

SOME TIPS ON POSITIONAL PLAY

THE LEAD. (The most important player in the side)

The art of lead bowlers is to be able to throw the Jack to a length required by the skip, then get two bowls in the head, preferably in a circle that is say 30mcms in diameter. Use the "roll-up" to find the truest hand and discuss this with the Skip To sum up: - A good start is not essential to have the shot every end. Positional bowls and bowls in the head are equally important. REMEMBER: If the lead plays a bad hand, usually the rest of the team follows, often with bad results.

THE SECOND. (The most important player in the side)

The Second position should be regarded as the "engine room" of the team. The Second must be a player with all the skills. If the Lead fails, the Second must be able to: - Draw on either hand Play positional bowls Have a firm shot to open up the Head To sum up: - A good Second should be a "Jack of all trades" to cover all situations that may arise from time to time.

THE THIRD. (The most important player in the side)

The ideal Third must be a strong bowler, encourage team performance, be diplomatic, loyal to his Skip and has to be capable of the full variety of shots: - Dead draw both hands Yard on The firm shot The drive The positional bowl The Third's primary job is to be in full harmony with the Skip. He must accept directions without question. He must be a good judge of a shot, as the Skip will rely on him from time to time to give an accurate assessment of the head. If unsure, call the Skip to the head if you are in doubt. The Third needs to be a capable measurer and be aware of the laws of the game covering this area. The Third should stand back when the Skip is playing, don't move or say anything UNLESS ASKED To sum up: - A good Third would be a skilful bowler providing constant attention, loyalty, patience and a fair amount of psychological strength to offer his teammates and Skip.

THE SKIP. (The most important player in the side)

The Skip should be a competent bowler playing every shot in the book and some that haven't been contemplated yet. He needs to be a motivator, a good psychologist and an analyst. A Skip must know his players and call shots within their capability.

A skip must be firm with his directions but not show public displeasure with bad shots, but quietly talk to his players between ends. A skip must analyse his players as well as the oppositions for their strengths and weaknesses. Where ever possible do not interfere with the lead. Let him play his own game and give advice if asked. A good skip will take the Third into his confidence to show the team and the opposition that they are in complete harmony. A Skip must be loyal to his own team to bring out the best in them. A skip must be "in tune" with the state of the green and call percentage shots when required. To sum up: - Being a Skip is not easy, but with good management and a relaxed demeanour it can be a very rewarding task.

TEAM BUILDING It is a well-known fact in the sporting fraternity, that the performance potential of a team is much greater than the individual talents of a player. This is especially so in Lawn Bowls. Mutual respect, good communication, trust acceptance and encouragement

are just a few traits that will foster team spirit. Get to know your teammates, be positive and supportive, resolve conflict quickly, adopt a good attitude, communicate and don't be too loud mouth or show off, attention to these few details will go a long way to building a compatible and successful team. Above all, don't forget to have fun when playing the game. Apply yourself diligently to the task at hand, but remember an activity that you don't enjoy is an activity you can't do successfully.

BOWLING ETIQUETTE

Etiquette is a code of behaviour whereby individuals treat one another the way they would like to be treated. Breaches of etiquette are sometimes wilful, and sometimes inadvertent. Particularly in the latter case, injured parties should avoid overreacting, or else a breach of etiquette more objectionable than the original could occur. Etiquette is an important part of Bowls and all clubs and their members should not only practice it, but inform new members what is proper and expected behaviour on the green and in the clubhouse. Thoughtfulness and common sense are the keys to etiquette

Rules of etiquette for lawn bowling

Rules of etiquette for lawn bowling include (but are not limited to):

1. Players and spectators at the head end should stand still and keep quiet.
2. When it's your team's turn to bowl it's your mat and head, your opponents should be away from both, if they are not, ask them nicely to move.
3. Wait for your skip to tell you which shot you should play, keep up with play at all times.
4. There should be no trespassing into neighbouring rinks; this includes going to or from the clubhouse, moving to better see the jack, and particularly when walking from one end of your green to the other. Please be aware of others playing. If you are helping your teammate aim, do not infringe upon neighbouring rinks.
5. Walk up the centre of the rink with minimum delay, if it is not your team's turn to bowl **DO NOT STOP TO CHAT IN THE MIDDLE OF THE RINK, IT'S NOT YOUR MAT OR HEAD.**
6. After bowling each bowl, step off the mat to the right. As you approach the mat to bowl, do so from the rear left. Though not essential, this is a useful habit of convenience to avoid collisions!
7. Always show good sportsmanship by acknowledging a display of good skill by another bowler.
8. Never applaud lucky shots, never complain about lucky shots, and admit a lucky shot with good grace. Do not say thanks for a bad shot that goes your way.
9. Do not criticize the playing surface.
10. Do not criticize the performance of colleagues. No one plays a bad bowl on purpose.
11. Avoid delaying play by leaving the rink without the knowledge of the other players.

