

# Bowler's Handbook

Bowls Canada Boulingrin

Published by

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## Acknowledgments

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# Contents

<b>1. Introduction</b> .....	6
What is Lawn Bowls? .....	6
Who can play? .....	7
<b>2. The Origins of Bowls</b> .....	7
<b>3. Rolling Bowls in Canada</b> .....	8
<b>4. The Green</b> .....	10
<b>5. Equipment</b> .....	12
Clothing.....	13
Footwear .....	13
Bowls.....	13
Other Equipment .....	15
<b>6. The Game</b> .....	15
Getting Started.....	16
Playing the Game .....	16
Formats of Play .....	18
Roles of the Positions.....	19
<b>7. The Delivery</b> .....	19
Pre-Delivery Routine .....	20
<b>8. Basic Signals for Bowlers</b> .....	22
Mat Alignment .....	22
Centering the Jack.....	22
Jack Alignment .....	23
Jack High Bowl .....	23
Bowling Forehand and Backhand.....	23
Short or Long Bowls .....	23
Counting the End.....	24
<b>9. Etiquette</b> .....	24
Good sportsmanship .....	24
Where to Stand .....	25
Handling Defeat and Victory.....	25
<b>10. Terminology and Definitions</b> .....	26
<b>11. References</b> .....	29

# 1. Introduction

Bowls is a strategic, challenging and fun sport that can be enjoyed by anyone. This booklet has been developed to assist new bowlers of all ages get acquainted with the basics of the game. You will find a wide variety of information, from tips on how to play and what equipment you need to get started, to details regarding the field of play, basic rules and the etiquette you need to know when you step out on the green.

We hope this booklet will assist you in your endeavour to understand and learn to play the game of bowls. It is designed only as an introduction to the sport. You are highly encouraged to connect with a club and one of their Club Coaches who will further help in your skill development and offer drills and games as steps in learning to play.



## What is Lawn Bowls?

Lawn Bowls is a target sport played on a flat grass surface. It is similar in concept to the Italian game of Bocce or the French game Pétanque with the main distinguishing features being the playing surface, the biased bowl, and the delivery method.

The game is played on a simple premise. Players deliver a set number of bowls to a pre-rolled target known as the 'jack'. Players/teams take turns bowling with the goal of resting their bowls closer to the jack than any of their opponents' bowls. Traditionally, players/teams complete an "end" by rolling all their bowls to the jack. Once a score is determined, a new end begins with everyone rolling their bowls back in the opposite direction. Games can vary depending on the number of ends played, the composition of the teams, the number of bowls used and various other determining factors.

Lawn Bowls is played by people of all ages and abilities. Getting started does not require a high level of strength, stamina or athletic ability. It has adaptations for those with physical challenges and can be mastered by the visually impaired with the assistance of a 'director'. Bowls is an ideal activity where participants of all ages can play the game together. In addition to social play, there are opportunities for dedicated players to represent their club, province or country at various levels of competition.

Most Commonwealth nations play lawn bowls and the sport has been part of the Commonwealth Games since 1930. Canadian bowls athletes participate in a variety of international events. In recent years Canada has become a true contender on the international stage.

## Who can play?

The popularity of lawn bowls lies in its unique accessibility to people of all ages, sizes, shapes and abilities.

The misconception is that it is a sport for seniors only. The truth is that the sport appeals to ages nine to 90. Many adults who pick up the sport late in life lament that they didn't start playing decades ago.

Youth that enter the sport quickly realize the joy of the challenges and opportunities offered by bowls and make lasting friendships with other youth across Canada.



## 2. The Origins of Bowls

Historical evidence of bowls-like games has been found in Stone Age excavations and in the cultures of the Ancient Egyptians, Aztecs, the Polynesians, and various North American aboriginal cultures. Records of organized lawn bowls date back to the 12th century in Great Britain where participants played with round bowls without bias. In 14th century

England, popularity of the sport increased despite laws imposed by various Kings forbidding participation in the game. In 1555 Queen Mary disallowed the playing of the game on the grounds that the game of bowls was being used as an excuse for "unlawful assemblies, conventiclers, seditions, and conspiracies". It took three centuries before that law was repealed, but still the game flourished. By the early 19th century, many of the inns in England had established bowling greens. For further details of the history see the Bowls Canada Boulingrin website ([www.bowlscanada.com](http://www.bowlscanada.com)).

As with golf, the game of Bowls owes its organized existence to the Scots. In the mid 1800's a few hundred players from various clubs under the direction of W.W. Mitchell of Glasgow drew up a "uniform code of Laws". These are the basis of all subsequent Laws used throughout the world for playing bowls.

An International Bowling Board was formed in 1905 by the founding members Scotland, England, Ireland and Wales. Canada was first admitted in 1928, as were Australia, New Zealand, South Africa, and the United States of America. Today the sport is played in more than 40 countries with more than 50 member national authorities. The home of the World Bowls organization is in Edinburgh, Scotland.

### 3. Rolling Bowls in Canada

The structure of lawn bowls in Canada begins with our national sport organization, Bowls Canada Boulingrin (BCB). BCB is the governing body responsible for lawn bowls in Canada and oversees all aspects of the sport from the support of grassroots bowls to the preparation and maintenance of the Canadian high performance squads. The BCB mission is to advance the sport of bowls in Canada and ensure success on the international stage. BCB is responsible for the development of programs such as the National Coaching Certification Program (NCCP) for Bowls and the National Umpire Training Program. Bowls Canada Boulingrin is a member of the international federation World Bowls and must abide

by their rules and laws. BCB is also funded by the Government of Canada and must adhere to the processes and policies that govern all Canadian national sport organizations.



