



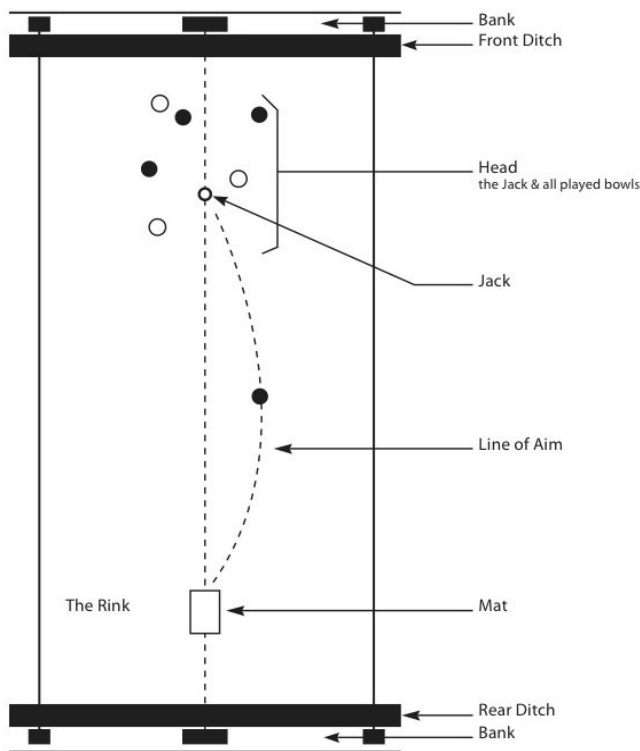
ORPINGTON BOWLING CLUB



A GUIDE TO BOWLING

The Basics.

The game of bowls takes place on an area known as the 'Green', which has a suitable level surface and is surrounded by a ditch and bank. The green is divided into 'rinks', the width of each rink being shown by suitable markers on the bank. The centre line of the rink is indicated by the rink number.



The game can be played either outdoors on grass or a synthetic surface or indoors on a carpet. The target in bowls is the 'jack' a spherical ball, either white or yellow. The aim is to get your bowls closer to the jack than your opponent. All players deliver the jack and bowls from the same position shown by a rubber mat. The mat is placed so that its centre is along the centre line of the rink and its front edge is at least 2 metres from the rear ditch and no less than 25 metres from the far ditch. When the jack or bowl leaves the players hand he/she should have one foot on, or wholly over, the mat.

When the jack is delivered it must be at least 23 metres from the mat and stay out of the ditch. Once the jack comes to rest it is placed on the centre line and now becomes the target.

When delivering the bowl, remember the forehand is with the bowl moving from right to left, and the small ring (bias side) of the bowl should be on the left as it is in your hand, With the backhand the bowl is moving left to right so the small ring should be on the right. (The bowl needs to be turned over.) The opposite applies to a left handed bowler.

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Bowling Lingo – A Glossary of Terms.

Back Bowl – Generally regarded as the bowl that finishes well behind the jack. May be played deliberately in anticipation of the jack moving closer to it.

Backhand - When, for a right-handed player, the bowl is delivered so that the curve of the wood is from left to right as it moves towards the jack.

Bank – The raised outer wall of the ditch.

Be Up – An instruction normally from the skip, to reach the head with your bowl. An alternative would be ‘Don’t be short’.

Bias - This is inbuilt into the bowl and causes the bowl to travel in a curve.

Blocker or Stopper - A bowl delivered to stop short in the hope that it prevents an opponent from playing a certain shot.

Bring the Mat Up – Take the mat further up the rink.

Centre Line – An imaginary line that runs lengthways down the centre of the rink and on which the jack needs to be moved to once it has been bowled.

Challenger - In a competition the first drawn player(s) is the ‘challenger’. The challenger is responsible for booking the rink (in consultation with the opponent) and the marker (singles only).

Count – An expression used such as ‘It’s in the count’ which means that your bowl has come to rest among those that are closer to the jack than any of your opponent’s bowls

Dead Bowl – A bowl that comes to rest either directly or indirectly outside the confines of the rink, or in the ditch, provided it isn’t a toucher, and should be removed.

Dead End – A dead end occurs when the jack is moved outside the confines of the rink during play. No score is recorded and the end is replayed.

Draw – The draw is a shot which the player attempts to play with the exact line and length to finish closest to the jack or to a point on the green dictated by strategy or tactics.

