

Caerleon Lawn Bowling Club

(Est 1951)

All Ages All Abilities

Welcome Pack



Caerleon Lawn Bowling Club (Est 1951)

Welcome Guide Contents

- Part 1 - Introduction to Caerleon Bowling Club*
- Part 2 – General but Essential Club Information*
- Part 3 – Club and Match Etiquette – (It’s Just Good Manners)*
- Part 4 – Basic Rules of the Game*
- Part 5 – Foundation and Coaching Program – Tick Sheet*
- Part 6 - Guide to Annual Club Competitions*
- Part 7 - Markers General Guide*
- Part 8 - Committee Members (On website <http://www.caerleonbowlsclub.co.uk>)*
- Part 9 - Constitution (Copy on notice board in Pavilion)*
- Part 10 - Application Forms (Blank copies available on notice board in Pavilion)*

Part 1 – Introduction to Caerleon Lawn Bowling Club

Welcome to Caerleon Bowling Club (CBC) we hope that you will spend many enjoyable years with us and make many new friends within the bowling community.

We appreciate that joining a new club can sometimes be a little daunting, therefore you will initially be assigned a ‘buddy’. This will give you a point of contact in our Club and should provide you with some continuity.

Please feel free to ask them questions about Club life, this is to make your transition into our Club as seamless and enjoyable as possible.

We have around 35 playing members, and there are plenty of matches for the Men to play, including our own internal Club competitions. You will have the opportunity to play as many or as few of these games as you are able.

(We also have a Ladies team which is run separately, and we will provide you with a club contact if you are interested):

*The Bowling Green is situated on:
Cold Bath Lane,
Caerleon,
Gwent,
NP18 1NF*

We hope that you will have visited the bowling green. However, we include a MAP for your assistance or if you need to guide friends and family to the green. (This is also available on our website)

Caerleon Bowling Club (CBC) is based in the Historic Roman Fortress Village of Caerleon near Newport in South Wales. The men's bowls team participate in many leagues and cup competitions, and we are affiliated to the following associations:

- ✓ Newport Bowling Association (NBA)*
- ✓ Monmouthshire Bowling Association (MBA)*
- ✓ And Welsh Bowling Associations (WBA)*

The bowling green is owned by Newport City Council. However, since 2013 it has been self-managed jointly by Caerleon Bowling Club (CBC) and Newport Athletic Club (NAC).

The NAC moved to Caerleon to share our green in 2013. The Council then stopped maintaining the facilities due to financial cutbacks in that year.

The bowling season runs from April to September, and the club has a full fixture list with two or three games per week. We also have an annual arrangement with two touring sides with which we have alternate home and away fixtures. In the past we have arranged an annual tour around the May Bank holiday, but we have decided to postpone this until further notice.

As a Club we also enjoy competing in the Welsh, MBA, NBA and Newport Over 60's competitions in Singles, Pairs, Triples and Fours. These are usually played on various greens throughout the region over the season.

Part 2 – General but Essential Club Information

1. Affiliations

We are a Sporting and Social Club with affiliations to the following: - The Newport Bowling Association (NBA), The Monmouthshire Bowling Association (MBA), The Welsh Bowling Association (WBA).

2. Club Matches

At the start of the season, you will be issued with a fixture list and given plenty of notice as to

the dates and location of our matches. We currently play between 2 to 3 games per week and information about the games is posted each week on the club notice board.

2.1 Availability Sheets

- ✓ Availability Sheets will be on display for all upcoming matches. They can be found attached to the notice board in the Pavilion.
- ✓ It is important to enter your name on any match sheet if you are available to play and want to be selected.
- ✓ You can also indicate if you are unavailable and should not be contacted.
- ✓ All members are encouraged to make themselves available for as many matches as possible.

2.2 Team Selection

The selection committee will normally meet every Monday Morning at the Club Pavilion.

2.3 Team sheets/Selected Players

- ✓ Team Sheets for upcoming games showing the selected players (including reserves) will be displayed on the notice board. The sheets will also be posted on the club **Facebook Page** - (Friends of Caerleon Bowling Club) and the club **WHATSAPP Page** - (Caerleon Bowls Club)
- ✓ You will be given plenty of notice as to the dates and times for all matches. (Normally at least one week ahead).
- ✓ Please check the notice board to see if you have been picked and for any changes of date or venue.
- ✓ It is important that you tick off your name on the team sheet at the earliest opportunity to confirm your availability. You may also indicate this via the club **WHATSAPP Page** - (Caerleon Bowls Club).