Provincial lawn bowl organizations, through membership with Bowls Canada Boulingrin, receive many benefits in their role of supporting the member clubs across their province. With support from BCB and their respective provincial governments, they ensure clubs have qualified umpires and NCCP coaches by delivering accredited training and certification programs. They host provincial championships and determine champions to send to national events. Provincial lawn bowls associations also provide their member clubs with organizational tools and various resources to assist them in delivering the sport to their members.

There are more than 200 lawn bowls clubs located across Canada. Clubs are responsible for running local programming such as learn to bowl clinics, coaching programs, social tournaments and competitive leagues. Most clubs also run a very active social program that engages bowlers of all ages and abilities. Clubs are members of their respective provincial lawn bowls associations.

For information on the provincial associations and their member clubs visit the Bowls Canada Boulingrin website at [www.bowlscanada.com](http://www.bowlscanada.com).

Canada<sup>ca</sup>

Sport Canada is a department of the federal Ministry of Heritage within the Government of Canada. Sport Canada has provided leadership and direction for all sports through the core principles of the Canadian Sport for Life (CS4L) strategy and Long Term Athlete Development (LTAD) models. BCB has developed a bowls specific LTAD model for lawn bowls to ensure that participants of our sport receive coaching and resources to

learn the game in a manner that is appropriate for both age and stage of development. At the heart of CS4L and LTAD is the premise that players who experience success and enjoyment early on in a sport or activity are more likely to continue to play sport throughout their lives. Development pathways are clearly laid out for those who wish to train further to compete provincially or nationally or to excel and compete at the highest levels of international play. LTAD and CS4L also support and encourage the many adults who wish to play into their senior years as sport affords them many health and social benefits.

Bowls in Canada is developed on a foundation of Canadian Sport for Life principles and follows a Long-term Athlete Development model. For further information on other development tools and stage appropriate resources, book a session with your local club's trained NCCP coach,



contact your provincial lawn bowls association or visit the BCB website at [www.bowlscanada.com](http://www.bowlscanada.com).

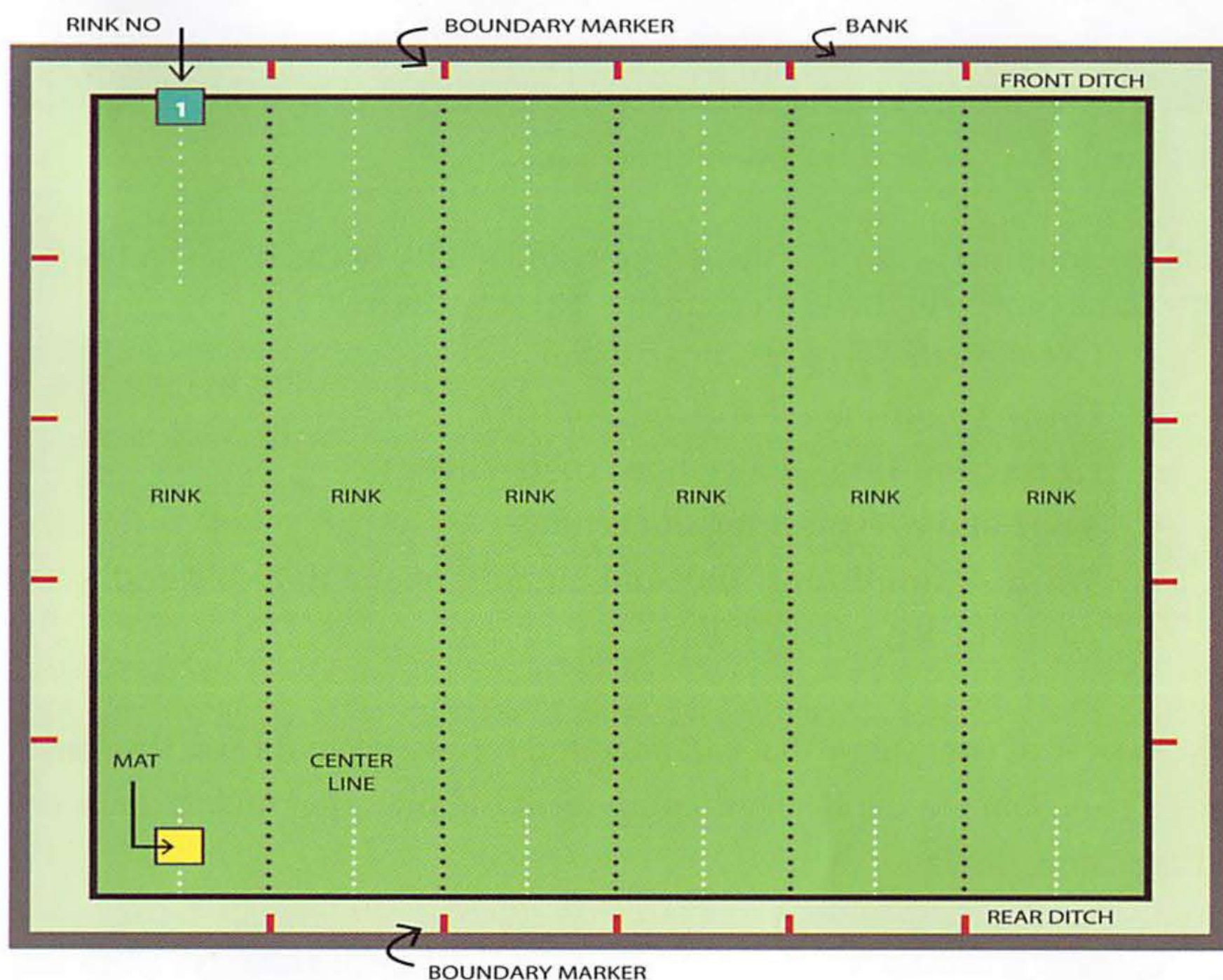
## 4. The Green

The playing surface for bowls is called a “green”. The bowling green is a four sided square of grass or synthetic playing surface surrounded by a ditch. Under the Laws of the Sport of Bowls, greens must be between 31 metres and 40 metres in length, in the direction of play. Most greens are square, which allows for play in either direction and ensures an even distribution of use over the entire green. The green is divided into parallel rinks, all of equal width, with each rink being between 4.3 metres and 5.8 metres wide (for outdoor play). This allows for up to eight rinks on one green.

