

# PIMD

PACIFIC - INTERMOUNTAIN DIVISION

## New Member Guide 2014



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### **Introduction**

**Welcome to the Pacific InterMountain Division (PIMD) of Bowls USA and to your local Lawn Bowling Club. You are one of over 1 million lawn bowlers worldwide and one of 4700 United States Lawn Bowlers! As a club member you are entitled to play at any PIMD club, any Bowls USA club, or any club around the world; however, prior to visiting another club, call ahead or check the appropriate web site to confirm schedule, dress requirements, fees, etc. When visiting, you might want to take a few of your club pins with you to exchange with your host clubs. Be sure to read the Bowls USA rule book included in your packet for complete rules and more extensive game information.**

## **A Brief History of Bowls**

**-1299 – Southhampton Old Bowling Green Club was organized in England**

**-1632 - Bowling green was built at Williamsburg VA. The game is still played there today on a beautiful green behind the Williamsburg Inn.**

**-1732 - George Washington's father puts a green in at Mount Vernon.**

**-1732 -A bowling green was established in Battery Park in New York City**

**-1864 – Melbourne Bowls Club is formed (Australia’s oldest)**

**1864 - "Manual of Bowls Playing", basis of the rules of the modern game was published. "Manual" was written by William Wallace Mitchell (1803-1884), a Glasgow Cotton Merchant,**

**-1915 – American Lawn Bowls Association founded (ALBA)**

**-1970 – American Women’s lawn Bowls Association founded (AWLBA)**

**-2000 – ALBA and the AWLBA merge to form the United States Lawn Bowls Association (USLBA)**

**2012 – United States Lawn Bowls Association changes its name to Bowls USA**

## **Lawn Bowling Organizations**

### **World Bowls**

**2013**



is comprised of 52 Member National Authorities in 46 Nations

[www.worldbowlsLtd.co.uk](http://www.worldbowlsLtd.co.uk)

### **BOWLS USA**

is comprised of 7 Divisions with a total of 103 member clubs

[www.uslba.org](http://www.uslba.org)



### **Pacific - Inter Mountain Division (PIMD)**

**Consists Of:** Northern California, Hawaii, Northern Nevada and Utah

**The PIMD Clubs Are:** Berkeley, Vacaville, Oakland, Palo Alto, Rossmoor, San Francisco, San Jose, Santa Clara, Sunnyvale.

PIMD Site: [www.pimdlawnbowls.org/](http://www.pimdlawnbowls.org/)

## **The Basics**

Bowls are played at all levels of skill and accomplishment from social ‘draw’ games to serious regional, national and international competitions. Your initial training has familiarized you with the basic rules and etiquette of the game, and provided instruction on bowl delivery techniques, vocabulary and strategy. You may also elect to become PIMD Tournament Certified. Check with your home club for details about the program. Once you have completed your club training, practiced and played in your club draws, your skill level will be improving. Some additional ways to improve your game are: go on line to one of the many web sites that discuss bowling mechanics and tactics, play and practice with better players; enter as many tournaments as possible; watch higher level players in competitions; and practice, practice and more practice. Soon you will no longer be a beginning bowler. Like other sports that require hand-eye coordination and an understanding of tactics, improving your skill level from intermediate to a higher level requires not only dedication and practice, but also skilled coaching. If you desire to raise your skill level, you can attend bowling clinics or seek out a competent coach who will be able to work with you on improving your bowling mechanics and also help you to better understand advanced tactics. It’s important to remember that you don’t need to be a world class bowler to have fun bowling... so put forth the effort that will add enjoyment to your bowling experience.

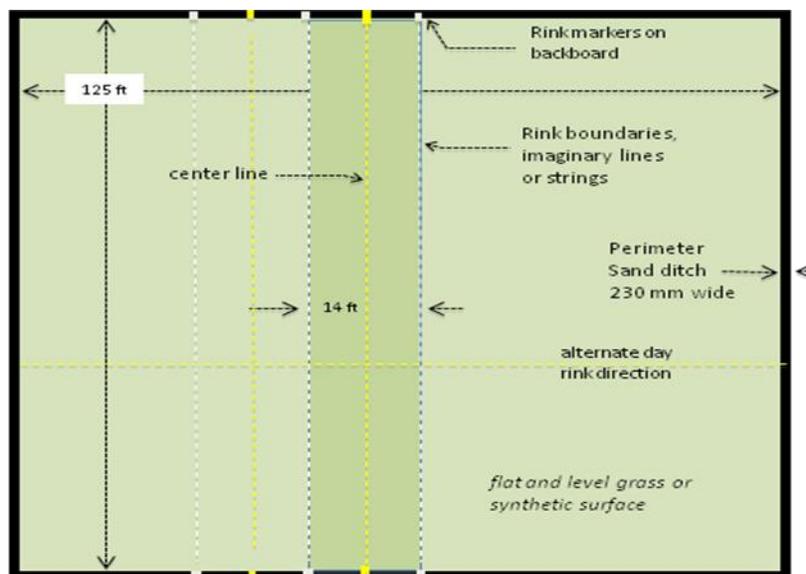
## GAME RULES AND DIMENSIONS

### Rules

Understand and observe:

- The Etiquette of the game
- The Laws of the Game,
- The Conditions of Play.

