

Revised Book of Draws



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METHODS OF CHAMPIONSHIP PLAY

There are a number of ways championships can be played. Any of the following systems may be used for club or district championships.

There is the National Championship method where players or teams are ballotted into sections of five with each playing four games with two points for a win and one for a draw, with six points to qualify. Should there not be any player or team with six points then the section winners qualify. This draw for varying numbers of mats is shown on pages 30 - 34

Another method is to list all the players by ballot one below the other all in one section showing their name, mat number and result all on one sheet which may be placed on the wall and does away with having to provide players with mat cards.

Full details are given on page 6

A further method is to list the names as above, issue each player or team with the first mat they are to play on, after which all even numbers move one mat to their right and the odd numbers, one mat to their left. In doing this if all players or teams of the same club are given either even or odd numbers they will not meet. If four rounds are to be played this is suitable for 5 mats, not 6, and for any number after that.

Many clubs prefer to play their championships on a two life system: There are three methods of doing this:

- FIRST there is what is known as the Butterfly method where a draw is first done with the players or teams being listed one above the other down the left hand side, and a second draw done with the players or teams being placed one above the other on the right hand side. Both sides are played with the winner of each side playing off for the championship.
- The SECOND method is the Automatic two life where once the first draw has been done the games go on automatically without any further draw.
- The THIRD method is where a draw is done as for the automatic but for the second side, which is set out on the right as in the butterfly method, reference is made to the special table as shown on page 3

AUTOMATIC TWO LIFE SYSTEM

The total number of entries are placed one below the other, usually by ballot, on the left hand side of the page. A line is drawn across below the bottom name taking care to leave reasonable space for the moving down of byes. Players are bracketed ALWAYS from the bottom of the page.

All losers in the first round are placed in the same vertical order into the second round BELOW the line.

Should there be an odd number of players, commencing with number one at the top of the

list, each in turn get a bye. No player receives a second bye until all other players in the competi-
tion, either above or below the line have also received one.

After all remaining players have had a bye, the same order as previously allocated is repeated.

From the second round on all those below the line who are beaten are eliminated as they have
lost two lives.

From the second round all two lifers beaten go in the same vertical order BELOW those one
lifers already there.

When a player has had a bye he goes to the bottom of the list in the half he is in (that is either
above or below the line).

Where the competition may come down to two players left, one above the line and the other
below, the game is played as a final. In the event of the one lifer winning, then a further final
is played.

Two examples of the Automatic two life draw:

ROUNDS	1	2	3	4	5	FINAL
	1 Bye					
	$\overline{2}$	3 Bye				
	$\overline{3}$					
	$\overline{4}$	$\overline{5}$				
	$\overline{5}$		5 Bye			
	$\overline{6}$	$\overline{7}$				
	$\overline{7}$	1				
			$\overline{1}$	$\overline{1}$	$\overline{5}$	$\overline{5}$
			$\overline{3}$	$\overline{5}$		5
		$\overline{2}$				
		$\overline{4}$	$\overline{6}$	$\overline{6}$		
		$\overline{6}$	$\overline{7}$	$\overline{3}$	3	
				1 Bye	1	

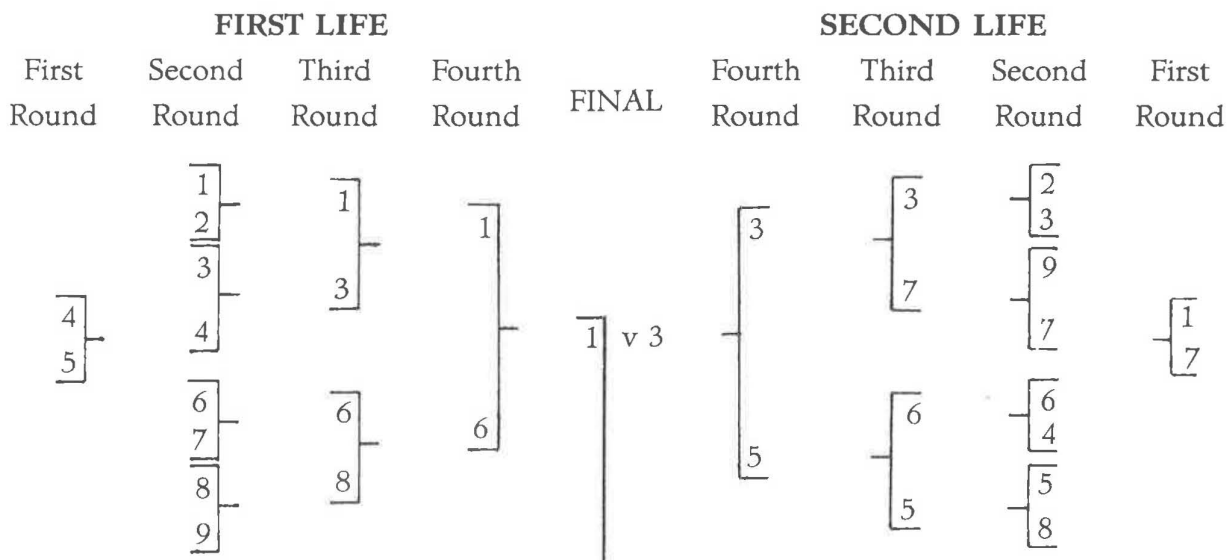
Should No 1 win, then another
final between the two one lifers
would have to be played
SEE BELOW

ROUNDS	1	2	3	4	5	FINAL	FINAL
	1 Bye						
	$\overline{2}$	3 Bye					
	$\overline{3}$						
	$\overline{4}$	$\overline{5}$					
	$\overline{5}$		5 Bye				
	$\overline{6}$	$\overline{7}$					
	$\overline{7}$	1					
			$\overline{1}$	$\overline{1}$	$\overline{5}$	$\overline{5}$	
			$\overline{3}$	$\overline{5}$			
		$\overline{2}$					
		$\overline{4}$	$\overline{6}$	$\overline{6}$			
		$\overline{6}$	$\overline{7}$	$\overline{3}$	3		
				1 Bye	1		
						$\overline{1}$	1
						$\overline{5}$	

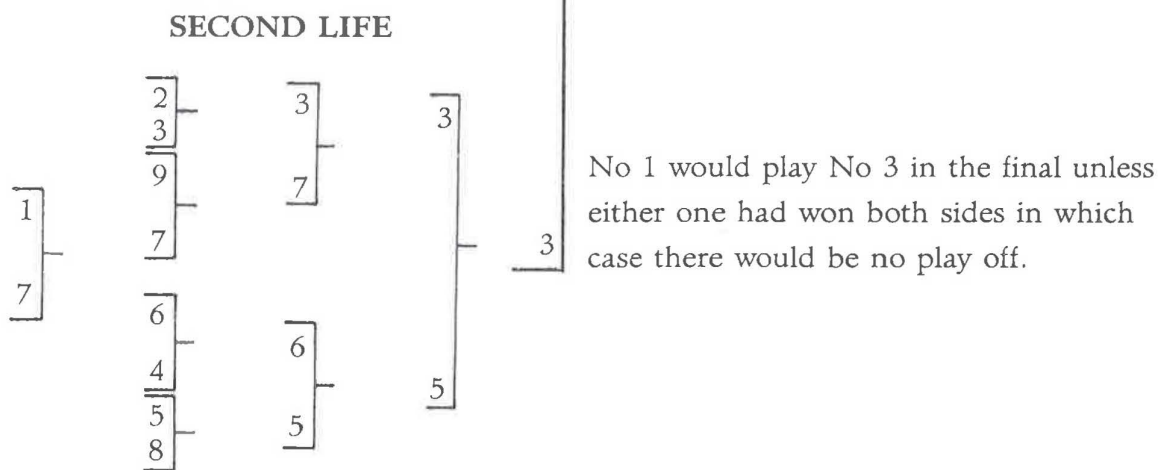
SOMETIMES CALLED THE BUTTERFLY METHOD

The draw for the first life is done exactly the same way as for the other two methods and worked out the same way to find a winner of the first life. A second draw is also done and is placed either on the right hand side of the draw sheet or can be placed on the left side below the first life.

The following examples will show both ways of setting out the draw. With 9 competitors, the first life would be set out thus:



If it is so desired, the second life can be placed below the first life above as follows:



SECOND METHOD

This method ensures that no matter how many competitors there are, players meeting in the first rounds with few exceptions, cannot meet again until the semi-final and possibly not then. The procedure is as follows:

- 1 Allot each competitor a number by some method of random selection. The numbers should be consecutive and start from number one. The highest number will of course be the number of competitors.
- 2 Subtract the number of competitors from the next higher number of the series 8, 16, 32, 64. The result is the number of byes.
- 3 Number the spaces at the left hand side of the draw sheet consecutively from top to bottom finishing at the highest number allotted to a competitor.
- 4 Divide the byes by two and mark off the corresponding number of spaces at the top and the bottom of the draw sheet. If the byes do not divide exactly by two, then divide as nearly as possible and put the major number at the bottom of the sheet.
- 5 Fill in the players names alongside their allotted numbers on the sheet, placing the names of those players who have byes into the second round column positions. This completes the draw for the first life.
- 6 Using the table below, select the section within which the number of entries that you have is included, eg 21 entries requires the 17 to 32 section of the table.
- 7 Starting at the top right hand side of the draw sheet, write down the draw for the second life by using the table as read from left to right across the page. A competitor who is drawn by this method to meet a number which is higher than the number of entries gets a bye and his name is moved into the second round second life position. Otherwise the draw is filled in directly down the right hand side of the draw sheet. Bracket all byes from the top in the top half of the draw and from the bottom in the lower half of the draw. Note that byes do not all play out in the second round, subsequent rounds can have byes.

SECOND LIFE DRAW TABLE (Read across the page)