The markers or pegs which designate the boundary of the rinks and the centre of each rink are placed on the face of the bank or on top of the bank. Markers or pegs are also placed on the side bank and green in the

direction of play to mark distances of not less than two metres (from the ditch for the mat) and 23 metres from the end ditches. The 23 metre marks are referred to as “hog line” markers in Canada.

Removable mats (often rubber or plastic) are placed on the rink as ‘areas’ from which bowlers deliver their bowls. These ensure that during a particular end in a game, each bowler delivers their bowl from approximately the same spot on the rink as their teammates and/or competitors. The moveable mat also protects the green from excessive wear in one spot.



**BANK** – the area above the ditch; not part of the green.

**BOUNDARY MARKERS** – white or colored markers or pegs on the bank which indicate the boundary of each rink.

**CENTRE LINE** - An imaginary line which divides the rink equally into two parts and extends between the rink numbers at each end; The mat is placed on the centre line and after being rolled the jack is straightened to rest on this line.



**DITCH** – the gutter around the outside edge of the green, usually filled with sand or another material that will hold the jack or any bowls in place.

**GREEN** – the square or sometimes rectangular playing surface between 31 and 40 metres long.

**RINK** – the playing area for each game indicated by the boundary markers; usually a green is divided into seven or eight rinks.

**HOG LINE** - marker for the minimal distance of a delivered jack.

Most greens are covered with a type of grass that has a slow growth rate. Short greens are maintained through frequent cutting and rolling to provide a fast smooth running surface. Some greens have an artificial surface that can help to extend the bowling season.

Various conditions, besides the strength and ability of the bowler, affect how fast a bowl will travel on a green. These include:

- **Green surface**— grass or artificial
- **Green condition** – hard/soft, wet/dry
- **Grass condition**—long/short, coarse/fine
- **Time of day**— morning or evening
- **Weather conditions**—hot and humid/hot and dry, cold and wet/cold and dry, windy/still.

The variety of conditions that can be found on any given day on the same green contribute to the strategic component of bowls that makes the sport so appealing to play.

## 5. Equipment

Equipment is essential to every sport, and lawn bowls is no exception.

Two questions most often asked by a new bowler are “must I wear special clothing?” and “what equipment will I need?” Often new bowlers already have suitable clothing and their only investment may need to be appropriate footwear. Most clubs in Canada provide the rest of the equipment needed for participants to begin playing the game.

## Clothing

Clothing should be comfortable and non-restrictive to allow for full body movement. White clothing used to be common attire on the green, but today there are few restrictions on the colours of clothing that may be worn. Some exceptions may include specific tournaments that require a club or provincial uniform to be worn.

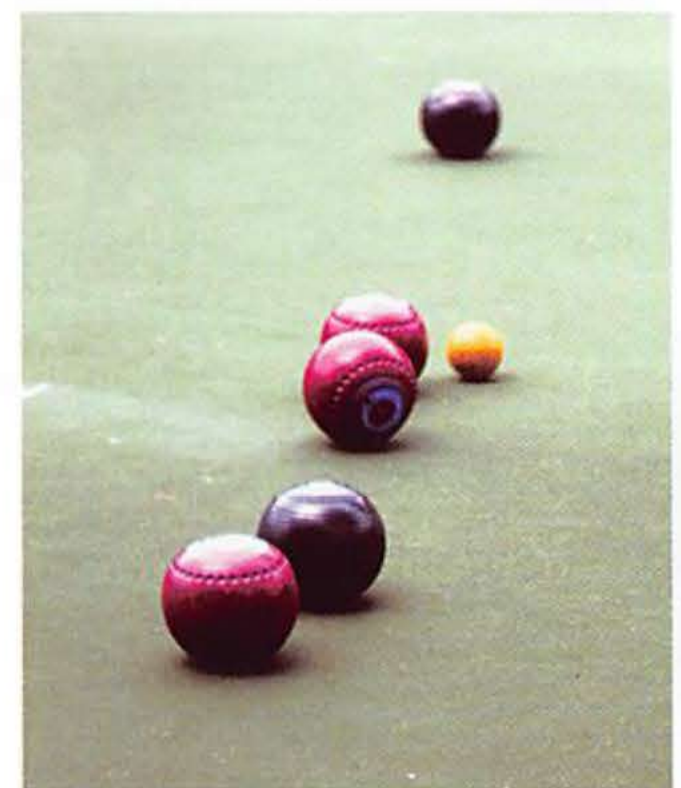


## Footwear

The rules state that bowlers “must wear flat-soled (heel-less) footwear when they play on the green”. This is also true for umpires and markers who are officiating on the green. Clubs and provincial associations, as well as Bowls Canada Boulingrin, may stipulate more specific regulations around approved footwear in their ‘Conditions of Play’ for competitive events. The purpose for rules around footwear is to avoid damaging the greens.

## Bowls

A bowl is not a ball. A bowl is slightly flatter and heavier on one side. The flatter side is designated by a smaller emblem and set of rings than what is depicted on the other side. Bowls do not roll in a straight line. They are designed to curve as the bowl slows down. ‘Bias’ is the ‘draw’ or amount of ‘curve’ the bowl takes as it rolls smoothly along the green. This concept of “bias” makes the skill of bowling more challenging, as it relies on bowlers judging distance, weight and aim (or line) whenever they deliver a bowl. To ensure the bowl will curve the correct way, always face the side of the bowl with the smaller circles to the centre of the rink.



