



Dorking Bowling Club Internal Competitions Rules 2026

2026 Changes are in RED

The competitions are open to all playing members, regardless of age or ability, by completion of the Entry Form(s) and payment of the fee by the due date(s). All competitions (except the Mixed Triples) will conclude on Finals Weekend. Please be sure you are available to compete on that weekend (see Club Calendar of Fixtures).

For the preliminary rounds of Singles competitions and the Nominated Pairs, the contestants must arrange the date and time of their match. The 'play-by' dates for each round will be published on the draw sheets. In the draw: **the 'first-named' or 'first-drawn' entrant(s) is called the 'Challenger', who is/are responsible for arranging the match before the 'play-by date'. They are also responsible for booking a rink and, in a singles game, arranging a 'Marker'. The 'second named' is called the Opponent.**

Early communication between contestants is important. Contact information for all club members is available in the Members Login Area of the club website.

Detailed Rules for Scheduling a Preliminary Round Match

1. The Challenger should **at least 10 days before the published play-by date**, agree a date and time with their Opponent. The Challenger should offer at least three different dates/times for the match, with at least a week between the first and last, and must be evenings and weekends if the Opponent requests it.
2. The Opponent must agree a proposed date/time. They should respond to the Challenger within 4 days after being offered dates, but at least 6 days before the play-by date. If the Opponent is unable to do this, they must concede the match.
3. **The Challenger is responsible for booking a rink for the agreed time. If on the day one is not available, the Opponent may claim the match.**
4. **The Challenger in a singles competition is also responsible for arranging a Marker. The Opponent may refuse to play without a Marker and claim the match.**
5. If the Challenger fails to contact the Opponent with proposed dates at least 10 days before the play-by date, the Opponent must, within 3 days, offer the Challenger at least one date/time before the play-by date (an evening or weekend if the Challenger requests it), which the Challenger must accept or concede the match.
6. If the Challenger does not offer dates/times per rule 1 and if the Opponent does not then offer a date/time per rule 5, then both Challenger and Opponent may be disqualified by the Competition Secretary.
7. If a player knows they are going on holiday, they should contact their opponent as soon as possible, whether they are the Challenger or Opponent.

Club Competitions 2026

Singles Competitions	Description
Ladies' and Men's Championship	4 woods, first to 21 shots. Final will be held on Sunday afternoon of Finals Weekend. Winners should be willing to represent the Club in the Surrey Champion of Champions competition in the following year.
Challenge Cup	Mixed competition, 4 woods, first to 21 shots Entry limited to those Ladies or Men that have not previously won a 4-wood singles competition at this or any other Club.
Handicap Cup	Mixed competition, 4 woods, first to 21 shots. Handicaps in range 0-10. Handicaps assigned by the match selectors. Lower handicapped player starts with difference on scorecard.
2-woods	Mixed competition, 2 woods, 21 ends. Shot(s) must be within one yard of jack to score. Preliminary rounds held on 2-woods Day.
Millennium (or 100 up)	Mixed competition, 4 woods, first to 100 points. The closest 4 woods always count, irrespective of player, and score 4-3-2-1 points respectively. Nearest to jack plays first on next end. All woods to be played and count on last end(s).
Ladies' and Men's 3 wood Singles	3 woods, two 9-end Sets (based on shots). Winner based on Sets won. If draw (1-1 or both drawn); 3-end tie-break (based on ends won). See 'Small Print' section for detailed rules.
Team Competitions	Description
Ladies' and Men's Drawn Pairs (If insufficient entries, entrants will be offered the opportunity to compete as pairs in the other group (Ladies or Men))	4 woods, 15 ends for Ladies, 18 ends for Men. Preliminary round(s) held on the dates in the Club Calendar. Teams balanced by the match selectors.
Nominated Mixed Aussie Pairs	4 woods, 15 ends. Played in 2-4-2 format. Mutually consenting Lady & Man (you choose your partner).
Ladies' and Men's Drawn Triples	3 woods, 18 ends. Entry by sign-up sheet posted ahead of the event. Preliminary round(s) held on the dates in the Club Calendar. Teams balanced by the match selectors. Final will be held on Saturday afternoon of Finals Weekend.
Mixed Drawn Triples	3 woods, number of ends/format decided by organiser. Entry by sign-up sheet posted ahead of the event. One day competition held on the date in the Club Calendar. Teams balanced by the match selectors.