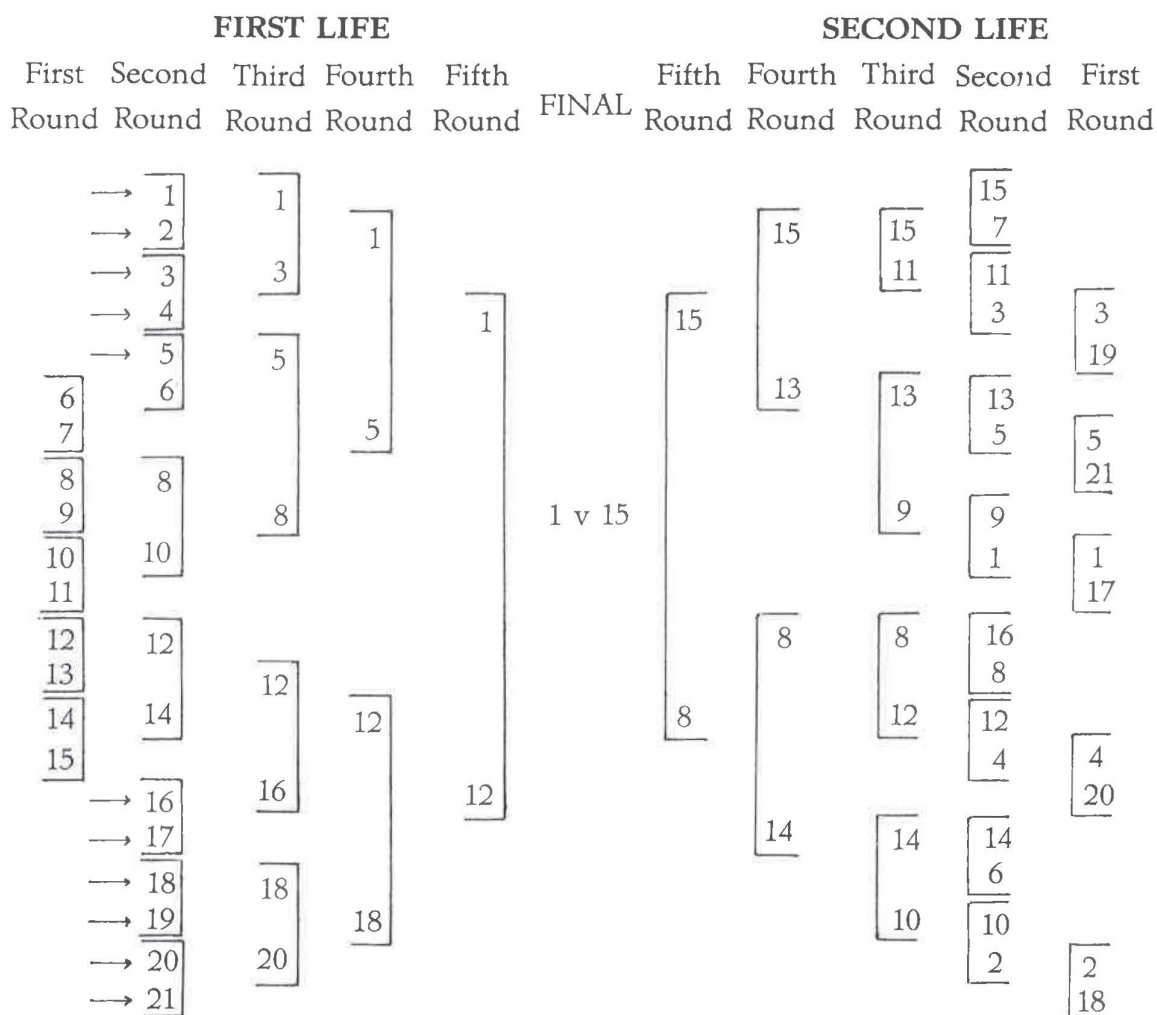
ENTRIES

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

33-64	31 plays 49	15 plays 47	23 plays 57	7 plays 39
	27 plays 53	11 plays 43	19 plays 61	3 plays 35
	29 plays 51	13 plays 45	21 plays 59	5 plays 37
	25 plays 55	9 plays 41	17 plays 63	1 plays 33
	32 plays 48	16 plays 64	24 plays 56	8 plays 40
	28 plays 52	12 plays 44	20 plays 60	4 plays 36
	30 plays 50	14 plays 46	22 plays 58	6 plays 38
	26 plays 54	10 plays 42	18 plays 62	2 plays 34

EXAMPLE FOR 21 COMPETITORS

Since there are 21 competitors there will be $32 - 21 = 11$ byes and there will be $21 - 11 = 10$ players in the first round. The draw will be as follows:



NOTE:

That in bracketing byes you bracket from the top in the top half of the draw and from the bottom in the bottom half of the draw.

ORGANISING MAT DRAWS

A problem that many match committees come up against is preparing the draw for competition play. The question is, how to find the number of byes and where they are placed.

In a knockout type of competition or the butterfly system it is first necessary to eliminate the excess players in the first round so that in each succeeding round the competitors will be halved until a winner is found.

It will readily be seen that 4, 8, 16, 32 etc, if halved after each round will finally be reduced to one. These may be called "Whole Numbers".

To find the number of byes, subtract the number of competitors from the next highest whole number, the result will be the number of byes. If you subtract the number of byes from the total number of competitors, you will get the number to play in the first round.

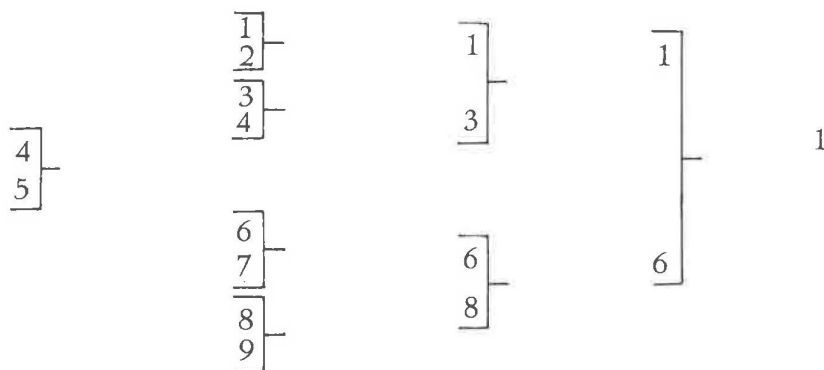
Half the byes go to the top of the draw and half to the bottom, should there be an odd number then the greater number go to the bottom.

When making the draw, names are placed one below the other, starting with the top byes which are placed in the second round. Then move into the first round column and continue down until all first round players are placed. Now back to the second round column and place the bottom byes.

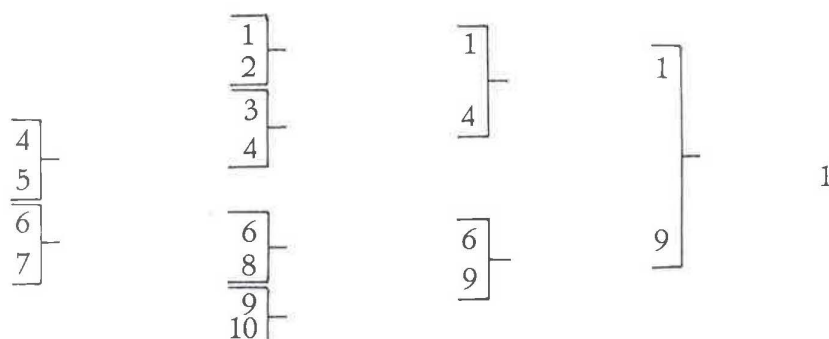
The following examples will be of assistance:

9 competitors. The next highest whole number is 16: 9 from 16 = 7 byes. 7 byes from 9 competitors gives 2 which will be the number to play in the first round.

The chart would be made up by means of some random draw as follows:



10 competitors worked out as above would be set out:



An alternative method of setting out a draw for any competition for four games is as follows. First draw up the blackboard as set out below. This does away with the necessity of issuing cards and results can be written up against teams as the games are completed.

Teams that are not to play each other (teams from the same club etc) should be drawn into the same half of the draw, as in no case does a team in the same half meet each other.

If there is an odd number of teams, use the table next above and those meeting that blank number will have a bye and would have to be credited with a win.

These tables can be adapted for varying numbers of teams. For example a draw for twenty eight teams would mean using the fourteen team draw and playing the competitions in two sections – very handy if seven mats only are available.

If sixteen mats are required use the eight mat draw and again play in two sections.

To make out a draw for any number of teams not shown in the book, the following will give the necessary draw.

Set the number of teams out one below the other and draw a line across the half way mark. For example 32 teams would divide into two sixteens. To find the mat numbers each team will play on, first take the top half of the draw and number them from one to sixteen – these will be the mats for the first round. For round two, the top team will play on mat two and each succeeding team move up one mat, which means that number 16 will go to mat number one. The same procedure applies to the third and fourth rounds.

It will be seen from this that number one plays on mats 1, 2, 3 and 4 and number sixteen on mats 16, 1, 2 and 3. The bottom half, or numbers 17 to 32 in the first round are numbered one to sixteen and each succeeding round, they jump a mat, that is to say number one would play on mats 1, 3, 5 and 7, and 32 would play on 16, 2, 4 and 6.

Reference to the existing tables would assist in working out a draw.

If there is an odd number of teams or players, use the table next above and those meeting that top number will have a bye and would have to be credited with a win.

NOTE: with six teams, three rounds only can be played unless a mat is played on twice. Set your board out as below.

6 TEAMS

TEAM No	NAME	MAT	NUMBERS			RESULTS			
			1st	2nd	3rd	1st	2nd	3rd	4th
1	G WELCH	1	2	3					
2	G OLIVER	2	3	1					
3	R HOGWOOD	3	1	2					
4	G SMITH	1	3	2					
5	T SMITH	2	1	3					
6	B WILLIAMS	3	2	1					

8 TEAMS

NAME		MAT Nos			
1		1	2	3	4
2		2	1	4	3
3		3	4	1	2
4		4	3	2	1
5		1	3	4	2
6		2	4	3	1
7		3	1	2	4
8		4	2	1	3

10 TEAMS

NAME		MAT Nos			
1		1	2	3	4
2		2	3	4	5
3		3	4	5	1
4		4	5	1	2
5		5	1	2	3
6		1	3	5	2
7		2	4	1	3
8		3	5	2	4
9		4	1	3	5
10		5	2	4	1

12 TEAMS

NAME		MAT Nos			
1		1	2	3	4
2		2	3	4	5
3		3	4	5	6
4		4	5	6	1
5		5	6	1	2
6		6	1	2	3
7		1	3	5	2
8		2	4	6	3
9		3	5	1	4
10		4	6	2	5
11		5	1	3	6
12		6	2	4	1

14 TEAMS

NAME		MAT Nos			
1		1	2	3	4
2		2	3	4	5
3		3	4	5	6
4		4	5	6	7
5		5	6	7	1
6		6	7	1	2
7		7	1	2	3
8		1	3	5	7
9		2	4	6	1
10		3	5	7	2
11		4	6	1	3
12		5	7	2	4
13		6	1	3	5
14		7	2	4	6

16 TEAMS

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

18 TEAMS

NAME		MAT Nos			
1		1	2	3	4
2		2	3	4	5
3		3	4	5	6
4		4	5	6	7
5		5	6	7	8
6		6	7	8	9
7		7	8	9	1
8		8	9	1	2
9		9	1	2	3
10		1	3	5	7
11		2	4	6	8
12		3	5	7	9
13		4	6	8	1
14		5	7	9	2
15		6	8	1	3
16		7	9	2	4
17		8	1	3	5
18	TSYC	9	2	4	6

20 TEAMS

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

22 TEAMS

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

24 TEAMS

No	NAME	MAT Nos			
1		1	2	3	4
2		2	3	4	5
3		3	4	5	6
4		4	5	6	7
5		5	6	7	8
6		6	7	8	9
7		7	8	9	10
8		8	9	10	11
9		9	10	11	12
10		10	11	12	1
11		11	12	1	2
12		12	1	2	3

No	NAME	MAT Nos			
13		1	3	5	7
14		2	4	6	8
15		3	5	7	9
16		4	6	8	10
17		5	7	9	11
18		6	8	10	12
19		7	9	11	1
20		8	10	12	2
21		9	11	1	3
22		10	12	2	4
23		11	1	3	5
24		12	2	4	6

A SYSTEM FOR THE PLAYING OF TRIAL GAMES OR SINGLES PLAY

A handy system for the playing of games of singles or trial games for thirty two players each playing eight games using eleven mats. Odd numbers play even numbers in every round. The system provides for players to act as Markers during their bye. Twelve rounds have to be played to give each player their eight games.

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

The following table gives the number of teams of fours and number of threes for the working out of teams for Club nights or other occasions. For example: If there are 22 members present, three rinks or mats would be required, there would be 6 teams, 4 of four members and 2 of three members.

Many clubs have problems when, on club nights, teams of three have to play teams of four. A good method of overcoming this is for the lead in the team of three to play one bowl then the two play one which accounts for the lead bowls. Each player then plays two bowls in the usual manner.

