





















Singles				Pairs									
	vs					vs							
													
First Player to reach 21 shots wins match				Highest score after 21 Ends wins match									
Marker needed to keep score and place "jack".				<u>Lead</u> Places Mat Delivers "jack" Measures if necessary Confirms score of the end									
				<u>Skip</u> Keeps score And places "jack"									
Triples				Rinks or Fours									
			vs								vs		
													
Highest score after 18 ends wins match				Highest score after 21 ends wins match									
<u>Lead</u> Places Mat Delivers "jack"				<u>Lead</u> Places Mat Delivers "jack"									
<u>Two</u> Confirms the score of the End Measures if necessary				<u>Two</u> Keeps Score If at home maintains scoreboard									
<u>Skip</u> Usually keeps score (not a rule) Places "jack"				<u>Three</u> Assists Skip Confirms score of the End Measures if necessary									
				<u>Skip</u> Places "jack" Controls the team game									

Bowling Principles

(Some Do's & Don'ts - courtesy of David Bryant's book "Bryant on Bowls")

Do's

Be conversant with the laws of the game.

Make sure you are gripping your bowl correctly.

Check to ensure that when you adopt your stance on the mat, that you are facing the shoulder of the arc of the hand that you wish to play. Remember to be perfectly balanced and relaxed with knees slightly bent if bowling from the athletic position.

Make sure your whole body flows through your delivery, from the hand which delivers the bowl to the back foot that lifts off gently off the mat. Be certain there is no stiffness in any part of it.

Be very aware of the pace of the Green and the general conditions, because your arm and leg movements will be governed by them. The faster the Green, the more alive the bowl will become, and the more sensitive the touch required. On heavier greens, the bowl should be held more firmly, but on faster surfaces it should be caressed by the fingers and the whole mechanics of delivery are more delicate. The movement is slower, the backswing shorter and with the long graceful follow through, the delivery becomes a gliding movement.

Having estimated weight by looking at the jack, keep your eyes firmly fixed on the shoulder of the intended arc when delivering the bowl. Keep your head down until after the bowl has been released.

Practise, practise, practise and try to become proficient in all the shots of the game. Remember that there is a perfect weight and Green combination for every shot attempted, and nothing gives more satisfaction than to apply it successfully. Mastery of this combination is the hardest part of the game, but the ability to play shots with perfect weight and green is a great asset. Their precise quality is a joy to behold to the onlooker.

Always be positive when you step on the mat. Be sure of the shot you wish to play.

Always stand well back from the mat when your opponent is in play. Never be over eager to play your bowl. Take your time and fully assess the position before you bowl.

Remember to use the mat and jack intelligently. Have a sound reason for every tactical move you make.

When you are playing in Pairs, Triples or Fours and you are not the skip, always remember it is a team game. There is only one person in command so mould your play to his/her wishes. Four players, no matter how good, playing their own games will never be a successful side.

When playing lead or second in a four, encourage your third person and skip, but do not let your enthusiasm run away with you to the extent of becoming a nuisance and overcrowding the head. Remember, the third and skip are in control, and other players should keep well back where they can still take an interest without interfering and confuse the issue.

When in trouble remember that more often than not it pays to play for second bowl. Your opponent cannot go far on singles only.

Watch your opponent's game carefully and look for weaknesses, which you may be able to exploit profitably at a suitable time later in the match.

In singles play you cannot afford to waste a single bowl and these games, therefore, are the ones in which it is easiest for a bowler to build up or improve self-discipline and keep concentration.

Take a pride in building up deep concentration and willpower, but remember it is still only a game, and do not let the result get out of perspective.

Train yourself to think deeply about the game and in practice be prepared to experiment. It is the only way to learn and your tactics and general knowledge will improve steadily.

Remember that few bowlers succeed in top class play unless they have excellent temperaments. Set out to be an example to others on the green. Sportsmanship costs nothing. A player who is a true sportsman will always be an inspiration to his team and the serenity and coolness that accompany him will be conducive to better play, with his partners being completely relaxed but still concentrating to the full.

Dont's

Never throw the jack. Take your stance on the mat as if you are bowling a bowl and endeavour to bowl the jack to the distance at which you hope to obtain maximum advantage.

Do not run off the mat when delivering your bowl. Take your time.

Too many bowlers green 75 - 80% of their bowls narrow. Do not be one of them, as a slightly over greened bowl is

invariably better.

Never allow your eyes to wander when bowling a bowl. Keep them on the shoulder of the intended arc.

Do not let yourself be distracted by shadows or movements. Wait until everything is still and start your routine again before you bowl.

Make sure you do not relax when you build a big lead, there will surely come a time when you will regret it.

Take your time and not be too hasty in deciding which shot to play. Study the head carefully and be absolutely sure no better alternative exists. Indiscriminate firing when the position is against you can, and often does cost the match.

Never let your opponent think he has you rattled. Whatever the fortunes, appear serene and cheerful and concentrate your thoughts on how to pull those shots back, and reverse the mental pressure.

