

HELPFUL NOTES ABOUT THE GAME

ROLE OF LEAD

The FIRST, or LEAD, centres the mat, delivers the jack and centres it, before attempting to bowl as close as possible to the jack.

ROLE OF NUMBER TWO (IN RINKS)

The SECOND plays after the Lead and their duty is to keep the score card (home team) and scoreboard (away team) up to date unless stated otherwise by the Skip.

ROLE OF NUMBER THREE (IN RINKS)

The THIRD may be called upon to play different types of shots in order to score extra or to place bowls tactically to **protect and advantage**.

ROLE OF A SKIP

The SKIP is an overall charge of the rink, directs the other players on choice of shots and tries to build the 'head' of bowls to his/her advantage. The Skip keeps the scorecard

CHANGNING BOWLS

The bowls with which you start the first end shall not be changed, unless they become so damaged that they are unfit for play.

PLACING THE MAT

The front of the mat must be at least 2 metres from the front end of the rear ditch.

MINIMUM JACK LENGTH

After the jack has been centred, it must be at least 23 metres from the front end of the mat to the nearest part of the jack.

MINIMUM DISTANCE FOR LIVE BOWL

A bowl must travel 14 metres measured in a straight line from the mat line to the bowl to be a live bowl; if it does not travel that far it is a dead bowl and should be removed.

WAITING YOUR TURN

When a bowler is on the mat you should be standing still at least 1 metre behind the mat.

RINK MARKERS

Never stand so as to obscure the rink markers or the number from the bowler on the mat.

PLAYING THE WRONG BOWL

If played by mistake and it is still a live bowl it shall be replaced by the player's own bowl.

WHEN TO MARK A TOUCHER

When it has been direct contact with the jack from delivery and before the next bowl comes to rest – unless it has been nominated when it comes to rest.

CHALKING A TOUCHER

Always chalk on both sides of the bowl by marking on the rolling surface with either stick or spray chalk. A single mark on both sides is safest.

MEASURING

When measuring place the measure on the jack , unless the jack is in the ditch, when the measure should then be placed on the bowl which is to be measured, or preferably use a 'bullet' measure.

USING CALLIPERS

Always measure from the bowl towards the jack, raising the callipers clear of jack and bowl to adjust them.

TIED END

When a winning bowl cannot be determined the end will be recorded as an end played with no score to either side.

DEAD ENDS

They are normally played again in the same direction unless both skips agree otherwise. Bowls should be CARRIED back to the mat and NOT BOWLED.

JACK/BOWLS IN THE DITCH

The jack and 'live' bowls in the ditch should be indicated by use of the ditch markers. 'Dead' bowls should be taken out of the ditch.

GAME STOPPAGES

After a game is stopped for a valid reason, it will continue with the scores as they were when the game stopped.

COMPLETING THE SCORECARD

After every end agree the score with your opponent. At the end of the game both skips should agree the scores and sign the card.