End - The sequence of play, beginning with the placing of the mat and ending with the last player’s bowl coming to rest.

Fast Green - Usually a dry and close cut surface which means the wood runs quickly.

Firing – A bowl that is delivered at a very fast pace with the objective of displacing the jack and/or one or more bowls.

Fluke - A shot poorly delivered but is very successful!

Follow through - The natural movement forward of the delivery arm following the line or path of the bowl.

Foot Fault - When one foot is not completely on or above the mat at the moment of delivery.

Forehand - When, for the right-handed player, the bowl is delivered so that the curve of the bowl is from right to left as it moves towards the jack.

Green - The total playing surface.

Head - The jack and as many bowls as have been played at any stage of any end.

Heavy - Where a bowl has been delivered with too much weight and ends beyond its objective.

Is the Mat Up? – Did the jack reach its minimum length of 23 metres?

Jack - The round white or yellow ball towards which play is directed.

Jack High - A wood which, when it comes to rest, is at the same distance from the mat as the jack.

Lead/ Number One - The player who lays the mat, rolls the jack, and delivers the first bowl in an end. Also responsible for gathering the woods when an end is lost.

Line – Usually refers to the direction of the bowl, as in ‘Take a wider line’.

Live Bowl - Any bowl that comes to rest within the confines of the rink or any toucher in the ditch.

Long Jack - A jack that rolled a great distance and close to the limit.

Mark it or Chalk it - To mark a toucher with chalk.

Marker - A person who undertakes to see that a game of singles is played according to the rules. He/She marks all the touchers, centres the jack, measures if requested, and keeps the score.

Mat - The mat from which a bowler must make his or her delivery.

Measure - A device used to determine which bowl is nearest the jack.

Narrow Shot - Where a player has not allowed enough green.

Open the Head - An instruction sometimes given by skips to their thirds to play with weight where an unfavourable head has developed, such as a group of opposition bowls blocking a natural draw.

Opponent - In a competition the second drawn player(s) is the ‘opponent’. They will be approached by the challenger to agree a date and time for the match.

Pairs - A team of two players.

Roll Up – Informal social bowls, ideal for beginners to meet club members.

Rink - The rectangular area of the green on which play takes place.

Second Wood or Bowl - The bowl which finishes closest to the jack, other than the shot wood.

Short Jack - A jack that is at the shortest distance allowed from the front edge of the mat, or close to this limit.

Shot - The bowl that finishes nearest to the jack at any stage of the play.

Skip - The captain of a game of fours, triples or pairs. He/She is last to bowl and is usually responsible for dictating the tactics of the game.

Slow or Heavy Green - Where the surface offers some resistance to the progress of the wood

Singles – A contest between two players, usually with four bowls each.

Third - A position in a game of fours (rinks). He/She will deputise for the skip and is responsible for measuring. In a triples match, the number two has that responsibility.

Tied End - When the nearest bowls of both teams are exactly the same distance from the jack at the completion of an end, e.g., when both have a wood actually touching the jack. Neither side scores but it is a completed end.

Toucher - A wood which has touched the jack. These are marked with chalk.

Toucher in the Ditch - A toucher which falls into the ditch and remains 'live' and is identified by the chalk mark. It must also be marked by a disc/marker on the bank

Trial Ends - Before the start of most games one trial (practise) end is allowed in each direction.

Triples - Three players against three, each using three woods for a playing period of 18 ends.

Using the Mat - The movement of the mat for the purpose of lengthening or shortening the distance to the jack.

Weight - The amount of force with which the bowl is delivered.

Welly - Too much Welly/ Not enough Welly = Too much force or too little force when bowling a wood.

Wick off - A bowl that hits another wood at an angle causing the travelling wood to ricochet off.

Wide Bowl - Where the player has allowed too much green.

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Hand Signals.

Scoring - To let the skip know the score, the number Three (or two if playing triples) taps how many points on their shoulder if the score is for his/her team or on their thigh if it is for the opposing team.

Indicating Who's Wood is Who's - A hand straight down with palm open indicates your teams wood or where the jack. A hand down with fingers loosely turning from side to side indicates an opponent.

Level with the Jack - The arm is extended down and moved from side to side.