Bowls come in a matched set of four; each bowl in a set is of the same make and model and is identical in size, weight, colour, bias, serial number and engraving. Most bowls used today are made of plastic resin and are available in many colours and combinations of colours. The bowls are solid and can weigh as much as 1.59 kilograms. The weight of a bowl varies depending on the size. Sizes of bowls range from a “00” to a “7” catering to all ages and hand sizes with 00 being the smallest and lightest.

Bowlers choose the bowl size that is most comfortable and easiest to handle. NCCP accredited coaches are trained to guide new bowlers in how to select the most appropriate sized bowl for getting started. Bowlers may find that they become more comfortable with different sized bowls as they gain skill and experience over time. It is not uncommon for new players with small hands to choose a 00 or 0 sized bowl, while players with a large hand may start with a size 3 bowl.

Each bowl in a set of bowls is shaped with an identical bias which will determine the curved path that it will travel from delivery until it comes to rest. Each bowls manufacturer offers different models of bowls featuring more bias or less bias. The more bias, the wider the curve; the less bias the narrower the curve. This variety in bowls models allows bowlers to play with bowls best suited for particular circumstances such as faster grass greens or outdoor and indoor carpet.

Bowls often come with “grips”, which are grooves or dimples, intended to assist the bowler in holding the bowl.

The ‘bias’ side is identified by the smaller of the circles or logos marked on the bowl. As you hold the bowl in front of you, the small circles should always be facing the centre of the rink. This ensures that you roll the bowl with the right bias.



## Other Equipment

Most bowlers eventually purchase their own set of bowls. Advice from one of your club's coaches will be invaluable with helping you determine the best bowl suited for you and the green upon which you usually play.

As bowlers progress in learning and playing the game of bowls, they may consider purchasing additional equipment such as a bowls-specific measuring device and wedges (used for aids in measuring), a scorecard holder, chalk (stick chalk in a holder or spray canister), Grippo (for making one's grip less slippery), and a bowls cloth.

The "Laws of the Sport of Bowls" is the official rule book for bowls and is essential to give a good understanding of the rules under which the sport is played. These are available for purchase from Bowls Canada Boul-  
ingrin, however, many clubs have a supply on hand.

## 6. The Game

The game is known around the world as 'bowls', 'lawn bowls', or 'bowling on the green'. The object of the game is to roll the bowls so that they will come to rest as close as possible to the target, which is a small white or yellow ball called the 'jack'.

Points are known as 'shots' and are won by the side whose bowl or bowls are closer to the jack than there opponent's bowl.



The standard game consists of a predetermined number of shots, a predetermined number of ends, or is played within a predetermined time limit. An end consists of playing all the bowls of both players or teams in one direction on the rink. Subsequent ends are played in the opposite direction. Play continues back and forth across the green until the game reaches its conclusion.

## Getting Started

Who plays first is determined by the toss of a coin. The winner of the toss can play first or allow his opponent to play first to begin the game.



To start the initial end of the game, and each end following, the first player lays and centers the mat and, stands on it, rolls (delivers) the jack to the required distance up the green. The player's skip, or the marker in singles, centers the jack on the rink after it comes to rest. The player then rolls the first bowl. The next bowl is delivered by the opposing player. The bowlers take turns delivering until all bowls have been played.

When the last bowl of the end has been played, the designated players from each team determine the score of the end. Once the scorecard is filled out, the players begin the next end with the placing of the mat, the rolling and centering of the jack, and then bowling back in the opposite direction just played. The player whose side won the previous end goes first. The game continues in this manner until the required number of ends, or the required number of shots in a single game, have been reached. A scoreboard is often used to keep track of how many ends have been played and the cumulative shots scored by each team.

## Playing the Game

When the jack is delivered to start an end, it must come to rest within the boundaries of the rink and beyond a minimum distance. If it stops less than two metres from the front ditch, it must be placed on the two metre mark. If the delivered jack is too short (less than 21 metres from the mat), goes out of bounds, or finishes in the ditch, the opposing lead can reposition the mat and re-deliver the jack, but does not play the first bowl. If each player improperly delivers the jack, it is placed at the two metre mark and the first to bowl can reposition the mat before delivering their first bowl.

All played bowls must come to rest on the green within the boundaries of the rink in order to be considered for scoring. If any thrown bowls have touched the jack on their way down the rink they become "touchers" and a chalk mark is put on the bowl to indicate this. If a "toucher" comes to rest in the ditch or is later knocked into the ditch, it remains in play and can be considered for scoring. All bowls that are not touchers that end up in the ditch or come to rest outside the boundaries of the rink are removed from play and are not counted.

The jack can be moved by a bowl in play and, as long as the jack remains within the boundaries of the rink, even if it goes into the ditch, it remains in play. If it is driven outside the boundaries of the rink then the end is declared "dead" and the end is most often re-played. Some game formats may permit the 're-spotting' of the jack, in which case the jack would be placed on the two-metre mark and play would resume. The movement of the jack, with its subsequent consequences, creates added excitement and strategy to a game.

When all bowls in an end have been played, the score is determined by identifying which bowl is closest to the jack. This is called "the shot bowl" and the owner would be accorded one point or 'shot'. Additional points are earned for each bowl that is closer to the jack than the nearest opponent bowl.

When it is difficult to visually assess which bowls are closest to the jack, a bowls specific measuring device is used. The most commonly used measuring device is the bowls measure. It consists of a retractable, flexible tape or string enclosed within a box. The tape or string has a pointer on the free end. The box has an adjustable brake which prevents the tape or string from moving once the distance to be measured has been determined.



