

A GUIDE TO BOWLS

It's an easy game to play, but a hard game to play well.

The aim of the game is simple. Get your bowls as close as possible to a white ball called the 'kitty' or the "jack".

It might sound easy, but the fact that the bowls do not travel in a straight line creates quite a challenge. The bowls are not quite round and are shaved on one side, which gives them a "bias". A bowl has rings and an emblem printed on each side and the smaller set of these is on the side with the bias. Remember, the little ring goes on the inside! As the bowl slows, it begins to roll in the direction of the bias. But, if you bowl too fast the bowl won't curve, and if you bowl too slow the curve can begin early and take you off your course.

Basics of Play

After a coin toss, the first bowler (the lead) places the mat and rolls the jack to the other end of the green as a target.

The jack must travel at least 21m and, when it comes to rest, it is moved across to the centre line of the rink.

The players then take turns to bowl.

When all the bowls have been played, a competitor or team gets one point for each of their bowls that is closer to the jack than the opponent's closest bowl. The result is marked on a score card by the skip (team captain who is the last one to play each end)

After all the bowls have been delivered, the direction of play is then reversed. Each completed direction is called an end, and play continues for an agreed number of ends before a game winner is declared.

Bowls in the Ditch

Bowls reaching the ditch are removed from play.

However, if they touch the jack before heading into the ditch they are marked with chalk and remain 'alive' and in play.

If the jack is knocked into the ditch it remains 'alive' unless it is out of bounds to the side of the rink.

If the jack goes out of bounds, the end is dead and is replayed.



Give it a try – contact Corinda Bowls