Note - Any change of availability must be advised to the Team Captain a.s.a.p.

- ✓ Where we are travelling for away fixtures, those that require a lift will find information on the Team Sheets, this will show pick up times from the local car park. (It is important not to be late).

2.4 Important Notice for Reserves

It is anticipated that if you have entered your name for selection, you would be happy to be considered as a reserve.

Please ensure that as a reserve you are ready to travel up to within half hour of start time for home matches and one hour for away games. (See advisory note for Reserves on club notice board)

2.5 Dress code

- ✓ For away games you should travel to matches wearing grey trousers/white shirt and club tie/dark blazer. (Club tie and blazer badge can be purchased from Treasurer)
- ✓ Afternoon matches: Appropriate shoes, white trousers, and club/white top for most matches. (Unless instructed otherwise).
- ✓ Evening matches: Appropriate shoes, grey trousers, and club/white top for most matches (Unless instructed otherwise)

- ✓ *Club competitions and league matches: Appropriate shoes, grey trousers club top (Unless instructed otherwise)*

2.6 Match Fees to Cover Catering and Raffle Costs

- ✓ Weekend games £3:00 (provide a meal)
- ✓ Mid-Week Evening games £1:00 (provide tea and biscuits)
- ✓ Over 60's Games and NBA £1:00 (provide tea and biscuits)
- ✓ Cost for raffle tickets at each game £1:00 (Raffle prizes supplied by hosts)

2.7 Match Food

- ✓ For all weekend home matches we have our own caterer, they will prepare a meal for both teams after the match. A similar meal is also provided at away games by the host club.
- ✓ For midweek games i.e., the NBA and Over 60's tea and biscuits are provided during break or at the end of the match-
- ✓ If any member (both teams) has any special dietary requirements they must inform the team captain who will pass this on to the caterers.

2.8 Role of Each Player

In the team game there are usually three or four rinks of four players per side. Each player has two bowls which will be bowled alternately with their opposite number. Each member of the rink also has specific duties summarized below.

- ✓ *The Lead is the person who plays first in fours (rinks) game. The lead is responsible for setting the mat and delivering the jack to start the end.*
- ✓ *The Second in a fours (rinks) game is the player who plays second. The second is responsible for marking the scorecard if asked to do so by the skip.*
- ✓ *The Third is the third player to play in a fours (rinks) game. The third is normally responsible, with his corresponding opponent, for deciding the result of an end, i.e., who is holding shot and how many shots have been scored, this may involve the use of a bowls tape on occasions. The skips however have the final say in this in the event of any dispute.*
- ✓ *The Skip is the fourth player to play in a fours (rinks) game. The skip is responsible for his rink. The skip is always last to play and will direct the play during each end. The other players in a team must follow the skip's instructions. The skip is responsible for the scorecard but may delegate this task to The Second.*

3. Fixtures

Each Year our Fixtures Secretary will produce a list of all games for the coming season. It also contains information on the current years Committee Members, and Officers and members of our Selection Committee.

Please be aware that games are subject to change for various reasons, so please keep an eye on the notice board or our WHATSAPP page.

4. Thursday Club Night (Ladies and Gents)

We have a weekly club night to which all are invited. This is an opportunity for new members to come along and meet everyone. This will include coaching, practice and sharing of experiences. Equipment including bowls is available for use, but participants must bring their own flat-soled shoes.

5. Communications - Notice Board/Website/Facebook/WHATSAPP

There is some information on our Notice Board and our website

www.caerleonbowlsclub.co.uk please take the time to look at both. We also have a Facebook

page available called '[Friends of Caerleon Bowling Club](#)', this a closed group created for information updates and general club conversation. We communicate daily about matches through our WHATSAPP page '[Caerleon Bowls Club](#)'.

6. Internal Competitions

We have many internal Club competitions all of which are keenly contested, it is hoped that you will get involved in as many as you feel able.

All our club competition formats are available on the pavilion notice board.

