



KHANDALLAH BOWLING CLUB (Inc.)

A simple guide for intending and new members,
both men and women

2019

THE ANCIENT GAME OF BOWLS

Bowls is a very ancient game. The oldest green in the world, at Southampton, England, was established in 1299 when the game was already well known. "Inferior people" were prohibited from playing. This included all classes of manual workers and servants. The laws for the game were settled and published by King Charles II in 1670. Betting was a regular feature of all sports at the time and one rule reads: "Bowlers nor bettors shall not do anything to prejudice or favour a bowl by wind, hat, foot, or otherwise, and, if done the cast shall be lost." The final rule has echoes today: "Keep your temper! And remember he who plays at bowls must take Rubbers."

THE CLUB

The Club is administered by an elected Board. The club's assets comprise the rink, which has a new artificial surface allowing year-round playing, a Petanque court and the clubhouse. The latter contains social rooms including a bar and a rink side locker room. The club earns income from hiring the social rooms, with regular users being Khandallah Ballet, Pilates and the Rebus Club of Khandallah.

TAKING THE FIRST STEPS

The Khandallah Bowling Club was established on its present site in Woodmancote Road in 1909. Once very male dominated and bound by rules it has evolved into a more relaxed approach especially for those who wish to enjoy the game of bowls in a relaxed rather than competitive manner. The offerings of the club are **CASUAL**, **COMPETITIVE** AND **COMPANIONSHIP**.

CASUAL is epitomised in the group, which meets on Tuesday and Friday mornings. It's on a 'come if you can' basis with teams formed to play for an hour, adjourn across the road to the Café du Parc, for half an hour's fellowship and then return to the rink for a further hour of bowling. This is the best way to test your interest. Bowls are available for your use; some low-key coaching will get you started and there is a grace period of participation before you need to continue by joining the club.

While the casual player approach is all that some members seek there are some who, as their skills develop, seek to don whites and become more **COMPETITIVE**. This opens the opportunity to participate in inter club competitions.

COMPANIONSHIP is a significant factor in the club's culture. This takes place through various social events including Friday evening drinks, which commence around 4.30pm and finish with the weekly raffle around 6pm. Some join the club purely for the social interaction and they are served by a special membership category. Companionship is not all play and no work. From time to time a working bee is called to maintain the grounds and this can often be as enjoyable as playing the game itself.

In prior years Christmas functions and very popular music events have been organised by the social committee.

THE GAME OF BOWLS

New members can find the traditional structure, etiquette and language of the game of bowls quite confusing. The following is a simple guide to understanding and playing the game. Once the basics are mastered new players can relax and enjoy what is a very companionable sport. As skills and confidence grow so too does the enjoyment and the potential for future development.

THE STRUCTURE OF A GAME

There are several ways in which teams and games can be constituted.

FOURS: Fours, comprising teams of four players, is the traditional game of bowls. The team is a Lead, a Number Two, a Number Three and a Skip. Each player plays two bowls for eighteen ends.

TRIPLES: A game in which each team has three players. A Lead, a Number Two and a Skip. Normally each player uses three bowls. In championship matches each player plays two bowls for eighteen ends.

PAIRS: A game in which each team has a pair of players. A Lead and a Skip. There are a number of variations with Pairs, the standard game each player plays three bowls for 18 ends for championships and interclub play. A popular game of 16 ends, which we play often, is Two Four Two Pairs. Each player plays with four bowls. The Lead player on the team, along with the opposite Lead player, initially plays two bowls. The ends are changed and the Skips play four bowls. Ends are changed again and the Leads play their last two bowls. In the next game the Skips play two bowls and the Leads four bowls. A major plus with this game is that you gain experience by playing in the roles of both Skip and Lead. The Lead can be a senior player as this position is considered the most important to start the match.

There are a number of other variations, which form part of competitive bowling.

A point to note: The bowler accompanying you at one end of the rink is one of your opponents.

THE PLAYERS

There is a hierarchy of players in each team with a new player usually taking the Lead. This means leading off an end rather than leading the team. The following example describes the players in teams of four.

