

## History of bowls

### The Beginning of Bowls.

Bowls historians believe that the game developed from the Egyptians.

One of their pastimes was to play skittles with round stones.

This has been determined by artefacts found in tombs dating back to circa 5000 BC.

The sport spread across the world and took on a variety of forms – Bocce (Italian), Bolla (Saxon), Bolle (Danish), Boules (French and Ula Miaka (Polynesian)).

### Oldest green

The oldest green still played on is at Southampton, England.

Records show that the green has been in operation since 1299 A.D.

There are other claims of greens being in use before that time, but these are unsubstantiated by proper or sufficient documentation.

### Sir Francis Drake

Certainly, the most famous story in lawn bowls is with Sir Francis Drake and the Spanish Armada.

On July 18, 1588 or orchard., Drake was involved in a game at Plymouth Hoe when he was notified that the Spanish Armada was approaching.

His immortalised response was that "We still have time to finish the game and to thrash the Spaniards, too.

He then proceeded to finish his match and the British Navy soundly defeated the Armada.

There is a lot of controversy as to whether this event actually took place.

Nevertheless, this story has been forever tied to the sport of Lawn Bowls.

### The Banning of Lawn Bowls

King Henry VIII (1491-1547) was a lawn bowler. However, he banned the game for those who were not wealthy or well to do" because "Bowyers, Fletchers, Stringers and Arrowhead makers" were spending more time at recreational events such as bowls, instead of practising their trade.

Henry VIII requested that anybody who wished to keep a green should pay a fee of 100 pounds. However, the green could only be used for private play, and he forbade anyone to "play at any bowle or bowels in open space out of his own garden or orchard".

King James I issued a publication called "The Book of Sports" and, although he condemned football (soccer) and golf, he encouraged the playing of bowls.

In 1845, the ban was lifted, and people were again allowed to play bowls and other games of skill.

### History

The Hospital of "God's House" was founded in 1185 for pilgrims who were going either to the shrine of St Swithun at Winchester or to Canterbury; until 2011, the gateway housed the museum of archaeology.

The green adjoining the God's House Hospital had been established during the reign of Richard I the Lionheart for the recreational use of the Warden and was first used for a game of bowls in 1299.

The club that plays there now is believed to have been established in the 17th century because of the history of a competition known as the "Knighthood". It is also the only club that has a "Master" in charge, a title carried forward from the earliest of days.

### The Knighthood

A unique occurrence called the "Knighthood" competition is held annually when the commoners) compete to obtain 7 points, with the winner being awarded the title of "Knight-of-the-green" and becoming a sir (in lower case). The competition is adjudicated by the members who have previously won the competition (Knights), who adjudicate in top hats and frocked tails suits.

Those who win are unable to compete again in future Knighthood competitions.

This is the annual competition of the club with rules which are different from the normal variant of the game.

The competition used to start on 1 August but now starts on the third Wednesday of the month and is open to all members of the club, except the pre-existing knights.

The game is played "roving jack" style in that the jack is placed on a penny anywhere on the green.

Each player takes it in turns to bowl his two bowls at the jack. Each bowl when it comes to rest is measured and the distance from the jack is recorded before the bowl is removed. If a bowl moves the jack, the jack is placed back on the penny before it is measured. If the penny is partially covered by the bowl it is a toucher, if totally covered it is a lodger. After all the players have bowled the player with the closest bowl is awarded one point. If he also has the second nearest he scores two. The jack is then reset at a different position and the game continues until somebody has scored seven points.

The winner is made a "knight-of-the-green" and can never enter this competition again.

It is a rarity for the knight to be declared on the first day and the competition has been known to last ten days.

### Past knights

Amongst the winners of the competition were the former Burnley and Southampton footballer Tom Nicol, who won the 133rd championship in 1907.

### Glossary of bowls terms

This page explains commonly used terms in the sport of bowls, which includes variations of outdoor bowls, also known as **Lawn Bowls**, **Crown Green Bowls**, **Indoor Bowls** and **Carpet Bowls**.

**100 Up** A game of bowls where the object is to reach a score of **100 shots**. Usually used in games based on a **proportional** scoring system.

**2 Metre mark** The furthestmost position that the **jack** can be placed following the **lead** bowler **rolling the jack** at the start of an **end**. If the jack is rolled past this point, and remains within the **rink** boundaries, the jack is **spotted** on the designated mark, positioned 2 metres back from the **ditch**.

**21 Up** A game of bowls where the object is to be the first to reach a score of **21 shots**.

**25 Up** A game of bowls where the object is to be the first to reach a score of **25 shots**.

**8 Badge** In some **pennant** games, the **controlling body** awards an 8 badge to members of a **fours** rink where a full count of eight shots is achieved in a single end.

### A

**Absolute** the **bowl** closest to the **jack**, often in relation to another bowls surrounding the **head**, also referred to as the "**absolute shot**"

**aero** name of an Australian-based bowls manufacturer.

**Artificial** bowls surface made of **man-made** materials, as compared to **grass** greens.

## B

**back bowl** a bowl placed behind the **head**, positioned so that if the opposition **trails** the **jack** from its current position

towards the back of the **rink**, the back bowl may become **shot** or reduce the number of shots that the opposition may have if moved to this part of the rink.