No	4s	3s	Tms	Mats	No	4s	3s	Tms	Mats	No	4s	3s	Tms	Mats
12	—	4	4	2	41	5	7	12	6	69	15	3	18	9
13	1	3	4	2	42	6	6	12	6	70	16	2	18	9
14	2	2	4	2	43	7	5	12	6	71	17	1	18	9
15	3	1	4	2	44	8	4	12	6	72	18	—	18	9
16	4	—	4	2	45	9	3	12	6	73	13	7	20	10
17	NOT WORKABLE				46	10	2	12	6	74	14	6	20	10
18	—	6	6	3	47	11	1	12	6	75	15	5	20	10
19	1	5	6	3	48	12	—	12	6	76	16	4	20	10
20	2	4	6	3	49	7	7	14	7	77	17	3	20	10
21	3	3	6	3	50	8	6	14	7	78	18	2	20	10
22	4	2	6	3	51	9	5	14	7	79	19	1	20	10
23	5	1	6	3	52	10	4	14	7	80	20	—	20	10
24	6	—	6	3	53	11	3	14	7	81	15	7	22	11
25	1	7	8	4	54	12	2	14	7	82	16	6	22	11
26	2	6	8	4	55	13	1	14	7	83	17	5	22	11
27	3	5	8	4	56	14	—	14	7	84	18	4	22	11
28	4	4	8	4	57	9	7	16	8	85	19	3	22	11
29	5	3	8	4	58	10	6	16	8	86	20	2	22	11
30	6	2	8	4	59	11	5	16	8	87	21	1	22	11
31	7	1	8	4	60	12	4	16	8	88	22	—	22	11
32	8	—	8	4	61	13	3	16	8	89	17	7	24	12
33	3	7	10	5	62	14	2	16	8	90	18	6	24	12
34	4	6	10	5	63	15	1	16	8	91	19	5	24	12
35	5	5	10	5	64	16	—	16	8	92	20	4	24	12
36	6	4	10	5	65	11	7	18	9	93	21	3	24	12
37	7	3	10	5	66	12	6	18	9	94	22	2	24	12
38	8	2	10	5	67	13	5	18	9	95	23	1	24	12
39	9	1	10	5	68	14	4	18	9	96	24	—	24	12
40	10	—	10	5										

HANDICAP GAMES

Two interesting methods of handicap play are:

FIRST METHOD

- A Each competitor is given a handicap by the controlling authority (Match Committee etc).
- B Each player commences their game with their handicap.
- C Play to a given number of points, a good number for singles is 16 and for pairs 12. The first to reach that total is the winner of the game.
- D Play four games each using the appropriate draw.
- E Record both wins and scores.
- F The winner of the game is credited with a win and takes the LOSERS score, and the loser takes the WINNERS score.
- G In the event of two or more players or teams being level after the four games are completed the side with the lowest number of points scored against them are the winners.

EXAMPLE:

NAME	FIRST ROUND	SECOND ROUND	THIRD ROUND	FOURTH ROUND	WINS	TOTAL SCORE	
SMITH	W6	W8	L16	W14	3	44	
JONES	L16	W8	W10	W3	3	37	WINNER
WYLIE	W5	W15	L16	W7	3	40	
BROWN	W7	L16	W13	W12	3	48	

SECOND METHOD:

Each player is handicapped on their assessed ability against the player they are to meet. A table is made up and each player starts with the handicap for the particular opponent they are to meet.

	SMITH	JONES	WYLIE	BROWN	WHITE
SMITH	—	3	Scr	5	1
JONES	Scr	—	3	1	4
WYLIE	5	4	—	3	2
BROWN	2	3	Scr	—	3
WHITE	4	2	3	2	—

In the first round SMITH in playing JONES would receive a handicap of 3 and JONES would be on scratch. In the second round SMITH playing WYLIE would be on scratch and WYLIE would receive 5, and so on. The recording of results is the same as the first method.

In a pairs handicap event the two handicaps are added together and then halved and in the event of this figure having a half in it, the next lower number is taken.

NUMBER OF GAMES TO BE PLAYED IN ANY COMPETITION

Should a Match Committee want to know how long any competition may take to play the following will be useful.

If a single life system is to be used take one less than the number of competitors and this will give you the number of games to be played to complete that competition.

If the National Championship system of section and post section play is used and four games are played in the qualifying rounds, multiply the number of competitors by two and add one less than the number of qualifiers. This gives the total number of games to be played.

Example: 25 competitors from which 8 qualify.

$25 \times 2 = 50 + 7 = 57$ which is the number of games to be played.

The following tables show the draw for the given number of players or teams and mats used.

DRAW FOR 5 TEAMS PLAYED ON 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 2	3 v 4	—	—	5
2nd Rnd	—	1 v 5	2 v 3	—	4
3rd Rnd	—	—	1 v 4	2 v 5	3
4th Rnd	4 v 5	—	—	1 v 3	2
5th Rnd	—	3 v 5	2 v 4	—	1

NOTE: In the last round all teams have played previously on their respective mats.

DRAW FOR 6 TEAMS PLAYED ON 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 2	3 v 4	5 v 6	—	
2nd Rnd	—	1 v 6	2 v 3	4 v 5	
3rd Rnd	3 v 5	—	1 v 4	2 v 6	
4th Rnd	4 v 6	2 v 5	—	1 v 3	

DRAW FOR 7 TEAMS PLAYED ON 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 2	3 v 4	5 v 6	—	7
2nd Rnd	—	6 v 7	1 v 4	2 v 3	5
3rd Rnd	3 v 6	—	2 v 7	4 v 5	1
4th Rnd	4 v 7	2 v 5	—	1 v 6	3
5th Rnd	1 v 3	—	5 v 7	—	2.4.6

NOTE: 1 & 3, 5 & 7 play twice on the same mat.

DRAW FOR 8 TEAMS PLAYED ON 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 2	3 v 4	5 v 6	7 v 8	
2nd Rnd	5 v 8	6 v 7	1 v 4	2 v 3	
3rd Rnd	3 v 6	1 v 8	2 v 7	4 v 5	
4th Rnd	4 v 7	2 v 5	3 v 8	1 v 6	

DRAW FOR 9 TEAMS PLAYED ON 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 8	2 v 3	4 v 5	6 v 7	9
2nd Rnd	4 v 9	1 v 5	2 v 6	3 v 8	7
3rd Rnd	3 v 6	4 v 7	8 v 9	1 v 2	5
4th Rnd	2 v 5	6 v 9	1 v 7	4 v 8	3
5th Rnd	—	3 v 7	—	5 v 9	All Rest

NOTE: All 5th round teams have played previously on same mat.

DRAW FOR 10 TEAMS PLAYED ON 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 10	8 v 9	6 v 7	4 v 5	2.3
2nd Rnd	2 v 9	7 v 10	5 v 8	3 v 6	1.4
3rd Rnd	3 v 8	1 v 6	4 v 9	2 v 7	5.10
4th Rnd	4 v 7	2 v 5	3 v 10	1 v 8	6.9
5th Rnd	5 v 6	3 v 4	1 v 2	9 v 10	7.8

DRAW FOR 11 TEAMS PLAYED ON 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 2	3 v 4	5 v 6	7 v 8	9.10.11
2nd Rnd	4 v 5	2 v 9	1 v 3	10 v 11	6.7.8
3rd Rnd	6 v 10	7 v 11	2 v 8	1 v 9	3.4.5
4th Rnd	8 v 9	5 v 10	4 v 7	3 v 6	1.2.11
5th Rnd	3 v 7	1 v 6	9 v 11	2 v 5	4.8.10
6th Rnd	—	4 v 10	—	8 v 11	All Rest

NOTE: All 6th round teams have played previously on same mat.

DRAW FOR 12 TEAMS PLAYED N 4 MATS

MATS

	1	2	3	4	Byes
1st Rnd	1 v 2	3 v 4	5 v 6	7 v 8	9.10.11.12
2nd Rnd	9 v 10	11 v 12	1 v 3	2 v 4	5.6.7.8
3rd Rnd	5 v 7	6 v 8	10 v 12	9 v 11	1.2.3.4
4th Rnd	4 v 6	1 v 7	2 v 8	3 v 5	9.10.11.12
5th Rnd	3 v 11	2 v 10	4 v 9	1 v 12	5.6.7.8
6th Rnd	8 v 12	5 v 9	7 v 11	6 v 10	1.2.3.4

DRAW FOR 7 TEAMS PLAYED ON 5 MATS

MATS

	1	2	3	4	5	Byes
1st Rnd	1 v 2	—	5 v 6	3 v 4	—	7
2nd Rnd	4 v 5	1 v 7	2 v 3	—	—	6
3rd Rnd	3 v 7	—	—	1 v 6	2 v 4	5
4th Rnd	—	2 v 5	1 v 4	—	6 v 7	3
5th Rnd	—	3 v 6	—	5 v 7	—	1.2.4

DRAW FOR 9 TEAMS PLAYED ON 5 MATS

MATS

	1	2	3	4	5	Byes
1st Rnd	1 v 2	3 v 4	5 v 6	7 v 8	—	9
2nd Rnd	6 v 7	1 v 9	2 v 3	4 v 5	—	8
3rd Rnd	3 v 5	—	1 v 8	2 v 6	4 v 9	7
4th Rnd	4 v 8	2 v 5	—	3 v 9	1 v 7	6
5th Rnd	—	6 v 8	7 v 9	—	—	All Rest

DRAW FOR 10 TEAMS ON 5 MATS

MATS

	1	2	3	4	5
1st Rnd	1 v 6	2 v 7	3 v 8	4 v 9	5 v 10
2nd Rnd	4 v 10	5 v 6	1 v 7	2 v 8	3 v 9
3rd Rnd	2 v 9	3 v 10	4 v 6	5 v 7	1 v 8
4th Rnd	5 v 8	1 v 9	2 v 10	3 v 6	4 v 7

DRAW FOR 11 TEAMS ON 5 MATS

MATS

	1	2	3	4	5	Byes
1st Rnd	1 v 10	2 v 9	3 v 8	4 v 7	5 v 6	11
2nd Rnd	7 v 9	6 v 10	5 v 11	2 v 3	1 v 4	8
3rd Rnd	2 v 5	3 v 4	1 v 6	8 v 10	7 v 11	9
4th Rnd	4 v 8	5 v 7	2 v 10	1 v 11	3 v 9	6
5th Rnd	—	8 v 11	—	6 v 9	—	All Rest

DRAW FOR 12 TEAMS ON 5 MATS

MATS

	1	2	3	4	5	Byes
1st Rnd	1 v 12	2 v 11	3 v 10	4 v 9	5 v 8	6,7
2nd Rnd	3 v 5	4 v 6	1 v 11	2 v 12	7 v 9	8,10
3rd Rnd	2 v 9	3 v 8	4 v 7	5 v 6	1 v 10	11,12
4th Rnd	6 v 10	1 v 7	5 v 9	8 v 11	4 v 12	2,3
5th Rnd	7 v 8	10 v 12	2 v 6	—	3 v 11	All Rest

DRAW FOR 12 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6
1st Rnd	1 v 12	2 v 11	3 v 10	4 v 9	5 v 8	6 v 7
2nd Rnd	10 v 11	9 v 12	1 v 8	2 v 7	3 v 6	4 v 5
3rd Rnd	8 v 9	7 v 10	6 v 11	5 v 12	1 v 4	2 v 3
4th Rnd	4 v 7	5 v 6	2 v 9	3 v 8	11 v 12	1 v 10

DRAW FOR 13 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 12	2 v 11	3 v 10	4 v 9	5 v 8	6 v 7	13
2nd Rnd	5 v 6	1 v 10	2 v 9	3 v 8	4 v 7	11 v 13	12
3rd Rnd	2 v 7	9 v 13	4 v 5	10 v 12	3 v 6	1 v 8	11
4th Rnd	9 v 11	3 v 4	7 v 8	1 v 6	12 v 13	2 v 10	5
5th Rnd	—	—	11 v 12	5 v 13	—	—	All Rest

DRAW FOR 14 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 14	2 v 13	3 v 12	4 v 11	5 v 10	6 v 9	7.8
2nd Rnd	3 v 10	1 v 12	2 v 11	6 v 7	4 v 9	5 v 8	13.14
3rd Rnd	2 v 9	5 v 6	1 v 10	13 v 14	3 v 8	4 v 7	11.12
4th Rnd	8 v 12	3 v 4	7 v 13	2 v 5	1 v 6	11 v 14	9.10
5th Rnd	–	7 v 14	8 v 9	10 v 12	11 v 13	–	All Rest

