14
		2 11 v 16
		3 2 v 13
		4 4 v 15
		5 1 v 6
		6 3 v 8
		7 5 v 10
		8 7 v 12
	Green 2 Rink	1 25 v 30
		2 27 v 32
		3 18 v 29
		4 20 v 31
		5 17 v 22
		6 19 v 24
		7 21 v 26
		8 23 v 28
ROUND 4		
<u>FOURS</u>	Green 1 Rink	1 5 v 12
		2 7 v 14
		3 9 v 16
		4 2 v 11
		5 4 v 13
		6 6 v 15
		7 1 v 8
		8 3 v 10
	Green 2 Rink	1 21 v 28
		2 23 v 30
		3 25 v 32
		4 18 v 27
		5 20 v 29
		6 22 v 31
		7 17 v 24
		8 19 v 26

ROUND 5		
<u>FOURS</u>	Green 1 Rink	1 24 v 31
		2 17 v 26
		3 19 v 28
		4 21 v 30
		5 23 v 32
		6 18 v 25
		7 20 v 27
		8 22 v 29
	Green 2 Rink	1 8 v 15
		2 1 v 10
		3 3 v 12
		4 5 v 14
		5 7 v 16
		6 2 v 9
		7 4 v 11
		8 6 v 13
ROUND 6		
<u>PAIRS "A"</u>	Green 1 Rink	1 22 v 27
		2 24 v 29
		3 26 v 31
		4 17 v 28
		5 19 v 30
		6 21 v 32
		7 18 v 23
		8 20 v 25
	Green 2 Rink	1 6 v 11
		2 8 v 13
		3 10 v 15
		4 1 v 12
		5 3 v 14
		6 5 v 16
		7 2 v 7
		8 4 v 9
ROUND 7		
<u>PAIRS "B"</u>	Green 1 Rink	1 20 v 23
		2 22 v 25
		3 24 v 27
		4 26 v 29
		5 28 v 31
		6 17 v 30
		7 19 v 32
		8 18 v 21
	Green 2 Rink	1 4 v 7
		2 6 v 9
		3 8 v 11
		4 10 v 13
		5 12 v 15
		6 1 v 14
		7 3 v 16
		8 2 v 5
ROUND 8		
<u>FOURS</u>	Green 1 Rink	1 18 v 19
		2 20 v 21
		3 22 v 23
		4 24 v 25
		5 26 v 27
		6 28 v 29
		7 30 v 31
		8 17 v 32
	Green 2 Rink	1 2 v 3
		2 4 v 5
		3 6 v 7
		4 8 v 9
		5 10 v 11
		6 12 v 13
		7 14 v 15
		8 1 v 16

CLASSIC DRAWS

CLASSIC DRAW

3 GREENS - 2 DAYS - 24 TEAMS

DAY 1

<u>ROUND 1</u>			
<u>SINGLES</u>	Green 1 Rink	1	1 v 2
		3	3 v 4
		5	5 v 6
		7	7 v 8
	Green 2 Rink	1	9 v 10
		3	11 v 12
		5	13 v 14
		7	15 v 16
	Green 3 Rink	1	17 v 18
		3	19 v 20
		5	21 v 22
		7	23 v 24
<u>TRIPLES</u>	Green 1 Rink	2	1 v 4
		4	2 v 7
		6	3 v 6
		8	5 v 8
	Green 2 Rink	2	9 v 12
		4	10 v 15
		6	11 v 14
		8	13 v 16
	Green 3 Rink	2	17 v 20
		4	18 v 23
		6	19 v 22
		8	21 v 24
<u>ROUND 2</u>			
<u>PAIRS "A"</u>	Green 1 Rink	1	4 v 7
		3	1 v 6
		5	3 v 8
		7	2 v 5
	Green 2 Rink	1	12 v 15
		3	9 v 14
		5	11 v 16
		7	10 v 13
	Green 3 Rink	1	20 v 23
		3	17 v 22
		5	19 v 24
		7	18 v 21
<u>PAIRS "B"</u>	Green 1 Rink	2	6 v 7
		4	1 v 8
		6	4 v 5
		8	2 v 3
	Green 2 Rink	2	14 v 15
		4	9 v 16
		6	12 v 13
		8	10 v 11
	Green 3 Rink	2	22 v 23
		4	17 v 24
		6	20 v 21
		8	18 v 19
<u>ROUND 3</u>			
<u>FOURS</u>	Green 1 Rink	1	6 v 8
		3	5 v 7
		5	2 v 4
		7	1 v 3
	Green 2 Rink	1	14 v 16
		3	13 v 15
		5	10 v 12
		7	9 v 11
	Green 3 Rink	1	22 v 24
		3	21 v 23
		5	18 v 20
		7	17 v 19

DAY 2

<u>ROUND 4</u>			
<u>FOURS</u>	Green 1 Rink	1	12 v 23
		3	14 v 17
		5	16 v 19
		7	10 v 21
	Green 2 Rink	1	3 v 24
		3	5 v 18
		5	7 v 20
		7	1 v 22
	Green 3 Rink	1	4 v 15
		3	6 v 9
		5	8 v 11
		7	2 v 13
<u>ROUND 5</u>			
<u>SINGLES</u>	Green 1 Rink	2	19 v 23
		4	17 v 21
		6	12 v 16
		8	10 v 14
	Green 2 Rink	2	20 v 24
		4	18 v 22
		6	3 v 7
		8	1 v 5
	Green 3 Rink	2	11 v 15
		4	9 v 13
		6	4 v 8
		8	2 v 6
<u>TRIPLES</u>	Green 1 Rink	1	10 v 16
		3	19 v 21
		5	12 v 14
		7	17 v 23
	Green 2 Rink	1	1 v 7
		3	20 v 22
		5	3 v 5
		7	18 v 24
	Green 3 Rink	1	2 v 8
		3	11 v 13
		5	4 v 6
		7	9 v 15
<u>ROUND 6</u>			
<u>PAIRS "A"</u>	Green 1 Rink	1	14 v 21
		3	16 v 23
		5	10 v 17
		7	12 v 19
	Green 2 Rink	1	5 v 22
		3	7 v 24
		5	1 v 18
		7	3 v 20
	Green 3 Rink	1	6 v 13
		3	8 v 15
		5	2 v 9
		7	4 v 11
<u>PAIRS "B"</u>	Green 1 Rink	2	12 v 21
		4	10 v 19
		6	14 v 23
		8	16 v 17
	Green 2 Rink	2	3 v 22
		4	1 v 20
		6	5 v 24
		8	7 v 18
	Green 3 Rink	2	4 v 13
		4	2 v 11
		6	6 v 15
		8	8 v 9

CLASSIC DRAWS

CLASSIC DRAW

3 GREENS - 2 DAYS - 32 TEAMS

DAY 1

<p><u>ROUND 1</u> [8.30 - 10.45]</p> <p><u>SINGLES</u> Green 1 Rink 1 1 v 2 3 3 v 4 5 5 v 6 7 7 v 8</p> <p style="padding-left: 40px;">Green 2 Rink 1 9 v 10 3 11 v 12 5 13 v 14 7 15 v 16</p> <p><u>TRIPLES</u> Green 1 Rink 2 1 v 4 4 2 v 7 6 3 v 6 8 5 v 8</p> <p style="padding-left: 40px;">Green 2 Rink 2 9 v 12 4 10 v 15 6 11 v 14 8 13 v 16</p>	<p><u>ROUND 4</u> [1.15 - 3.30]</p> <p><u>SINGLES</u> Green 1 Rink 1 17 v 18 3 19 v 20 5 21 v 22 7 23 v 24</p> <p style="padding-left: 40px;">Green 2 Rink 1 25 v 26 3 27 v 28 5 29 v 30 7 31 v 32</p> <p><u>TRIPLES</u> Green 1 Rink 2 17 v 20 4 18 v 23 6 19 v 22 8 21 v 24</p> <p style="padding-left: 40px;">Green 2 Rink 2 25 v 28 4 26 v 31 6 27 v 30 8 29 v 32</p>
<p><u>ROUND 2</u> [8.30 - 12.30]</p> <p><u>FOURS</u> Green 3 Rink 1 22 v 24 2 25 v 27 3 21 v 23 4 29 v 31 5 18 v 20 6 26 v 28 7 17 v 19 8 30 v 32</p>	<p><u>ROUND 5</u> [1.50 - 5.50]</p> <p><u>FOURS</u> Green 3 Rink 1 6 v 8 2 9 v 11 3 5 v 7 4 13 v 15 5 2 v 4 6 10 v 12 7 1 v 3 8 14 v 16</p>
<p><u>ROUND 3</u> [11.05 - 1.05]</p> <p><u>PAIRS</u> Green 1 Rink 1 4A v 7A 2 6B v 7B 3 1A v 6A 4 1B v 8B 5 3A v 8A 6 4B v 5B 7 2A v 5A 8 2B v 3B</p> <p style="padding-left: 40px;">Green 2 Rink 1 12A v 15A 2 14B v 15B 3 9A v 14A 4 9B v 16B 5 11A v 16A 6 12B v 13B 7 10A v 13A 8 10B v 11B</p>	<p><u>ROUND 6</u> [3.50 - 5.50]</p> <p><u>PAIRS</u> Green 1 Rink 1 20A v 23A 2 22B v 23B 3 17A v 22A 4 17B v 24B 5 19A v 24A 6 20B v 21B 7 18A v 21A 8 18B v 19B</p> <p style="padding-left: 40px;">Green 2 Rink 1 28A v 31A 2 30B v 31B 3 25A v 30A 4 25B v 32B 5 27A v 32A 6 28B v 29B 7 26A v 29A 8 26B v 27B</p>