Lead: A Lead is the person who plays first in pairs, triples or fours game. The lead is responsible for setting the mat and delivering the jack to start the end.

Second (Scorer); The Second in a triples or fours game is the player who plays second. In fours and triples the second player is responsible for marking the scoreboard.

Third (Measurer): The third is the third player to play in a fours game. The third is normally responsible, with his corresponding opponent, for deciding the result of an end, i.e. who is holding the shot and how many shots have been scored. In the event of a dispute an umpire or certified measurer is called.

Skip: The Skip is the captain of a team in pairs, triples or fours play. The Skip is always last to play and is responsible for directing the play during an end and for marking the scorecard. The other players in a team must follow the Skip's instructions.

SCORING

The end is initially scored one point by determining which team's bowl lies nearest to the Jack. Scoring continues in this manner, one point at a time, until an opposing team's bowl becomes nearest to the jack at which point scoring stops. The result is signalled by the winning team, to their Skip, using fingers, as 1 up, 2 up etc. The progressive results are chalked up on the scoreboard giving individual scores and cumulative totals. If there is doubt as to which bowls are scoring shots a measure may be taken (see glossary)

ETIQUETTE

As bowls is a competitive yet friendly game all players should demonstrate sportsmanship and courtesy at all times. Players are expected to assist in setting out mats, flags and scoreboards beforehand and to help return these to the lockup at close of play.

A player should retire to the bank after delivering his/her bowl.

A player must not move around the head when a bowl is about to be delivered.

A player should be quiet when not in charge of the head.

Control of the head ceases when a bowl either comes to rest or is declared 'dead.'

Players should not encroach on the adjoining rink.

Bowls should not be kicked away until the result has been determined and agreed upon.

Players should not walk up the green ahead of the last player.

Players must, at all times, stand behind the backmost bowl on the head.

Hand the mat to your opponent if your team has lost the previous end.

Bowls should not be dropped onto the green.

When a "drive" is imminent players must stand on the bank

At the conclusion of a game shake hands with your team and your opponents.

GLOSSARY

Newcomers can feel overwhelmed by the terms used to describe various situations of the game. Among the first of these are 'end', 'jack' or 'kitty' and 'green'. What follows is a selected glossary of terms used in the course of a game.

Back Bowl: A bowl that comes to rest beyond the Jack.

Best Back: This is the bowl at rest beyond the jack nearest the ditch than any opposition bowl.

Be Up: Instruction from Skip to bowl longer (don't be short of Jack).

Bias: Bowls are not round, they are very slightly egg shaped and one side has a bias. This side is offset to make the bowl curve. The bias side of the bowl is noted by the smaller round ring. Bias is correct when the bowl curves towards the Jack.

Blocker: A bowl that blocks someone (usually an opponent) from reaching the desired target.

Centre Line: This is the line marked at both ends of the rink to determine where the jack and mat is centred.

Dead End: When the Jack has been knocked out of bounds. The end is not counted and is played again.

Draw Shot: Shots where the bowl is rolled to the jack without disturbing the bowls already at the Head. The classic shot in the game of bowls.

Drive/Fire: This involves bowling with considerable force/speed with the aim of knocking either the Jack backwards into the ditch or to disrupt the head. Only usually used when the team you are playing for are several shots down or no draw is available.

Dead Bowl: When a 'non-toucher' bowl either goes in the ditch or any bowl rests outside the rink field of play. (See Touchers).

Disc Draw: Random partnering, which will be used to form teams depending on numbers.

Down: When your team does not have the Shot Bowl, you are considered to be Down. You may be down by one or more shots.

End: Means playing of the Jack and all bowls of both opponents in the same direction on a Rink. The number of Ends played is decided by Club Rules. While a typical game has 18 ends in pairs, the singles game is the first player to reach 21 shots. The number of ends in casual bowls is determined by the time available.

Foot Fault: Before delivery a bowler must be standing on the mat, with all or part of at least, one foot on the mat. At the moment they deliver the jack or bowl, the bowler must have all or part of one foot on or above the mat.