(A more comprehensive information sheet about the number and type of competitions we have is available)

7. External Competitions

As we are affiliated to WBA & NBA you are eligible to enter County and District competitions, but you would be expected to do this under your own steam. If you require more information or guidance about external competitions, please speak to our Club Captain or one of the Club Officers.

8. Constitution and Club Management Committee

A written framework on how we run our Club, including the roles and responsibilities of all Club Officers. A copy is always available on the club notice board.

9. Equipment (recommended for members)

- ✓ Club ties (are available but not compulsory)
- ✓ Bowls x 4 – and a bowls bag to keep and carry them in.
- ✓ Cap – keeps the rain off your glasses or on rare occasions stops the sun blinding you.
- ✓ Club or white top.
- ✓ Diary – lots of fixtures to keep track of.
- ✓ Hand towel – to wipe any grass clippings and debris off your bowls & dry your hands and bowls.
- ✓ Shoes – flat soled. (You must have separate shoes for wearing on the green)
- ✓ Wet proofs and a jumper.
- ✓ White (x 1 pair) & grey (x 1 pair) trousers. (Shorts can be worn)
- ✓ Suntan cream (it can get hot out there, we hope)
- ✓ Money (for match day fees i.e., Food, Raffle, Drinks)

10. Non-essentials – Only if you progress to act as a marker for any matches.

You will need - Chalk, pen and a string measure

11. Meetings

We hold an Annual General Meeting (AGM) in the Club Pavilion around the middle of November. You will be able to vote on all matters relating to the Bowling Club at this meeting, including the selection of club officers and selectors for the upcoming year. All members are entitled to put their names forward for any management role, including Selection Committee.

We also hold a Pre-Season Meeting Mid-March to discuss upcoming events, fixtures, and fees.

12. About Money

Always bring some along preferably change or small notes as we have a fully stocked fridge in the pavilion and fully licensed bar (open during matches) which is in a separate building at the pavilion.

13. Parking / Car share

There is ample parking outside the green, however it can get busy on match days so please do try and get there early if you need a space close to the entrance. We try and car share for away matches, so please ask around for a lift or offer to drive every now and then so the

load gets shared around.

14. Pavilion

There are changing facilities at the green, and you should turn up in plenty of time so you can change into the appropriate dress and footwear for your match.

In the pavilion outside match days there is a small kitchen area where you can make a hot drink and a well-stocked fridge where you can purchase assorted beverages.

Please note that on match days the kitchen area is for catering staff use only but we do have a well-stocked separate bar building for use by both teams on match days.

15. Roll ups (Practice)

You will be given a key code for the main and back entrance so you can access the green at a time to suit. Please use the green and practice as often as you have the time to do so.

Please remember to lock everything up if you are the last one to leave.

Please Note:

It is important to check the diary for availability as we share the green with the CBC Ladies and NAC Men's Bowling Club

However, the following times are reserved: -

- ✓ *Mondays 2-4PM is generally reserved for CBC lady's practice.*
- ✓ *Monday evenings are normally NAC club night*
- ✓ *Tuesdays and Friday afternoons or evenings are reserved by greenkeeper for grass cutting and other maintenance work (Please Check the Club Diary)*
- ✓ *Thursday evenings are normally CBC club night - Bar facilities are available*

16. Safety / Security

Hand Gel is available around the green and within the pavilion.

Please ensure you use regularly to reduce the spread of Infection.

During a match the Pavilion is always open. Whilst security is not usually an issue, please do not take unnecessary valuable items along to the green, lock them in your car if you must have them with you.

17. Social Side

After most home games some members stay behind for drinks and a chat, you are most welcome to join in.

Throughout the year we arrange a few barbeques and quiz nights which are well attended and open to all member's friends and family.

We also have a presentation and social night mid-October or November, this is held locally in the Newport area.

As a member you are entitled to use the Pavilion whenever you wish, you can check out upcoming events on our notice board in the Pavilion, on our website or Facebook page.

18. Subscriptions

The club subscriptions for the coming year are decided and agreed at the Pre-season meeting around March/April time.

They are in two parts, membership fee plus green fees, but paid as total. You should aim to pay your fees at the start of the season before playing any official games.

Fees for new members will be notified when members are introduced to the club.