**SCORING:** The objective of the game is to end up with one or more of your bowls closer to the jack than your opponent, and to score more total points than the opposing team. Bowls are played on a GREEN with several RINKS marked off for individual games. The approximate dimensions of the green and rinks are shown below. Rinks are set up according to the number of players on hand. As the green is utilized, the rinks are set up in alternating directions, and on shifted centers to spread the 'wear and tear' evenly over the surface.



**BOWLS** – Set of four that must be of the same make, model, weight, size, color, bias, serial number and identification rings. The jack is one half the diameter of the bowls and colored white or yellow.

**GAMES** - There are several basic kind of bowls games including singles, pairs, triples and rinks. As a beginner you will usually play as a lead in a triples game on your local club's practice days. In this way you will get advice from your vice-skip, who resides with you at the rink mat or head, opposite the skips. Games are played over a set number of 'ends' with the highest accumulated score winning. Or, a game can be played until a set number of total points is reached, i.e., 21 points.

## **POSITIONS AND RESPONSIBILITIES**

### **LEAD –**

The lead is the first player to play for each team. However, before the first bowl is rolled the Leads have duties that must be performed before the “end” may begin. The duties vary depending if they are bowling first or last. The bowler to bowl first must place the mat on the centerline at a distance requested by their Skip. Then they must “cast” the jack to a distance also designated by the skip. The lead must remain on the mat and give direction to their Skip to help center the Jack. While the first lead is getting ready to place the mat the other lead should be raking all the bowls together. Once the mat is laid down and centered, the bowls should be placed in the proper position behind and to the side of the mat. In pairs, the lead playing last will post the score if needed.

New and beginning bowlers usually play the lead position not only because there is usually less stress involved but because in order to learn to bowl, you have to learn to “draw”, so the lead position is the natural one for a novice. Even though beginning bowlers usually start as leads, the importance of the lead position can not be underestimated. It is critical to the success of a team that the lead lays a strong foundation for the head.

### **VICE (Vice Skip, Second)**

- Stand in or just behind the head to provide any **advice** to your skip. If asked, tell by shout or signal to the skip about distance of previous shots from the jack or other bowls. Some vices have a ‘working’ relationship with their skip, and offer advice when not asked. Distances in front of the jack are signaled by a horizontal separation of your hands, while distances behind the jack are indicated by vertical distance between your hands, or of one hand above the ground.

- **Keep score:** In cooperation with your opposing vice, determine which team wins and by how many points for each end. If after viewing the possible point bowls and a decision cannot be made as to which bowl(s) are points, get down to the ground and use a tape measure or other measuring device to determine the score. In the case of multiple Bowls, place each agreed upon point bowl on a towel which had been laid on the ground near the Head. After the score has been determined the score should be conveyed to the skip with the proper hand signal.

- In a pairs match, the Vice takes on the responsibilities of the lead position as well. A pairs team hence consists of a skip and a second (or vice), although pairs are usually referred to as a lead and a skip.

## **SKIP**

### **-Duties:**

The Skip is the Leader of the Team and must possess the qualities of mental and emotional flexibility along with maturity and inventiveness.

### **Ingenuity & Discipline:**

To build a scoring Head by communicating tactics of an offensive and defensive nature to the members of the Team by employing various required Forehand or Backhand deliveries.

### **Strengths & Weaknesses:**

It is imperative, when building the head, for the Skip to know his players strengths and weaknesses with regard to bowling to Long and Short Jacks. Many Skips are prone to call for a shot or shots based on their own ability and the bias of their own bowls.

### **Communication**

Have good communication with the team by;