DRAW FOR 15 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 14	2 v 13	3 v 12	4 v 11	5 v 10	6 v 9	7.8.15
2nd Rnd	11 v 15	5 v 6	2 v 9	3 v 8	4 v 7	1 v 10	12.13.14
3rd Rnd	4 v 5	14 v 15	1 v 8	2 v 7	3 v 6	12 v 13	9.10.11
4th Rnd	8 v 10	7 v 12	13 v 14	1 v 9	2 v 11	3 v 15	4.5.6
5th Rnd	6 v 13	8 v 11	4 v 15	10 v 12	9 v 14	5 v 7	1.2.3

DRAW FOR 16 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 16	2 v 15	3 v 14	4 v 13	5 v 12	6 v 11	7.8.9.10
2nd Rnd	9 v 10	1 v 14	2 v 13	3 v 12	4 v 11	7 v 8	5.6.15.16
3rd Rnd	5 v 8	6 v 7	1 v 10	2 v 16	3 v 15	4 v 9	11.12.13.14
4th Rnd	6 v 13	5 v 11	9 v 15	8 v 10	7 v 16	12 v 14	1.2.3.4
5th Rnd	11 v 12	3 v 4	5 v 6	7 v 9	1 v 2	13 v 16	8.10.14.15
6th Rnd	–	–	–	–	8 v 14	10 v 15	All Rest

DRAW FOR 17 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 16	3 v 15	2 v 14	4 v 13	5 v 12	6 v 11	7.8.9.10.17
2nd Rnd	2 v 13	7 v 8	6 v 9	15 v 17	4 v 11	10 v 12	1.3.5.14.16
3rd Rnd	4 v 14	1 v 10	7 v 16	2 v 9	3 v 17	5 v 8	6.11.12.13.15
4th Rnd	6 v 10	13 v 17	5 v 15	1 v 11	14 v 16	3 v 9	2.4.7.8.12
5th Rnd	7 v 11	2 v 4	8 v 10	12 v 14	6 v 15	13 v 16	1.3.5.9.17
6th Rnd	8 v 17	–	1 v 12	3 v 5	7 v 9	–	All Rest

DRAW FOR 18 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 7	2 v 8	3 v 9	4 v 10	5 v 11	6 v 12	13 to 18
2nd Rnd	6 v 18	1 v 13	2 v 14	3 v 15	4 v 16	5 v 17	7 to 12
3rd Rnd	11 v 17	12 v 18	7 v 13	8 v 14	9 v 15	10 v 16	1 to 6
4th Rnd	5 v 12	6 v 7	1 v 8	2 v 9	3 v 10	4 v 11	13 to 18
5th Rnd	3 v 16	4 v 17	5 v 18	6 v 13	1 v 14	2 v 15	7 to 12
6th Rnd	8 v 15	9 v 16	10 v 17	11 v 18	12 v 13	7 v 14	1 to 6

DRAW FOR 19 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 2	3 v 4	5 v 6	7 v 8	9 v 10	11 v 12	13.14.15.16.17.18.19
2nd Rnd	13 v 14	15 v 16	17 v 18	1 v 19	2 v 3	4 v 5	6.7.8.9.10.11.12
3rd Rnd	6 v 7	8 v 9	10 v 11	12 v 13	14 v 15	16 v 17	1.2.3.4.5.18.19
4th Rnd	9 v 18	10 v 19	1 v 3	2 v 4	5 v 7	6 v 8	11.12.13.14.15.16.17
5th Rnd	3 v 19	1 v 18	12 v 16	15 v 17	11 v 13	2 v 14	4.5.6.7.8.9.10
6th Rnd	10 v 12	6 v 14	7 v 9	5 v 11	4 v 8	13 v 15	1.2.3.18.19.16.17
7th Rnd	—	—	—	16 v 18	17 v 19	—	1 to 15

DRAW FOR 20 TEAMS ON 6 MATS

MATS

	1	2	3	4	5	6	Byes
1st Rnd	1 v 13	2 v 11	3 v 12	4 v 10	5 v 14	6 v 15	7.8.9 & 16 to 20
2nd Rnd	7 v 19	8 v 17	6 v 9	3 v 16	4 v 20	5 v 18	1.2 & 10 to 15
3rd Rnd	8 v 14	1 v 12	2 v 15	9 v 13	10 v 11	16 v 17	3 to 7 & 18 to 20
4th Rnd	3 v 4	5 v 6	7 v 18	11 v 19	8 v 9	10 v 20	1.2 & 12 to 17
5th Rnd	5 v 17	14 v 15	4 v 16	1 v 2	12 v 18	3 v 13	6 to 11 & 19.20
6th Rnd	6 v 11	7 v 10	13 v 20	8 v 15	1 v 17	12 v 19	2 to 5 & 9.14.16.18
7th Rnd	2 v 9	16 v 18	14 v 19	7 v 20	—	—	All Rest

DRAW FOR 14 TEAMS ON 7 MATS

MATS

	1	2	3	4	5	6	7
1st Rnd	1 v 8	2 v 9	3 v 10	4 v 11	5 v 12	6 v 13	7 v 14
2nd Rnd	6 v 14	7 v 8	1 v 9	2 v 10	3 v 11	4 v 12	5 v 13
3rd Rnd	4 v 13	5 v 14	6 v 8	7 v 9	1 v 10	2 v 11	3 v 12
4th Rnd	2 v 12	3 v 13	4 v 14	5 v 8	6 v 9	7 v 10	1 v 11

DRAW FOR 15 TEAMS ON 7 MATS

MATS

	1	2	3	4	5	6	7	Byes
1st Rnd	1 v 8	2 v 9	3 v 10	4 v 11	5 v 12	6 v 13	7 v 14	15
2nd Rnd	6 v 15	7 v 8	1 v 9	2 v 10	3 v 11	4 v 12	5 v 13	14
3rd Rnd	4 v 14	5 v 15	6 v 8	7 v 9	1 v 10	2 v 11	3 v 12	13
4th Rnd	2 v 13	3 v 14	4 v 15	5 v 8	6 v 9	7 v 10	1 v 11	12
5th Rnd	—	12 v 13	—	14 v 15	—	—	—	All Rest

DRAW FOR 16 TEAMS ON 7 MATS

MATS

	1	2	3	4	5	6	7	Byes
1st Rnd	1 v 8	2 v 9	3 v 10	4 v 11	5 v 12	6 v 13	7 v 14	15.16
2nd Rnd	6 v 16	7 v 8	1 v 9	2 v 10	3 v 11	4 v 12	5 v 15	13.14
3rd Rnd	4 v 13	5 v 14	6 v 8	7 v 9	1 v 10	2 v 15	3 v 16	11.12
4th Rnd	2 v 11	3 v 12	4 v 14	5 v 8	6 v 15	7 v 16	1 v 13	9.10
5th Rnd	—	15 v 16	11 v 12	—	13 v 14	—	9 v 10	All Rest

DRAW FOR 17 TEAMS ON 7 MATS

MATS

	1	2	3	4	5	6	7	Byes
1st Rnd	1 v 8	2 v 9	3 v 10	4 v 11	5 v 12	6 v 13	7 v 14	15.16.17
2nd Rnd	6 v 17	7 v 8	1 v 9	2 v 10	3 v 11	4 v 15	5 v 16	12.13.14
3rd Rnd	4 v 16	5 v 17	6 v 8	7 v 12	1 v 13	2 v 14	3 v 15	9.10.11
4th Rnd	2 v 12	3 v 13	4 v 14	5 v 15	9 v 16	10 v 17	1 v 11	6.7.8
5th Rnd	10 v 11	14 v 15	12 v 13	16 v 17	6 v 7	8 v 9	—	All Rest

DRAW FOR 18 TEAMS ON 7 MATS

MATS

	1	2	3	4	5	6	7	Byes
1st Rnd	1 v 8	2 v 9	3 v 10	4 v 11	5 v 12	6 v 13	7 v 14	15 to 18
2nd Rnd	6 v 18	7 v 8	1 v 9	2 v 10	3 v 15	4 v 16	5 v 17	11 to 14
3rd Rnd	4 v 14	5 v 15	6 v 16	17 v 18	1 v 11	2 v 12	3 v 13	7 to 10
4th Rnd	2 v 11	12 v 18	7 v 13	8 v 14	9 v 17	10 v 15	1 v 16	3 to 6
5th Rnd	16 v 17	13 v 14	4 v 5	3 v 6	7 v 10	8 v 9	11 v 12	1.2.15.18
6th Rnd	—	—	15 v 18	—	—	—	—	All Rest

DRAW FOR 19 TEAMS ON 7 MATS

MATS

	1	2	3	4	5	6	7	Byes
1st Rnd	1 v 8	2 v 9	3 v 10	4 v 11	5 v 12	6 v 13	7 v 14	15 to 19
2nd Rnd	6 v 19	7 v 8	1 v 9	2 v 15	3 v 16	4 v 17	5 v 18	10 to 14
3rd Rnd	4 v 16	10 v 17	11 v 18	12 v 19	1 v 13	2 v 14	3 v 15	5 to 9
4th Rnd	7 v 18	11 v 12	8 v 13	9 v 14	10 v 15	5 v 16	6 v 17	1 to 4&19
5th Rnd	3 v 13	5 v 6	4 v 19	1 v 10	2 v 11	7 v 12	8 v 9	14 to 18
6th Rnd	14 v 15	—	16 v 17	—	18 v 19	—	—	All Rest

DRAW FOR 20 TEAMS ON 7 MATS

MATS

	1	2	3	4	5	6	7	Byes
1st Rnd	1 v 11	2 v 12	3 v 13	4 v 14	5 v 15	6 v 16	7 v 17	8.9.10.18.19.20
2nd Rnd	6 v 20	7 v 8	1 v 9	2 v 10	3 v 11	4 v 18	5 v 19	12 to 17
3rd Rnd	4 v 17	5 v 18	12 v 19	13 v 20	1 v 14	2 v 15	3 v 16	6 to 11
4th Rnd	12 v 13	6 v 19	7 v 14	8 v 15	9 v 16	10 v 17	11 v 18	1 to 5 & 20
5th Rnd	2 v 9	3 v 10	4 v 11	5 v 12	6 v 13	7 v 20	1 v 8	14 to 19
6th Rnd	8 v 14	9 v 15	10 v 16	17 v 18	19 v 20	—	—	1 to 7 11 to 13

DRAW FOR 16 TEAMS ON 8 MATS

MATS

	1	2	3	4	5	6	7	8
1st Rnd	1 v 9	2 v 10	3 v 11	4 v 12	5 v 13	6 v 14	7 v 15	8 v 16
2nd Rnd	7 v 16	8 v 9	1 v 10	2 v 11	3 v 12	4 v 13	5 v 14	6 v 15
3rd Rnd	5 v 15	6 v 16	7 v 9	8 v 10	1 v 11	2 v 12	3 v 13	4 v 14
4th Rnd	3 v 14	4 v 15	5 v 16	6 v 9	7 v 10	8 v 11	1 v 12	2 v 13

DRAW FOR 17 TEAMS ON 8 MATS

MATS

	1	2	3	4	5	6	7	8	Bye
1st Rnd	1 v 9	2 v 10	3 v 11	4 v 12	5 v 13	6 v 14	7 v 15	8 v 16	17
2nd Rnd	7 v 17	8 v 9	1 v 10	2 v 11	3 v 12	4 v 13	5 v 14	6 v 15	16
3rd Rnd	5 v 16	6 v 17	7 v 9	8 v 10	1 v 11	2 v 12	3 v 13	4 v 14	15
4th Rnd	3 v 15	4 v 16	5 v 17	6 v 9	7 v 10	8 v 11	1 v 12	2 v 13	14
5th Rnd	—	—	—	14 v 15	—	16 v 17	—	—	All Rest