19. Volunteers

We have a group of volunteers that maintain the grounds and buildings and run the bar on

match days. We would welcome any additional helpers, particularly from those with handyman skills.

Part 3 - Club and Match Etiquette - (It's Just Good Manners)

Lawn Bowling etiquette is about good sportsmanship, common sense, and good manners, and, although most things are covered in the 'Laws of the Sport' some are not. This guidance may be very useful for newcomers to the sport, but not exclusively, for many bowlers of long experience sometimes fall into 'bad habits', perhaps not being aware of doing so, and therefore these notes would be useful for them too.

We play the sport for enjoyment, for the pleasure of pitting our skills against others, in friendly competition, and our sport has a long tradition for its common courtesy and etiquette.

Here follows a few points for your understanding:

- ◆ Be punctual for your game, being late could be considered disrespectful to your opponents, and if in a team game, to your own colleagues, also being rushed before an important game puts you at a disadvantage.
- ◆ Ensure you are dressed appropriately for the game you are about to play.
- ◆ Introduce yourselves to your opponents by your first name, and exchange handshakes before the game, with perhaps a friendly comment such as 'Enjoy your game', or even 'Have a good game'

During the game, whilst at the 'mat end', when your opponent is on the mat ready to deliver a bowl:

- ✓ Do not move about
- ✓ Do not make any disturbing noises
- ✓ Do not stand in your opponent's line of vision,
- ✓ In sunny conditions, do not allow your shadow to cause a distraction to the person bowling.

(The Laws of the Sport say a player should stand at least 1 metre behind the mat. P36.1.1)

- ◆ During the game, whilst at the 'Head End' when an opponent is on the mat ready to deliver a bowl:
 - ✓ Do not move about in or near the 'Head' as it can be a distraction to the bowler
 - ✓ Stand well behind the 'Head' when your opponent is on the mat if the jack is in the ditch, stand on the bank behind the 'Head'
(Law 36 says quite a lot about this subject)
 - ✓ In sunny conditions avoid allowing your shadow to cover the jack
 - ✓ Avoid obscuring rink centre or boundary markers
- ◆ Possession of the rink will belong to the player or team whose bowl is being played. You must wait for your skip to tell you which shot to play and always keep up with play.
- ◆ Once your bowl has stopped, you must relinquish the mat to the opposition and no further discussion can take place with your Skip until you are next on the mat.
- ◆ Between a bowl being delivered, and it coming to rest, the only places you should stand are behind the mat or behind the head.
Not anywhere in between or stepping off onto an adjacent rink, unused or not.

- ◆ *It is useful to get into the habit when it is your turn to bowl, of approaching the mat from the rear left, and after bowling stepping off the mat to the right. This is not essential, but it is a useful habit of convenience to avoid collisions!*
 - ◆ *As soon as the bowl has come to rest, your opponent is entitled to deliver a bowl immediately, not wait for you to get out of the way.*
 - ◆ *It is important to note that 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.*
 - ◆ *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, IF IT IS NOT YOUR MAT OR HEAD.***
 - ◆ *At the conclusion of each end, unless you are the player responsible for measuring and agreeing shots scored, keep well away from the 'Head', keep quiet and do not under any circumstances 'Kick Away' or otherwise move any bowls in the head until the score has been clearly declared.*
 - ◆ *Compliment your opponents, as well as your own colleagues, for a well delivered bowl. In the event of your opponent having a 'lucky' result, do not make any derogatory comments, although you might think them.
Better to say nothing in this situation. If one of your own players has a 'lucky' shot, please do not say 'Well bowled' because it was not well bowled, it was a fluke. Do not use offensive language or gestures.*
 - ◆ *Do not openly criticise the green, your own players, and more importantly your opponents. If you cannot say something positive, it is better to say nothing. If there is need for some critical comment make it in private, not openly in front of other players or spectators.*
 - ◆ *Pay attention to the game on your rink, it is very frustrating to your team if they feel that you are not giving your full attention to the game by, for example:*
 - ✓ *Frequently leaving the green*
 - ✓ *Chatting to players on another rink,*
 - ✓ *Using a mobile phone on the green during play.*
- If one must carry a mobile phone whilst on the GREEN, make sure it is turned to silent so as not to disturb other players.*
- ◆ *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.*
 - ◆ *Generally, the Third or Skip at the head will signal to the bowler on the Mat the position of bowls in the head, using hand signals denoting for and against.*
 - ◆ *It is expected that the Lead and Second bowlers rack the bowls after each end. Bowlers not raking the bowls after an end should assist by kicking the bowls into an approximate line, thus making raking easier and faster.*
 - ◆ *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 ready to prevent bowls from adjacent rinks from messing up your own head. Pay attention!*