12. Avoid interfering with the head until the results of the end have been agreed upon by the vices.
13. If an Umpire is called, move away, you're done, his/her decision is final
14. Bowlers should shake hands at the end of a game.
15. Be a gracious winner and a good loser.
16. The plinth area of the green is fragile and should be treated with care. This includes, but is not limited to, wearing proper footwear, not dropping or tossing bowls on the green, and not spitting or pouring liquids (water, coffee, etc.) on the green.
17. Punctuality for all games is a courtesy to the other players.
18. While standing at the head end waiting for the player on the mat to bowl, stand between the markers so the bowler can see and use the markers to aim.
19. Generally, the vice or skip at the head will signal the bowler on the mat the position of bowls in the head using hand signals denoting for and against.
20. Bowlers not raking the bowls after an end should assist by kicking the bowls into an approximate line, thus making raking easier and faster.
21. Players at the head end should be ready to stop deflected bowls from crossing into the adjacent rink and interfering with neighbouring games; likewise, be alert to prevent bowls from adjacent rinks from messing up your own head. Pay attention!
22. No rules prohibit bowlers running after their bowl (enthusiasm nor youthful fitness is discouraged) but you must try to arrive at the head before your bowl stops. Some clubs consider following your bowl up the green poor etiquette.
23. One minute between the time when the opponent's bowl stops and the next bowler delivers his/her bowl should be sufficient. When there is clear violation, an umpire or club official who is notified should take action.
24. All bowlers are urged to have chalk and a measuring tape when bowling so that bowls that touch the jack can be immediately marked and, if necessary at the finish of an end, measuring can be undertaken without delay.
25. All bowlers should remember to clear the equipment from your rink after your game. No laws governing a sport can cope with every situation. Unusual situations not covered can arise. The Laws of the Sport of Bowls have been drawn up in the spirit of true sportsmanship. Common sense should be used when unusual situations not covered by the Laws arise

BASIC RULES YOU SHOULD KNOW

1. **Mat Placement:** The first to play places the mat on the centre line at least 2 metres from the ditch and up to the hog line if desired.
2. **Foot Faulting:** Before delivery a player must have one foot fully on the mat and at delivery all or part of one foot on or above the mat.
3. **Jack / Bowl Length:** A jack must travel 21 metres to be legal while a bowl must travel 14 metres to be in play.
4. **Jack Delivery:** If the jack is improperly delivered the opposition may reposition the mat and deliver the jack but not play first. If the jack is delivered improperly by both leads the jack is placed at the 2-metre mark and the first to play may reposition the mat.
5. **Touchers:** Only the delivered bowl may be a toucher even if it deflects off other bowls before touching the jack.
6. **Position on Rink:** Players at the mat end who are not delivering a bowl should stand at least 1 metre behind the mat. Players at the head end who are not controlling play should stand behind the jack
7. **Playing Wrong Bowl:** Replace with correct bowl
8. **Playing out of Turn:** Opposition skip has choice: a) may stop the bowl, b) leave it and have two bowls played to restore proper sequence, c) reset disturbed head and restore proper sequence, d) leave disturbed head and play two bowls or e) declare dead end.
9. **Bowl & Jack Displacement:** Numerous scenarios can arise. The opposition skip and skips have options. The options depend upon the cause and timing of the displacement.
10. **Rink Possession:** Possession of the rink belongs to the player or team whose bowl is being played.
11. **Determining score:** Bowls should not be moved until the number of shots has been agreed upon by the vice or skip.
12. **Objects on the green:** No objects should be placed on the bank, the green or in the ditch to help a player.
13. **Game stoppage:** If a game has been stopped for a valid reason and all bowls have not been played, the end is declared dead.