(FOR DAY 2 DRAW - SEE PAGE 63)

INTERCLUB DRAWS

PENNANTS 1. (2 teams from each club playing 1 round per week- pairs, triples, or fours)

(a) **3 CLUBS** (A, B, C.) playing 3 rounds (1 at each club)

	<u>RD 1</u>	<u>RD 2</u>	<u>RD 3</u>
Rink 2	A1 V B1	A2 V B2	B1 V C1
3	C1 V A2	B1 V C2	A1 V B2
4	B2 V C2	A1 V C1	A2 V C2

(b) **4 CLUBS** (A, B, C, D) playing 4 rounds (1 at each club)

	<u>RD 1</u>	<u>RD 2</u>	<u>RD 3</u>	<u>RD 4</u>
Rink 2	A1 V B1	C2 V D2	A2 V D2	B1 V C2
3	C1 V D1	A1 V D1	B2 V C2	C1 V D2
4	A2 V C2	B1 V C1	A1 V C1	A2 V D1
5	B2 V D2	A2 V B2	B1 V D1	A1 V B2

(c) **5 CLUBS** (A, B, C, D, E) playing 5 rounds (1 at each club)

	<u>RD 1</u>	<u>RD 2</u>	<u>RD 3</u>	<u>RD 4</u>	<u>RD 5</u>
Rink 2	A1 V B1	A2 V E2	C2 V D2	B2 V D1	B1 V D1
3	C1 V D1	B2 V D2	A1 V E2	A2 V D2	A2 V C1
4	D2 V E1	A1 V D1	B1 V C1	C2 V E2	B2 V C2
5	A2 V C2	C1 V E1	D1 V E1	A1 V C1	D2 V E2
6	B2 V E2	B1 V C2	A2 V B2	B1 V E1	A1 V E1

(d) **6 CLUBS** (A,B,C,D,E,F) playing 6 rounds (1 at each club)

	<u>RD 1</u>	<u>RD 2</u>	<u>RD 3</u>	<u>RD 4</u>	<u>RD 5</u>	<u>RD 6</u>
Rink 2	A1 V B1	C1 V E1	A2 V B2	C2 V E2	A1 V E1	C2 V D1
3	C1 V D1	B1 V F1	C2 V D2	B2 V F2	B1 V D1	A1 V B2
4	E1 V F1	A1 V D1	E2 V F2	A2 V D2	C1 V F1	E1 V F2
5	A2 V C2	B2 V D2	A1 V F1	B1 V E1	A2 V F2	B1 V E2
6	B2 V E2	C2 V F2	B1 V C1	D1 V F1	B2 V C2	D2 V F1
7	D2 V F2	A2 V E2	D1 V E1	A1 V C1	D2 V E2	A2 V C1

(e) **7 CLUBS** (A,B,C,D,E,F,G,) playing 7 rounds (1 at each club)

	<u>RD 1</u>	<u>RD 2</u>	<u>RD 3</u>	<u>RD 4</u>	<u>RD 5</u>	<u>RD 6</u>	<u>RD 7</u>
Rink 1	A1 V B1	B1 V E2	A2 V F2	E2 V F2	B1 V E1	B1 V D1	B2 V F2
2	C1 V D1	D1 V F1	B2 V G2	A1 V D1	D1 V G1	F2 V G2	E2 V G2
3	E1 V F1	A2 V G2	C2 V E2	B1 V F1	B2 V F1	D2 V E2	A1 V F1
4	F2 V G1	C2 V F2	A1 V D2	C1 V G2	A2 V E2	B2 V C2	C2 V D1
5	A2 V C2	B2 V D2	F1 V G1	E1 V G1	C2 V G2	A1 V G1	B1 V G1
6	B2 V E2	A1 V E1	D1 V E1	A2 V B2	D2 V F2	A2 V E1	C1 V E1
7	D2 V G2	C1 V G1	B1 V C1	C2 V D2	A1 V C1	C1 V F1	A2 V D2

(f) **8 CLUBS** (A,B,C,D,E,F,G,H) playing 8 rounds (1 at each club)

	<u>RD 1</u>	<u>RD 2</u>	<u>RD 3</u>	<u>RD 4</u>	<u>RD 5</u>	<u>RD 6</u>	<u>RD 7</u>	<u>RD 8</u>
Rink 1	A1 V B1	B1 V H1	A2 V F2	E2 V F2	A1 V C1	C1 V F1	A2 V D2	C2 V F1
2	C1 V D1	D1 V F1	D2 V H2	G2 V H2	B1 V E1	B1 V D1	B2 V F2	E2 V H1
3	E1 V F1	A2 V G2	B2 V G2	A1 V D1	D1 V G1	A2 V H2	C2 V H2	A1 V B2
4	G1 V H1	E2 V H2	C2 V E2	B1 V F1	F1 V H1	F2 V G2	E2 V G2	C1 V D2
5	A2 V C2	C2 V F2	A1 V H1	C1 V H1	A2 V E2	D2 V E2	A1 V F1	E1 V F2
6	B2 V E2	B2 V D2	F1 V G1	E1 V G1	C2 V G2	B2 V C2	D1 V H1	G1 V H2
7	D2 V G2	A1 V E1	D1 V E1	A2 V B2	B2 V H2	A1 V G1	B1 V G1	B1 V G2
8	F2 V H2	C1 V G1	B1 V C1	C2 V D2	D2 V F2	E1 V H1	C1 V E1	A2 V D1

INTERCLUB DRAWS

PENNANTS 1A. (3 teams from each club playing round robin club versus club, 3 games per day)

(a) **3 CLUBS** (A, B, C)

<u>DAY 1</u> (Home team = A) (C team bye)				<u>DAY 2</u> (Home team = C) (B team bye)				<u>DAY 3</u> (Home team = B) (A team bye)			
	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>		<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>		<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Rk 2	A1 V B1	A2 V B3	A3 V B2	Rk 2	A3 V C3	A1 V C2	A2 V C1	Rk 2	B2 V C2	B3 V C1	B1 V C3
4	A2 V B2	A3 V B1	A1 V B3	4	A1 V C1	A2 V C3	A3 V C2	4	B3 V C3	B1 V C2	B2 V C1
6	A3 V B3	A1 V B2	A2 V B1	6	A2 V C2	A3 V C1	A1 V C3	6	B1 V C1	B2 V C3	B3 V C2

(b) **4 CLUBS** (A, B, C, D)

<u>DAY 1</u> (Home team = A)				<u>DAY 2</u> (Home team = B)				<u>DAY 3</u> (Home team = C)			
	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>		<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>		<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Rk 2	A1 V B1	A2 V B3	A3 V B2	Rk 2	A3 V C3	A1 V C2	A2 V C1	Rk 2	A2 V D2	A3 V D1	A1 V D3
3	A2 V B2	A3 V B1	A1 V B3	3	A1 V C1	A2 V C3	A3 V C2	3	A3 V D3	A1 V D2	A2 V D1
4	A3 V B3	A1 V B2	A2 V B1	4	A2 V C2	A3 V C1	A1 V C3	4	A1 V D1	A2 V D3	A3 V D2
5	C1 V D1	C2 V D3	C3 V D2	5	B3 V D3	B1 V D2	B2 V D1	5	B2 V C2	B3 V C1	B1 V C3
6	C2 V D2	C3 V D1	C1 V D3	6	B1 V D1	B2 V D3	B3 V D2	6	B3 V C3	B1 V C2	B2 V C1
7	C3 V D3	C1 V D2	C2 V D1	7	B2 V D2	B3 V D1	B1 V D3	7	B1 V C1	B2 V C3	B3 V C2

(c) **6 CLUBS** (A, B, C, D, E, F)