DRAW FOR 18 TEAMS ON 8 MATS

MATS

	1	2	3	4	5	6	7	8	Bye
1st Rnd	1 v 9	2 v 10	3 v 11	4 v 12	5 v 13	6 v 14	7 v 15	8 v 16	17.18
2nd Rnd	7 v 18	8 v 9	1 v 10	2 v 11	3 v 12	4 v 13	5 v 14	6 v 17	15.16
3rd Rnd	5 v 15	6 v 16	7 v 9	8 v 10	1 v 11	2 v 12	3 v 17	4 v 18	13.14
4th Rnd	3 v 13	4 v 14	5 v 16	6 v 9	7 v 10	8 v 17	1 v 18	2 v 15	11.12
5th Rnd	—	—	13 v 14	17 v 18	15 v 16	—	11 v 12	—	All Rest

DRAW FOR 19 TEAMS ON 8 MATS

MATS

	1	2	3	4	5	6	7	8	Byes
1st Rnd	1 v 9	2 v 10	3 v 11	4 v 12	5 v 13	6 v 14	7 v 15	8 v 16	17.18.19
2nd Rnd	7 v 19	8 v 9	1 v 10	2 v 11	3 v 12	4 v 13	5 v 17	6 v 18	14.15.16
3rd Rnd	5 v 15	6 v 16	7 v 9	8 v 10	1 v 17	2 v 18	3 v 19	4 v 14	11.12.13
4th Rnd	3 v 14	4 v 15	5 v 16	6 v 13	7 v 11	12 v 17	1 v 18	2 v 19	8.9.10
5th Rnd	11 v 12	14 v 19	17 v 18	15 v 16	—	—	8 v 13	9 v 10	All Rest

DRAW FOR 20 TEAMS ON 9 MATS

MATS

	1	2	3	4	5	6	7	8	9	Byes
1st Rnd	1 v 10	2 v 11	3 v 12	4 v 13	5 v 14	6 v 15	7 v 16	8 v 17	9 v 18	19.20
2nd Rnd	8 v 20	9 v 10	1 v 11	2 v 12	3 v 13	4 v 14	5 v 15	6 v 16	7 v 19	17.18
3rd Rnd	6 v 17	7 v 18	8 v 10	9 v 11	1 v 12	2 v 13	3 v 14	4 v 19	5 v 20	15.16
4th Rnd	4 v 12	5 v 6	16 v 17	7 v 8	18 v 19	9 v 20	1 v 2	10 v 11	3 v 15	13.14
5th Rnd	13 v 14	—	—	15 v 16	—	17 v 18	19 v 20	—	—	All Rest

DRAW FOR 20 TEAMS ON 10 MATS

MATS

	1	2	3	4	5	6	7	8	9	10
1st R	1 v 11	2 v 12	3 v 13	4 v 14	5 v 15	6 v 16	7 v 17	8 v 18	9 v 19	10 v 20
2nd R	9 v 20	10 v 11	1 v 12	2 v 13	3 v 14	4 v 15	5 v 16	6 v 17	7 v 18	8 v 19
3rd R	7 v 19	8 v 20	9 v 11	10 v 12	1 v 13	2 v 14	3 v 15	4 v 16	5 v 17	6 v 18
4th R	5 v 18	6 v 19	7 v 20	8 v 11	9 v 12	10 v 13	1 v 14	2 v 15	3 v 16	4 v 17

DRAW FOR 21 TEAMS ON 10 MATS

MATS

	1	2	3	4	5	6	7	8	9	10	Byes
1st R	1 v 11	2 v 12	3 v 13	4 v 14	5 v 15	6 v 16	7 v 17	8 v 18	9 v 19	10 v 20	21
2nd R	9 v 21	10 v 11	1 v 12	2 v 13	3 v 14	4 v 15	5 v 16	6 v 17	7 v 18	8 v 19	20
3rd R	7 v 20	8 v 21	9 v 11	10 v 12	1 v 13	2 v 14	3 v 15	4 v 16	5 v 17	6 v 18	19
4th R	5 v 19	6 v 20	7 v 21	8 v 11	9 v 12	10 v 13	1 v 14	2 v 15	3 v 16	4 v 17	18
5th R	—	—	—	20 v 21	—	—	18 v 19	—	—	—	AllRest

DRAW FOR 22 TEAMS ON 11 MATS

MATS

	1	2	3	4	5	6	7	8	9	10	11
1st R	1 v 12	2 v 13	3 v 14	4 v 15	5 v 16	6 v 17	7 v 18	8 v 19	9 v 20	10 v 21	11 v 22
2nd R	10 v 22	11 v 12	1 v 13	2 v 14	3 v 15	4 v 16	5 v 17	6 v 18	7 v 19	8 v 20	9 v 21
3rd R	8 v 21	9 v 22	10 v 12	11 v 13	1 v 14	2 v 15	3 v 16	4 v 17	5 v 18	6 v 19	7 v 20
4th R	6 v 20	7 v 21	8 v 22	9 v 12	10 v 13	11 v 14	1 v 15	2 v 16	3 v 17	4 v 18	5 v 19

DRAW FOR 23 TEAMS ON 11 MATS

MATS

	1	2	3	4	5	6	7	8	9	10	11	Byes
1st R	1 v 12	2 v 13	3 v 14	4 v 15	5 v 16	6 v 17	7 v 18	8 v 19	9 v 20	10 v 21	11 v 22	23
2nd R	10 v 23	11 v 12	1 v 13	2 v 14	3 v 15	4 v 16	5 v 17	6 v 18	7 v 19	8 v 20	9 v 21	22
3rd R	8 v 22	9 v 23	10 v 12	11 v 13	1 v 14	2 v 15	3 v 16	4 v 17	5 v 18	6 v 19	7 v 20	21
4th R	6 v 21	7 v 22	8 v 23	9 v 12	10 v 13	11 v 14	1 v 15	2 v 16	3 v 17	4 v 18	5 v 19	20
5th R	—	—	—	22 v 23	—	20 v 21	—	—	—	—	—	Rest

DRAW FOR 24 TEAMS ON 12 MATS

MATS

	1	2	3	4	5	6	7	8	9	10	11	12
1st R	1 v 13	2 v 14	3 v 15	4 v 16	5 v 17	6 v 18	7 v 19	8 v 20	9 v 21	10 v 22	11 v 23	12 v 24
2nd R	11 v 24	12 v 13	1 v 14	2 v 15	3 v 16	4 v 17	5 v 18	6 v 19	7 v 20	8 v 21	9 v 22	10 v 23
3rd R	9 v 23	10 v 24	11 v 13	12 v 14	1 v 15	2 v 16	3 v 17	4 v 18	5 v 19	6 v 20	7 v 21	8 v 22
4th R	7 v 22	8 v 23	9 v 24	10 v 13	11 v 14	12 v 15	1 v 16	2 v 17	3 v 18	4 v 19	5 v 20	6 v 21

ROUND ROBIN TOURNAMENTS 5 to 20 TEAMS

The numbers across the top represent the team number who play in each successive round the team number below their own number.

For example:— Team number one in the first table would play teams 4.2.5.3. and have a bye in the last round. Mat numbers are not given as competitions of this nature would probably be played over some time and mats must of necessity be played on more than once.

5 TEAMS

Team No.	1	2	3	4	5
1st Rnd	4	3	2	1	B
2nd Rnd	2	1	5	B	3
3rd Rnd	5	4	B	2	1
4th Rnd	3	B	1	5	4
5th Rnd	B	5	4	3	2

6 TEAMS

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

7 TEAMS

Team No	1	2	3	4	5	6	7
1st Rnd	6	5	4	3	2	1	B
2nd Rnd	4	3	2	1	7	B	5
3rd Rnd	2	1	7	6	B	4	3
4th Rnd	7	6	5	B	3	2	1
5th Rnd	5	4	B	2	1	7	6
6th Rnd	3	B	1	7	6	5	4
7th Rnd	B	7	6	5	4	3	2

8 TEAMS

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

9 TEAMS

Team No	1	2	3	4	5	6	7	8	9
1st Rnd	8	7	6	5	4	3	2	1	B
2nd Rnd	6	5	4	3	2	1	9	B	7
3rd Rnd	4	3	2	1	9	8	B	6	5
4th Rnd	2	1	9	8	7	B	5	4	3
5th Rnd	9	8	7	6	B	4	3	2	1
6th Rnd	7	6	5	B	3	2	1	9	8
7th Rnd	5	4	B	2	1	9	8	7	6
8th Rnd	3	B	1	9	8	7	6	5	4
9th Rnd	B	9	8	7	6	5	4	3	2

10 TEAMS

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

11 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11
1st Rnd	10	9	8	7	6	5	4	3	2	1	B
2nd Rnd	8	7	6	5	4	3	2	1	11	B	9
3rd Rnd	6	5	4	3	2	1	11	10	B	8	7
4th Rnd	4	3	2	1	11	10	9	B	7	6	5
5th Rnd	2	1	11	10	9	8	B	6	5	4	3
6th Rnd	11	10	9	8	7	B	5	4	3	2	1
7th Rnd	9	8	7	6	B	4	3	2	1	11	10
8th Rnd	7	6	5	B	3	2	1	11	10	9	8
9th Rnd	5	4	B	2	1	11	10	9	8	7	6
10th Rnd	3	B	1	11	10	9	8	7	6	5	4
11th Rnd	B	11	10	9	8	7	6	5	4	3	2

12 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12
1st Rnd	12	11	10	9	8	7	6	5	4	3	2	1
2nd Rnd	11	12	5	6	3	4	9	10	7	8	1	2
3rd Rnd	10	9	8	7	6	5	4	3	2	1	12	11
4th Rnd	9	10	7	8	11	12	3	4	1	2	5	6
5th Rnd	8	7	6	5	4	3	2	1	12	11	10	9
6th Rnd	7	8	11	12	9	10	1	2	5	6	3	4
7th Rnd	6	5	4	3	2	1	12	11	10	9	8	7
8th Rnd	5	6	9	10	1	2	11	12	3	4	7	8
9th Rnd	4	3	2	1	12	11	10	9	8	7	6	5
10th Rnd	3	4	1	2	7	8	5	6	11	12	9	10
11th Rnd	2	1	12	11	10	9	8	7	6	5	4	3

13 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13
1st Rnd	12	11	10	9	8	7	6	5	4	3	2	1	B
2nd Rnd	10	9	8	7	6	5	4	3	2	1	13	B	11
3rd Rnd	8	7	6	5	4	3	2	1	13	12	B	10	9
4th Rnd	6	5	4	3	2	1	13	12	11	B	9	8	7
5th Rnd	4	3	2	1	13	12	11	10	B	8	7	6	5
6th Rnd	2	1	13	12	11	10	9	B	7	6	5	4	3
7th Rnd	13	12	11	10	9	8	B	6	5	4	3	2	1
8th Rnd	11	10	9	8	7	B	5	4	3	2	1	13	12
9th Rnd	9	8	7	6	B	4	3	2	1	13	12	11	10
10th Rnd	7	6	5	B	3	2	1	13	12	11	10	9	8
11th Rnd	5	4	B	2	1	13	12	11	10	9	8	7	6
12th Rnd	3	B	1	13	12	11	10	9	8	7	6	5	4
13th Rnd	B	13	12	11	10	9	8	7	6	5	4	3	2

14 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1st Rnd	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2nd Rnd	13	12	11	10	9	8	14	6	5	4	3	2	1	7
3rd Rnd	12	11	10	9	8	7	6	5	4	3	2	1	14	13
4th Rnd	11	10	9	8	7	14	5	4	3	2	1	13	12	6
5th Rnd	10	9	8	7	6	5	4	3	2	1	13	14	11	12
6th Rnd	9	8	7	6	14	4	3	2	1	13	12	11	10	5
7th Rnd	8	7	6	5	4	3	2	1	13	12	14	10	9	11
8th Rnd	7	6	5	14	3	2	1	13	12	11	10	9	8	4
9th Rnd	6	5	4	3	2	1	13	12	11	14	9	8	7	10
10th Rnd	5	4	14	2	1	13	12	11	10	9	8	7	6	3
11th Rnd	4	3	2	1	13	12	11	10	14	8	7	6	5	9
12th Rnd	3	14	1	13	12	11	10	9	8	7	6	5	4	2
13th Rnd	2	1	13	12	11	10	9	14	7	6	5	4	3	8