The bowls measure is used for measuring the relative distance between the jack and any bowl. The measure is placed against the jack, oriented towards a bowl, and the pointer is drawn out until its tip touches the bowl, at which time the brake is applied. The measure can then be lifted and repositioned against the jack so that the next bowl can be measured.

Once it has been clearly determined which bowls will count for points, the shots are recorded on a scorecard at the conclusion of each end and a cumulative total is kept. Each team keeps a copy of the scorecard. In the “Score” column to the left of the “End” column, the points earned in that end are recorded. In the “Score” column to the right of the “End” column, the points earned by the opposition are recorded.

TEAMS				
Score	Total	End	Score	Total
1	1	1	—	—
—	1	2	1	1
—	1	3	1	2
2	3	4	—	2
—	3	5	1	3
—	3	6	1	4
—	3	7	2	6
3	6	8	—	6
5	11	9	—	6
3	14	10	—	6
—	14	11	1	7
—	14	12	1	8
1	15	13	—	8
2	17	14	—	8
—	18	15	4	12
—	18	16	1	13
1	19	17	—	13
2	20	18	—	13
3	23	19	—	13
		20		

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BOWLS CANADA BOULINGBIRM SCORE CARD	
Event:	Wednesday Night Itney
Date:	June 3rd
Rink:	3
Start Time:	7:00 pm
Time Finished:	8:35 am
Bob and Sarah	Colleen and Jim
TEAMS	
23	13
SCORES	
CERTIFICATION	
Skip: Bob Marsie Colleen Smith	
Officials: Keith MacGuire	

The “Total” columns are used to record the accumulated scores of each team as the game progresses.

## Formats of Play

The most common formats of play are as follows:

**Singles** -- one player against another, each using four bowls played alternatively.

**Pairs** -- a team of two against two, each player using two, three or four bowls, each player alternating against an opposing team player. The names of the two players on a pair’s team are lead and skip.

**Triples** -- a team of three against three, each playing two or three bowls alternately against an opposing team player. Names of the players are lead, third (or vice-skip) and skip.

**Fours** -- a team of four against four, each player using two bowls alternately against an opposing team player. The names of the players are lead, second, third (or vice-skip) and skip.

## Roles of the Positions

**Lead:** the first player; delivers the jack and the first bowls; either rakes up the bowls at the conclusion of each end or sets the mat and delivers the jack.

**Second:** plays second after the lead has delivered all their bowls.

**Vice-Skip or Third:** delivers bowls before the skip and then assumes the skip's role when the skip bowls; at the conclusion of each end determines the score along with the opposite team's vice-skip.

**Skip:** usually the team captain, centers the jack for the lead; advises the team on where to position their bowls; plays the last bowls for their team; usually maintains the scorecard.

The format of play can also vary depending on the type of competition and the time available.

- You can play to a predetermined number of ends,
- You can utilize a type of 'sets play' similar to tennis where the game is broken into 'sets' of a determined number of ends, or
- You can play to a pre-determined number of shots or time.

There are also a variety of game modifications utilized by coaches to help develop skills and experience. Play can also be modified to accommodate the number of players and to add increased variation to the game. A few examples are "Target Bowls", 'Jack Target', 'Cut Throat', and 'Australian Pairs'.

## 7. The Delivery

The delivery is the term used to describe the action of rolling a bowl. It is the most essential skill sequence for a player to learn. The goal is to deliver a bowl so that it leaves the hand smoothly and effortlessly and travels along the correct line of aim with the right amount of weight to reach its objective. There is a distinct sequence of actions involved in delivering a bowl. The guidance of an accredited coach is essential for new bowlers to learn the correct technique of an efficient and effective delivery. New bowlers can contact their local club to book a coaching session to improve delivery and many other aspects of the game of bowls.