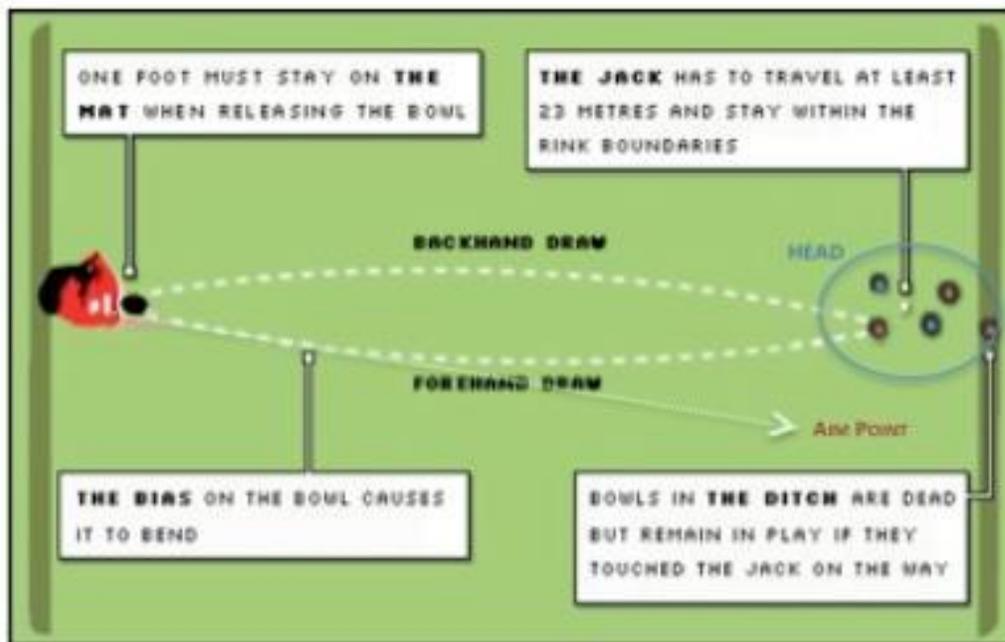
- Ensuring the team understands the game plan
- Using appropriate hand signals with the team
- Being positive in attitude and with instructions
- Keeping directions short, simple and indicated correctly

### **Tactics**

Demonstrate inventive and constructive tactical knowledge by:

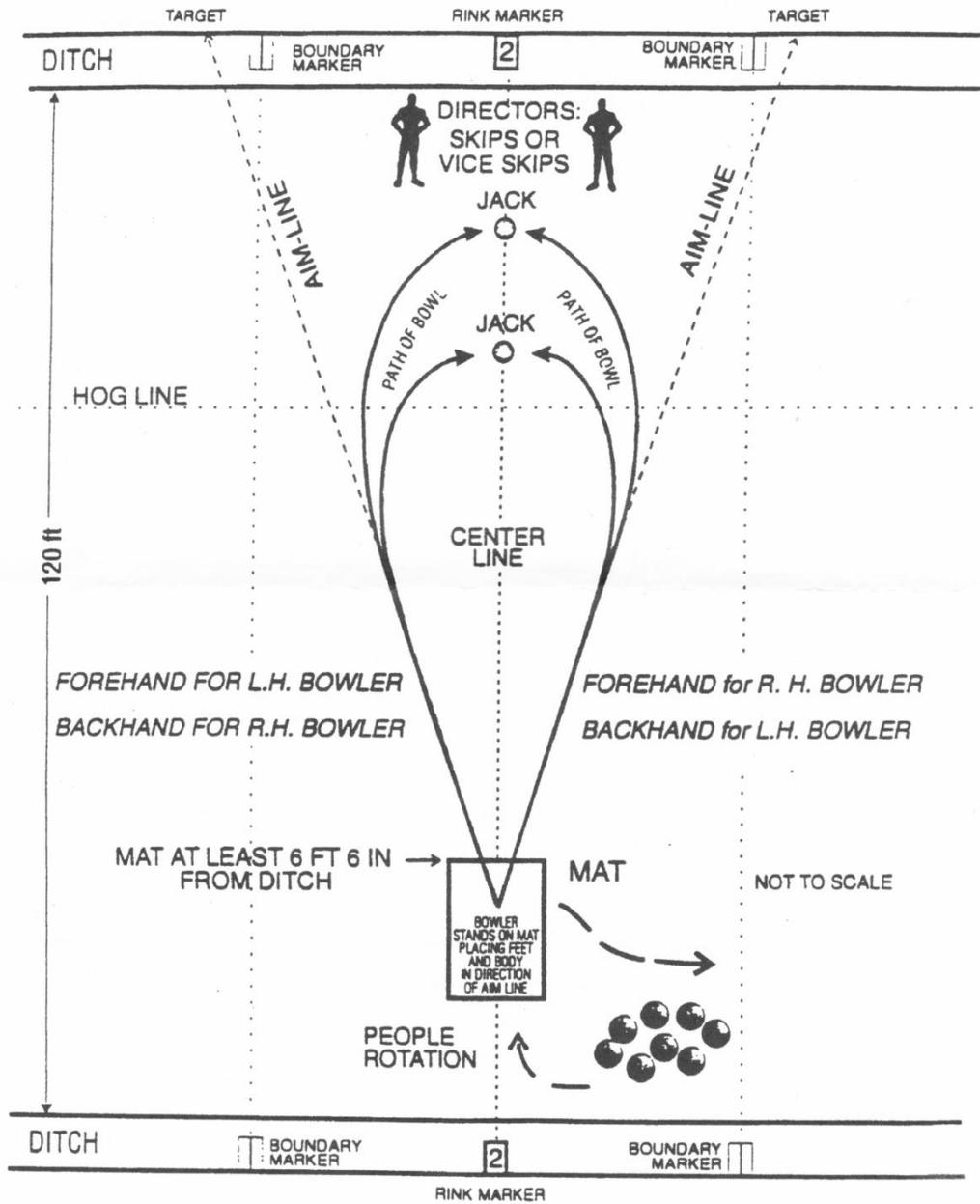
- Knowing and being able to read the head
- Knowing the strengths and weaknesses of the team
- Ensuring you have control over mat placement and jack length
- Knowing and employing the tactics of the game
- Knowing when to play the opposition hand or shot
- Observing and, where possible, counter the tactical moves of the opposition