- ◆ *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.*
- ◆ *One minute between the time when the opponent's bowl stops, and the next bowler delivers his/her bowl should be sufficient.*
- ◆ *Treat the green you are playing on with respect, it is costly to maintain, and everyone should try to deliver their bowls without 'digging them' into the turf.*
- ◆ *Be a gracious winner and a good loser. Acknowledge your opponent's and team mate's afterwards and thank them for the game. It is customary to go back into the club after a game and offer a drink to your opposite number. They should usually offer you one back.*
- ◆ *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 are not covered in this document.

Part 4 – Basic Rules of the Game

Rules to follow during your game:

1. Mat Placement:

- ◆ *The first to play, places the mat centrally and squarely in line with the rink markers at least 2 metres from the ditch and up to the hog line if desired.*
- ◆ *The front of the mat must be at least 25 metres from the ditch towards which you are playing.*
- ◆ *Before the jack has been delivered, if a player or the marker finds that the mat has not been placed as above, the player to play first must correctly position the mat.*

2. Position on the mat:

- ◆ *The player delivering the jack, or a bowl must be standing on the mat with all or part of at least one foot on the mat. As they deliver the jack or a bowl, the player must have all or part of one foot on or above the mat.*

3. Foot Faulting:

- ◆ *It is considered a foot fault if when delivering the jack or a bowl, all or part of one foot is not on or above the mat.*

4. Jack / Bowl Length:

- ◆ *A jack must travel a of 23 metres to be legal, while a bowl must travel a minimum 14 metres to be in play.*

5. 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.*
- 6. Touchers:**
- ◆ *Only the delivered bowl may be a toucher, even if it deflects off other bowls before touching the jack.*
- 7. 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.*
- 8. Playing Wrong Bowl:**
- ◆ *Replace with correct bowl*
- 9. 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.*
 - *e) Declare dead end.*
- 10. Bowl & Jack Displacement:**
- ◆ *Numerous scenarios can arise. Both team skips have options, and both must agree. The options available very much depend upon the cause and timing of any displacement.*
- 11. Rink Possession:**
- ◆ *Possession of the rink belongs to the player or team whose bowl is being played.*
- 12. Determining Score:**
- ◆ *Bowls should not be moved until the number of shots has been agreed upon by the Third or Skip.*
- 13. Objects on the Green:**
- ◆ *No objects should be placed on the bank, the green or in the ditch to help a player.*
- 14. Game Stoppage:**
- ◆ *If a game has been stopped for a valid reason and all bowls have not been played, the end is declared dead.*

Typical Game Plan adopted at our club
(This Game Plan is the basis for all our team games)

- Lead - The objective is to get their bowls either on the jack or a metre behind the jack.
(Responsible for placing the Mat and delivering the bowl)*
- Second - The objective is to get their bowls to a minimum of jack high.
(Also responsible for marking the card)*
- Third - The objective to ensure second shot and/or cover potential loss of number of shots.
(Also responsible for agreeing number of winning shot and measuring disputed bowls)*
- Skip - Their objective is to convert the head.
(Responsible for the communication and actions within the team, and all decision making through each end within the team)*

It is vitally important for the skip, to always communicate with all members of his/her team, indicating which move or action he/she wants taken.

Part 5 – Coaching Foundation and Program Tick Sheet

Coaching Foundation:

Coaching is vitally important for improving individual and team performance. Although there are no hard and fast rules, there is a methodology to ensure correct positioning, accuracy, and smooth delivery of your bowls to the jack.

Anyone can throw a bowl down the green, but it takes patience and skill, and lots and lots of practice to deliver a bowl to the jack, and coaching is an essential part of the process.

Feet:

- ◆ Place feet on the mat along the desired aiming line.

Grip:

- ◆ Find the most comfortable grip, ensuring you have the right size bowl for your hand.