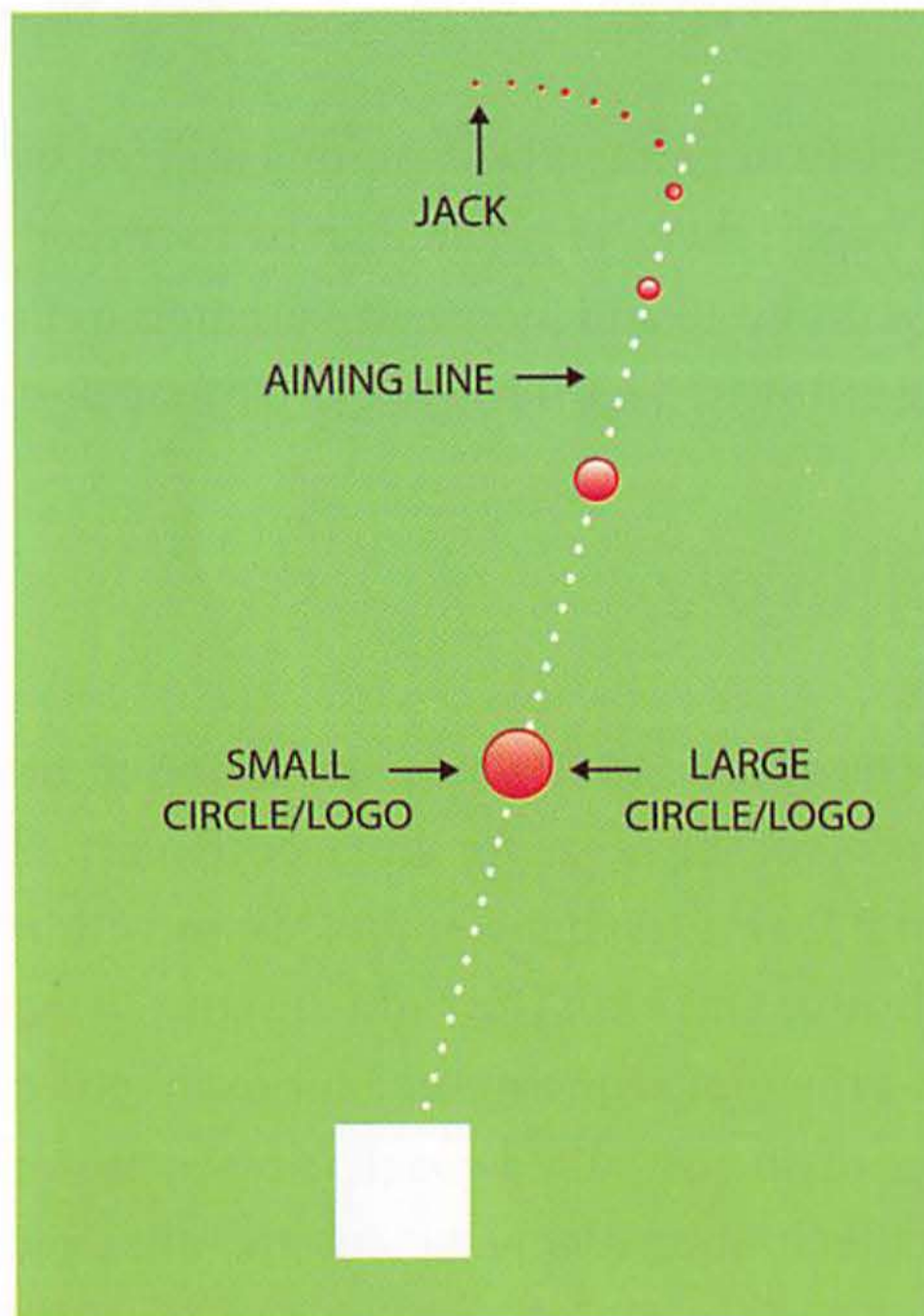


## Pre-Delivery Routine

Most players maintain a consistent pre-delivery routine before rolling their bowls. There are three essential steps:

1. Determine whether to use a forehand or backhand delivery (in a team game situation the skip will most often direct the player making it unnecessary to choose).
2. Find the correct bias of the bowl by positioning the smaller circle to the centre of the rink.
3. Identify the imaginary line along which your bowl will travel and then pick the reference point (point of aim) on which you will focus during your delivery. Some bowlers use a place on the bank while others pick a spot on the green near the jack.

Delivery along a line to the right of the jack is called a forehand shot. Delivery along a line to the left of the jack is called a backhand shot. A player must practice and learn to play both hands.



The delivery sequence consists of these steps

**Feet** – position your feet on the mat along the aiming line.



**Grip** – establish a comfortable grip with your fingers along the running surface of the bowl and your thumb close to the outer rings.



**Stance** – stand comfortably on the mat ready to deliver.



**Bend** – bend through the hips to enable the bowl to stay low at the moment of release.



**Step** – initiate a slight back swing before stepping to assist with the timing. Step forward with the opposite foot of the delivery arm to a distance which is consistent with a walking step.



**Deliver**– release the bowl when the arm is slightly in front of the forward step and allow the bowl to roll smoothly out of the hand onto the green without dropping or bumping onto the grass. All or at least part of one foot must be on or above the mat at the moment of releasing the bowl.



**Follow-through** – the palm of the hand should follow the bowl in a natural follow through. The hand opposite the delivery hand often rests on the knee throughout this sequence.



## 8. Basic Signals for Bowlers

### Mat Alignment

The skip's hands are held at shoulder height and palms facing about 35 cm (14") apart, moving them in unison to the right or left to indicate proper alignment.



### Centering the Jack

The lead uses both hands above the shoulder, on the same side the jack is to be moved, and displays the distance the jack needs to be moved with the width of their hands. They adjust their hands closer together as the jack gets moved closer toward the centre line. Alternatively, the lead may indicate the direction the jack is



to be moved by holding the arm out shoulder high and then lowering the arm to their side when the jack is centered.

## Jack Alignment

The lead makes a slow chopping motion of the hand vertically in front of the body when the jack is centered.

## Jack High Bowl

Move lower arm in pendula motion across the body to indicate that the bowl and jack are approximately equal distance from the mat.



## Bowling Forehand and Backhand

A skip will indicate to a player which hand to play by holding either the left or right arm outstretched to the side with the palm open.



## Short or Long Bowls

Hold the hands at shoulder height, palms facing, at a distance apart equal to the distance that the bowl is short, then point forward to indicate the bowl was short. Use the same signal for a long or heavy bowl, then point the thumb over the shoulder to show that the bowl went past its objective. Alternatively, one can hold one hand out towards one's side over the surface of the green signifying the distance the bowl was short or long.

## Counting the End

When your team has scored, tap your shoulder the appropriate number of times to indicate the number of shots scored. When your opponent scores, tap your thigh for the number of shots down.



For a more complete list of signals for the game check with your coach, or find resources on your club or provincial website.

## 9. Etiquette

Etiquette is about making the game enjoyable for everyone and is a big part of all sports. Listed below are some of the most common items for beginner bowlers to keep in mind.

### Good sportsmanship

- Shake hands before and after a game.
- Do not distract your opponent when they are standing on the mat preparing to deliver a bowl.
- Commend a good bowl whether delivered by your opponent's team or by your own team.
- Admit a fluke with grace.
- Do not thank an opponent for an unintended result of their bowl which results in your favour.
- Avoid the desire to verbally encourage bowls to give your team desired results.



