

Diamond Buckles (men) and Diamond Buttons (women)

Information compiled by Kevin Miles 7 September 1993, updated by Robyn Tuckett, 10 June 2020.

This challenge competition is based on Pairs play with accent on draw techniques. The aiming area is a Diamond shaped figure displayed on the playing surface of the rink.

The event originated circa 1909 when R A Edwin Esq (also associated with Edwin Feathers) presented to the Wellington City Bowling Club two silver buckles inscribed **Wellington Challenge Pairs** and also **Leader** and **Skip**. Originally the emblems were to be worn on the right sleeve of the blazer about three inches from the cuff, with the ribbon of the Club to which the holders belonged. This practice has long since been discontinued since the value of the silver buckles has greatly appreciated. The original rules were devised by Mr Edwin and amended through the years.

Detailed instructions can be found on the following pages, along with diagrams.

Conditions of Play

When not inconsistent with the following rules the Laws of the game of bowls shall apply.

Any club is welcome to enter this challenge series, with entries to be sent to Bowls Wellington by the advised date. There is no charge for entering this event. A sequential challenge list will be circulated to all participating clubs once entries close.

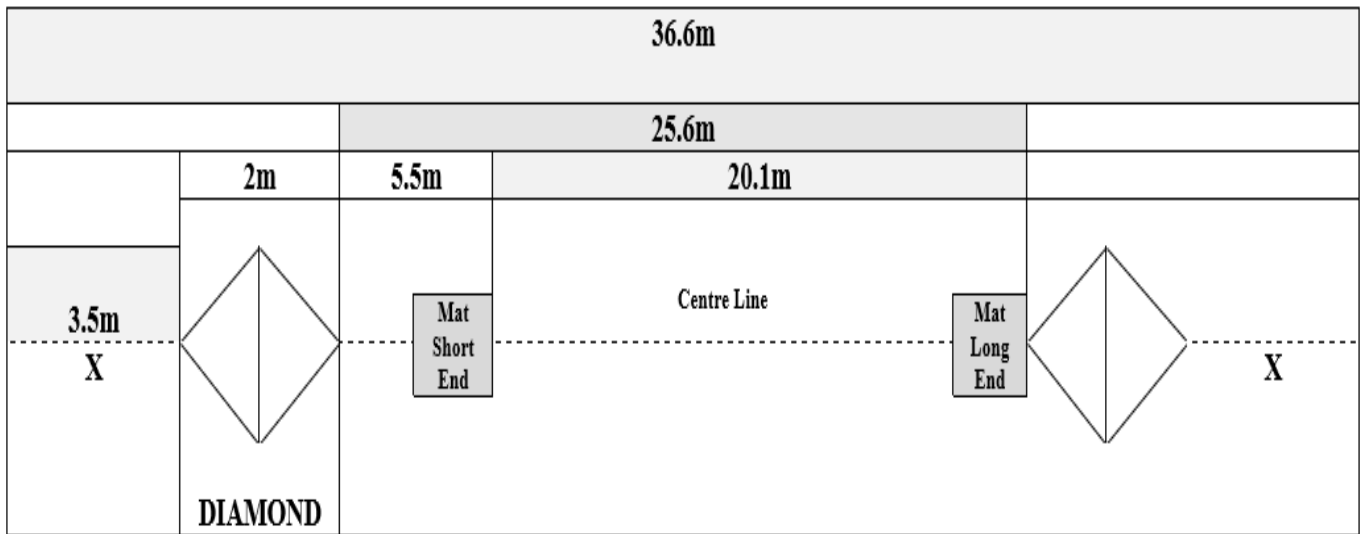
The Diamond Buckles and Buttons are to be played on weekdays (except statutory holidays) between October 1st, 2022 and March 31st, 2023 with no games permitted on statutory public holidays.

Games shall be of 21 ends. In the event of a tie, an extra end shall be played. **Immediately after each game (or default), clubs must inform Bowls Wellington of the result and also the date and challenger for the next match.**

The current Holder will set the date, time and venue for the next challenge and must give the challenger club a minimum of six days' notice of the challenge. To ensure that all entrants have an opportunity to challenge, Holders are encouraged to set their next challenge within two weeks of the previous match.

If the challenging club is not prepared to play on the day given by the holder club, the match is to be defaulted and the following challenger is to be advised. Any Holder club failing to comply with this rule will forfeit the trophy to the next challenger.

Green Length



If the Green is less than 36.6 metres then the distance from the ditch edge of green to the Back point of the diamond will change. This can be worked out by length of Green minus 29.6 metres ($25.6 + 2 + 2$) = $2X$. The length you obtain is then split equally to give you the distance at each end to the point of the Diamond.