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Care of the Green

Rink Settings

There are red, yellow, green, blue and white paint marks at each end of each rink. These mark the different rink settings, which are usually changed daily. This is done to prevent wear and tear on the rinks.

Use of nets

To help prevent damage to the green when very wet or the rinks are showing signs of chipping caused by bouncing the bowls on delivery we use nets. These must be used by all members when the conditions warrant it. Instructions on how to lay the nets down will be provided.

Swishing

Unfortunately, worms love our grass and as result, in very wet conditions we have a lot of worm casts. These must be dissipated before any play, as if walked on, they compact and damage the grass. We have two long fibre glass 'swishing' poles that do a great job and are easy and quick to use. Instructions will be given on when and how to use.

Green Damage

3. As all members are guardians of the most valuable asset our club has - The Green - we ask you to report any damage of the green to a committee member.

Hand washing

4. From time to time the green is treated with chemicals that are safe for humans and animals. However, it's always better to wash hands after playing to be 100% sure.

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Competitions and Drives.

Event	Description	Dress Code
Roll-ups.	Informal social bowls.	Presentable Casual Wear.
Australian Pairs	This competition is open to all. It is held on a Monday afternoon from 2pm. GAME PROCEDURES: A toss of the coin to decide possession of mat. 1st End - No 1 player bowls the jack and first of his/hers woods. Opposing No 1 player bowls his/her first wood. First No 1 player bowls second wood, opposing No 1 player bowls 2nd wood. Change ends No 2 player bowls all 4 woods, alternating with	Greys/black with White tops

	<p>opposing No 2 player. Change ends No 1 player bowls remaining 2 woods, alternating with opposing No 2 player Measuring takes place as normal by the players at the head.</p> <p>ONLY ONE SHOT TO COUNT ON FIRST END 2nd End, players roles are reversed. No 2 players bowls 2 woods - change ends No 1 players bowls 4 woods – change ends No 2 players bowls remaining 2 woods. Measure as normal. Play continues in this fashion until the set is completed.</p> <p>There will be a tea interval at the end of first set and play continues with the same pairings for the second set.</p> <p>NB Possession of mat for second set is given to the alternative team from set 1 Play will consist of 2 sets of 8 ends per set. Scoring is as follows: 2 sets to nil 4 points to the winning pair 1 ½ to ½ 3 points to the winning pair, 1 point to losing pair 1 set all 2 points each.</p> <p>There will be no deciding 3rd tie breaking set .</p> <p>Scorecards must be maintained in an orderly manner and handed to organiser at the end of second set.</p>	
Aggregate	<p>The Aggregate is played as a roll-up each Friday afternoon from 2pm.</p> <p>Two games of 9 ends are played during the afternoon. Bowlers need to turn up at 1.45pm to allow time for the selection of teams for the first game. The selection of teams for the second game takes place during the tea break. Bowlers may play in either or both of the games on a day.</p> <p>Games may be played as a Triple or Four depending on the number of people that turn up on the day.</p> <p>A team will collectively play 9 shots in each end. In a Triples game the 3 bowlers play 3 shots each, but for Fours the skips will bowl 3 woods and the other 3 team members play 2 woods each.</p> <p>The scores from the game are recorded for all bowlers playing for a side (winning and losing team scores are recorded).</p>	Greys with Club/White tops (with collars).

	<p>A player's ten best scores are counted towards their overall aggregate score. Their aggregate will not be displayed until they have completed 10 games.</p>	
Internal competitions	<p>Competition Descriptions</p> <p>All games start by tossing a coin to see which side puts the first Jack up, the winner of an end will put the jack up for the next end.</p> <p>In pairs, triples and fours competitions an extra end is played if the scores are level at the end.</p> <p>Singles (Championship) Two players 4 Bowls each All bowls closer to the Jack than the closest opposition bowl count as 1 point each First player to reach 21 points wins.</p> <p>Two Woods Same as for singles but with 2 Bowls each</p> <p>Handicap This is played the same as singles, but the difference between the two handicaps is added as points to the score of the person with the highest handicap at the start of the game.</p> <p>Pairs Four players in two teams of two 4 Bowls each – There is also a 2 woods mixed pairs competition Play 21 Ends - Internal competitions may play 18 ends All bowls closer to the Jack than the closest opposition bowl count as 1 point each Highest score wins</p> <p>Triples Six players in two teams of 3 Bowls each Play 18 Ends All bowls closer to the Jack than the closest opposition bowl count as 1 point each Highest score wins The mixed triples competition is played as a round robin, each team playing 5 games of 4 ends.</p>	Grey/Black with white tops

The two highest scoring teams play a final game of 6 ends.