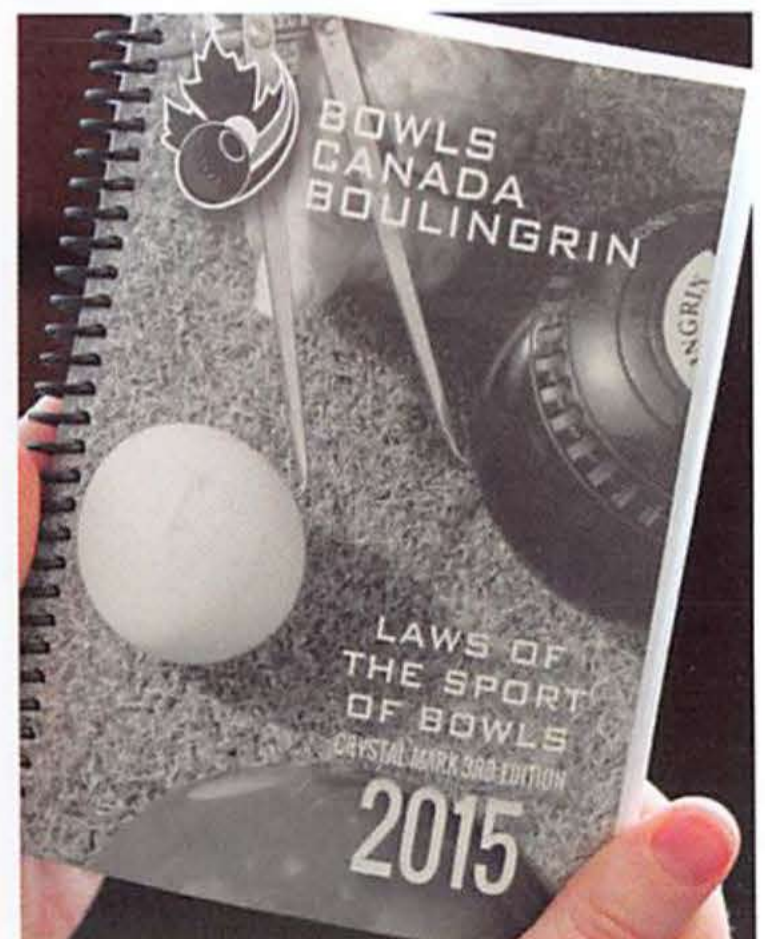
- Protect the green, your own and your host's: do not bounce bowls; get down to deliver bowls. Always wear the correct footwear when on the green.
- Avoid leaving the green for long periods of time during the game.
- Avoid straying on to neighbouring rinks.
- Hand bowls to one another when convenient.
- Return the mats and jacks to storage upon completion of the game.

## Where to Stand

- Remain behind the mat or behind the head when it is not your turn to play.
- As soon as a delivered bowl has come to rest, the bowler should move behind the mat as possession of the rink has now passed to the opponent.
- Do not obstruct your opponent's view of the path of a bowl in course.
- Stand still when a player is on the mat particularly when you are in their line of vision.
- Avoid obscuring boundary pegs or rink markers.

## Handling Defeat and Victory

- Always play as a team – be supportive of all team members.
- If playing the role of skip, avoid commenting on your player's bad bowl – it can happen to anyone, so there is no need to focus attention on a mistake and cause embarrassment.
- Be gracious in victory and defeat – you will face both results as you continue to play.
- Enjoy the game and play your best shot every time.
- Know and respect the Laws of the Game
- Read the Laws of the Sport of Bowls.
- Always accept and respect an Official's decision(s).



# 10. Terminology and Definitions

The sport of lawn bowls has some unique terms. Out on the green someone may call out, “**Take a little more grass and up your weight**” or “**Don’t be light; we need another bowl in the head**”.

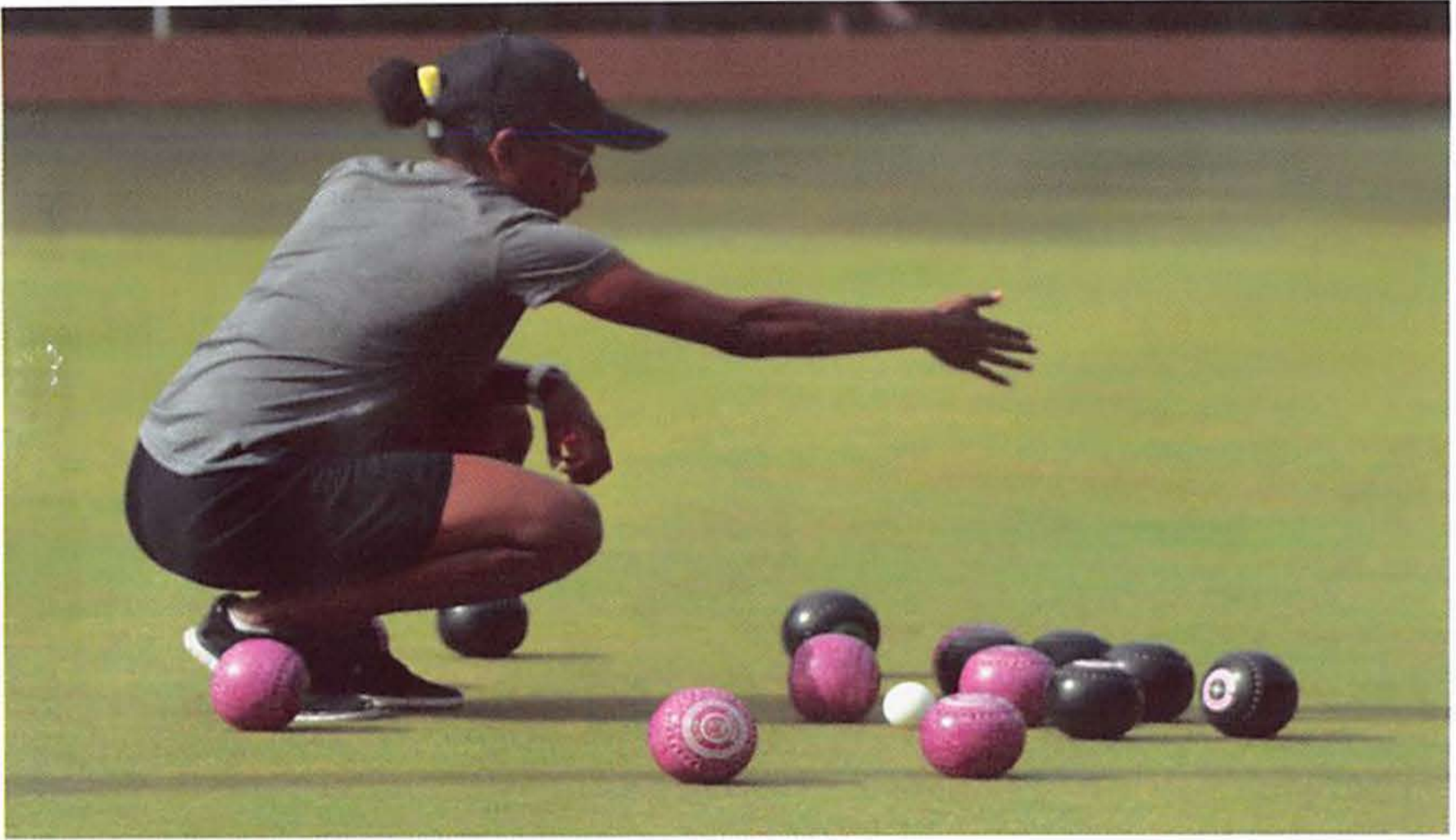
Learning the basic terms is essential to the enjoyment of the game and for team communication. Below is a list of some of the basic ones and most clubs have a complete list posted in their club house or available from a coach.