Never let your opponent dictate the pace of the game. You cannot rush a game of bowls. To give of your best you should play at your speed and let him play his

ETIQUETTE ON THE BOWLING GREEN

Do not Talk when a member of your team or the opposition are about to deliver the wood.

Do not Criticise your team mates, or your opponents

Be Interested. Take an interest in the game - follow how the head is building up. You should not have to ask the Skip the position of the head.

Do not walk around talking to other players on the green. They might not be interested, especially if they are concentrating on their own game.

Show a good Spirit-remember it is only a game and must be played in the best spirit of the game. This does not mean you must not have the determination to win. If beaten, take it like a sportsman-congratulate the winner and really mean it!

Changing Ends-when changing ends and crossing over, walk reasonably quickly. Remember, someone on the next rink might want to borrow some of your rink. Walk within the confines of your rink.

At the end of changeover at the other end - as soon as the changeover is complete do not stand around admiring or criticising the head. Move onto the bank except the No 3.

Obey the Skip's instruction-do what the Skip directs. Do not argue with him or have a discussion.

Skip should not criticise-as a Skip, do not criticise any member of the team because of a bad bowl or for any other reason. The player will know he has played a bad bowl - at least he was trying. Give encouragement and commend good play. Do not show irritation or ill feeling

Last No. 3 to play-in a fours game, the leads and twos, after playing their bowls, can see the results but, the last No 3 to play cannot see the results of his second bowl because all the other players have started to walk up the green. Remember the last player would also like to see the result of his last bowl.

Skip's should set an example in Etiquette. All eyes are on him-he should not become so engrossed in conversation with his opposing skip that he forgets to function.

No.3 not to direct the Skip, but to advise. He must not control the Skips play. Remain silent until the skip asks for advice or confers about the shot he intends to play. He should not make any comments to, or distract the skip when he is about to play his bowl, particularly the last one

Skip should clearly indicate the shot required and explain the shot required-not give a perfunctory indication with the right or left hand.

Profane, Indecent or Improper language. There is no need for this. It is out of place on the bowling green.

Marker or Umpire. Do your share of marking for singles matches as you appreciate it when someone marks for you. Thank the marker after the match. Also thank the umpire after he has given a decision. When he is adjudicating, stand on the bank.

Placing your Skips Bowl on the mat. The lead is to place the Skips bowl on the mat if he is to play the first bowl and see that his bowls are clean. This helps to save time and is a courtesy much appreciated.

DUTIES OF MARKER

The Marker shall control the game in accordance with the I.B.B. Laws of the Game.

He/She shall centre the jack and shall place a full length jack 2 metres from the ditch in compliance with Law 28. He/She shall ensure that the jack is not less than 23 metres from the mat line, after it has been centred. He/She shall stand to one side of the rink and to the rear of the jack. He/She shall answer any specific questions relating to the existing state of the head while the player is in possession of the rink; and when requested, clearly indicate the shot if possible. He/She shall mark all "touchers" immediately they come to rest, and remove the chalk marks from "non- touchers". With the agreement of both opponents he/she shall remove all "dead" bowls from the green and the ditch. He/She shall mark the position of the jack and "touchers" which are in the ditch (Laws 32 and 39). He/She shall not move or cause to be moved either jack or bowls until each player has agreed to the number of shots. He/She shall measure carefully all doubtful shots when requested by either player. If unable to come to a decision satisfactory to the players he/she shall call in an umpire. If an official umpire has not been appointed, the marker shall select one. The decision of the umpire shall be final. He/She shall enter the score at each end, and shall intimate to the players the state of the game. When the game is finished, he/she shall see that the scorecard, containing the names of the players, is signed by the players, and is disposed of according to the rules of the competition. He/ she shall remove the mat from the previous end, as necessary.

Additional points

The Marker should only answer the questions asked and not volunteer information.

The opponents agree the shots won on each end, NOT the Marker. So the Marker should not leave the head before the shots have been agreed. The Marker should not indicate the length of the jack i.e. full length; short; etc...

CODE OF CONDUCT FOR MARKERS

Remember that a marker's primary duty is to assist the players so that the game can proceed within the laws and best etiquette of the game.

A good marker will always:

Confirm the regulations of the competition, e.g. ends to be played; shots to be scored; time limits (if any). Make sure that the names of the players are known and he/she can identify their bowls. Remember to be alert, decisive and unobtrusive.

Dress as far as possible in a similar style to the players, i.e. greys / whites. Stand still unless required to mark a "toucher" or answer a question. Leave the head untouched until the players have reached an agreement. Wait until the players have agreed the shots before marking the scorecard or leaving the head. Keep players informed of the score after each end.

Walk quickly up the green so as not to delay the players starting the next end. If it is a tight measure and the players cannot agree the shot, suggest that an umpire be called. NEVER stand on the bank having a chat or a cigarette. NEVER offer advice to the players. **NEVER** declare the shot.