15 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1st Rnd	14	13	12	11	10	9	8	7	6	5	4	3	2	1	B
2nd Rnd	13	12	11	10	9	8	15	6	5	4	3	2	1	B	7
3rd Rnd	12	11	10	9	8	7	6	5	4	3	2	1	B	15	14
4th Rnd	11	10	9	8	7	15	5	4	3	2	1	B	14	13	6
5th Rnd	10	9	8	7	6	5	4	3	2	1	B	14	15	12	13
6th Rnd	9	8	7	6	15	4	3	2	1	B	14	13	12	11	5
7th Rnd	8	7	6	5	4	3	2	1	B	14	13	15	11	10	12
8th Rnd	7	6	5	15	3	2	1	B	14	13	12	11	10	9	4
9th Rnd	6	5	4	3	2	1	B	14	13	12	15	10	9	8	11
10th Rnd	5	4	15	2	1	B	14	13	12	11	10	9	8	7	3
11th Rnd	4	3	2	1	B	14	13	12	11	15	9	8	7	6	10
12th Rnd	3	15	1	B	14	13	12	11	10	9	8	7	6	5	2
13th Rnd	2	1	B	14	13	12	11	10	15	8	7	6	5	4	9
14th Rnd	15	B	14	13	12	11	10	9	8	7	6	5	4	3	1
15th Rnd	B	14	13	12	11	10	9	15	7	6	5	4	3	2	8

16 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1st Rnd	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2nd Rnd	15	14	13	12	11	10	9	16	7	6	5	4	3	2	1	8
3rd Rnd	14	13	12	11	10	9	8	7	6	5	4	3	2	1	16	15
4th Rnd	13	12	11	10	9	8	16	6	5	4	3	2	1	15	14	7
5th Rnd	12	11	10	9	8	7	6	5	4	3	2	1	15	16	13	14
6th Rnd	11	10	9	8	7	16	5	4	3	2	1	15	14	13	12	6
7th Rnd	10	9	8	7	6	5	4	3	2	1	15	14	16	12	11	13
8th Rnd	9	8	7	6	16	4	3	2	1	15	14	13	12	11	10	5
9th Rnd	8	7	6	5	4	3	2	1	15	14	13	16	11	10	9	12
10th Rnd	7	6	5	16	3	2	1	15	14	13	12	11	10	9	8	4
11th Rnd	6	5	4	3	2	1	15	14	13	12	16	10	9	8	7	11
12th Rnd	5	4	16	2	1	15	14	13	12	11	10	9	8	7	6	3
13th Rnd	4	3	2	1	15	14	13	12	11	16	9	8	7	6	5	10
14th Rnd	3	16	1	15	14	13	12	11	10	9	8	7	6	5	4	2
15th Rnd	2	1	15	14	13	12	11	10	16	8	7	6	5	4	3	9

17 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1st Rnd	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	B
2nd Rnd	14	13	12	11	10	9	8	7	6	5	4	3	2	1	17	B	15
3rd Rnd	12	11	10	9	8	7	6	5	4	3	2	1	17	16	B	14	13
4th Rnd	10	9	8	7	6	5	4	3	2	1	17	16	15	B	13	12	11
5th Rnd	8	7	6	5	4	3	2	1	17	16	15	14	B	12	11	10	9
6th Rnd	6	5	4	3	2	1	17	16	15	14	13	B	11	10	9	8	7
7th Rnd	4	3	2	1	17	16	15	14	13	12	B	10	9	8	7	6	5
8th Rnd	2	1	17	16	15	14	13	12	11	B	9	8	7	6	5	4	3
9th Rnd	17	16	15	14	13	12	11	10	B	8	7	6	5	4	3	2	1
10th Rnd	15	14	13	12	11	10	9	B	7	6	5	4	3	2	1	17	16
11th Rnd	13	12	11	10	9	8	B	6	5	4	3	2	1	17	16	15	14
12th Rnd	11	10	9	8	7	B	5	4	3	2	1	17	16	15	14	13	12
13th Rnd	9	8	7	6	B	4	3	2	1	17	16	15	14	13	12	11	10
14th Rnd	7	6	5	B	3	2	1	17	16	15	14	13	12	11	10	9	8
15th Rnd	5	4	B	2	1	17	16	15	14	13	12	11	10	9	8	7	6
16th Rnd	3	B	1	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17th Rnd	B	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2

18 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1st Rnd	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2nd Rnd	17	16	15	14	13	12	11	10	18	8	7	6	5	4	3	2	1	9
3rd Rnd	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	18	17
4th Rnd	15	14	13	12	11	10	9	18	7	6	5	4	3	2	1	17	16	8
5th Rnd	14	13	12	11	10	9	8	7	6	5	4	3	2	1	17	18	15	16
6th Rnd	13	12	11	10	9	8	18	6	5	4	3	2	1	17	16	15	14	7
7th Rnd	12	11	10	9	8	7	6	5	4	3	2	1	17	16	18	14	13	15
8th Rnd	11	10	9	8	7	18	5	4	3	2	1	17	16	15	14	13	12	6
9th Rnd	10	9	8	7	6	5	4	3	2	1	17	16	15	18	13	12	11	14
10th Rnd	9	8	7	6	18	4	3	2	1	17	16	15	14	13	12	11	10	5
11th Rnd	8	7	6	5	4	3	2	1	17	16	15	14	18	12	11	10	9	13
12th Rnd	7	6	5	18	3	2	1	17	16	15	14	13	12	11	10	9	8	4
13th Rnd	6	5	4	3	2	1	17	16	15	14	13	18	11	10	9	8	7	12
14th Rnd	5	4	18	2	1	17	16	15	14	13	12	11	10	9	8	7	6	3
15th Rnd	4	3	2	1	17	16	15	14	13	12	18	10	9	8	7	6	5	11
16th Rnd	3	18	1	17	16	15	14	13	12	11	10	9	8	7	6	5	4	2
17th Rnd	2	1	17	16	15	14	13	12	11	18	9	8	7	6	5	4	3	10

19 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1st Rnd	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	B
2nd Rnd	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	19	B	17
3rd Rnd	14	13	12	11	10	9	8	7	6	5	4	3	2	1	19	18	B	16	15
4th Rnd	12	11	10	9	8	7	6	5	4	3	2	1	19	18	17	B	15	14	13
5th Rnd	10	9	8	7	6	5	4	3	2	1	19	18	17	16	B	14	13	12	11
6th Rnd	8	7	6	5	4	3	2	1	19	18	17	16	15	B	13	12	11	10	9
7th Rnd	6	5	4	3	2	1	19	18	17	16	15	14	B	12	11	10	9	8	7
8th Rnd	4	3	2	1	19	18	17	16	15	14	13	B	11	10	9	8	7	6	5
9th Rnd	2	1	19	18	17	16	15	14	13	12	B	10	9	8	7	6	5	4	3
10th Rnd	19	18	17	16	15	14	13	12	11	B	9	8	7	6	5	4	3	2	1
11th Rnd	17	16	15	14	13	12	11	10	B	8	7	6	5	4	3	2	1	19	18
12th Rnd	15	14	13	12	11	10	9	B	7	6	5	4	3	2	1	19	18	17	16
13th Rnd	13	12	11	10	9	8	B	6	5	4	3	2	1	19	18	17	16	15	14
14th Rnd	11	10	9	8	7	B	5	4	3	2	1	19	18	17	16	15	14	13	12
15th Rnd	9	8	7	6	B	4	3	2	1	19	18	17	16	15	14	13	12	11	10
16th Rnd	7	6	5	B	3	2	1	19	18	17	16	15	14	13	12	11	10	9	8
17th Rnd	5	4	B	2	1	19	18	17	16	15	14	13	12	11	10	9	8	7	6
18th Rnd	3	B	1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
19th Rnd	B	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2

20 TEAMS

Team No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1st Rnd	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2nd Rnd	19	18	17	16	15	14	13	12	11	20	9	8	7	6	5	4	3	2	1	10
3rd Rnd	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	20	19
4th Rnd	17	16	15	14	13	12	11	10	20	8	7	6	5	4	3	2	1	19	18	9
5th Rnd	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	19	20	17	18
6th Rnd	15	14	13	12	11	10	9	20	7	6	5	4	3	2	1	19	18	17	16	8
7th Rnd	14	13	12	11	10	9	8	7	6	5	4	3	2	1	19	18	20	16	15	17
8th Rnd	13	12	11	10	9	8	20	6	5	4	3	2	1	19	18	17	16	15	14	7
9th Rnd	12	11	10	9	8	7	6	5	4	3	2	1	19	18	17	20	15	14	13	16
10th Rnd	11	10	9	8	7	20	5	4	3	2	1	19	18	17	16	15	14	13	12	6
11th Rnd	10	9	8	7	6	5	4	3	2	1	19	18	17	16	20	14	13	12	11	15
12th Rnd	9	8	7	6	20	4	3	2	1	19	18	17	16	15	14	13	12	11	10	5
13th Rnd	8	7	6	5	4	3	2	1	19	18	17	16	15	20	13	12	11	10	9	14
14th Rnd	7	6	5	20	3	2	1	19	18	17	16	15	14	13	12	11	10	9	8	4
15th Rnd	6	5	4	3	2	1	19	18	17	16	15	14	20	12	11	10	9	8	7	13
16th Rnd	5	4	20	2	1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	3
17th Rnd	4	3	2	1	19	18	17	16	15	14	13	20	11	10	9	8	7	6	5	12
18th Rnd	3	20	1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	2
19th Rnd	2	1	19	18	17	16	15	14	13	12	20	10	9	8	7	6	5	4	3	11

NATIONAL CHAMPIONSHIP SYSTEM OF PLAY

Blocks of mats are made up of from 6 to 14 and each section in the block has five players or teams selected by ballot. Each section of five requires two mats which of course gives a bye in each round.