<u>DAY 1</u> (Home teams A&E)				<u>DAY 2</u> (Home teams B&F)				<u>DAY 3</u> (Home teams C&D)			
	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>		<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>		<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Rk 2	A1 V B1	A2 V B3	A3 V B2	Rk 2	A3 V C3	A1 V C2	A2 V C1	Rk 2	A2 V E2	A3 V E1	A1 V E3
3	A2 V B2	A3 V B1	A1 V B3	3	A1 V C1	A3 V C1	A3 V C2	3	A3 V E3	A1 V E2	A2 V E1
4	A3 V B3	A1 V B2	A2 V B1	4	A2 V C2	A3 V C1	A1 V C3	4	A1 V E1	A2 V E3	A3 V E2
5	C1 V D1	C2 V D3	C3 V D2	5	B3 V E3	B1 V E2	B2 V E1	5	C2 V F2	C3 V F1	C1 V F3
6	C2 V D2	C3 V D1	C1 V D3	6	B1 V E1	B2 V E3	B3 V E2	6	C3 V F3	C1 V F2	C2 V F1
7	C3 V D3	C1 V D2	C2 V D1	7	B2 V E2	B3 V E1	B1 V E3	7	C1 V F1	C2 V F3	C3 V F2
2	E1 V F1	E2 V F2	E3 V F2	2	D3 V F3	D1 V F2	D2 V F1	2	B2 V D2	B3 V D1	B1 V D3
4	E2 V F2	E3 V F1	E1 V F3	4	D1 V F1	D2 V F3	D3 V F2	4	B3 V D3	B1 V D2	B2 V D1
6	E3 V F3	E1 V F2	E2 V F1	6	D2 V F2	D3 V F1	D1 V F3	6	B1 V D1	B2 V D3	B3 V D2
<u>DAY 4</u> (Home teams B&E)				<u>DAY 5</u> (Home teams C&F)							
	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>		<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>				
Rk 2	D1 V E1	D2 V E3	D3 V E2	Rk 2	B3 V F3	B2 V F3	B2 V F1				
3	D2 V E2	D3 V E1	D1 V E3	3	B1 V F1	B2 V F3	B3 V F2				
4	D3 V E3	D1 V E2	D2 V E1	4	B2 V F2	B3 V F1	B1 V F3				
5	A1 V F1	A2 V F3	A3 V F2	5	A3 V D3	A1 V D2	A2 V D1				
6	A2 V F2	A3 V F1	A1 V F3	6	A1 V D1	A2 V D3	A3 V D2				
7	A3 V F3	A1 V F2	A2 V F1	7	A2 V D2	A3 V D1	A1 V D3				
2	B1 V C1	B2 V C3	B3 V C2	2	C3 V E3	C1 V E2	C2 V E1				
4	B2 V C2	B3 V C1	B1 V C3	4	C1 V E1	C2 V E3	C3 V E2				
6	B3 V C3	B1 V C2	B2 V C1	6	C2 V E2	C3 V E1	C1 V E3				

INTERCLUB DRAWS

PENNANTS 1B (4 teams from each club playing 3 rounds (1 per day or 3 per day))

(a) **3 CLUBS** (A, B, C)

	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Rink 2	A1 V B1	A2 V B 2	B3 V C3
3	A2 V C1	B1 V C2	A3 V C4
4	B2 V C2	A1 V C1	A4 V B4
5	A3 V C3	A4 V C4	B1 V C1
6	A4 V B3	B4 V C3	A1 V B2
7	B4 V C4	A3 V B3	A2 V C2

(b) **4 CLUBS** (A, B, C, D)

	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Rink 1	A1 V B1	B2 V C2	A4 V D4
2	C1 V D1	A2 V D2	B4 V C4
3	A2 V C2	B1 V D1	A3 V C3
4	B2 V D2	A1 V C1	B3 V D3
5	A3 V D3	B4 V D4	A1 V D1
6	B3 V C3	A4 V C4	B1 V C1
7	A4 V B4	C3 V D3	A2 V B2
8	C4 V D4	A3 V B3	C2 V D2

(c) **5 CLUBS** (A,B,C,D,E)

	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Green 1			
Rink 2	A1 V B1	C2 V E2	C1 V E1
3	C1 V D1	B1 V E1	B2 V E2
4	A2 V E1	B2 V D1	B1 V D2
5	B2 V C2	A2 V D2	A1 V D1
6	D2 V E2	A1 V C1	A2 V C2
Green 2			
Rink 2	A3 V C3	D3 V E4	D4 V E3
3	B3 V E3	C4 V D4	C3 V D3
4	B4 V D3	A3 V E3	A4 V E4
5	A4 V D4	B3 V C3	B4 V C4
6	C4 V E4	A4 V B4	A3 V B3

(d) **6 CLUBS** (A,B,C,D,E,F)

	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Green 1			
Rink 2	A1 V B1	D1 V E1	A2 V F2
3	C1 V D1	A1 V F1	B2 V C2
4	E1 V F1	B1 V C1	D2 V E2
5	A2 V C2	E2 V F2	A1 V E1
6	B2 V E2	C2 V D2	B1 V D1
7	D2 V F2	A2 V B2	C1 V F1
Green 2			
Rink 2	A3 V D3	B3 V E3	A4 V C4
3	C3 V E3	D3 V F3	B4 V E4
4	B3 V F3	A3 V C3	D4 V F4
5	A4 V E4	B4 V F4	A3 V B3
6	B4 V D4	C4 V E4	C3 V D3
7	C4 V F4	A4 V D4	E3 V F3

(e) **7 CLUBS** (A,B,C,D,E,F,G)

	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Green 1			
Rink 1	A1 V B1	C1 V E1	F2 V G2
2	C1 V D1	A1 V F1	D2 V E2
3	E1 V F1	B1 V G1	B2 V C2
4	F2 V G1	C2 V D1	A2 V E1
5	A2 V C2	E2 V G2	A1 V G1
6	B2 V E2	A2 V D2	C1 V F1
7	D2 V G2	B2 V F2	B1 V D1
Green 2			
Rink 1	A3 V E3	C3 V D3	A4 V D4
2	C3 V G3	E3 V F3	D3 V E4
3	D3 V F3	A3 V B3	B4 V F4
4	B3 V E4	G3 V F4	C4 V G4
5	A4 V G4	B4 V E4	A3 V F3
6	C4 V F4	D4 V G4	B3 V G3
7	B4 V D4	A4 V C4	C3 V E3

(f) **8 CLUBS** (A,B,C,D,E,F,G,H)

	<u>Rd 1</u>	<u>Rd 2</u>	<u>Rd 3</u>
Green 1			
Rink 1	A1 V B1	D1 V E1	F2 V D2
2	C1 V D1	F1 V G1	A2 V E2
3	E1 V F1	A1 V H1	C2 V G2
4	G1 V H1	B1 V C1	B2 V H2
5	A2 V C2	B2 V G2	A1 V C1
6	B2 V E2	D2 V H2	B1 V E1
7	D2 V G2	A2 V F2	D1 V G1
8	F2 V H2	C2 V E2	F1 V H1
Green 2			
Rink 1	A3 V E3	C3 V H3	B4 V C4
2	C3 V G3	B3 V F3	A4 V H4
3	B3 V H3	A3 V D3	F4 V G4
4	D3 V F3	E3 V G3	D4 V E4
5	A4 V G4	E4 V F4	A3 V G3
6	E4 V H4	C4 V D4	E3 V H3
7	C4 V F4	A4 V B4	C3 V F3
8	B4 V D4	G4 V H4	B3 V D3

INTERCLUB DRAWS

PENNANTS 1C (4 clubs - 8 days during season - play alternately 2.4.2 pairs and 3 bowl triples, each club hosting 2 days each. Each club fields 16 players (8 pairs), 18 players (6 triples). Play round robin of 3 games of 1 1/2 hours each day).

DRAW FOR 2.4.2 PAIRS

<u>Round 1</u>	
Green 1	
Rink 1	A1 V B1
2	A2 V B2
3	A3 V B3
4	A4 V B4
5	C1 V D1
6	C2 V D2
7	C3 V D3
8	C4 V D4
Green 2	
Rink 1	A5 V B5
2	A6 V B6
3	A7 V B7
4	A8 V B8
5	C5 V D5
6	C6 V D6
7	C7 V D7
8	C8 V D8
<u>Round 2</u>	
Green 1	
Rink 1	A2 V C3
2	A3 V C4
3	A4 V C1
4	A1 V C2
5	B4 V D3
6	B1 V D4
7	B2 V D1
8	B3 V D2
Green 2	
Rink 1	A6 V C7
2	A7 V C8
3	A8 V C5
4	A5 V C6
5	B8 V D7
6	B5 V D8
7	B6 V D5
8	B7 V D6
<u>Round 3</u>	
Green 1	
Rink 1	B4 V C2
2	B1 V C3
3	B2 V C4
4	B3 V C1
5	A4 V D2
6	A1 V D3
7	A2 V D4
8	A3 V D1
Green 2	
Rink 1	B8 V C6
2	B5 V C7
3	B6 V C8
4	B7 V C5
5	A8 V D6
6	A5 V D7
7	A6 V D8
8	A7 V D5

DRAW FOR 3 BOWL TRIPLES

<u>Round 1</u>	
Green 1	
Rink 2	A1 V B1
3	A2 V B2
4	A3 V B3
5	C1 V D1
6	C2 V D2
7	C3 V D3
Green 2	
Rink 2	A4 V B4
3	A5 V B5
4	A6 V B6
5	C4 V D4
6	C5 V D5
7	C6 V D6
<u>Round 2</u>	
Green 1	
Rink 2	A2 V C3
3	A3 V C1
4	A1 V C2
5	B3 V D2
6	B1 V D3
7	B2 V D1
Green 2	
Rink 2	A5 V C6
3	A6 V C4
4	A4 V C5
5	B6 V D5
6	B4 V D6
7	B5 V D4
<u>Round 3</u>	
Green 1	
Rink 2	B2 V C1
3	B3 V C2
4	B1 V C3
5	A1 V D3
6	A2 V D1
7	A3 V D2
Green 2	
Rink 2	B5 V C4
3	B6 V C5
4	B4 V C6
5	A4 V D6
6	A5 V D4
7	A6 V D5

INTERCLUB DRAWS

CHAMPIONSHIPS 2.