Hundred-Up

Two players

4 Bowls each

Both players can score in an end. Closest bowl scores 5, second scores 3, third scores 2 and fourth scores 1.

The player with the closest bowl to the jack has control of the jack for the next end.

The sum of all the points scored in an end is always 11

The sum of the two running totals is always a multiple of 11

First player to reach 100 points wins.

If both players pass 100 on the final end then the player with the highest score after counting all scoring bowls is the winner.

A different scoreboard (with more numbers) is used for 100-up

Pearce Trophy

This singles competition is open to all players who have not previously won a singles or pairs competition, other than the Novice Pairs, in this or other clubs.

Novice Pairs

This competition is open to new bowlers who have started playing during the current competition year. The draw will take place towards the end of the season, prior to Finals weekend.

4 Bowls each

Play 18 ends

Highest score wins

The Frank Palmart Cup

This is an annual match men v ladies.

The end to end

This is an annual match played at the end of the NW Kent season, ladies NW Kent team players v men NW Kent players

Finals day	The finalists of the internal club competitions play their matches.	Competitors = Whites with Club Tops. Officials = All Whites.
Inter-Club Competitions	<p>Inter-Club Competitions</p> <p>North West Kent League (14 matches) - all ages - squads selected at beginning of season and then teams selected from within those squads by NWK captains on a weekly basis. These are competitive leagues and teams are predominantly selected on merit.</p> <p>LX league (17 matches) - men only aged 60+ - this is also a competitive league comprising 18 clubs. We have enjoyed a reasonable amount of success in this league including winning it for the first time in 2023. The matches are generally, though not always, over subscribed and we try to be competitive in every match. Selection for these matches is therefore also on merit.</p> <p>Club Friendly Matches - all ages and all mixed Priority in making selections for these matches is always given to those not being selected in the various leagues. In addition, these games provide opportunities for new and existing members to gain experience and participate in matches which are usually fairly relaxed and played in a good spirit.</p> <p>Trophy Games - vs Petts Wood (men) and Orpington Excelsior (mixed) Matches against our two closest rivals (geographically) with a little bit of a competitive edge but generally played in a good spirit. We try to accommodate players in at least one</p>	Grey/black with club shirt unless otherwise stated in the fixtures booklet.

	<p>of the two series of matches - sometimes both if numbers permit.</p> <p>Communication- there are availability lists in the Clubhouse and an online facility. If you wish to be considered for selection, please complete one or the other</p> <p>. Depending on numbers , we try and make selections several days in advance and teams are posted in the Clubhouse and are circulated by email. If you have made yourself available for selection please check whether you have been selected.</p>	
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Internal Competitions Guide.

A copy of all the competition rules is available in the clubhouse.

Points of Etiquette

Greet your own team members and opponents at the start of a game. Shaking hands before and after a match is part of the tradition of the game.

Only use appropriate and encouraging language.

Compliment on an opponent's good shots.

Admit a fluke with grace.

Do not clap a lucky shot or wick.

Stay behind the mat or head when it is not your turn to play.

Stand still and be quiet when a player is on the mat.

When your bowl comes to rest, the rink passes to your opponent.

When the Number 3s are deciding the result of an end others should keep well back and not interfere or pass comment.

Players may only communicate with their skip when the player is on the mat prior to bowling.

Wait until your opponent's bowl comes to rest before bowling your bowl.

Do not criticise, only praise

Keep to your own rink, do not wander and distract bowlers.

Never stray onto the next rink even if it is not being used.

Do not obscure boundary markers or rink plates (numbers).

Pay attention to the game to keep concentration and encourage other bowlers.

Do not leave the rink during play unless really necessary.

Stand well back from the head when firing shots are played.

Be a good ambassador for bowls.

Appear to enjoy the game whether winning or losing.

Do not use your mobile phone on the green and don't use it during tea unless it is urgent.

Wear the correct dress for all games.

Respect ownership of the head. Once your team's bowl comes to rest the head is owned by your opponent. (This means that you should step back and keep quiet until the head becomes your again.) This is particularly relevant for Threes and Skips.