

SESSION 3

BOWLS ETIQUETTE

or

HOW TO BEHAVE ON THE GREEN

The etiquette of the game of bowls is a combination of good manners, sportsmanship and sociability, these courtesies are best described as the unwritten Laws of the Game.

They are extras and designed to promote social ability and the excellent reputation for friendliness and sportsmanship the game of bowls has rightly earned.

1. Be conversant with the Laws of the Game and them.
2. Respect the decision of the Umpire.
3. Mobile Phones should not be used on or around the green.
4. Be punctual to commence play at all matches and come to each game correctly attired.
5. Introduce yourself and shake hands with your opponent(s) both before play commences and after the game is complete.
6. Keep quiet and refrain from moving when players are on the mat.
7. Stand behind the mat while your opponent is playing their bowls.
8. Always stand still at the head when a player is about to bowl - movement at the head, or talking at the mat end is very distracting.
9. Try not to walk along the bank when a player is about to bowl towards you – getting in their line of sight can be very distracting.
10. Always allow your opponent the right to the head as spelt out in the Laws of the Game, failure to do so decreases the enjoyment of the game.
11. Walk close to the centre of the rink with minimum delay when changing ends, you could distract play on the next rink.
12. Do not delay play, always play your bowl with minimum delay.
13. Never step on to the mat to deliver your bowl before the previous bowl has come to rest, you do not have possession of the rink.
14. Keep track of play, be ready to bowl when it is your turn.
15. Every player should assist in collecting bowls when the end is completed.
16. Always pay your skip the respect of waiting for their decision. Don't step onto the mat and indicate your intentions - wait for your skip's instructions.
17. Never applaud lucky bowls - accept them graciously.
18. Never complain about lucky bowls - they tend to equal each other out over the season.
19. Respect the playing surface at all times. Do not: (i) Drop bowls on to the green; (ii) Stand on the edge of the green; (iii) Stand on the edge of the banks; (iv) Walk in the ditches. Always take care to protect and conserve the green.
20. Always inform your opponent if you wish to leave the green.
21. If you lose, be a good loser, don't blame your loss on other people, the green, or weather conditions etc.
22. Win or lose, always shake hands with your opponents and thank them for the game. Don't be too taken with your win today, the position could be reversed tomorrow.
23. Offer your opponent a drink or refreshment after the game.
24. When playing singles, whether you have won or not, be sure to thank the marker and offer them a drink or refreshment. Remember that they have given their time to assist in your game. You can repay them by being courteous in return.
25. It is polite to thank the Umpire of the day before leaving the club.
26. Learn to be a good marker. When offering your services, remember a marker can make or break a game. Obtain a copy and learn the 'Duties of a Marker'.

**ABOVE ALL, ENJOY THE GAME OF BOWLS FOR ITS PLEASURE
AND THE LASTING FRIENDSHIPS IT PROVIDES.**

SESSION 3

RINKS (4's), TRIPLES, PAIRS, SINGLES

Rinks

Four players on each side; two bowls each; 21 ends.

- No.1 (Lead) – places the mat and delivers the jack in accordance with the Skip's instructions. The No.1 then delivers his bowls as close to the jack as possible.
- No.2 – at the direction of the Skip will fill in for the lead if his bowls were not close enough to the jack or place positional bowls. He will also do the score board as necessary.
- No.3 – should be a very experienced player who can advise the Skip of changes to the head (when it is the Skip's turn to bowl) and will recommend the shot for the Skip to play to play. The Skip is, however, in charge of the rink and is not obliged to follow the No.3's advice.
- The Skip – will have sole charge of the team and all players in the team should follow the Skip's instructions. The Skip is responsible for the score card. He will enter the names of the players on the card and will compare the score card with that of the opposing skip as each end is completed. He also ensures that the score board is correct.

Triples

Three players on each side, three bowls each, 18 ends.

- No.1 – as per rinks.
- No.2 – as per rinks except that he also controls the head for the Skip when it is the Skip's turn to bowl.
- No.3 is the Skip and is in charge of the rink.

Two-wood Triples

Three players on each side, two bowls each, 21 ends.

Nos. 1, 2 and 3 (Skip) as per three wood triples.