2 each of Singles, Pairs, Triples, Fours, from each club playing 3 rounds on 1 day

1. 3 CLUBS	(A,B,C)		
	Round 1	Round 2	Round 3
Green 1			
Rink 1	(S) A1 V B1	(S) A2 V B2	(F) A1 V C1
3	(F) A1 V B1	(F) A2 V B2	(S) A1 V C1
4	(S) C1 V B2	(S) A1 V C2	(F) A2 V B1
5	(F) C1 V B2	(F) A1 V C2	(S) A2 V B1
6	(S) A2 V C2	(S) B1 V C1	(F) B2 V C2
7	(F) A2 V C2	(F) B1 V C1	(S) B2 V C2
Green 2			
Rink 2	(P) A1 V B1	(P) A2 V C2	(T) A1 V B1
3	(T) B1 V C1	(T) A2 V B2	(P) A1 V C1
4	(P) C1 V B2	(P) A1 V C2	(T) A2 V C1
5	(T) A1 V B2	(T) B1 V C2	(P) B1 V C2
6	(P) B2 V C2	(P) B1 V C1	(T) B2 V C2
7	(T) A2 V C2	(T) A1 V C1	(P) A2 V B2

2. 4 CLUBS	(A,B,C,D)		
	Round 1	Round 2	Round 3
Green 1			
Rink 1	(S) A1 V B1	(S) A2 V B2	(F) A1 V C1
2	(F) A1 V B1	(F) A2 V B2	(S) A1 V C1
3	(S) C1 V D1	(S) C2 V D2	(F) B1 V D1
4	(F) C1 V D1	(F) C2 V D2	(S) B1 V D1
5	(S) A2 V C2	(S) A1 V D1	(F) A2 V D2
6	(F) A2 V C2	(F) A1 V D1	(S) A2 V D2
7	(S) B2 V D2	(S) B1 V C1	(F) B2 V C2
8	(F) B2 V D2	(F) B1 V C1	(S) B2 V C2
Green 2			
Rink 1	(P) A1 V D1	(P) A2 V D2	(T) A1 V D1
2	(T) A1 V C1	(T) A2 V C2	(P) A1 V B1
3	(P) B1 V C1	(P) B2 V C2	(T) B1 V C1
4	(T) B1 V D1	(T) B2 V D2	(P) C1 V D1
5	(P) A2 V B2	(P) A1 V C1	(T) A2 V B2
6	(T) A2 V D2	(T) A1 V B1	(P) A2 V C2
7	(P) C2 V D2	(P) B1 V D1	(T) C2 V D2
8	(T) B2 V C2	(T) C1 V D1	(P) B2 V D2

3. 5 CLUBS	(A,B,C,D,E)		
	Round 1	Round 2	Round 3
Green 1			
Rink 1	(T) B2 V D2	(P) B2 V D2	(F) C2 V D2
2	(F) A1 V D1	(P) A2 V E2	(P) B1 V D1
3	(F) C1 V E1	(P) A1 V E1	(S) A1 V D1
4	(F) B1 V C2	(P) C2 V D1	(F) D1 V E2
5	(F) A2 V D2	(P) B1 V C1	(P) A1 V B2
6	(F) B2 V E2	(F) A2 V E1	(S) A2 V D2
Green 2			
Rink 1	(S) A1 V B1	(T) A2 V C2	(P) A2 V C2
2	(S) C1 V D1	(T) D2 V E2	(P) C1 V E1
3	(S) A2 V E2	(T) C1 V E1	(P) D2 V E2
4	(S) B2 V D2	(T) A1 V B2	(F) B1 V E1
5	(S) C2 V E2	(T) B1 V D1	(S) C1 V E1
6	(P) A1 V C1	(F) B2 V D2	(T) A2 V D2
7	(P) D1 V E1	(F) C2 V E2	(T) B2 V C2
Green 3			
Rink 1	(P) B1 V E2	(S) C2 V D2	(T) B1 V E2
2	(P) A2 V D2	(S) B1 V E1	(T) D1 V E1
3	(P) B2 V C2	(S) A1 V C1	(T) A1 V C1
4	(T) A1 V E1	(S) D1 V E2	(F) A1 V C1
5	(T) C2 V D1	(S) A2 V B2	(F) A2 V B2
6	(T) B1 V C1	(F) C1 V D1	(S) B2 V E2
7	(T) A2 V E2	(F) A1 V B1	(S) B1 V C2

4. 6 CLUBS	(A,B,C,D,E,F)		
	Round 1	Round 2	Round 3
Green 1			
Rink 1	(P) A1 V D1	(T) A1 V D1	(S) A1 V C1
2	(S) A1 V B1	(T) B1 V F1	(P) A1 V E1
3	(P) C1 V E1	(S) A2 V F2	(T) E1 V F1
4	(T) A1 V F1	(P) A1 V B1	(P) C1 V F1
5	(P) B1 V F1	(T) C1 V E1	(S) B2 V F2
6	(T) B1 V C1	(S) B2 V C2	(P) B1 V D1
7	(S) C1 V D1	(P) C1 V D1	(T) C1 V D1
8	(T) D1 V E1	(P) E1 V F1	(T) A1 V B1
Green 2			
Rink 1	(F) A1 V C1	(F) D1 V E1	(S) B1 V E1
2	(S) E1 V F1	(F) A1 V F1	(F) A2 V E2
3	(F) B1 V E1	(S) B1 V D1	(S) A2 V D2
4	(F) D1 V F1	(F) B1 V C1	(F) C2 V F2
5	(F) A2 V D2	(F) E2 V F2	(S) C2 V E2
6	(F) C2 V E2	(S) D2 V E2	(F) B2 V D2
7	(S) A2 V C2	(F) A2 V B2	(S) D1 V F1
8	(F) B2 V F2	(F) C2 V D2	(F) B1 V F1
Green 3			
Rink 1	(P) A2 V E2	(T) A2 V E2	(F) A1 V D1
2	(S) B2 V E2	(T) B2 V D2	(P) A2 V F2
3	(P) B2 V D2	(S) A1 V E1	(T) D2 V F2
4	(T) A2 V B2	(P) A2 V C2	(F) D2 V E2
5	(P) C2 V F2	(T) C2 V F2	(P) C1 V E1
6	(T) C2 V D2	(S) C1 V F1	(F) B2 V C2
7	(S) D2 V F2	(P) B2 V E2	(T) B2 V E2
8	(T) E2 V F2	(P) D2 V F2	(T) A2 V C2

INTERCLUB DRAWS

CHAMPIONSHIPS 2A.