**Backhand** For a right-handed player, delivering a **bowl** to the left-hand side of the **rink**, with the **bias** facing the **centre line** of the rink. For a left-handed player, delivering a bowl to the right-hand side of the rink, with the bias facing the centre line of the rink.

**Bank** the area on the outer edge of the green, beyond the ditch.

**Bankers** reserve players who have not been selected to play in a competitive game. On competition days, those players not selected to play may have a practice game at the same time that the competition is in progress. In the past the term also described those players watching and critiquing the game from the bank, and an obsolete meaning, spelt "bankers", referred to skilful bowlers who lured unsuspecting amateurs to play them for money or other prizes. In Australia, the origin of the name may also stem from a sponsorship of a bank who provided prizes or other financial support to clubs.

**Bent** A type of grass (botanical name: *Agrostis stolonifera*) used for the construction of lawn bowls greens. Known for its carpet-like cover, and the ability to successfully cultivate in a wide variety of climates.

**Bias** the natural curve built into a **bowl**, creating an arc from the point of releasing the bowl to the point it stops.

**Bigs** a call made when determining which player will deliver the first bowl at the start of a game. One player will roll a bowl end over end and calling "bigs" refers to the bowl stopping with the side where the larger rings are facing upward. See also **smalls**.

**Blocker** A **bowl** positioned on the **green** such that it would stop an opponent's bowl from reaching a defined point, usually the **jack**, based on its regular **line**.

**bowl** the biased ball used in the game of bowls. The side of the bowl that is biased can be identified by the smaller engraved concentric rings seen, compared to the outer (non-biased) side of the bowl.

**bowling arm** a device that enables players, who have an inability to bend as part of a standard delivery action to bowl in an upright position. Bowling arms are normally licensed or approved by the **controlling body**

**bowls** official name of the sport, as defined by **World Bowls**.

**bowls cloth** a piece of cloth used by bowlers to clean and/or polish a bowl during a game. They are made of various materials, with the most popular being cotton cloth, or a chamois for wet conditions.

**boundary peg** a marker placed on the **bank** to indicate the outside boundary of a **rink**.

If a **bowl** finishes completely outside the boundary it is a **dead** bowl. If the **jack** is rolled outside the boundary when first delivered, it is returned to the **mat** for the opposition player to roll the jack. If the jack is moved outside the boundary after being placed on the **centre line**, the end is declared a **dead end** and is replayed, unless the competition has a local rule to **spot the jack** in such situations.

**Break** during a game, a planned stop in play, usually an afternoon tea break. In some competitions, local regulations allow the **managers** to determine if a break is taken or if the teams play straight through to completion.

## C

**Callipers** a piece of equipment used by an **umpire** or a player, to judge the relative distance between the **jack** and one or more **bowls**, at the conclusion of an **end**, which will determine the number of **shots** held by a player or team.

**carpet bowls** (a.k.a. (**indoor bowls**)) a variation of outdoor bowls, played on a rectangular mat. Carpet bowls have different types of bowls, which are smaller than an outdoor bowl, and the rules that govern play are unique to this particular form of the game.

**centre line** represents the midpoint of a **rink** between the **boundary pegs**. Some **greens** will have centre lines drawn on the rink from the **2 metre mark** towards the middle of the green at both ends, extending for a few metres. The **jack** is aligned with the centre line after being rolled by a player at the start of an **end**.

**Chalk** used to indicate a **bowl** that has **touched** the **jack** as part of its initial delivery during an **end**. A player in charge of the **head** will use a piece of chalk, or chalk spray, to place a mark, which must be done before the next bowl comes to a rest, and must be removed before the bowl is delivered in the next end.

**change of ends** once all bowls have been delivered by players standing at the **mat** end of the **rink**, they will move to the other end of the rink. See also **crossover**.

**Chasing** following your own **bowl** down the **green** after delivery. If permitted by the rules of the competition, the player is expected to be positioned behind the **head** on or before the bowl comes to rest. See also **riding**.

**Chock** a piece of material placed under a **bowl** to hold it in place on the **green**. When a **measure** is called for, and a bowl is leaning on another bowl, it is sometimes necessary to chock the bowl so that one bowl can be removed without changing the position of the other. Materials used include rubber and foam wedges, or short lengths of rope.

**Composite** short hand term describing the material used to manufacture a **bowl**. Most modern bowls are made of a hardened composite plastic material. Before composite plastic was used, bowls were made from a hardwood material, usually **lignum vitae**. See also **wood**.

**controlling body** the organisation with immediate control over the conditions of play of any given bowls competition.

**claw grip** a method of holding the bowl in your hand, where the running surface of the bowl sits along the fingers of the hand, with the thumb held at or near the top of the bowl as a balancing mechanism. **cradle grip**.

**Count** the number of **shots** received by a player or team at the conclusion of an **end**.

**Counter** a **bowl** that is closer to the **jack** than an opponent's nearest bowl is considered a "counter". See also **count**.

**crack an egg** a description of the **weight** required to complete an ideal shot. The objective is to play the **bowl** such that it gently hits the target and moves it slightly or has a flow on impact to move a bowl or jack that is touching the target.