The Small Print

1. Insufficient Entrants - A singles or pairs competition will not be played if there are insufficient entries to hold a quarter-final round with a maximum of 2 byes.
2. **Ladies' and Men's 3 wood Singles format: two 9-end Sets plus a 3 End tie-break if even after 2 Sets.**
 - a **Sets: Each Set is won, lost, or drawn based on total shots in that Set. Set may be drawn (no extra ends in a Set). Winner is player with most Sets won. If, after two Sets, it is one Set each or both Sets are drawn, there will be a tie-break. A Set will end early if losing player can no longer win that Set. Toss for the mat at beginning of first Set (winner may defer). Winner of Set 1 must take the mat for the first end of Set 2. During a Set an end cannot be killed (i.e. jack off the rink). The jack will be re-spotted on the centre line, 2 metres in from the ditch.**
 - b **Tie-break: a maximum 3 End tie-break based on Ends won (not total shots). Toss for mat on first End (winner may defer). Then mat alternates each End of the tie-break (player may defer). An End may not be killed during the tie-break. If jack leaves the rink, the jack will be re-spotted on the centre line, 2 metres in from the ditch.**
3. Singles Match Markers – a list of Members that are willing to act as Markers will be on the Club noticeboard, although you are not restricted to use one of these. A family member of either player may however not mark a semi-final match. The Competition Secretaries shall appoint Markers for the singles finals.
4. Dress Code – the dress code for preliminary rounds is the same as normal club rollups. Dress code for Finals Weekend, including the trophy presentations, is whites.
5. **Unable to Schedule - A Competition Secretary must be notified as soon as it is known that a match cannot be played by the play-by date. Failure to do so may result in disqualification of both players.**
6. **2-4-2 Pairs Format: The first players will each bowl 2 woods. The second players then move to the mat and bowl 4 woods each. The first two players then return to the mat and bowl their remaining 2 woods. Players are now in position such that the first bowlers alternate each end.**
 - a **If the first players forget and bowl a third bowl, then the opposing player should also play their third bowl and then the second players come to the mat.**
 - b **For a more enjoyable game, it is recommended that the more experienced of the two players on a team play against the more experienced player in the opposing team, but this is not mandated.**
7. Team Balance - For the team competitions, except the Nominated Pairs (where you agree your team partner), the match selectors will attempt to balance the teams.
8. Trial Ends - Two trials ends allowed at the start of every game. Players may go straight in if all players agree. Players to agree how many trial woods.

9. Playing Order – In team competitions, the players on a team may decide their playing order, which may change between rounds.
10. Tied Game – For a game where the scores are tied after the regular number of ends, an extra end shall be played to determine the winner. (This does not apply in the 3 wood Singles). Coin toss to determine who gets to choose whether to take the mat or play second.
11. **Match Completion: If a match can no longer be won or tied by the losing player(s), then the match will end.**
12. Rink Markers – Players are not allowed to move rink markers or change the normal direction of play.
13. Substitutions in pairs and triples: the Competition Secretaries shall be notified if a substitute is needed and they shall endeavour to arrange a substitute. A substitute may play in the final.
14. Substitutions in singles competitions: should an entrant have to drop out of a singles competition before the play-by date of the first round, the Competition Secretaries shall endeavour to arrange a substitute so that a match is still played.
15. Abandonment – If a game in play needs to be abandoned then it should be rescheduled for completion by the play-by date (the Exceptional Circumstances Rule may apply). The game shall be restarted from it's abandoned point but trial ends may be taken. If, however, it cannot be rescheduled, then: (a.) if at least 5 ends have been played, the game is considered complete and the score stands as the result; or (b.) in the event of a tie or less than 5 ends played, a coin toss will decide the winner.
16. Exceptional Circumstances - Under exceptional circumstances effecting a scheduled match (such as illness or weather) and at the sole discretion of the Competition Secretaries, the players may be allowed a short extension to the play-by date.