1 each of Singles, Pairs, Triples, Fours, from each club playing round robin

1. 4 CLUBS (A,B,C,D)

	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>
Rink 1	(S) AVB	(F) BVD	(P) CVD
2	(P) BVD	(S) AVC	(T) AVC
3	(T) AVD	(P) BVC	(F) BVC
4	(F) CVD	(T) AVB	(S) AVD
5	(S) CVD	(F) AVC	(P) AVB
6	(P) AVC	(S) BVD	(T) BVD
7	(T) BVC	(P) AVD	(F) AVD
8	(F) AVB	(T) CVD	(S) BVC

2. 6 CLUBS (A,B,C,D,E,F)

<u>DAY 1</u>			<u>DAY 2</u>			
	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>		<u>Round 4</u>	<u>Round 5</u>
Green 1				Green 1		
Rink 2	(S) AVB	(S) DVF	(F) AVB	Rink 2	(P) AVD	(P) CVD
3	(F) AVF	(F) CVE	(S) AVE	3	(T) AVB	(T) DVF
4	(S) CVD	(S) BVE	(F) CVD	4	(P) BVF	(P) CVD
5	(F) DVE	(F) BVF	(S) CVF	5	(T) CVD	(T) BVE
6	(S) EVF	(S) AVC	(F) EVF	6	(P) CVE	(P) AVB
7	(F) BVC	(F) AVD	(S) BVD	7	(T) EVF	(T) AVC
Green 2				Green 2		
Rink 2	(P) AVC	(P) BVD	(T) AVD	Rink 2	(S) AVF	(S) CVE
3	(T) AVE	(T) BVC	(P) AVF	3	(F) AVC	(F) BVD
4	(P) BVE	(P) CVF	(T) BVF	4	(S) DVE	(S) BVF
5	(T) CVF	(T) DVE	(P) DVE	5	(F) BVE	(F) CVF
6	(P) DVF	(P) AVE	(T) CVE	6	(S) BVC	(S) AVD
7	(T) BVD	(T) AVF	(P) BVC	7	(F) DVF	(F) AVE

3. 8 CLUBS (A,B,C,D,E,F,G,H)

<u>DAY 1</u>			<u>DAY 2</u>				
	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>		<u>Round 4</u>	<u>Round 5</u>	<u>Round 6</u>
Green 1				Green 1			
Rink 1	(S) AVB	(S) FVH	(F) CVE	Rink 1	(T) BVG	(T) AVD	(P) EVG
2	(F) AVG	(F) DVE	(S) AVE	2	(P) AVH	(P) CVE	(T) AVB
3	(S) CVD	(S) BVE	(F) DVH	3	(T) DVH	(T) EVG	(P) AVD
4	(F) EVH	(F) BVC	(S) DVF	4	(P) FVG	(P) DVH	(T) CVD
5	(S) EVF	(S) DVG	(F) BVG	5	(T) AVF	(T) CVH	(P) BVF
6	(F) CVF	(F) AVH	(S) BVH	6	(P) BVG	(P) BVG	(T) GVH
7	(S) GVH	(S) AVC	(F) AVF	7	(T) CVE	(T) BVF	(P) CVH
8	(F) BVD	(F) FVG	(S) CVG	8	(P) BVC	(P) AVF	(T) EVF
Green 2				Green 2			
Rink 1	(P) AVC	(P) DVF	(T) DVE	1	(F) AVD	(F) GVH	(S) CVE
2	(T) AVE	(T) CVF	(P) AVG	2	(S) AVG	(S) DVE	(F) AVC
3	(P) BVE	(P) CVG	(T) FVG	3	(F) BVF	(F) CVD	(S) DVH
4	(T) CVG	(T) BVD	(P) BVD	4	(S) EVH	(S) BVC	(F) FVH
5	(P) DVG	(P) BVH	(T) BVC	5	(F) CVH	(F) EVF	(S) BVG
6	(T) DVF	(T) EVH	(P) CVF	6	(S) CVF	(S) AVH	(F) DVG
7	(P) FVH	(P) AVE	(T) AVH	7	(F) EVG	(F) AVB	(S) AVF
8	(T) BVH	(T) AVG	(P) EVH	8	(S) BVD	(S) FVG	(F) BVE

INTERCLUB DRAWS

CHAMPIONSHIPS 2B.

1 each of Singles, Pairs, Fours, from each club playing round robin

1. 4 CLUBS (A,B,C,D)

	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>
Rink 2	(S) AVB	(F) AVB	(P) AVB
3	(P) AVC	(S) AVC	(F) AVC
4	(F) AVD	(P) AVD	(S) AVD
5	(S) CVD	(F) CVD	(P) CVD
6	(P) BVD	(S) BVD	(F) BVD
7	(F) BVC	(P) BVC	(S) BVC

2. 6 CLUBS (A,B,C,D,E,F)

<u>DAY 1</u>			<u>DAY 2</u>			
	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>		<u>Round 4</u>	<u>Round 5</u>
Green 1			Green 1			
Rink 2	(S) AVB	(S) DVF	(P) AVD	Rink 2	(F) AVE	(F) BVC
3	(P) AVE	(P) BVC	(S) AVE	4	(F) CVF	(F) DVE
4	(S) CVD	(S) BVE	(P) BVF	6	(F) BVD	(F) AVF
5	(P) CVF	(P) DVE	(S) CVF			
6	(S) EVF	(S) AVC	(P) CVE			
7	(P) BVD	(P) AVF	(S) BVD			
Green 2			Green 2			
Rink 2	(F) AVD	(F) EVF		Rink 2	(S) AVF	(S) CVE
3			(F) AVC	3	(P) AVB	(P) DVF
4	(F) BVF	(F) CVD	(F) BVE	4	(S) DVE	(S) BVF
5			(F) BVE	5	(P) CVD	(P) BVE
6	(F) CVE	(F) AVB		6	(S) BVC	(S) AVD
7			(F) DVF	7	(P) EVF	(P) AVC

3. 8 CLUBS (A,B,C,D,E,F,G,H)

<u>DAY 1</u>			<u>DAY 2</u>				
	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>		<u>Round 4</u>	<u>Round 5</u>	<u>Round 6</u>
Green 1			Green 1				
Rink 1	(S) AVB	(S) FVH	(P) BVC	Rink 1		(F) DVG	(F) AVE
2	(P) AVE	(P) CVF	(S) DVF	2	(F) EVF		
3	(S) CVD	(S) BVE	(P) DVE	3		(F) FVH	(F) CVG
4	(P) CVG	(P) BVD	(S) BVH	4	(F) AVB		
5	(S) EVF	(S) DVG	(P) FVG	5		(F) AVC	(F) BVH
6	(P) BVH	(P) AVG	(S) AVE	6	(F) CVD		
7	(S) GVH	(S) AVC	(P) AVH	7		(F) BVE	(F) DVF
8	(P) DVF	(P) EVH	(S) CVG	8	(F) GVH		
Green 2			Green 2				
Rink 1	(F) AVF	(F) CVE		Rink 1	(P) AVF	(S) DVE	(S) BVG
2			(F) CVH	2	(S) BVD	(P) AVD	(P) EVF
3	(F) FVG	(F) DVH		3	(P) DVH	(S) BVC	(S) AVF
4			(F) AVD	4	(S) AVG	(P) BVF	(P) GVH
5	(F) DVE	(F) BVG		5	(P) BVG	(S) AVH	(S) CVE
6			(F) EVG	6	(S) EVH	(P) CVH	(P) AVB
7	(F) BVC	(F) AVF		7	(P) CVE	(S) FVG	(S) DVH
8			(F) BVF	8	(S) CVF	(P) EVG	(P) CVD

INTERCLUB DRAWS

INTERCLUB (MIXED)

Clubs may enter any number of teams of 4 (2 men and 2 women)

Play 6 games of 21 ends (2 games each day) over 3 days spread through the season, say midweek, 1 day per month.

Use normal 1 Day Tournament Draw (extended 1 round as shown below.) As an alternative, the Multi Round Draws as shown on page 56 can be used. Where possible in the draw, avoid club teams playing teams from their own club.

It is suggested that the sections are spread around the clubs (say only one section at each club.)

Winning club found by best percentage of wins; if tie, best average points differential per game; if still tie, best average of ends won per game.

12 TEAM SECTION

Team	Rinks
1.	2 3 4 5 6 7
2.	2 4 6 3 5 4
3.	3 4 5 6 7 2
4.	3 5 7 4 6 5
5.	4 5 6 7 2 3
6.	4 6 2 5 7 6
7.	5 6 7 2 3 4
8.	5 7 3 6 2 7
9.	6 7 2 3 4 5
10.	6 2 4 7 3 2
11.	7 2 3 4 5 6
12.	7 3 5 2 4 3

14 TEAM SECTION

Team	Rinks
1.	1 2 3 4 5 6
2.	1 5 4 3 2 1
3.	2 3 4 5 6 7
4.	2 6 5 4 3 2
5.	3 4 5 6 7 1
6.	3 7 6 5 4 3
7.	4 5 6 7 1 2
8.	4 1 7 6 5 4
9.	5 6 7 1 2 3
10.	5 2 1 7 6 5
11.	6 7 1 2 3 4
12.	6 3 2 1 7 6
13.	7 1 2 3 4 5
14.	7 4 3 2 1 7

16 TEAM SECTION

Team	Rinks
1.	1 4 7 2 5 8
2.	1 5 2 7 4 6
3.	2 5 8 3 6 1
4.	2 6 3 8 5 7
5.	3 6 1 4 7 2
6.	3 7 4 1 6 8
7.	4 7 2 5 8 3
8.	4 8 5 2 7 1
9.	5 8 3 6 1 4
10.	5 1 6 3 8 2
11.	6 1 4 7 2 5
12.	6 2 7 4 1 3
13.	7 2 5 8 3 6
14.	7 3 8 5 2 4
15.	8 3 6 1 4 7
16.	8 4 1 6 3 5

TARGET BOWLS

The idea of the game is not to DRIVE, but to score points for your team by drawing into the "TARGET CIRCLES".