**cradle grip** a method of holding the bowl in your hand, where the running surface of the bowl sits cradled between the fingers of the hand, and the palm, with the thumb positioned alongside the fingers in a cupping style. See also **claw grip**.

**Crossover** in a team game, when all players at the **mat** end of the **rink** have delivered their bowls, they will move to the opposite end of the rink, and the player in charge of the **head**, usually the **skip**, crosses over to the mat end to deliver their bowls.

**crown green** describes a variation of outdoor bowls, which is played on **greens** that have an undulating surface, with a peak in the middle. Play also differs as there are no **rink** boundaries, and the **jack** also has a **bias**. See **Crown Green Bowls**.

**crystal mark** refers to the official laws of the Sport of Bowls.

## D

**dead bowl** after a **bowl** has been delivered and comes to rest, if it finishes in the **ditch**, or outside the rink boundary, it is considered a **dead** bowl, and is removed from play. However, if the bowl has **touched** the **jack**, it remains a live bowl even if in the ditch, as long as it is within the boundary of the rink.

**dead draw** a **bowl** that becomes the **shot** bowl (closest to the **jack**) without touching any other bowl during its delivery.

**dead end** a partially completed **end** that has to be replayed, by reason of the **jack** going outside the **rink** or **green** boundaries, or an **umpire** ruling that due to an action, the **head** cannot be returned to its previous state. See also **re-spot**.

**dead green** See **slow green**.

**declare the head** an expression advising that the last player on the mat is not going to deliver his last **bowl**. It is called for if the player or team is holding **shot**, or that there is significant danger of changing the **head** to the detriment of the player/team if the last bowl were the change the current situation.

**Delivery** the action performed by a player to propel the **bowl** from the **mat** end of the **rink** to the **head** at the other end of the rink.

**Discs** in team-based competitions, players on the same team will apply a unique ring-shaped decal to both sides of the bowl so that they are easily distinguishable from the opposition's bowls. See also **rings**.

**disturb the head** play a **bowl** with sufficient **weight** to alter the position of bowls and/or the **jack** in the **head**. A request of the skip called for usually when the team is not holding **shot**, or is blocked from playing a preferred shot by bowls in the way of the objective (usually the jack).

**Ditch** the area surrounding a **green**, usually identifiable as a shallow trench at the edges of the green. Some ditches are a natural surround formed by mounds and trenches of soil, whilst other

greens have a man-made ditch comprising wooden formwork, plinth, rubber sheets, and filled with a sand or artificial material.

**ditch rink** a **rink** that runs parallel to the **ditch** along its length.

**ditch weight** to play a **bowl** with sufficient **weight** to reach the **ditch** at the other end of the **rink**, or the ditch nearest the head in **Crown Green** bowls.

**Division** in pennant games, associations may create tiered competition made up of separate divisions of teams. Often there are multiple **sections** to form part of a division. Section winners then play against other section winners in that division to determine the overall division champion.

**Down** expression to confirm if your opponent has one or more **bowls** closest to the **jack**. If a **marker** is providing this information in a **singles** game, the marker can also indicate this status by holding a clenched fist downwards towards the ground.

**drakes pride** name of an England-based bowls manufacturer.

**Draw** \*# (**bowl**) a bowl delivered to finishes closest to the **jack**, without the need to move or touch other bowls in the **head** (competition) a schedule of matches showing the teams or players and their opponents in each round of the competition.

**drawn end** at the conclusion of an **end** if the closest **bowl** of each player or team is judged to be the same distance away from the **jack**, no score is recorded, but the end counts for games that are based on playing a number of ends.

**Drive** a **bowl** delivered with the maximum force that a player can exert, the aim being to **kill** the **end**, disturb the **head**, or hit opposition bowls out of the head.

**Dumping** a **bowl** delivered from above the green so that it bounces on the turf when it first leaves the hand. Dumping a bowl is an indication of poor technique or may indicate the player has an injury or disability that does not enable the bowl to be let go of parallel to the ground.

## E

**east-west** Describes the direction of play for the **rink** s, which run in parallel with each other on any given day. Most bowling rinks are built to accommodate play alternately in a north–south, or east–west direction. Green keepers and Greens Directors will alter the direction of play to assist in managing the quality of the greens over a season. Most competitions play north–south, to avoid players looking directly into the sun. East-west play is often used for social games. This does not apply to the **Crown Green** game of bowls which utilises the entire green surface and is not divided into rinks.

**either hand** When a bowler delivers a **bowl**, he can choose to play either a **forehand** or **backhand** shot. During play the person in charge of the **head** may advise the player on the **mat** that he can play "either hand" rather than directing a particular hand to play.

**End** the playing of the **jack** and all the **bowls** of all players (or teams) once in a single direction, resulting in either a number of **shots** for one of the teams, a **dead end**, or a **drawn end**. Some forms of the game have a set number of ends played, others play an unlimited number of ends until a particular score is reached or exceeded.

## F

**fast green (bowl)** if a bowl is delivered and finishes past the intended target, it is said to have been a "fast bowl". (**green**) (a.k.a. **quick green**) a green is described as quick when the bowls travel at a faster further over the surface compared to a **slow** green relative to the same amount of effort required when delivering bowl.