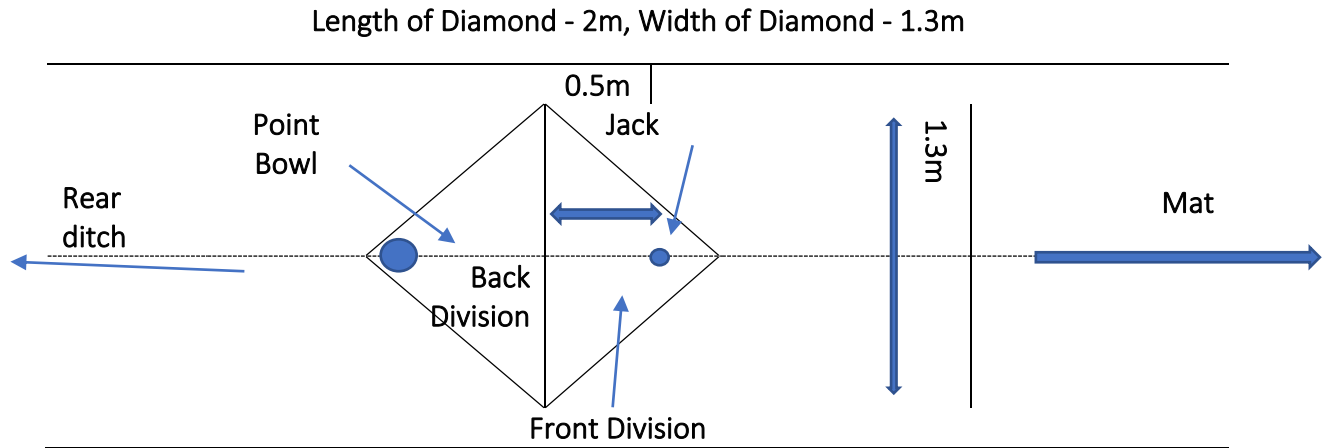
The Diamond (see diagram below for dimensions etc)

- A Diamond shaped figure to the dimensions shown, shall be marked at each end of the rink for play. The Diamond will be divided crossways into two equal divisions.
- The division nearer the ditch will be known as the **Back Division** and the other known as the **Front Division**.
- The distance between the nearest points of the two Diamonds must be 25.6 metres.

The Mat

- The mat shall be so placed that a Long End and a Short End shall be played alternately.
- For playing the Long End the mat shall cover the point of the Diamond farthest from the ditch and for the Short End shall cover a mark on the green 20.1 metres

from the nearest point of the Diamond being played to and 5.5 metres from the nearest point of the other Diamond.



Point Bowl

- a. A Point Bowl (being additional to the players bowls) shall be placed on each Diamond on the end nearest the ditch so that the point of the Diamond can be seen.
- b. The Point Bowl shall not be considered to have been moved unless it is wholly outside the Diamond. (This will easily be ascertained by holding a score card upright on the green).
- c. If by the effects of play the Point Bowl is moved it shall remain where it rests, but shall be placed in its original position when the Jack, having been played out of the Diamond is replaced in the Front Division.
- d. Should any bowl be in such a place as to prevent the Point Bowl being replaced, the Point Bowl must remain where it rests.

The Jack

- a. At the commencement of every end the Jack shall be placed on a spot in the Front Division 0.5 metres from the cross line of the Diamond midway between the two side lines. (This spot should be permanently marked on the surface).
- b. If the Jack is moved outside the Diamond it shall be placed in its original position and the end continued.

If the Jack is moved outside the Diamond by the effects of the last bowl played; it shall not be replaced.

- c. If when the Jack is moved outside the Diamond, it rebounds into either Division, it shall remain where it stops.
- d. The Jack shall not be considered outside the Diamond unless it is wholly out.
- e. The Jack shall not be considered in the Back Division unless it is wholly outside the Front Division.
- f. When the Jack is moved outside the Diamond, before replacing it, any bowls in the Front Division shall be removed to the bank.

Bowls

- a. Each player shall use four bowls.
- b. Any bowl shall be considered in the Diamond that is not wholly outside.
- c. A bowl in the Diamond shall not be in the Back Division unless it is wholly out of the Front Division.

Counting the Score

- a. When the Jack is within the Diamond, the bowl or bowls belonging to one side nearer the Jack and within the Diamond shall each count 1 point.
- b. If the **Jack** is in the **Back Division, the Point Bowl, if still in the Diamond**, shall count as **an extra point** to the side that scores.
- c. If the Jack is outside the Diamond, only marked touchers outside the Diamond and not more than two metres from the centre of the Diamond shall count.
- d. When the Jack is in the Diamond and all bowls are outside the Diamond there shall be no score for that end but the end shall count.
- e. If the Jack is moved outside the Diamond by any bowl, excepting the last bowl played, the side so causing it to be moved shall concede 1 point to their opponents.
- f. If the Jack is driven, trailed, or moved into the ditch or beyond the limits of the rink, the side whose player has been the cause shall concede 2 points to their opponents.

Ends

- a. All matches shall consist of 21 ends, provided that in case of equal points an extra end or ends shall be played. In the case of the Women's competition, **Diamond Buttons** a match consists of 18 ends.
- b. All ends shall count and be recorded on the score card.