Pairs

A Pairs game should be played by two opposing teams, each with two players. Players should play singly and in turn either two, three or four of a set of bowls. A game lasts 21 ends. The No.1 directs the Skip when it is the Skip's turn to play.

Four-wood Singles

Four bowls each, first to reach 21 shots. A Marker is required. (See duties of a Marker printed separately).

Two-wood Singles

Two bowls each, 21 ends. A Marker is required.

General Notes

- All players should be good draw bowlers.
- In Rinks, Nos.1 and 2 will usually be asked to draw to the head or to cover an opponent's bowl. The No.1 must be able to deliver a jack accurately to the position indicated by the Skip.
- No.2 in Triples should be able to play a variety of shots and be able to read a head to advise the Skip.
- Players in singles must be able to deliver a jack to the length he wants it and must be able to play all the shots.

For the sake of brevity the male gender has been used but the above applies equally to women bowlers.

RINK DUTIES

Lead

Has responsibility for setting the mat and “casting” the jack to the required length indicated by the Skip. In certain matches may have to “toss” for possession of the jack. In other matches the Skip will do this. Success is achieving shot for your rink. Care must be displayed not to react to an opponent's good wood by attempting to increase the weight to make contact with it. This shot should only be contemplated if requested by the Skip.

Number Two

Success is in consolidating the results achieved by the Lead and in positioning woods to the Skip's instructions. Strategic woods placed by a number two can often win a match. Also home number two is responsible for maintaining the scoreboard at the relevant end.

Number Three

In charge of the “head” when the Skip's turn to bowl comes. Advises Skip on any changes in the head and also offers an opinion on the best shot to play (normally on Skip's second shot). Will also, normally, conduct or supervise all measuring and agree the result of each end with his opposite number. Can call on the services of the Skip to decide issues or measures or can call on the services of an Umpire. Success is in assisting the skip with the management of the rink and developing the head. To achieve this, they must possess sufficient skill to play a variety of shots when requested. He may be asked to advise, correct or simply communicate Skip's messages, in confidence, to the Lead and or Second.

Skip

Has responsibility for the total management of the Rink. Technically has final responsibility for the decision on all shots played but a good Skip will do this in liaison with his full Rink. Motivation is an important part of his duties. He should possess sufficient skills to play all types of shots with a fair percentage of success; however some argue that a truly good Skip should achieve success through his other players. His bowling skills should only be used to rescue, play safeguard or enhance an already winning situation. He should never build a “head” purposely to allow themselves to play the “glory shot”.

Clear, unambiguous verbal and visual communication skills are absolutely essential. Sometimes great bowlers don't make good Skips because they expect everyone to be able to play to their level of skill. Analysing his own team's strengths and weaknesses plus those of opponents and capitalizing on both is the greatest skill for a Skip.

The skip is responsible for entering the names of his team on the score card and completing the score card after each end has been completed. Shots for and against must be recorded at the end of each end. He enters the actual shots scored on that end and a running total for each side. It is permitted to consult your opposite number from time to time to ensure that respective scorecards correspond. The scoreboard at the end of the rink must be changed after each end. Normally home team on top (or on left), number of ends played in the middle and away team on the bottom (or on right). This is traditionally the responsibility of the home skip but can be done by the opposing number skip if required.

DIFFERENT FORMATS

Singles

One person playing against another using four woods each. Not measured on number of ends played but normally until one player reaches 21 shots. The services of a Marker are employed. Variations can be played, e.g. Two Woods version, played to 21 ends (rather than 21 shots).

Doubles/Pairs

Two individuals playing as a team and using four woods each. The two leads bowl their four woods then change places with their partner who is the Skip. Skips traditionally record the scorecard. Normally played to 21 ends and winners have the best total score. Variations can be played.

‘Australian Pairs’

Leads play two woods each and then swap ends with Skips who play four woods each. Leads and Skips then swap over again and the Leads play their final two woods. This means that every other end, Leads become Skips and Skips become Leads. Two wood pairs can be played but are very rare.

Triples

Three players play three woods each with similar roles and duties as per rinks. This is played to eighteen ends. A variation is two wood triples.

Rinks

Four players play two woods each and have individual duties as described in detail earlier.