Stance:

- ◆ You can stand upright, bent or a combination of both, again find the most comfortable position for you.

Bend:

- ◆ The most favourable position is to be as low down as you can when you release your bowl and follow through.

Step:

- ◆ Step out to a distance that is comfortable to your own style, whilst remembering to manage the speed and delivery of the bowl.

Delivery:

- ◆ Think of your arm as a pendulum, delivering the bowl with your palm forward with a natural follow through.
- ◆ Your back swing depends on the distance to the jack and the bias of your bowl.

Note: We have two fully qualified coaches at the club, who would be happy to take you through more detailed training. They are normally available at Thursday Club Night, or you may want to contact them to make an appointment. Ask for details.



Caerleon Bowling Club Coaching Sessions



Date:

Candidate:

Coach:

First Stage

Equipment

Nature of the Bowl
Position of Mat

Types of Grip

Claw
Cradle
Finger

Types of Stance

Upright
Semi - Crouch
Crouch
Fixed
South African

Movement Sequence

Pendulum Action
Back Swing
Front Foot Placement
Body Weight Transfer
Forward Swing
Rear Foot Position
Release
Follow Through

Bowl Delivery (Line)

Shoulder of the Bias (Use of Discs)
Stance Feet Alignment
Back Hand
Fore Hand

Jack Delivery

Grip
Stance / Line
Swing / Movement
Release / Follow Through

Comments:

Second Stage

Different Lengths of Jack

Feel of Swing
Short / $\frac{1}{2}$ / Long

Importance of Draw Shot

Degree of use
Finding Line
Feel for Length
Equal Facility Back Hand, Fore Hand
Corrective Adjustment
No Short or Narrow Bowls
Drawing to Displaced Jack

Trail

Trail Jack 1mt
New Line/ Imaginary Target
Weight Ratio 1:1

Wrest

Line through Target Bowl
New Line
Weight Ratio 3:1

Follow Through

New Line / Through Target Bowl
Weight Ratio 6:1

Position Bowl Rear

Wider Line, Stance Opened
Increased Weight

Position Bowl Front

Closing Angles
Less Weight

The Drive

Stance Straighter to target
Firmer Grip
Increased length of Swing
Longer Forward Step
Faster Movement
Control

Part 6 - Guide to Annual Club Competitions

The Club will hold Club Competitions annually for all eligible club members.

20. Applications

Application forms for entry into club competitions will be available at pre-season meeting and on the pavilion notice board. They should be completed and returned to the Competition Secretary by the end of April.

21. Eligibility

Fully paid-up members ONLY are eligible to enter club competitions.

22. Dress Code

Grey trousers and Club or other (White) top should be worn for all club competitions, with Whites being worn on Finals Day.

23. Dates and Times

The first named person will be the home player and it is their responsibility to arrange a date with their opponent. He must offer two (2) dates with times on which the game will be played and must NOT include the closing date for the round. The accepted time and date can be entered on the tournament sheet and the rink should be booked in the club diary. If the game is not played by the round closing date the home player will forfeit the game, unless circumstances (weather, illness) dictate otherwise.

24. Default

In the event of any player failing to appear in any competition after agreeing a date and time the player will be disqualified.

25. Match Play Rule

- ◆ All competitions will be played as shown in items 10 to 17 inclusive.
- ◆ Matches will commence with the toss of a coin to decide who will bowl first. The mat will be placed not less than 2 metres from the rear ditch and not less than 25 metres from the front ditch.
- ◆ If the scores are level at the end of the game, extra ends may be required to establish a clear winner.

26. Markers

It will be the responsibility of the FIRST NAMED person to arrange for a 'Marker' whose duties will be as set out in 'Duties of Marker' displayed at the end of these rules.

27. General Information

- ◆ The Competition Secretary with the club's Management or Selection committee (if required) will make a draw for the first rounds of the tournament at the start of the OUTDOOR bowling season.
- ◆ Immediately after the closing date of each round the Competition Secretary will consult with the club Management Committee to make decisions where necessary, in respect of ties not played and other defaults which may warrant disqualifications or other measures. The decisions of the Management Committee are final in all respects relating to these competitions. The following competitions shall be held (subject to alteration) each year.