The draw for the different block sizes is:—

	BLOCK _____	BLOCK _____
MAT NUMBERS	SECTION _____	SECTION _____
1 6 2 5 bye		
2 6 5 bye 3		
2 1 bye 5 4		
1 bye 5 6 4		
bye 1 2 6 3		
SECTION _____	SECTION _____	SECTION _____
3 2 4 1 bye		
4 2 1 bye 5		
4 3 bye 1 6		
3 bye 1 2 6		
bye 3 4 2 5		
SECTION _____	SECTION _____	SECTION _____
5 4 6 3 bye		
6 4 3 bye 1		
6 5 bye 3 2		
5 bye 3 4 2		
bye 5 6 4 1		

6 MAT DRAW

BLOCK _____

BLOCK _____

MAT NUMBERS 1 8 2 7 bye 2 8 7 bye 5 2 1 bye 7 6 1 bye 7 8 6 bye 1 2 8 5	SECTION _____	SECTION _____
3 2 4 1 bye 4 2 1 bye 7 4 3 bye 1 8 3 bye 1 2 8 bye 3 4 2 7	SECTION _____	SECTION _____
5 4 6 3 bye 6 4 3 bye 1 6 5 bye 3 2 5 bye 3 4 2 bye 5 6 4 1	SECTION _____	SECTION _____
7 6 8 5 bye 8 6 5 bye 3 8 7 bye 5 4 7 bye 5 6 4 bye 7 8 6 3	SECTION _____	SECTION _____

8 MAT DRAW

BLOCK _____

BLOCK _____

MAT NUMBERS 1 9 7 5 bye 2 9 8 bye 3 2 10 bye 5 4 1 bye 8 6 4 bye 10 7 6 3	SECTION _____	SECTION _____
3 1 9 7 bye 4 1 10 bye 5 4 2 bye 7 6 3 bye 10 8 6 bye 2 9 8 5	SECTION _____	SECTION _____
5 3 1 9 bye 6 3 2 bye 7 6 4 bye 9 8 5 bye 2 10 8 bye 4 1 10 7	SECTION _____	SECTION _____
7 5 3 1 bye 8 5 4 bye 9 8 6 bye 1 10 7 bye 4 2 10 bye 6 3 2 9	SECTION _____	SECTION _____
9 7 5 3 bye 10 7 6 bye 1 10 8 bye 3 2 9 bye 6 4 2 bye 8 5 4 1	SECTION _____	SECTION _____

10 MAT DRAW

BLOCK _____

BLOCK _____

MAT NUMBERS	SECTION _____	SECTION _____
1 11 9 7 bye 2 11 10 bye 5 2 12 bye 7 6 1 bye 10 8 6 bye 12 9 8 5		
3 1 11 9 bye 4 1 12 bye 7 4 2 bye 9 8 3 bye 12 10 8 bye 2 11 10 7		
5 3 1 11 bye 6 3 2 bye 9 6 4 bye 11 10 5 bye 2 12 10 bye 4 1 12 9		
7 5 3 1 bye 8 5 4 bye 11 8 6 bye 1 12 7 bye 4 2 12 bye 6 3 2 11		
9 7 5 3 bye 10 7 6 bye 1 10 8 bye 3 2 9 bye 6 4 2 bye 8 5 4 1		
11 9 7 5 bye 12 9 8 bye 3 12 10 bye 5 4 11 bye 8 6 4 bye 10 7 6 3		

12 MAT DRAW

BLOCK _____					BLOCK _____				
MAT NUMBERS					SECTION _____				
1	13	11	9	bye					
2	13	12	bye	7					
2	14	bye	9	8					
1	bye	12	10	8					
bye	14	11	10	7					
3	1	13	11	bye	SECTION _____				
4	1	14	bye	9					
4	2	bye	11	10					
3	bye	14	12	10					
bye	2	13	12	9					
5	3	1	13	bye	SECTION _____				
6	3	2	bye	11					
6	4	bye	13	12					
5	bye	2	14	12					
bye	4	1	14	11					
7	5	3	1	bye	SECTION _____				
8	5	4	bye	13					
8	6	bye	1	14					
7	bye	4	2	14					
bye	6	3	2	13					
9	7	5	3	bye	SECTION _____				
10	7	6	bye	1					
10	8	bye	3	2					
9	bye	6	4	2					
bye	8	5	4	1					
11	9	7	5	bye	SECTION _____				
12	9	8	bye	3					
12	10	bye	5	4					
11	bye	8	6	4					
bye	10	7	6	3					
13	11	9	7	bye	SECTION _____				
14	11	10	bye	5					
14	12	bye	7	6					
13	bye	10	8	6					
bye	12	9	8	5					

14 MAT DRAW

NOVELTY GAMES

The following novelty games may assist clubs wanting something different for a closing night or other special occasions.

(1) Place a screen across the mat, it can be placed on two chairs, just high enough to allow a bowl to pass under. The object is to obscure the jack so that a player after standing up and sighting it gets down and bowls in the ordinary way except that he cannot see the jack at the time of bowling and is playing from memory.

(2) Place the jack in the centre of the mat midway between both bowling areas then play the game in the usual way with one team at either end of the mat.

(3) Toss and play in the usual manner WITHOUT A JACK. When all the bowls have been played the skips toss for the right to bowl the jack after which it is bowled by each skip in turn. The jack when bowled MUST pass the nearest bowl from the bowling end. Failure to do this incurs a penalty of two points and if the jack leaves the mat the penalty is three points.

(4) A novelty way of scoring is when the end is completed the shot bowl scores three points, the second shot two points and the third shot one point. A killed end incurs a penalty of six points.

(5) Draw a chalk line across the mat in front of each bowling area the same depth as the bowling area, then number the mat as shown.

2	3	2
1		

No jack is used and teams play in the usual manner. Bowls may be taken out by an Opponent but if his bowl leaves the mat he pays a penalty of twice the value of the bowl he took out. Bowls must be completely within the area to score, if they are on a line there is no score.

The following tables can be used for Men versus Ladies or for games against a visiting Club.

Even numbers play the odd numbers. This makes it easier when players arrive at a mat. The following tables allow for four games each player playing once in each position and against different opponents.

32 PLAYERS ON 4 MATS

MATS

	1	2	3	4
	S 3 2 L	S 3 2 L	S 3 2 L	S 3 2 L
1st	2.10.18.26 v 19.27.5.11	4.12.20.28 v 21.29.3.13	6.14.22.30 v 23.31.1.15	8.16.24.32 v 17.25.7.9
2nd	28.8.14.20 v 9.21.25.1	30.2.16.22 v 11.23.27.7	32.4.10.24 v 13.17.29.5	26.6.12.18 v 15.19.31.3
3rd	24.30.4.16 v 3.13.23.31	18.32.6.10 v 1.15.17.25	20.26.8.12 v 7.9.19.27	22.28.2.14 v 5.11.21.29
4th	12.22.32.6 v 25.3.11.21	14.24.26.8 v 27.1.13.23	16.18.28.2 v 29.7.15.17	10.20.30.4 v 31.5.9.19

40 PLAYERS ON 5 MATS

MATS

	1	2	3	4	5
	S 3 2 L	S 3 2 L	S 3 2 L	S 3 2 L	S 3 2 L
1st	2.12.22.32 v 15.25.35.5	4.14.24.34 v 17.29.37.7	6.16.26.36 v 19.27.39.9	8.18.28.38 v 21.31.1.11	10.20.30.40 v 23.33.3.13
2nd	40.10.20.26 v 11.21.29.3	32.2.16.28 v 13.23.25.35	34.4.14.30 v 5.15.31.37	36.6.12.22 v 7.17.33.39	38.8.18.24 v 9.19.27.1
3rd	24.34.6.14 v 39.9.23.33	26.36.8.12 v 1.11.15.31	28.38.10.18 v 3.13.17.25	30.40.2.20 v 35.5.19.27	22.32.4.16 v 37.7.21.29
4th	20.30.38.4 v 31.1.7.19	14.22.40.6 v 25.3.9.21	16.24.32.8 v 33.35.11.23	18.26.34.10 v 29.37.13.15.	12.28.36.2 v 27.39.5.17

48 PLAYERS ON 6 MATS

MATS

	1	2	3	4	5	6
	S 3 2 L	S 3 2 L	S 3 2 L	S 3 2 L	S 3 2 L	S 3 2 L
1st	2.14.26.38 v 1.13.25.37	4.16.28.40 v 3.15.27.39	6.18.30.42 v 5.17.29.41	8.20.32.44 v 7.19.31.43	10.22.34.46 v 9.21.33.45	12.24.36.48 v 11.23.35.47
2nd	42.12.22.32 v 47.9.19.29	44.2.24.34 v 37.11.21.31	46.4.14.36 v 39.1.23.33	48.6.16.26 v 41.3.13.35	38.8.18.28 v 43.5.15.25	40.10.20.30 v 45.7.17.27
3rd	28.40.10.18 v 31.41.5.23	30.42.12.20 v 33.43.7.13	32.44.2.22 v 35.45.9.15	34.46.4.24 v 25.47.11.17	36.48.6.14 v 27.37.1.19	26.38.8.16 v 29.39.3.21
4th	14.36.48.8 v 21.25.45.11	16.26.38.10 v 23.27.47.1	18.28.40.12 v 13.29.37.3	20.30.42.2 v 15.31.39.5	22.32.44.4 v 17.33.41.7	24.34.46.6 v 19.35.43.9

PROGRESSIVE PAIRS
DRAW FOR 16 PLAYERS ON 4 MATS
MATS

	1	2	3	4
1st Rnd	2.10	4.12	6.14	8.16
	v	v	v	v
	1.9	3.11	5.13	7.15
2nd Rnd	8.14	2.16	4.10	6.12
	v	v	v	v
	5.11	7.13	1.15	3.9
3rd Rnd	6.16	8.10	2.12	4.14
	v	v	v	v
	3.15	5.9	7.11	1.13

DRAW FOR 20 PLAYERS ON 5 MATS
MATS

	1	2	3	4	5
1st Rnd	2.12	4.14	6.16	8.18	10.20
	v	v	v	v	v
	1.11	3.13	5.15	7.17	9.19
2nd Rnd	8.20	10.12	2.14	4.16	6.18
	v	v	v	v	v
	9.13	1.15	3.17	5.19	7.11
3rd Rnd	4.18	6.20	8.12	10.14	2.16
	v	v	v	v	v
	7.15	9.17	1.19	3.11	5.13
4th Rnd	10.16	2.18	4.20	6.12	8.14
	v	v	v	v	v
	5.17	7.19	9.11	1.13	3.15

DRAW FOR 24 PLAYERS ON 6 MATS
MATS

	1	2	3	4	5	6
1st Rnd	2.14 v 1.13	4.16 v 3.15	6.18 v 5.17	8.20 v 7.19	10.22 v 9.21	12.24 v 11.23
2nd Rnd	10.24 v 11.15	12.14 v 1.17	2.16 v 3.19	4.18 v 5.21	6.20 v 7.23	8.22 v 9.13
3rd Rnd	6.22 v 9.17	8.24 v 11.19	10.14 v 1.21	12.16 v 3.23	2.18 v 5.13	4.20 v 7.15
4th Rnd	12.18 v 7.21	2.20 v 9.23	4.22 v 11.13	6.24 v 1.15	8.14 v 3.17	10.16 v 5.19

DRAW FOR 28 PLAYERS ON 7 MATS
MATS

	1	2	3	4	5	6	7
1st Rnd	2.16 v 1.15	4.18 v 3.17	6.20 v 5.19	8.22 v 7.21	10.24 v 9.23	12.26 v 11.25	14.28 v 13.27
2nd Rnd	12.28 v 13.25	14.16 v 1.27	2.18 v 3.15	4.20 v 5.17	6.22 v 7.19	8.24 v 9.21	10.26 v 11.23
3rd Rnd	8.26 v 11.19	10.28 v 13.21	12.16 v 1.23	14.18 v 3.25	2.20 v 5.27	4.22 v 7.15	6.24 v 9.17
4th Rnd	4.24 v 9.27	6.26 v 11.15	8.28 v 13.17	10.16 v 1.19	12.18 v 3.21	14.20 v 5.23	2.22 v 7.25

DRAW FOR 32 PLAYERS ON 8 MATS
MATS

	1	2	3	4	5	6	7	8
1st Rnd	2.18	4.20	6.22	8.24	10.26	12.28	14.30	16.32
	v	v	v	v	v	v	v	v
	1.17	3.19	5.21	7.23	9.25	11.27	13.29	15.31
2nd Rnd	14.28	16.30	2.32	4.18	6.20	8.22	10.24	12.26
	v	v	v	v	v	v	v	v
	15.29	1.31	3.17	5.19	7.21	9.23	11.25	13.27
3rd Rnd	10.22	12.24	14.26	16.28	2.30	4.32	6.18	8.20
	v	v	v	v	v	v	v	v
	13.25	15.27	1.29	3.31	5.17	7.19	9.21	11.23
4th Rnd	6.32	8.18	10.20	12.22	14.24	16.26	2.28	4.30
	v	v	v	v	v	v	v	v
	11.21	13.23	15.25	1.27	3.29	5.31	7.17	9.19