"TARGET CIRCLES" are: inner - 1 metre, outer - 1.5 metres.

"TARGET CIRCLES" are placed alternately on each rink at the 4 metre mark and the bowling mats at the starting end may be varied.

CONDITIONS OF PLAY

- (1) 3 GAMES OF 6 ENDS FOR TRIPLES OR 8 ENDS FOR PAIRS. NO TIME LIMIT. 3 BOWLS EACH PLAYER.
- (2) The TOTAL AGGREGATE OF POINTS SCORED in each GAME by each TEAM will determine the PLACE GETTERS.
- (3) EACH BOWL in the INNER CIRCLE at the completion of each end RECEIVES 3 POINTS, and 1 POINT for each bowl in the OUTER CIRCLE.

METHOD OF PLAY

- (1) Leads to toss for right to play first for first end. The second and subsequent ends will commence with the lead whose team scored the most points in the previous end.
Play will remain in the same order - Leads, Thirds, Skips.
FIRST END: Play to the TARGET at the other end of the rink.
SECOND END: Move across to the next rink as directed by the arrow and play to the TARGET at the end of that rink.
THIRD END: Play same rink as first end.
- (2) The "JACK" shall be PLACED IN THE CENTRE of the INNER CIRCLE as a guide. If the jack is MOVED it must be replaced IMMEDIATELY as near as possible to the CENTRAL POSITION. NO PENALTY IS INCURRED IF THE JACK IS MOVED.

POINTS SCORING

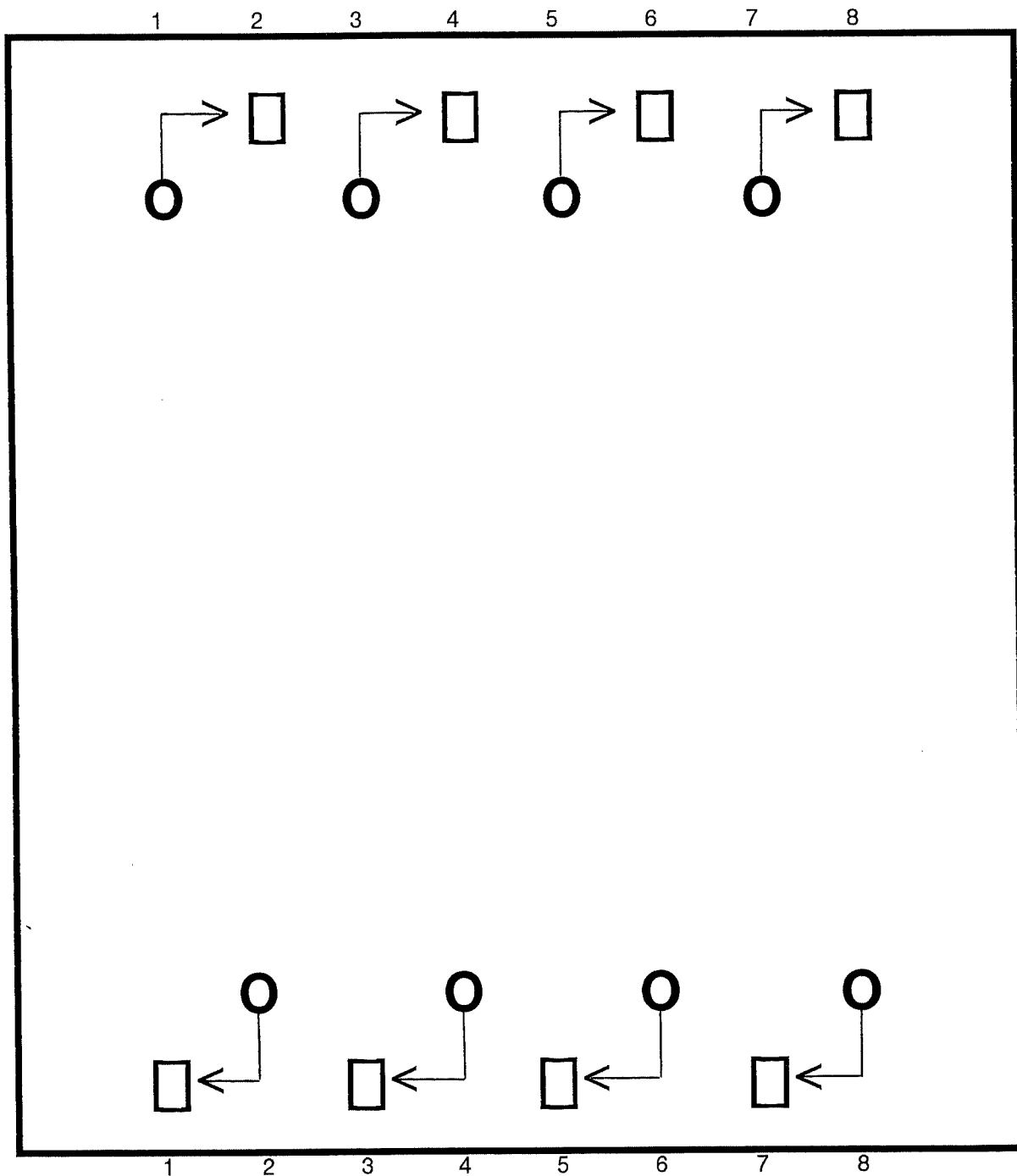
- (1) ONLY BOWLS REMAINING within the confines of the "TARGET CIRCLE" at the conclusion of the end COUNT.
- (2) A BOWL is deemed to be a counter IF ANY PART OF THE bowl IS TOUCHING THE OUTER RIM OF THE "TARGET CIRCLE". THIRDS MUST AGREE. ANY DISPUTES TO BE SETTLED BY THE TOURNAMENT MANAGER.
- (3) POINTS SCORED for each TEAM TO BE RECORDED on the SCORE-BOARD AFTER EACH END. The FINAL SCORE to be entered after each game on the score-card and initialled by the SKIP.
- (4) Any BOWL not FINISHING in the TARGET AREA when it comes to rest SHALL BE DEEMED TO BE "DEAD" and shall be REMOVED FROM THE RINK.
- (5) The MAXIMUM POINTS that can be SCORED BY ANY TEAM IN ANY END IS 27 POINTS FOR TRIPLES, AND 18 FOR PAIRS.

TARGET BOWLS

GREEN LAYOUT for TARGETS, MATS, and DIRECTION OF PLAY

TARGETS to be placed 4 metres from ditch to centre.

MAT distance can be varied.



LADDER CHALLENGES

All Financial Members wishing to participate in "Ladder Challenge" are asked to place their names on the sheet below. Entries close for the initial ladder at 5 p.m. on Opening Day (no entry fee). The starting order on the ladder will be set by the Grading Committee.

LADDER RULES

1. The player occupying position No. 2 may challenge only No. 1.
Players occupying positions 3 to 20 may challenge 1 or 2 above.
Players occupying 21 and below may challenge 1, 2, or 3 above.
2. Players wishing to challenge must notify their opponent before writing up the challenge on sheet provided on the ladder board. Only 1 challenge may be issued or accepted at any given time.
3. All matches will be of 15 ends - no handicaps - no time limit - no limit to kills - if tie after 15 ends, extra end or ends to be played to determine the result. Score card to be completed, signed, and placed in score box by the ladder.
4. All matches to be played within 7 days of date of the challenge, and at any time on Monday to Friday (when greens are available), or before or after organised draws or tournaments on Saturday or Sunday.
5. If challenged player is unable to play, then challenger wins by default.
If challenger is unable to play, challenge is void.
If players cannot agree on a time for the match, the Match Committee will set the time.
6. If challenger wins a match, he (she) takes the position on the ladder of the challenged player, and the loser drops down 1 position. If the challenger loses, positions on the ladder remain unaltered.
7. As soon as a match is played, the result must be written up on the challenge sheet. A Member of the Match Committee will be responsible for altering the ladder if necessary.
8. Any player winning a match has 2 days to issue another challenge before any player may challenge him (or her). Similarly, any losing player cannot issue another challenge for 2 days.
9. Any player not on the ladder may issue his (or her) first challenge for any position up to No. 9. If successful, he (she) takes that position and all players below will drop down 1 position. If unsuccessful, the challenger's name will be placed on the bottom of the ladder.
10. Markers should be used for all games. Players on the ladder are expected to take their turn as markers.
11. Any matters not provided for, or any disputes, shall be referred to the Match Committee, whose decision will be final.

SUPERFOURS BOWLS

Superfours Bowls has been introduced by Bowls Canterbury as an alternative method of playing the Game of Bowls.

