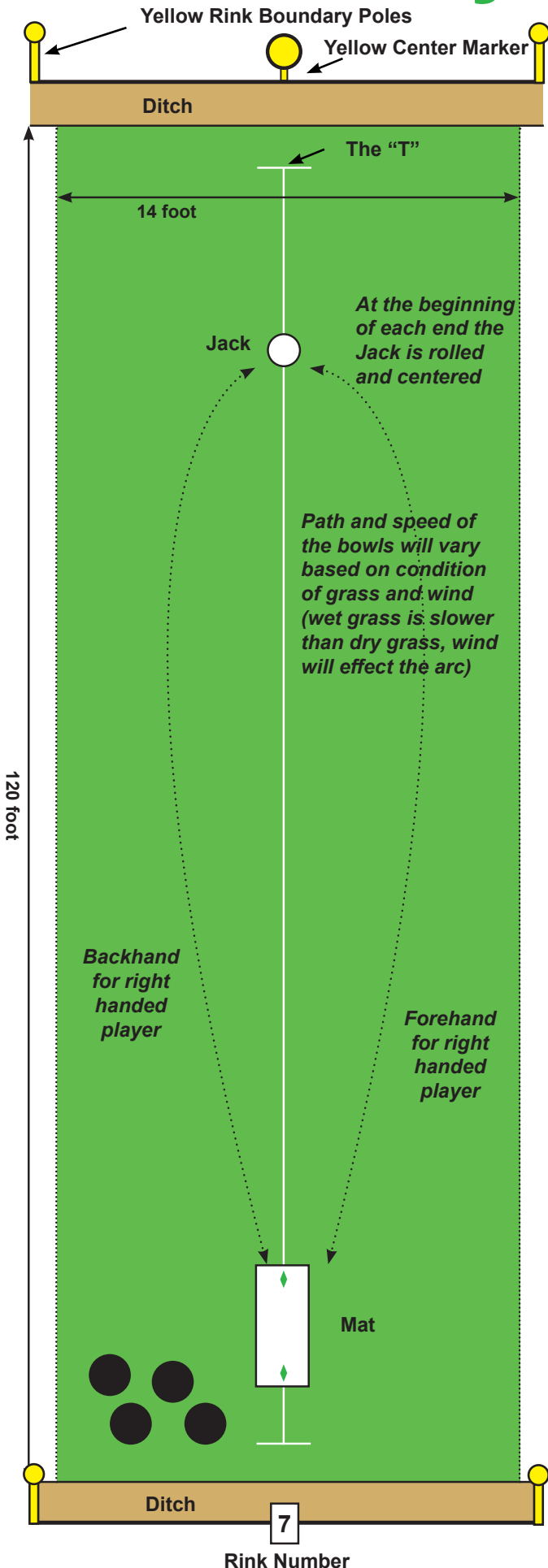


How to Play Lawn Bowls!



The Basics

Lawn Bowls is played on one of seven 'Lanes' on a Bowling Green. The Lanes are marked with yellow poles at each end to indicate the width of the playing area. A white line is drawn down the middle and the lanes are numbered at each end for easy identification.

The grass on a Green is carefully manicured in height and thickness by the hardworking Green Keeper who rolls it every morning.

Lawn Bowls come in sets of four. Each set has an identifying logo on each side so that players can identify them. Bowls range in size from 00 to 5 to accommodate hand size however when starting to play Bowls it doesn't really matter what size you use.

Lawn Bowls are weighted on one side so that they turn on a 'Bias' which means they curve around to one side. This makes it possible get around opponent's bowls in order to reach the small white ball called the 'Jack'.

Each bowl has a small circle on one side and a large one on the other. By keeping the small circle towards your body when bowling you will make the bowl arc outwards at first and then arc inwards again towards the white line. (See the diagram.)

The three basic shots in Bowls;

- **Forehand** when you bowl out to the right hand side of the lane (if right handed)
- **Backhand** when you bowl out the left hand side of the lane (if right handed)
- **Drive** when you bowl with greater strength straight at the jack to upset the 'Head'



The Game



1. Place a mat on the Grass so that the white line can be seen through the diamond at the top and the bottom of the mat. This will ensure the mat is straight and be a useful guide when lining up your shot.
2. The team who wins the coin toss rolls the *Jack* down the white line towards the end of the *lane* so that it is further than 21m from the back of the mat and closer than the sand ditch at the end. The *Jack* often rolls away from the line so when it has stopped move it back onto the white line at that distance. If it has rolled past the end of the white *T* (end of the white line) but hasn't fallen into the ditch then it is put on the *T*. If it lands outside of the Yellow Boundary Poles (ie. your *lane*) it is given to the opposition to re-throw. The first bowl is still played by the winner of the coin toss or the last end.
3. The first player stands on the mat and bowls their bowl towards the *Jack*. The aim is to get closer to the *Jack* than the other players. Players play one bowl each in turn until all bowls are played. The group then moves to the end of the *lane* to look at the *Head*.



4. The *Head* is the group of bowls situated around the *Jack*. The team with the bowl closest to the *Jack* is the winner of the '*End*'.
5. Points are added for every bowl that is closer to the *Jack* than your opposition ie. If your bowls are the two closest before an opponents bowl then you get two points and so on for every bowl closer.
6. Any bowls that have landed in the ditch or have wandered outside of the Yellow poles are not counted as they are "*out*". If a bowl goes into the next rink it should be removed immediately so as not to disrupt your neighbour's game.
7. The winner of the last *end* gets to roll the *Jack* and bowl first on the next end.
8. Games are typically 14 *ends* (social) or 18 *ends* (competition) with the winner being the team who wins the most points.

The game of Bowls has been around since about 14th Century in England. It is fun and challenging and although it takes minutes to learn it can take years to master – and beware! It is VERY addictive!

