

Lyndhurst Bowling Club



LYNDHURST BOWLING CLUB



Weekly Activities

Monday (except Bank Holidays)	2pm Men's Jumbles *
Tuesday	2pm Ladies Bowling (in club dress) 6:45 pm Men's Jumbles*
Wednesday	10 am Coffee Morning
Thursday	
Friday	2pm Mixed Jumbles*
Saturday	2pm Men's Jumbles* (club dress optional)
Sunday	

*Jumbles: This is an opportunity to play in friendly games. All participants take a disc out of the bag; this determines who you play alongside.

See Notice Boards for details of internal and external competitions.

Club rules and Club Dress details can also be found on the Notice Boards.

CLUB FEES - For the 2010 Season

18's to 25's - Men: £35 Women: £25

Over 25's to 55's - Men: £60 Women: £45

Over 55's - Men: £80 Women: £60

Open Days

(Subject to the weather)

Sunday 17th April 2011

Coffee and signing in from 10:00 a.m.

Bowling session 10:30 a.m. until 12:00 p.m. (approx)

Afternoon session sign in and coffee from 2pm

Bowling session 2.30pm until 4pm (approx)

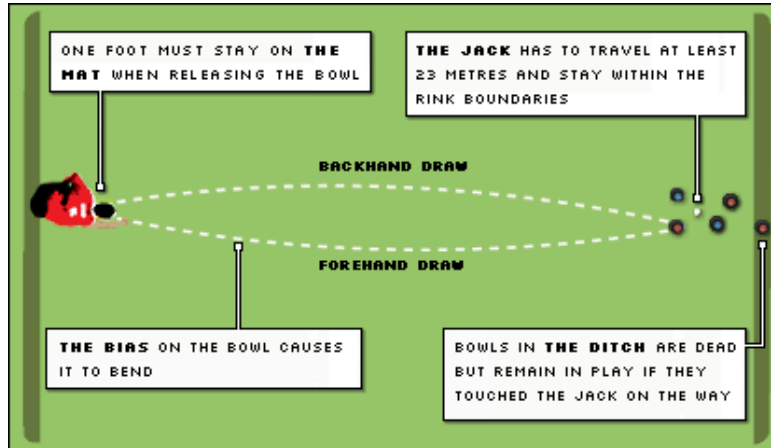


at Lyndhurst Bowling Club

LYNDHURST BOWLING CLUB

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

It might sound easy, but the fact that the bowls do not travel in a straight line seriously adds to the tactical challenge.



HOW COMPETITIONS UNFOLD

All the action takes place on a standard bowling green, which is a flat square 34-40m long. This is divided into six playing areas called rinks.

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 23m and, when it comes to rest, it is moved across to the centre 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.

After all the bowls have been delivered, the direction of play is reversed. This is the end of an end!

Bowls can be played in singles, pairs, triples and four-player teams.

Each player has four bowls per end in singles and pairs competitions, three in triples, and two in fours.

The team captain, or 'skipper', always plays last and is instrumental in directing the team's shots and tactics.

HOW THE SCORING WORKS

Scoring systems vary for different competitions.

It is usually the first player to reach 21 points, or the highest scorer after 18 or 21 ends.

TYPES OF DELIVERY

The bowls are not quite round. They are shaved on one side which gives them the bias.

As the bowl slows, it begins to roll in the direction of the bias.

Bowlers will therefore change the side of the bias, depending on the direction in which they want the bowl to curve.

The challenge of all shots is to be able to adjust line and length accordingly.

The faster the delivery, the smaller the curve.

Draw shot: This allows the bowler to roll the bowl to a specific location without disturbing the other bowls too much.

For a right-handed bowler, 'forehand draw' is initially aimed to the right of the jack, and curves in to the left.

The same bowler can deliver a 'backhand draw' by turning the bowl over in the hand and curving it the opposite way, from left to right. In both cases, the bowl is usually rolled as close to the jack as possible.

The drive: Involves bowling with considerable force with the aim of knocking either the jack or a specific bowl out of play. There is very little curve on this shot.

Upshot or yard on: Involves delivering the bowl with enough power to move the jack or disturb other bowls, but without killing the end.

DITCH RULES

Bowls reaching the ditch are removed from play.

However, if they touch the jack before heading into the ditch they 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.

This is called a 'dead' end and is replayed.