28. CHAMPIONSHIPS – Club Championship and Over 60's Championship

Single game, each player will have 4 bowls – the first player to score 21 shots will be declared the winner and go forward to the next round.

29. HANDICAP

A singles game of 21 shots, each player has 4 bowls, all players will have their handicap decided by the Competitions Secretary. The handicap can be claimed in all rounds throughout this competition. The first player to score 21 shots including their handicap will be the winner and go forward to the next round.

30. JUBILEE CUP

A singles game of 51 points, each player has 4 bowls. The points are scored by the nearest 3 woods to the jack, the nearest scores 3 points, the second scores 2 points and the third scores 1 point. The first player to score 51 points will be declared the winner. In the event of a tie extra ends are to be played until there is a clear point winner.

31. TWO WOOD

A single game of 21 ends, each player has 2 bowls. The player who scored the most shots after 21 ends will be the winner and go forward to the next round. In the event of a tie extra ends are to be played until there is a clear point winner.

32. SINGLES SEVEN UP CUP

A singles game of 3 sets, each player has 4 bowls. The winner of each set is the first player to score 7 shots, the first player to win 2 sets will be the winner of the tie and go forward to the next round.

The player who bowls first in the first set also bowls first in the 3rd set. His opponent bowls first in the second.

33. SINGLES NON-PREVIOUS WINNER

A single game each player has 4 bowls. The first player to score 21 shots will be the winner. Applications to enter this competition is restricted to members who have not won any singles competition in the club.

34. GENTS AND MIXED PAIRS

A pairs game of 21 ends, each player has 2 bowls. The leads play their 2 bowls each before the skips, the pair who score the most after 21 ends will be the winners of the round. An extra end is played if the scores are level after the 21st end. No substitutes are allowed.

35. REG WILLIAMS SHIELD

A singles game of 5 ends, each player has 4 bowls. The player who has scored the most shots after 5 ends shall be the winner and go forward to the next round. In the event of a tie an extra end is to be played. This competition is open to all members who are not playing in any of the club competition finals ON FINAL'S DAY and those who are present at the time of the draw on final's day. In the final of this competition the number of ends to be played will be seven (7).

NOTE: At the end of each tie the winner must inform the Competition Secretary and add his name to the next round on Competition Sheet on the notice board at the Pavilion. Failure to do so could end in disqualification.

Part 7 - Marker's General Guide

The marker should before the commencement of the game make sure that the green is set up correctly. He should also ensure that the game is played with good etiquette and in good spirit and play is carried out in line with the Laws of the Sport of Bowls.

The Marker should:

- ◆ *Centre the jack.*
- ◆ *Make sure that the jack is at least 23 metres from the mat line after it has been centred.*
- ◆ *Place a jack that comes to rest less than 2 metres from the front ditch.*
- ◆ *Stand to one side of the rink, behind the jack and away from the head.*
- ◆ *Answer any specific question about the state of the head which is asked by the player in possession of the rink.*
- ◆ *When asked, tell, or show the player in possession of the rink the position of the jack.*
- ◆ *When asked, tell, or show the player in possession of the rink which bowl or bowls the marker considers to be shot.*
- ◆ *Mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest.*
- ◆ *Stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest.*
- ◆ *If both players agree, remove all dead bowls from the rink of play.*
- ◆ *Mark the position of a jack and any touchers which are in the ditch.*
- ◆ *Do not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored.*
- ◆ *Measure any disputed shot or shots when asked to do so by either player.*
- ◆ *If the players are not satisfied with the marker's decision, the marker should choose a competent neutral person to act as the umpire. The umpire's decision is final.*
- ◆ *When each end has been completed, the marker should:*
 - ✓ *Record the score on the score card.*
 - ✓ *Tell the players the running totals of the scores.*
- ◆ *Remove from the rink the mat used during the previous end, if necessary. When the game has been completed, the marker should make sure that the score card.*
 - ✓ *Contains the names and signatures of the players.*
 - ✓ *Ensure the score card is passed to whom it may concern for recording.*

Extracted from 'World Bowls' Laws of the Sport of Lawn Bowls – Amended for Caerleon Bowling Club's in-house club competitions. - The Laws of the Sport of Bowls can be found at: http://www.worldbowls.com/wp-content/uploads/2020/06/Laws_of_the_sport_v3.2.pdf