The game is for enjoyment and is not meant to replace any of the existing methods of play. It is aimed at, and ideal for, bringing in NEW BOWLERS to play with experienced players. The aim of Superfours Bowls is to have all players involved and to speed up the game. It is appreciated that in the present times where players leisure time is limited, this method of play gives those players the opportunity to participate in the Game of Bowls.

It can be used for:

Business House Bowls
Family Days
New Members Days

Fun Days
Corporate Days
Club Days

Superfours Bowls is played for 1 to 1 1/2 hours (or say 21 ends). It is ideal for midweek twilight bowls whereby players can relax with a game of bowls and then perhaps adjourn to the clubhouse for socialising.

It is expected that the game will materially assist objectives such as:

- * Increased membership.
- * Speed up the existing game as we know it.
- * Introduce new people to the game.
- * Place an increased emphasis on mixed play.

The game is played by teams of four players who are divided into two pairs playing two bowls each. After the first pairs have played their bowls, the result is determined, the head is cleared to the bank, and then the second pairs play their bowls and similarly determine the result. In this way, all players are involved, either in playing their bowls or in directing the head.

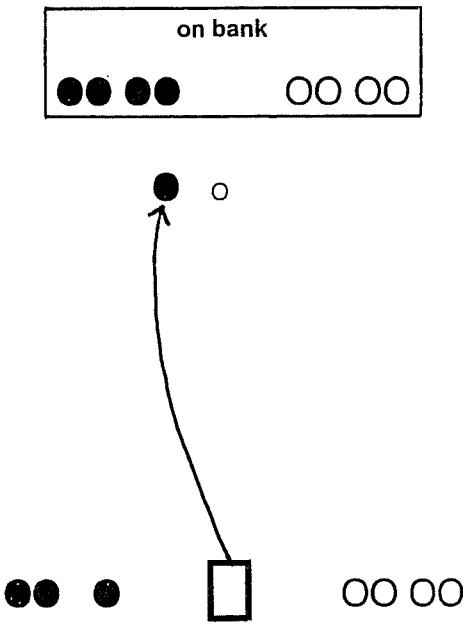
KEY POINTS

- * Two Jacks are used and are placed by skips (seconds).
- * Two players from each team at either end.
- * End 1 - lead off and play alternatively as normal.
- * After 8th bowl - end 1 completed and score recorded in normal way.
Uplift mat - end winner places jack.
- * End 2 - commences from opposite end with winning team leading.
- * At completion of end 2 - leave jack and mat - change ends.
- * At all times - winning side can decide mat and jack positions.
- * Game played to time or 21 ends.

For further instructions concerning How to Play Superfours Bowls, see page 77 .

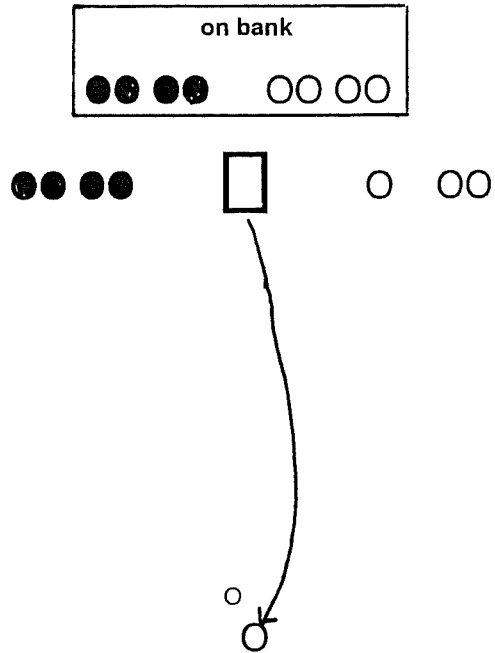
HOW TO PLAY SUPERFOURS BOWLS

END ONE



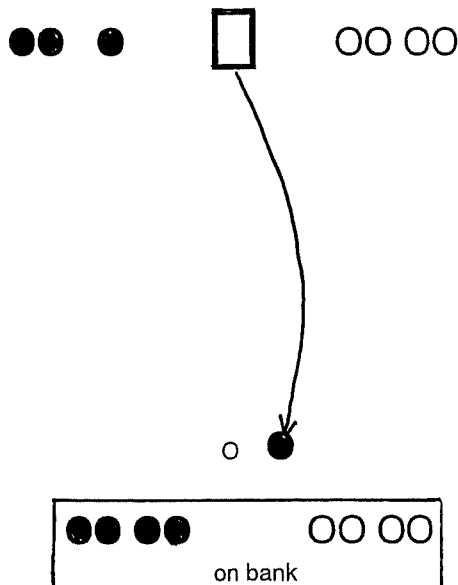
Toss, lead off to placed jack. Players then play alternatively as normal. After 8th bowl, determine result, uplift mat, place jack.

END TWO



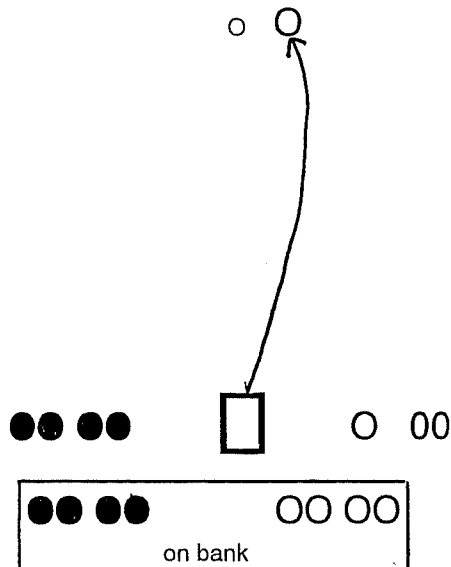
Winner leads back from far end. Players then play alternatively. After 8th bowl, determine result, leave jack and mat, change ends.

END THREE



Winner leads off again. After 8th bowl, determine result, place jack and mat.

END FOUR



Winner leads off again. After 8th bowl, determine result, leave mat, change ends.

CONDITIONS OF PLAY ETC.

It is essential that every club has written conditions of play, etc., so that all members are fully conversant with the system under which the club will conduct the various competitions, etc., and also that it covers other duties and obligations of members. These are best covered by printing in the club handbook, or displayed on the club notice board.

As a guide, a model set of Conditions of Play, Club Etiquette, etc., are covered below. Some clubs, of course, may find other conditions more suitable for their circumstances; the point being that every club must have them clearly defined for all members.

CONDITIONS OF PLAY FOR CLUB COMPETITIONS

The following events will be played in qualifying sections. Competitors will be drawn into sections appropriate to the number of entries received and will play 4 rounds. Section (or joint section) winners, 3 and 4 game winners will qualify for post-section play which will be on the 1 Life or sudden death system. No time limit games - no limit to kills.

1. **CHAMPIONSHIP SINGLES** Single entries open to all Full Playing Members of the Club. 4 games of 21 shots per day. 4 bowls per player.
2. **CHAMPIONSHIP PAIRS** Team entries open to all Full Playing Members of the Club. 4 games of 18 ends per day. 3 bowls per player.
3. **CHAMPIONSHIP TRIPLES** Team entries open to all Full Playing Members of the Club. 3 games of 15 ends per day. 3 bowls per player.
4. **CHAMPIONSHIP FOURS** Team entries open to all Full Playing Members of the Club. 3 games of 18 ends per day. 2 bowls per player.
5. **JUNIOR SINGLES** Single entries open to Full Playing Members of the Club with 5 years or less as a member of a bowling club. 4 games of 21 shots per day. 4 bowls per player.
6. **JUNIOR PAIRS** Team entries open to Full Playing Members of the Club with 5 years or less as a member of a bowling club. 4 games of 18 ends per day. 3 bowls per player.
7. **1ST YEAR SINGLES** Single entries open to Full Playing Members of the Club who are in their 1st year as a member of a bowling club. 4 games of 21 shots per day. 4 bowls per player.
8. **VETERAN SINGLES** Single entries open to all Full Playing Members of the Club who are 60 years or over as at the date of closing entries. 2 games of 21 ends per day. Players start on their allotted handicap. 4 bowls per player.

CONDITIONS OF PLAY (Contd)

9. **VETERAN PAIRS** Single entries open to Full Playing Members of the Club who are 60 years or over as at the date of closing entries. Teams drawn - skips with leads, and thirds with seconds where possible. 2 games of 18 ends per day. Teams start on handicap allotted by handicappers on general basis of half of combined handicap. 3 bowls per player.
10. **HANDICAP SINGLES** Single entries open to all Full Playing Members of the Club. 4 games of 21 ends per day. Players start on allotted handicap. 4 bowls per player.
11. **HANDICAP PAIRS** Single entries open to all Full Playing Members of the Club. Teams drawn - skips with leads, and thirds with seconds where possible. 4 games of 18 ends per day. Teams start on handicap allotted by handicappers on general basis of half of combined handicap. 3 bowls per player.

The following events will be played as set out below.