**feeler gauge** Used by an **umpire** or **third** to judge the distance between the **quick** jack and one or more **bowls**, where a bowls **measure** is too large for use.

**fixed stance** when preparing to deliver a **bowl**, the player positions their feet and legs, and then locks into this position, completing the **delivery** of the bowl with movement of the upper body only.

**foot fault** in games where a mat is used, players are required to keep at least one foot on or over the mat during the delivery. A foot fault occurs when this condition is not met. Depending on the rules of competition and the association running the competition, players can be warned, or their **bowl** can be declared a **dead bowl**.

**Forehand** For a right handed player, delivering a **bowl** to the right hand side of the **rink**, with the **bias (small ring side)** facing towards the **centre line** of the rink. For a left-handed player, delivering a bowl to the left hand side of the rink, with the bias facing towards the centre line of the rink.

**Fours** a team game where each team consists of four(4) players, a **lead**, **second**, **third**, and **skip**.

**four wood singles** the traditional singles variation of the game. However, it can be played with a different number of woods, resulting in **two wood singles**.

**full count** scoring the maximum number of possible **shots** in an end where every **bowl** from all players in the one team are closest to the **jack** than the nearest opposition bowl.

## G

**give away the mat:** At the start of a game a toss of a coin or bowl is held. The winner of the toss has the option to play the first bowl, called keeping the mat, or letting the opposition have the first bowl, to "give away the mat", thus reserving the last bowl of the end for themselves. After the first end, the winner of the end automatically gets the mat and the first bowl of the next end. Some **controlling bodies** have experimented with an additional rule allowing the winner of the end to decide if they keep the mat or give the mat away. Having the last bowl of an end is seen as an advantage, particularly at the highest levels of competition.

**grass:** refers to the width of the **bowl** required to enable it to stop at a designated point within the **rink**. To take more grass is to bowl wider than your previous **delivery**. a grass **green** refers to the type of playing surface that the green has manufactured from, as opposed to a **synthetic** or **artificial** green.

**green:** alternative description to **grass** to describe the width of the **bowl** required to enable it to stop at a designated point within the **rink**. To take more green is to bowl wider than your previous **delivery** The area of the playing surface containing one or more **rinks**, the perimeter of which is usually defined by a surrounding **ditch**.

**green-keeper:** common term for the staff who maintain bowling greens.

**grip:** refers to the way a player holds the **bowl** in preparation for delivery. Two common grips are the "**claw grip**" and the "**cradle grip**". a bowl that is manufactured with an inverted ridge or

dimple around the outer edges of the side of the bowl is also referred to as a grip or "gripped" bowl

## H

**hand:** the direction that a bowl is to be delivered in. See also *forehand*, *backhand*, *either hand*

**handicap:** In games of singles, some formats allow for a positive or negative handicap to be applied to players of different ability. For example, in a game of *25 Up*, one player may start at +5 *shots*, and one at -5 shots, meaning the player with a +5 handicap need only score another 20 shots to win, whereas the player on -5 handicap must score 30 shots to win.

**head:** refers to the area of the *rink* where the *jack*, and any *live bowls* that have been delivered on any particular end.

**heavy:** (*weight*) a *bowl* delivered with more force than required to *deliver* it to a desired position on the *rink* (*bowl*) a relative description of the physical weight of the bowl, compared with a standard weight bowl, or an *xtra heavy* weight bowl (*green*) a description of the relatively slow *pace* of the *green*, compared with a (*quick*) or (*fast*) green

**Henselite:** name of an Australian-based bowls manufacturer.

**holding:** (*bowl*) indicates that your bowl is the closest to the *jack* - "we are holding *shot*" (*green*) a relative description of the *line* a *bowl* is taking on the *rink* at a moment in time. A bowl that is holding its line is an indication that it is travelling a different line to that normally expected, due to either the condition of the green, the pace of the green, or the delivery action of the bowler.

**honour board:** lists of achievements that are placed on display, usually within a club house or an associations head office. Honour boards usually recognise office bearers, championship winners, and representative honours at region, county, state, national and international levels of competition.

## I

**indoor bowls:** a game of bowls that is played in an indoor arena, with the same equipment and field dimensions as for outdoor bowls (*a.k.a. (carpet bowls)*) a variation of outdoor bowls, played on a rectangular piece of carpet that is laid out on the floor, and can be rolled up and stored away between games. Carpet bowls have different types of bowls, which are smaller than an outdoor bowl, and the rules that govern play are unique to this particular form of the game.

**inner ring:** on one side of a bowl, there are one or 2 small concentric circles, indicating that this is the biased side, or the side towards which the bowl will turn once delivered out of the hand. See also (*outer ring*).

## J

**jack:** (*a.k.a. (kitty)*) is the small white ball that defined the target, or mark, for all other bowls to be played towards. In outdoor bowls the jack has no bias, but in Crown Green bowls, the jack has a bias similar to the bowl itself.



**jack high:** is a comparison of the position of a **bowl** in relation to the **jack**. A "jack high bowl" means a bowl whose front edge, which is closest to the bowler on the mat, is level with the front edge of the jack.

