

PLAYING HINTS

LEAD

Two trial ends – the mat can be placed anywhere as long as it is 2m from the back ditch and within the 23m mark.
The game – 1st end – the mat may be placed anywhere from the 2m to the 23m mark. Jack has to be centred.
Subsequent ends – the mat may be placed anywhere between the 2m and 23m mark. Your skip may indicate what length jack they would like (usually by standing at the preferred length).
Should both leads fail to deliver the jack correctly, it shall be placed 2m from the back ditch. The white measuring stick may be used. The original lead at this point may move the mat as long as it is between the 2m and 23m marker.

TWO

Bowl whichever way the skip indicates, and then stand back with the lead to one side. After the threes have bowled their woods, change ends and stand with the lead at the back of the head, behind the jack and to one side, away from the head. At the completion of the end, check the score and, if at “home”, enter score on score board.
If it is a triples match, the two plays the part of the three as described below.

THREE

Bowl into the head or behind the head as directed by the skip. As you change ends, discuss with the skip any tactics. When either skip is bowling, stand behind the jack but just away from the head, never directly behind the jack. Mark with chalk any touchers your skip may have, and remove any woods which are out of play. Indicate to the skip any changes to the head after the first skip’s wood has been bowled.
If the skip has the last wood of the end, they do not have to bowl it if it may endanger the end, i.e. giving away shots to the other team.
The three is responsible for deciding how many shots for either side, in conjunction with the opposition No. 3, measuring if necessary. If the opposition wood/woods are nearest to the jack, they are removed from the head by the home No. 3, measuring if necessary. If home appear to be holding shot, the opposition No. 3 should remove the shot woods and measure if necessary. (If the No. 3s cannot agree, the skips should be asked to come to the head and decide). Take the scoring woods out of the head by hand and place them (preferably on to a cloth to prevent the scoring woods being counted again).
Never kick the woods out or remove the jack instead of the woods. Indicate the score to your skip and to the No. 2.
When Twos or Threes are measuring or counting woods with the opposition never crowd around them. Always stand well back and do not interfere.
The above hints apply to the No 2 in Triples

PLAYING

Position on the mat: Before a delivery, a player should be standing on the mat with one foot fully on the mat. At the moment of delivery, the player should have all or part of one foot on or above the mat.
Jack and/or woods in ditch: If a bowl goes into the ditch it must be removed unless it has been chalked. If the wood has touched the jack and has been chalked it remains live. If the jack is moved into the ditch, it remains there and its position is indicated with a white marker. The nearest live wood, i.e. one which has been chalked, is indicated with a red marker. Woods which are bowled into the ditch and have not touched the jack are removed immediately.
A Tied End: There will be no shot by either team if it is agreed that the nearest bowl of each team is the same distance from the jack. The end should be declared tied and recorded on the score card as completed, but no shot to either team. The jack remains with the original lead.
A Dead End: When the jack is moved and comes to rest outside the rink boundary, it is not counted as a completed end, even if all the woods have been played. The end must be played again. It is not entered on the score card. The jack remains with the original lead.