12. **CHAMP MIXED PAIRS** Team entries open to all Full Playing Members of the Club. Teams will be drawn in sections appropriate to the number of entries received, and will play 3 qualifying rounds - 3 games of 21 ends per day. 2 & 3 games winners will qualify for post-section play which will be on the 1 Life system. 3 bowls per player.
13. **CHAMP MIXED FOURS** Team entries (2 men, 2 women) open to all Full Playing Members of the Club. Teams will be drawn in sections appropriate to the number of entries received and will play 3 qualifying rounds - 3 games of 18 ends per day. 2 & 3 games winners will qualify for post-section play which will be on the 1 Life system. 2 bowls per player.
14. **GRADED FOURS** Single entries open to all Full Playing Members of the Club. Teams drawn - Match Committee may re-grade players to balance the draw. All teams play 6 games - 3 games per day of 15 ends, draws count. Winner to be the team with most wins - if a tie, play-off over 15 ends, with extra end (or ends) if necessary to find a winner. If there is a play-off for runner-up, the Match Committee will set the number of ends to be played.
15. **CONSOLATION SINGLES, PAIRS, TRIPLES, FOURS.**

The above events can be played in conjunction with the 1st full day of post-section play in the champ events. The conditions of play for all these events are the same as set out below.

Entries open to teams or individuals who entered that champ event but did not qualify for post-section play, includes Substitutes /Replacements, those players who withdrew after closing date, and those players who were desirous of playing but were unable to gain a place in a team. Teams may be re-structured.

The consolation event will be played as a 1 day tournament of 4 games of a set number of ends, draws count. Winner to be team with most wins; if a tie, play-off under same playing conditions on a date to be arranged.

CONDITIONS OF PLAY (Contd)

FURTHER CONDITIONS OF PLAY

1. There are no entry fees for Club Competitions mentioned above. Entry fees are included in the annual subscription.
2. In all competitions (except Graded Fours and consolation events) in the event of a draw, an extra end (or ends) will be played to determine a winner.
3. In all Competition Singles games, a Marker should be used.
4. Substitutes and/or Replacements must be approved by the Match Committee prior to the commencement of play and must be in accordance with the Laws of Bowls New Zealand.
5. All disputes and enquiries shall be directed to the Match Committee whose decision shall be final.
6. The Match Committee reserves the right to vary the programme and conditions of play should conditions or circumstances make this necessary.

CLUB DAYS AND CLUB ETIQUETTE

CLUB DAYS

- WOMEN - Tuesdays (Points Days), Saturdays (if no competition)
- MEN - Wednesdays, Saturdays (if no competition)
- MIXED - Tuesdays (if no competition), Thursdays, Sundays, Public Holidays.

DRESS

Whites shall be worn for:

- (a) Saturday, Sunday, Public Holidays
- (b) Club Competitions. (Board and Trophy Events)
- (c) Interclub Competitions
- (d) Open and Club Tournaments (except evening events)

Mufti may be worn for:

- (a) Practice Play
- (b) midweek Box Draws (Men, Women, and Mixed)
- (c) Twilight Tournaments, etc.

FOOTWEAR

All footwear used on the greens must comply with the Laws of Bowls N.Z. They must be without heels and have smooth soles. Ribbed and patterned soles are not allowed on the greens.

NAME DISCS

If participating in a Box Draw ensure that your name disc is placed in the draw box before the closing time. At the completion of play ensure that the name discs are brought into the pavilion and replaced in their proper position on the disc board.

MATCH COMMITTEE DUTIES ETC.

1. Each Member of the Match Committee should take their turn (when available) for all Club Competitions, Box Draws, and Open and Club Tournaments. Most days will require at least 2 members on duty - for larger tournaments, 3 or on duty. The duty roster should be organised so that during the season all Members will have had a hand in controlling all the different types of events.
2. Match Committee Members are responsible for putting out the mats, jacks, and score-boards for the required number of rinks. Check with the Greens Committee for the green (or greens) to be used. It is the players responsibility to return the gear to the shed after play finishes, but the Committee should check to see that all gear has been taken in.
3. Attend (when available) the club pavilion for all draws for Club Competitions and Open Tournaments. There should be at least 3 Members present when doing these draws.
4. Members should be conversant with the Laws of the Game, particularly those Laws which refer to "The Controlling Body" (the other name for the Match Committee). One of the most important Laws you will be concerned with covers "Substitutes and/or Replacements" - be sure of the Facts before giving any decision. A list of the Laws that refer to "Controlling Body" is contained on the next page.
5. If a dispute arises, or any other questions of a contentious matter are received from Members, do not give an individual answer - discuss with other Members of the Match Committee present and then give if possible a collective ruling.
6. Club etiquette, etc. This aspect of club activities comes under the duties of the Match Committee to administer. Ensure that the standard of dress is maintained, that any visitors are made welcome, and that time is made available for any announcements, etc.
7. Important points to remember that are associated with draws for competitions, tournaments, etc.
After completing the draw:
 - (a) notify the Greens Committee of the number of greens and rinks required;
 - (b) make arrangements for the necessary Umpires to be available;
 - (c) if catering is required, notify the Kitchen Committee of the number of players involved.
8. Always ensure that you are at the Club in plenty of time to carry out your duties before play is due to commence. If a time has been set for the Match Committee to meet (Match Committees should hold fairly frequent meetings), make sure that you are not late - it can hold up the whole works.

CONDITIONS OF PLAY (Contd)

PLAYING EQUIPMENT

Mats, Jacks, score-boards, etc., will normally be positioned by the Match Committee (or their helpers) before the commencement of play for organised events. On completion of play, members are requested to ensure that the playing equipment is returned to the appropriate store. For practice play, etc., members are requested to make sure that all equipment taken out is returned when finished.

COACHES AND COACHING

Organised Coaching has been arranged and details are published in the programme. Also see Coaches Notice Board for further Coaching Sessions. Individual or Group Coaching is also available and the Club Coaches invite Members to approach them to organise sessions.

CLUB FLAGS

It is traditional that the Club Flags fly during play for organised events which include Tournaments, Competitions, Box Draw, etc. They are raised before play commences, and lowered and returned to the pavilion when play for the day has ceased

CONTROLLING BODY

NOTE: The following references are taken from LAWS OF THE GAME, 1997 Edition

LAWS OF THE GAME & REGULATIONS as they refer to "CONTROLLING BODY"

Foreword	Penalty for Infringement of Laws
Law 1(a)	Definition of "Controlling Body"
1(r)	Definition of 'Domestic'
9(a)(iii)	Bowls - temporary markings
9(d)	Objection to Bowls
12	Selecting the rinks for play
15	Bowls to be played in Pairs
21	International Matches, etc.
22(a)	Trial Ends
23	Use of groundsheets
59	Absentee Players
61	Game Stoppages
62	Leaving the green
72	Appointment of Umpire, Duties, etc.
72(e)	Adherence to Regulations
72(f)	Appeals

REGULATIONS

2nd Schedule	Reg 1	Definitions A, B, C, D.
	3	Greens & Rinks
	4	Entries & Entry Fees
	5	Composition of Teams
	6	Substitutes & Replacements
	8	Applicability of Laws
	9	Trial Ends Format & Pre Game Practice
	10	Time Limit Games
	12	Variation of Programme
3rd Schedule	Reg 2	One Life System - allocation of byes

OTHER LAWS & REGULATIONS WORTH STUDYING

Foreword	Sportmanship, Observance of Laws	
Law 1	All Definitions	
5	Division of green, pegs, etc.	
9	Bowls	
68	Contracting Out	
70	Team Managers	
73	Spectators, Gambling	
74	Players with a disability	
1st Schedule	Footwear & Clothing	
2nd Schedule	Reg 2	Permission to Conduct Tournaments, etc
	11	Display of Chart & Conditions.
3rd Schedule		Draws & Byes

NEW DRAWS AND POSSIBLE NEW TYPES OF GAMES

Over the last few years, new draws and new types of games have emerged, and it is inevitable that this trend will continue in the future.

Although the Author has endeavoured to cover those draws, etc., already in existence, it is also inevitable that some may have been missed in this publication. It is, of course possible that there are some draws in existence that the Author is not aware of.

The Author therefore offers to all clubs or individuals who have copies of this publication a back up service for the following on request:

- (a) If there is any matter contained in this publication that you feel requires further explanation, please do not hesitate to contact the Author.
- (b) If you have any problem with any draw that you are using or have heard about, also contact the Author and if possible assistance will be available.
- (c) If there is a new type of game introduced into our sport, contact the Author and he will make every endeavour to obtain and supply the necessary information.

As there will be costs involved to the Author, it will be necessary for a nominal charge of \$1.00 per page to be introduced to cover printing and postage.

For all inquiries, requests, etc., contact

GEORGE SOLLY

8 McLEAN STREET

ROTORUA

Phone (07) 348 3255