## K

**keep the mat:** At the start of a game a toss of a coin or (**bowl**) is held. The winner of the toss has the option to play the first bowl, called keeping the mat, or letting the opposition have the first bowl, to "give away the mat", thus reserving the last bowl of the end for themselves. After the first (**end**), the winner of the end automatically get the mat and the first bowl of the next end. Some **controlling bodies** have experimented with an additional rule allowing the winner of the end to decide if the keep the mat or give the mat away. Having the last bowl of an end is seen as an advantage, particularly at the highest levels of competition.

**kill:** a bowl delivered in such a way that results in the **jack** falling outside the boundary of the **rink**. Once killed, an end is normally replayed, either from the same direction, or from the opposite end by agreement with the opposition. Some competitions require the **jack** to be spotted on a pre-arranged part of the green if the jack falls outside the rink boundaries, with play continuing with the remaining bowls after being spotted.

**kiss:** a bowl that glances either the **jack** or another **bowl**, resulting in a slight movement of the jack or bowl involved. be played towards. In outdoor bowls the kitty has no bias, but in Crown Green bowls, the kitty has a bias similar to the bowl itself.

**knock-out:** in a competition game, the winner progresses to the next round, however the loser is eliminated, thus being "knocked out" of, the competition.

## L

**lawn bowling:** traditionally and historical, the game of Bowls was played on grass fields or **greens**, and thus was known as lawn bowls. With advances in construction techniques, and the introduction of **artificial** surfaces, in the evolution of the game it has become known as Bowls.

**lead:** in a team of 2 or more, the player who delivers his **bowl** first is known as the lead. The lead has specific duties, including rolling the **jack** when his team is the first to bowl on a particular end.

**length:** refers to the amount of force required when delivering a bowl to reach the desired target. For a draw bowl, the required force would result in the bowl stopping at a point parallel to the jack. See also **line**

**lifter:** a piece of equipment, usually made of metal, which enables a player to pick up a **bowl** from the **green** without the need to bend down. Often used by players with an injury or disability which prevents them from bending sufficient to reach the ground.

**lignum vitae:** refers to a type of natural hardwood material from a tree, used to make a bowl. Prior to the introduction of composite plastic materials, the predominant material for the manufacture of bowls today, lignum vitae was the dominant material used.

**line:** is the directional arc that the **bowl** travels along from the point of **delivery** to the point it stops. For a **draw** bowl, the player will identify an aiming point when letting go of the bowl, such that it will travel along a pathway to end up as close as possible to his target, usually the **jack**. The line of the bowl will vary depending on the prevailing conditions of the **green** (**heavy, fast**), the **bias** of the bowl, and the desired finishing position.

**live bowl:** after a **bowl** has been delivered and comes to rest, if it stops within the confines of the **rink** (or **green** for **Crown Green** bowls) it is considered live. If a bowl finishes in the **ditch**, or outside the rink boundary, it is considered a **dead bowl**. However, if the bowl has **touched** the **jack**, it remains a live bowl even if in the ditch, as long as it is within the boundary of the rink.

## M

**manager:** in team games, a manager is appointed for each team, whose role is to fill in the scorecards, agree the match up of **rinks** between teams, tally the total scores of all rinks at the end of a game, and submit the result to the governing competition association. The manager may have other duties depending on the domestic regulations in place for a particular competition, and can include being the point of contact for a team in relation to decisions to stop play should adverse weather conditions affect play, but does not normally include adjudicating on the rules of bowls, which is handled by a designated **umpire**.

**mark:** is the target or object that **bowls** are aimed at. In bowls the mark is the **jack** (a.k.a. **kitty**)

**marker:** In a game of singles, a non-playing bowler will assist the players by aligning the **jack** on the **centre line** after it has been rolled, answer questions asked by the players about the state of play, **chalk** bowls that become **touchers**, and keep the scorecard and scoreboard up to date during a game.

**mat:** a rectangular piece of material, which designates the point from which **bowls** must be delivered for a particular **end**.

**matching bowl:** a **bowl** that sits next to or near an opposition bowl in the **head**.

**maximum length:** the maximum distance possible between the **mat** and the end of the **rink**, designated by a spot or mark, usually the **2 metre mark**.

**measure:** (**instrument**) a small pocket sized hand held tape measure used to judge the distance between the **jack** and one or more **bowls** at the conclusion of an **end**, which will determine the number of **shots** held by a player or team. (**distance**) if at the conclusion of an end of bowls, the number of shots held by a team or player cannot be determined by agreement, the designated measurer will use a tape measure to determine the result - "**Call for a measure**".

**minimum length:** the minimum distance allowed between the **mat** and the **jack**. In the **crystal mark** edition of rules, the minimum length of an end is 23 metres. Some domestic regulations can vary this minimum length. For example, in Australia, the minimum length is 21 metres. Most **greens** have a mark, on the **plinth** of the **ditch** to indicate the minimum length point from the **2 metre mark**.

**mirror:** a custom designed instrument, used by **umpires** to determine if a **jack** or **bowl** is within the **boundary** of the **rink** during play. Often used in conjunction with a **scope** when making judgements from one end of the rink to the other.