Forehand Draw: When the bowl is delivered to the right of the Jack, and curves to the left (for right-handed bowlers). For the, **Backhand Draw** the bowl is delivered to the left of the Jack, and curves to the right (for right-handed bowlers).

Green: Lawn bowls is played on a square "Green" of grass or an artificial surface, with directions being alternated to protect the bowling surface. Also, this term can be used to indicate the directional line the bowl takes in order for it to curve towards the Jack. So, a bowl with "too much green" will be wide.

Hand: The side on which the bowl is delivered: either Forehand or Backhand.

Head: A group of bowls constitutes a Head, which means the bowls that have been played and have come to rest within the boundary of the Rink and have not been declared dead.

Holding Shot: Team with their bowl(s) closest to Jack (see also Shot Bowl).

Hook: the direction a bowl takes when it is slowing down and has just about a metre or two left to roll. Some bowls hook more than others; especially older classic bowls with extreme bias.

Jack: Yellow or white ball or "kitty/jack" used as a target to play to, which determines point scoring. On natural grass greens the jack or kitty is white. The yellow jacks are used on artificial greens, as they are slightly heavier.

Lead: The person who starts off the play. Also places the Mat and rolls the Jack if their team "has the mat".

Mat: The actual mat that is placed by the team winning the last end, in preparation to start the next end. This is also known as having the Mat. The team with the mat always rolls the Jack. If the rolled jack is deemed to be not in play and the placement becomes the prerogative of the opposition Lead.

Measure: When it is uncertain which bowl is closest to the jack, a tape measure is used to determine which bowl(s) is nearer than the oppositions nearest bowl. Players carry a special lawn bowls tape measure to do this.

Narrow: The bowler didn't deliver the bowl far enough from centreline to the Jack. It runs too narrow. (Also called not taking enough "Green").

Promoting a Bowl: Pushing up one of your team's bowls to a better position.

Rink: The lane(s) on the bowling green playing surface. Each Rink is defined by markers on the edge to clearly define the boundaries of each rink. Most bowling greens have 8 rinks, but some can have less.

Skipper/Skip: Team captain or Skip who always plays last. This person is usually the most experienced player, who also guides the strategy.

Shot Bowl: The bowl closest to the Jack.

Tied end: When the two closest bowls are both exactly the same distance from the jack and belong to opposing teams, even after measurement, the end is declared a tie.

Touchers: Bowls that hit the Jack. These bowls are marked with chalk and remain "live" even if they are knocked into the ditch.

Trailing the Jack: The jack is moved by a bowl with the bowl staying with the jack to score. Often used to move the jack to a favourable position scoring several shots.

Up: When your team does have the Shot Bowl, you are considered to be 'Up'. You may be 'Up' by one or more points.

Weight: The amount of speed applied in delivering the bowl from the mat to the Jack. "Heavy" weight means that the bowl stops beyond the Jack, while "Light" means that it stops short of the spot desired.

Wide: The bowler delivered the bowl too far from centreline to the Jack. It runs too wide. (Also called taking too much "Green").

Wick: When a bowl bounces off another bowl. (This term is derived from curling).

Yard On: A shot delivered with an extra degree of speed to displace or disturb other bowls in the head or trail the jack. (See Trailing the Jack).

FOR FURTHER INFORMATION

Once you feel comfortable with the basics, as outlined in this booklet your attention is drawn to the more advanced publication *HINTS FOR BOWLERS*, which provides more detailed information on roles of the team members and playing strategies.

Bowls NZ has a number of coaching videos available as You Tube clips on line. Google - Coaching Video from Bowls NZ.

ANY QUESTIONS?

Just turn up at 9.20 am Tuesday or Friday or Saturdays at 9.45 am (Winter) or 1.20 pm (Summer) and someone will willingly introduce you and take you in hand, or contact –

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Location: 26 Woodmancote Road, Khandallah
Postal address: PO Box 22010 Khandallah 6441
Web site: www.khandallahbowls.org.nz



This guide was compiled by Morris Robertson as a starting point for the information of potential and new members
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