DRAW FOR 36 PLAYERS ON 9 MATS
MATS

	1	2	3	4	5	6	7	8	9
1st Rnd	2.20	4.22	6.24	8.26	10.28	12.30	14.32	16.34	18.36
	v	v	v	v	v	v	v	v	v
	1.19	3.21	5.23	7.25	9.27	11.29	13.31	15.33	17.35
2nd Rnd	16.32	18.34	2.36	4.20	6.22	8.24	10.26	12.28	14.30
	v	v	v	v	v	v	v	v	v
	17.33	1.35	3.19	5.21	7.23	9.25	11.27	13.29	15.31
3rd Rnd	12.26	14.28	16.30	18.32	2.34	4.36	6.20	8.22	10.24
	v	v	v	v	v	v	v	v	v
	15.29	17.31	1.33	3.35	5.19	7.21	9.23	11.25	13.27
4th Rnd	8.36	10.20	12.22	14.24	16.26	18.28	2.30	4.32	6.34
	v	v	v	v	v	v	v	v	v
	13.25	15.27	17.29	1.31	3.33	5.35	7.19	9.21	11.23

DRAW FOR 40 PLAYERS ON 10 MATS
MATS

	1	2	3	4	5	6	7	8	9	10
1st R	2.22 v 1.21	4.24 v 3.23	6.26 v 5.25	8.28 v 7.27	10.30 v 9.29	12.32 v 11.31	14.34 v 13.33	16.36 v 15.35	18.38 v 17.37	20.40 v 19.39
2nd R	18.36 v 19.37	20.38 v 1.39	2.40 v 3.21	4.22 v 5.23	6.24 v 7.25	8.26 v 9.27	10.28 v 11.29	12.30 v 13.31	14.32 v 15.33	16.34 v 17.35
3rd R	14.30 v 17.33	16.32 v 19.35	18.34 v 1.37	20.36 v 3.39	2.38 v 5.21	4.40 v 7.23	6.22 v 9.25	8.24 v 11.27	10.26 v 13.29	12.28 v 15.31
4th R	10.24 v 15.29	12.26 v 17.31	14.28 v 19.33	16.30 v 1.35	18.32 v 3.37	20.34 v 5.39	2.36 v 7.21	4.38 v 8.23	6.40 v 11.25	8.22 v 13.27

DRAW FOR 44 PLAYERS ON 11 MATS
MATS

	1	2	3	4	5	6	7	8	9	10	11
1st R	2.24 v 1.23	4.26 v 3.25	6.28 v 5.27	8.30 v 7.29	10.32 v 9.31	12.34 v 11.33	14.36 v 13.35	16.38 v 15.37	18.40 v 17.39	20.42 v 19.41	22.44 v 21.43
2nd R	20.40 v 21.41	22.42 v 1.43	2.44 v 3.23	4.24 v 5.25	6.26 v 7.27	8.28 v 9.29	10.30 v 11.31	12.32 v 13.33	14.34 v 15.35	16.36 v 17.37	18.38 v 19.39
3rd R	16.34 v 19.37	18.36 v 21.39	20.38 v 1.41	22.40 v 3.43	2.42 v 5.23	4.44 v 7.25	6.24 v 9.27	8.26 v 11.29	10.28 v 13.31	12.30 v 15.33	14.32 v 17.35
4th R	12.28 v 17.33	14.30 v 19.35	16.32 v 21.37	18.34 v 1.39	20.36 v 3.41	22.38 v 5.43	2.40 v 7.23	4.42 v 9.25	6.44 v 11.27	8.24 v 13.29	10.26 v 15.31

DRAW FOR 48 PLAYERS ON 12 MATS
MATS

	1	2	3	4	5	6	7	8	9	10	11	12
1st R	2.26	4.28	6.30	8.32	10.34	12.36	14.38	16.40	18.42	20.44	22.46	24.48
	v	v	v	v	v	v	v	v	v	v	v	v
	1.25	3.27	5.29	7.31	9.33	11.35	13.37	15.39	17.41	19.43	21.45	23.47
2nd R	22.44	24.46	2.48	4.26	6.28	8.30	10.32	12.34	14.36	16.38	18.40	20.42
	v	v	v	v	v	v	v	v	v	v	v	v
	23.45	1.47	3.25	5.27	7.29	9.31	11.33	13.35	15.37	17.39	19.41	21.43
3rd R	18.38	20.40	22.42	24.44	2.46	4.48	6.26	8.28	10.30	12.32	14.34	16.36
	v	v	v	v	v	v	v	v	v	v	v	v
	21.41	23.43	1.45	3.47	5.25	7.27	9.29	11.31	13.33	15.35	17.37	19.39
4th R	14.32	16.34	18.36	20.38	22.40	24.42	2.44	4.46	6.48	8.26	10.28	12.30
	v	v	v	v	v	v	v	v	v	v	v	v
	19.37	21.39	23.41	1.43	3.45	5.47	7.25	9.27	11.29	13.31	15.33	17.35

PLAYERS 1 to 24 v PLAYERS 25 to 48

PATERSON TYPE GAMES

12 MATS

	1	2	3	4	5	6	7	8	9	10	11	12	PTS	PTS
Frs	5 v 29	1 v 25			13 v 37	9 v 33			21 v 45	17 v 41				
Sin	18 v 46	17 v 45	6 v 26	5 v 25	2 v 30	1 v 29	14 v 34	13 v 33	10 v 38	9 v 37	22 v 42	21 v 41		
Sin	20 v 48	19 v 47	8 v 28	7 v 27	4 v 32	3 v 31	16 v 36	15 v 35	12 v 40	11 v 39	24 v 44	23 v 43		
Prs	21 v 45	22 v 46	1 v 25	2 v 26	5 v 29	6 v 30	9 v 33	10 v 34	13 v 37	14 v 38	17 v 41	18 v 42		
Frs			17 v 45	21 v 41			1 v 29	5 v 25			9 v 37	13 v 33		
Sin	10 v 34	9 v 33	14 v 38	13 v 37	18 v 42	17 v 41	22 v 46	21 v 45	2 v 26	1 v 25	6 v 30	5 v 29		
Sin	12 v 36	11 v 35	16 v 40	15 v 39	20 v 44	19 v 43	24 v 48	23 v 47	4 v 28	3 v 27	8 v 32	7 v 31		
Prs	13 v 33	14 v 34	9 v 37	10 v 38	21 v 41	22 v 42	17 v 45	18 v 46	5 v 25	6 v 26	1 v 29	2 v 30		

Sk 1 9 17
 3 2 10 18
 2 3 11 19
 Ld 4 12 20

 Sk 5 13 21
 3 6 14 22
 2 7 15 23
 Ld 8 16 24

HOME TEAMS

Sk 25 33 41
 3 26 34 42
 2 27 35 43
 Ld 28 36 44

 Sk 29 37 45
 3 30 38 46
 2 31 39 47
 Ld 32 40 48

VISITORS

PLAYERS 1 to 16 v PLAYERS 17 to 32

PATERSON TYPE GAMES

16 MAT DRAW

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

PLAYERS 1 to 16 v PLAYERS 17 to 32

PATERSON TYPE GAMES

8 MAT DRAW

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

NZIBF — PATERSON TROPHY

TEN MAT DRAW

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

PLAYERS 1-8	PLAYERS 9-16	MAT 1	MAT 2	MAT 3	MAT 4	MAT 5	MAT 6	MAT 7	MAT 8	MAT 9	MAT 10	1	DRAW
		MAT 2	MAT 3	MAT 4	MAT 5	MAT 6	MAT 7	MAT 8	MAT 9	MAT 10	MAT 1	2	
		MAT 3	MAT 4	MAT 5	MAT 6	MAT 7	MAT 8	MAT 9	MAT 10	MAT 1	MAT 2	3	
		MAT 4	MAT 5	MAT 6	MAT 7	MAT 8	MAT 9	MAT 10	MAT 1	MAT 2	MAT 3	4	
		MAT 5	MAT 6	MAT 7	MAT 8	MAT 9	MAT 10	MAT 1	MAT 2	MAT 3	MAT 4	5	
		MAT 6	MAT 7	MAT 8	MAT 9	MAT 10	MAT 1	MAT 2	MAT 3	MAT 4	MAT 5	6	

45

Fours		5 v 13							1 v 9		
Singles	8 v 12		3 v 15	4 v 16	6 v 10	7 v 11	5 v 9	2 v 14		1 v 13	
Pairs	1 v 9	2 v 10	6 v 14	5 v 13							
Fours						1 v 13		5 v 9			
Singles	5 v 13	1 v 9	2 v 10	3 v 11	4 v 12		7 v 15		6 v 14	8 v 16	
Pairs	2 v 14		5 v 9		1 v 13		6 v 10				

pts pts

UMPIRE WON BY

DATE MATCH BETWEEN AND

NZIBF — PATERSON TROPHY

SIX MAT DRAW

46

PLAYERS 1-8	PLAYERS 9-16	MAT 1	MAT 2	MAT 3	MAT 4	MAT 5	MAT 6	1	DRAW
		MAT 2	MAT 3	MAT 4	MAT 5	MAT 6	MAT 1	2	
		MAT 3	MAT 4	MAT 5	MAT 6	MAT 1	MAT 2	3	
		MAT 4	MAT 5	MAT 6	MAT 1	MAT 2	MAT 3	4	
		MAT 5	MAT 6	MAT 1	MAT 2	MAT 3	MAT 4	5	
		MAT 6	MAT 1	MAT 2	MAT 3	MAT 4	MAT 5	6	
Fours		1 v 9			5 v 13				
Singles			6 v 10	5 v 9		1 v 13	2 v 14		
Singles			8 v 12	7 v 11		3 v 15	4 v 16		
Pairs		6 v 14		2 v 10	1 v 9		5 v 13		
Fours			1 v 13			5 v 9			
Singles		5 v 13		6 v 14	2 v 10		1 v 9		
Singles		7 v 15		8 v 16	4 v 12		3 v 11		
Pairs			5 v 9	1 v 13		2 v 14	6 v 10		

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

pts pts

UMPIRE WON BY

DATE MATCH BETWEEN AND

A	
1	5
2	6
3	7
4	8

B	
9	13
10	14
11	15
12	16

C	
17	21
18	22
19	23
20	24

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

WON BY:

WELCH TROPHY DRAW

OLD NEW ZEALAND MIXED FOURS FINAL DRAW

A table that could be useful to districts running competitions is the one that used to be used for the playing of the New Zealand Mixed Fours final.

Nine teams play a round robin on six mats. After the completion of the fourth round it is necessary to move the mats slightly (half a mat to right or left) to avoid teams playing twice on the same mat.

The draw is:-

MATS

Round	1	2	3	4	5	6	Byes
1	1 v 8	2 v 7	3 v 6	4 v 5	-	-	9
2	-	1 v 6	2 v 5	7 v 9	3 v 4	-	8
3	-	5 v 9	1 v 4	2 v 3	6 v 8	-	7
4	5 v 7	4 v 8	-	-	1 v 2	3 v 9	6

SHIFT MATS

5	4 v 6	3 v 7	2 v 8	1 v 9	-	-	5
6	1 v 7	2 v 6	3 v 5	-	8 v 9	-	4
7	-	1 v 5	6 v 9	7 v 8	2 v 4	-	3
8	5 v 8	4 v 9	-	-	1 v 3	6 v 7	2
9	2 v 9	-	4 v 7	5 v 6	-	3 v 8	1

FOR THE BENEFIT OF AFFILIATED CLUBS

New Zealand Indoor Bowls has a large amount of material available to assist affiliated Districts and Clubs.

We have available:

- ❖ Law Books
- ❖ Scorecards
- ❖ Draft Constitutions
- ❖ Promotional Materials
- ❖ Indoor Bowling Sets
- ❖ Indoor Bowling Mats

Please contact **office@nzindoorbowls.co.nz** if you wish to order any of the above.

Our team is also available to assist any affiliated District or Club with general indoor bowling enquiries.