## N

**narrow:** (**bias**) a narrow bias describes the relatively narrow **line** that a **bowl's** arc takes from the point of **delivery** to the point at which it stops. Modern manufactured bowls are known as "narrow bias" bowls as they are designed to take a narrower line, compared to some older brands of bowls manufactured decades ago. Bowls must comply with minimum bias standards determined by **World Bowls** but vary to suit different styles of play and different playing

conditions throughout the world. (**bowl**) if a bowl is delivered and finishes to the inner side of the intended target, it is said to have been a "**narrow bowl**".

**north–south**: describes the direction of play for the **rinks**, which run in parallel with each other on any given day. Most bowls rinks are built to accommodate play alternately in a north–south, or east–west direction. Green keepers and Greens Directors will alter the direction of play to assist in managing the quality of the greens over a season. Most competitions play north–south, to avoid players looking directly into the sun. East-west play is often used for social games. This does not apply to the

**Crown Green** game of bowls which utilises the entire green surface and is not divided into rinks.

**no score**: if at the completion of the **end**, a **measure** for the **shot** determines that both teams (or players) have one **bowl** of equal distance from the **jack** (or both have a bowl **touching** the jack), no score is recorded. For games that are based on a number of ends, the end still counts in the total number of ends to be played.

## O

**open hand**: refers to the side of the rink that has the clearest path for a draw shot. See also **forehand** and **backhand**.

**opening day**: when a club holds its first event for the year or season. Often a club will hold a formal ceremony on this day, with the club champion and a local community representative, such as the mayor, councillor, or politician, invited to officially open the greens.

**on the dot**: refers to a position on the **green** which is designated as the furthest distance on the **rink** where a **jack** is placed. If a lead rolls the jack, and it travels past this predetermined mark, the jack will be placed "on the dot" prior to the first bowl being delivered. In some jurisdictions this is known as the **2 metre mark**.

**outdoor bowls**: refers to the variation of bowls which is governed by **World Bowls** and the **crystal mark** rules. Whilst using the term "outdoor" there are many venues where this variation of bowls is played in greens constructed within a covered building. See also **indoor bowls** and **carpet bowls**.

**outer ring**: on one side of a bowl, there are one or 2 large concentric circles, indicating that this is the **non-biased** side, or the side away from which the bowl will turn once delivered out of the hand. See also (**inner ring**).

## P

**pace**: See **speed**.

**pairs**: a team game where each team consists of two(2) players, a **lead**, and a **skip**.

**peg**: See **boundary peg**.

**pennant**: a team-based competition run at a county or state based level.

**plinth**: the vertical trim in a **ditch**, usually constructed of wood or concrete, and often has a covering of carpet or rubber to dampen the impact of bowls when they travel off the **green** into the ditch.

**polish:** a type of thick liquid compound applied to the surface of a **bowl**, which is then rubbed into the surface using a hand, cloth or polishing sleeve. The application of polish is designed to clean the surface of the bowl, provide a resistant surface to assist it travel more easily when a bowl is delivered, and provides additional grip between the bowl and the hand.

**possession:** the player or team who's turn it is to deliver a **bowl** is said to be in possession of the **mat**. Possession passes to the opposition when the bowl has come to rest after a delivery. Possession also includes the possession of the **head**, and opposition players should remain away from the head when not in possession of the mat.

**practice end:** (**a.k.a. roll up**) a warm up end, without scoring, to enable players to test their bowls in the conditions before a game starts.

**proportional :** (**a.k.a. 100 up**), where the score of bowl is proportional to the number of bowls you have closest to the jack, typically in a game where each player in a singles game has 4 bowls, the closest is worth 4 points, the next closest 3 points and so on.

**put it in your pocket:** an expression advising the last player on the mat to not deliver his **bowl**. It is called for if the player or team is holding **shot**, or that there is significant danger of changing the **head** to the detriment of the player/team if the bowl were to change the current situation.

## Q

### **quick:**

(**bowl**) if a bowl is delivered and finishes past the intended target, it is said to have been a "quick bowl".

(**green**) (**a.k.a. fast green**) a green is described as quick when the bowls travel at a faster further over the surface compared to a **slow** green relative to the same amount of effort required when delivering a bowl

## R

**raking:** delivering an overweight **bowl** with the intent of **disturbing the head**. Often used as a derogatory term for players who are considered to have limited skills with imprecise bowling techniques, therefore often employing an overweight bowl with the hope of claiming the shot.

**re-spot:** if during play, the **jack** is out of bounds, some competitions have provision for placing the jack back within the confines of the **rink** on a predetermined place. The **end** then continues from that point with all other live bowls delivered remaining in place.

**resting toucher:** a **bowl** that remains in direct physical contact with the **jack** after being delivered.

**riding:** following a bowl after delivery down the green, often with visible expressions of hope, intent,

or exasperation. It is considered poor etiquette to "ride" an opposition players bowl. See also **chasing**.

### **rings:**

(**bowl**) bowls are manufactured with a set of rings on each side of the bowl. The smaller rings indicate the biased side of the bowl, and the outer rings the non-biased side of the bowl.

(**Stickers**) in team-based competitions, players on the same team will apply a unique ring shaped decal to both sides of the bowl so that they are easily distinguishable from the opposition's bowls. See also **disc**.