<i>Term</i>	<i>Definition</i>
<b>Aiming line</b>	An imaginary line the player aims along to allow for the bias of the bowl.
<b>Bank</b>	The area above the ditch, not part of the green.
<b>Bias</b>	Refers to the asymmetrical shape of the bowl and its effect whereby the bowl will curve in its path to the side of the bowl’s slightly more rounded side (identified by the smaller set of rings).
<b>Boundary pegs</b>	White, orange or yellow pegs, situated on the bank which indicates the boundary of each rink.
<b>Centre line</b>	Line marked at each end of the rink indicating the middle of the rink. The mat is placed on the centre line. After being rolled, the jack is also straightened to rest on the centre line.
<b>Dead (Burnt) End</b>	When the jack is “dead” the end is declared dead. A jack is dead if it is moved by a bowl in play and it is knocked outside the boundaries of the rink, or comes to rest on the rink at less than the minimum distance. If the format of play allows for the re-spotting of the jack if it goes out of play, the jack is placed at the two-metre mark and play continues. The end may also be declared dead under other situations that are described in the laws. All dead ends are replayed.

<b>Ditch</b>	The gutter around the outside edge of the green, usually filled with sand.
<b>Delivery</b>	The action of rolling the bowl or jack.
<b>Dead Bowl</b>	A bowl that has come to rest in the ditch without touching the jack or has come to rest outside the boundaries of the rink.
<b>Draw shot</b>	The standard shot where players aim to deliver their bowl as close as possible to the jack or designated position.
<b>End</b>	Each 'end' begins with the placement of a mat and the rolling/placement of the jack. The end concludes once all players have delivered all of their bowls and they have decided the number of shots scored.
<b>Grass</b>	A reference is sometimes made to delivering the bowl wide enough, or with 'enough grass' to allow for the bias of the bowl.
<b>Green</b>	The rectangular playing surface covered in grass or synthetic grass, between 31 and 40 metres long.
<b>Head</b>	The jack and any bowls which have come to rest within the boundary of the rink and are not dead.
<b>Heavy</b>	When a bowl is unintentionally delivered beyond the target, also refers to a slow green.
<b>Jack</b>	The small white or yellow unbiased ball which is the target for the game.
<b>Jack high</b>	If a bowl is jack high it means it has reached a position whereby its nearest part is laterally aligned with the jack. Effectively it means the bowl and jack are level.
<b>Live Bowl</b>	A bowl that has come to rest within the boundaries of the rink beyond a minimum distance. A bowl that has touched the jack and comes to rest in the ditch or is knocked into the ditch within the boundaries markers of the rink.



<b>Mat</b>	A non-slip area from where players must deliver their bowls, with some part of their foot on or over the mat upon release.
<b>Mat Line</b>	The edge of the mat nearest to the front ditch. All measurements involving the mat and a jack or bowl will be taken from the centre of the mat line.
<b>Narrow</b>	When a player has insufficiently allowed for the bias, the bowl will curve too far. This is referred to as being 'too narrow'.
<b>Plinth</b>	The edge of the grass which meets the ditch.
<b>Point of Aim</b>	A point on the aiming line where the bowler focuses during delivery of the bowl.
<b>Rink</b>	The playing area for each game indicated by boundary pegs. Usually a green is divided into 7 or 8 rinks.
<b>Shot</b>	Shot can have several meanings. The shot or shots are the number of points scored in an end. It can also mean the type of delivery, e.g. a drawing shot, and during an end, the bowl that is currently nearest the jack.
<b>Toucher</b>	Is a bowl that touches the jack and remains in play. It is marked with spray-chalk to signify it as being a toucher.
<b>Weight</b>	The amount of force applied to the bowl when delivered.
<b>Wide</b>	When a player has allowed too much for the bias, the bowl doesn't curve enough and fails to return to the centre line. This is referred to as being 'too wide'.



## 11. References

- Bowls Canada Boulingrin (2015) NCCP Club Coach Reference Guide
- World Bowls (2014) Lawn Bowls Introductory Manual
- World Bowls (2015) Laws of the Sport of Bowls, Crystal Mark 3rd Edition