**rink:** (**playing area**) the portion of the green, which is in play for a particular game, usually marked with boundary pegs at either end of the green. (**team**) in team-based competitions, a group of players on the same team playing together as a unit can be described as "a rink".

**roll up:** (a.k.a. **practice end**) *a warm up end, without scoring, to enable players to test their bowls in the conditions before a game starts.*

**rolling the jack:** at the start of an **end**, the player in **possession** of the **mat** first rolls the **jack** along the rink or **green** to a preferred **length**, before delivering a **bowl**.

## S

**scope:** a custom designed instrument, based on a telescope, used by umpires to determine if a **jack** or **bowl** is within the boundary (**see boundary peg**) of the rink during play. Often used in conjunction with a **mirror** when making judgements from one end of the rink to the other.

**second:** in a team of 3 or more, the player who delivers his **bowl** immediately after the **lead** is known as the second. The second has specific duties, including keeping score, updating the rink and overall scoreboards in a multi-rink team competition. In recent years, some associations have directed that the

**skip** must keep the scorecard.

**section:** in pennant games, associations may create tiered competition made up of separate sections of teams. Often there are multiple sections to form part of a broader Division. Section winners then play against other section winners in that division to determine the overall division champion.

**sectional play:** a number of games where you play all other teams or players in a grouping, and the winner goes on to play other sectional winners. Group sizes will be variable, designed to ensure that the number of winners enable a play-off to reach a final of two section winners.

**sets play:** a game made up of 2 or more sets, with each set made up of a number of ends. World Bowls sets play format is two(2) sets of nine ends, with a 3 end tie break if drawn at 1 set all, but this can be varied by a local **controlling body**.

**shaved:** describes the result of a **bowl** delivered such that it touches the **jack** or another bowl without changing its current position.

**short:** (**bowl**) a bowl that has stopped short of its intended target. (**end**) describes a relative assessment of the length of the end in comparison with the **maximum length** end possible (**jack**) a jack when delivered that stops at a point less than the minimum length allowed within the rules of competition for the game underway. Minimum lengths are varied by national associations as outlined in the **crystal mark** edition of the rules or *World Bowls*

**shot:** the **bowl** nearest the **jack**.

**slow green:** a **green** is described as slow when the bowls travel at a slower pace over the surface compared to a **quick** green relative to the amount of effort required when delivering a bowl.

**side:** a group of players that make up a team. In pennant play, a side will be made up of 12 to 16 players, divided up into groups of four, also known as a **rink.singles:** a game played between two player.

**skip:** in a team of 3 or more, the player who delivers his **bowl** last is known as the skip. The skip has specific duties, including directing the **head** for all other players in the team, and making decisions in co-operation with the opposition skip in the event of a dispute, and calling for an **umpire** if a dispute cannot be resolved within the teams.

**smalls:** a call made when determining which player will deliver the first bowl at the start of a game. One player will roll a bowl end over end and calling "smalls" refers to the bowl stopping with the side where the smaller rings are facing upward. See also **biggs.**

**spray chalk:** used to indicate a **bowl** that has **touched** the **jack** as part of its initial delivery during an **end**. A player in charge of the **head** will use a pressurised can of chalk spray, to place a mark, which must be done before the next bowl comes to a rest, and must be removed before the bowl is delivered on the next end. See also **chalk.**

**speed:** a measurement, in seconds, of the time it takes for a bowl to come to a rest after being delivered by a player. See also **timing the green.**

**spider:** a one **bowl** competition where all participants are positioned at the edges of the **green**, and upon an agreed signal, all deliver a bowl towards a **jack** positioned in the centre of the green.

**spot the jack:** when the **jack** is rolled in a **rink** based game of bowls, if the bowl comes to rest beyond the **2 metre mark**, but within the **boundary** of the rink, then it is moved to that mark, such that the front of the jack is aligned with the back of the mark.

**stance:** the position a player adopts in preparation for delivering the **bowl**. Some players adopt a fixed stance, where legs and feet are moved into position and then "locked", and the delivery is completed using upper body movement, whereas others will position their feet, then an action involving upper and lower body elements is commenced.

**synthetic:** see **artificial.**

## T

**table bowls:** a game, designed to be played on a billiard/pool table, with miniaturised bowls, jack, and delivery ramp.

**taking green:** See **line**. If the resting place of a bowl is too wide, or particularly too narrow, to that intended, the director of the **head** may ask to "make sure you take your green", meaning adjust your line compared to your last bowl.

**tape:** a custom-designed tape measure used to judge the distance between the **jack** and one or more **bowls** at the conclusion of an **end**, which will determine the number of **shots** held by a player or team. A tape is used when a player's **measure** is not long enough to reach the bowls in question. A longer tape is also used to measure if the jack has been delivered past the **minimum length** required.

**Taylors:** name of a Scotland-based bowls manufacturer.

**testing:** a service offered by bowls manufacturers to ensure bowls still meet manufacturer and **World Bowls** Ltd guidelines for the amount of bias that should be exhibited by the bowls. Some

associations mandate bowls must be re-tested at a predetermined interval of years. In associations where testing is mandated, bowls that do not have a stamp indicating their status can be banned from use in competitions within that association.

**testing table:** a table used to check that a **bowl** or set of bowls conform to the bias requirements of the governing body of the sport, **World Bowls**. Manufacturers of bowls have testing tables, used both in the manufacturing process, and as a testing service to bowlers.

**third:** in a team of 4, the player who delivers his **bowl** after the **lead** and **second** have delivered their bowls is known as the third. The third has specific duties, including directing the **head** when it is the turn of the **skip** to deliver his bowls.

**tickle the kitty:** describes the result of a **bowl** delivered such that it moves the **jack** a slight distance from its current position.

**tie break:** at the end of a games scheduled number of **ends**, if the scores are level, a tie break end(s) will be played to determine a winner. In games where there is a set number of ends, one extra end is normally played. In **sets play**, a tie break, normally of three ends, is played if each player or side has won the same number of sets, after the designated number of sets have been played. An individual set does not have a tie break if the result is drawn at the end of that set.

**tiff:** a type of grass (also known as Titdwarf, a Bermuda grass hybrid) used for the construction of lawn bowls greens. Known for its turf quality, and ability to be mowed very low, well known in warmer climates, but increasingly hybrid varieties are being used in cool climate areas.

**timing the green:** in some competitions, an umpire will provide an indication of the speed of the green, by performing a test "timing of the green". It is determined either with a stopwatch, recording the result of the times of a number of bowls from the point of deliver to the point of coming to rest, or using a timing ramp. The result will be a time, in seconds, usually to 2 decimal places.

**timing ramp:** a custom designed piece of equipment that calculated the **speed** of the **green**. the ramp uses a ball, which is delivered down the ramp in several locations on the green, and a calculation table is then used to convert the results into a time, in seconds. The timing ramp tries to overcome the variances in manually timing a green using a stopwatch and delivery of a bowl by hand. See also **timing the green toss:** a call made when determining which player or team will deliver the first bowl at the start of a game. One player will toss a coin end over end and calling "heads" or "tails" refers to the coin stopping with the head or tail of the coin are facing upward. In Australia, the head of the coins depicted by the Monarch, currently **Queen Elizabeth II**.

**toucher:** a **bowl** that makes contact with the **jack** during its initial delivery. **Trail:** playing a bowl so that it moves the jack from its current position to a position further sideways or backwards along the rink.**triples:** a team game where each team consists of three(3) players, a **lead**, **second**, and **skip**

**trial end:** (a.k.a. **roll up**) a warm up end, without scoring, to enable players to test their bowls in the conditions before a game starts.

## U

**umpire:** An official nominated by the competition organiser to provide adjudication of the rules of competition, and to interpret the rules of **bowls** in the event of a dispute. Once an umpire is called, the decision of the umpire is final and binding on all players involved in the dispute.

**unbiased:** refers to a **bowl** or **jack** that has no **bias**. In most forms of the sport, the jack does not have a bias, and some indoor versions of the sport also have bowls with no bias. **crowns green** Bowls have both a biased jack and bowl.

**up:** expression to confirm if you or your team have one or more **bowls** closest to the **jack**. If a **marker** is providing this information in a **singles** game, the marker can also indicate this status by holding a clenched fist upwards towards the sky.

V

W

**walkover:** where a player or team is unable to contest a pre-arranged game, either through non arrival, late arrival, or not having sufficient players to constitute a team, a win is awarded to the opposition. Rules governing walkovers are usually defined by the competition, and vary across county, state, national, and international competitions.

**wedge:** see **chock**.

**weight:** (**bowl**) the physical weight of the bowl. See also **heavy; xtra Heavy (delivery)** the relative effort required to ensure a **bowl**, when delivered, reaches its intended target.

**wick:** when a **bowl** is deflected during its progress after delivery. In most cases, this will be from contacting a bowl or **jack**. After the "wick", the direction of the bowl is altered away from its regular arc implied by the **bias**.

**wide:** (**bowl**) if a bowl is delivered and finishes to the outer side of the intended target, it is said to have been a "wide bowl".

(**hand**) a comparative assessment between the two sides of a **bowl** rink, either side of the **bowl centre** line. If due to prevailing weather or **green** conditions (usually wind) a bowler must aim his **bowl** further away from the target (**jack**, bowl or other position on the green) on a particular side of the rink, it is known as the "wide hand"

**wood:** alternative name for a **bowl**. Derived from the fact that bowls were once made using a dense hardwood, **lignum vitae**.

**wrong bias:** a bowl delivered where the biased side of the bowl has been placed opposite to the desired position for a given delivery. If a right-handed player plays a forehand delivery, but has the biased side of the bowl on the right, the bowl's bias will take an arc away from the intended target, and in most cases, outside the rink boundary. As well as becoming a dead bowl, the person delivering the bowl is sometimes subjected to gentle "ridicule". Clubs may also have a "house rule" with a penalty for a witnessed "wrong bias" such as a fine into a charity jar or buying a drink for your opponents.

X

**xtra Heavy:** describes the physical weight of the bowl compared to other bowls of the same size. Most bowls manufacturers provide 3 different weights for each bowl size, standard; heavy; and extra heavy.

Y

**yard on:** deliver the **bowl** with sufficient **weight** to finish 1 yard (or 1 metre) past the objective (usually the **jack**, or another bowl within the **rink**)