**BOWL DELIVERY** – Gripping (holding) the bowl and delivering it smoothly along an intended aim line is key to success at the game. The bowl is given momentum toward the jack by the arm as a pendulum, by forward motion of the body stepping onto the leading foot, and/or by forward hand force at release. Every delivery is different depending on body size, strength, and flexibility. Grips range from fingers pointing along the rolling track of the bowl to fingers cross-wise on the track. In either case the preferred thumb position is on top of the bowl, either along one of the grooves or more on the track.



No matter what your form, the objective should be a smooth release with the bowl rolling along the aim line on one hand or the other. A 'good line' results in the bowl coming to rest on the center-line, hopefully on or near the jack. If you roll a bowl light (short) along the right line, add some forward momentum along the same aim line. Only practice will bring consistency. One way to visualize the good delivery, or arm stroke, is to project an imaginary plane vertically out of the ground above the aim line. Keep your shoulder, back swing and follow through in that plane, and you're on your way to "well bowled" consistency.

# RINK LAYOUT, AIM AND PATH



## **STEPS TO GOOD ETIQUETTE**

The game of bowls, whether competitive or social, is played in an atmosphere of fellowship and sociability. This atmosphere is maintained by a traditional code of behavior, with its roots in common courtesy. Not only should the courtesy extend between opponents, but also should be extended to teammates, club officials, club members and spectators.

\* Show up on time for the draw, help set up equipment before, and return equipment after the game. Bowlers should shake hands with all of the other players in the game before and after the game.

\* A team holds the mat as soon as the opponent's previously bowled shot stops. Refrain from unnecessary movement and talking when an opponent holds the mat. When not on the mat delivering a bowl, players should stand at least two meters behind it.

\* Stay out of the head unless you are a skip or a vice (second). Players at the head should stand at a minimum distance of two meters behind the jack, and between the center and side marker so the bowler can see them to aim. Players and spectators at the head end should stand still until the bowler who is on the mat has finished with the delivery.

\* When walking each end between the mat and head do not trespass into an adjoining rink or cause annoyance to its players. Stay as near to the Center of the Rink as possible.

\* Players at the head end should be ready to stop deflected bowls from crossing into the adjacent rink and interfering with neighboring games; likewise, be alert to prevent bowls from adjacent rinks entering your own head. Stay focused, pay attention!

\* No head should be raked (broken-up) until both vices have agreed to the number of shots conceded. Vice skips must agree on points before signaling the skips. If there is a doubt, measure.

\* If an umpire is called to measure, all players must leave the head and await the umpire's decision which is final.

\* After an end is scored, all players should move bowls to the center of the Rink to help the person who rakes. The losing Lead rakes; the losing Vice records the score.

\* Prior to placing the mat always look to your skip when taking for possible instructions. The person on the mat should always play the shot the Skip requests.

\* Encourage and help your team-mates. Avoid making adverse comments about any player, especially a member of your team. Do not carry on a running commentary as each bowl makes its way to the head. Do not grumble if your opponent gets a good result from a fluke shot. Keep in mind the better bowler usually has the better luck.

\* Do not say "thank you" if your opponent gives the shot away. If you must say anything say "bad luck." On the other hand, the deepest principle in human relations is a desire to be appreciated, so it's always a nice gesture to acknowledge a good shot played by a teammate or opponent.

## Vocabulary

**Backhand** - For a right-handed bowler, a bowl delivered on the left-hand side of the central line that will curve from left to right. Vice versa for a left-handed bowler.

**Back Bowl** - A bowl lying behind the jack, in good position to "catch" the jack if it is touched by a running shot.

**Bias** - The turn that the bowl makes because of its oblate shape. The bowl is 'biased' to turn toward the smaller of the identification disks on the flattened sides of the bowl. Also used to describe the amount of curve that a given bowl provides. Narrow bias bowls are preferred on fast greens.

**Blocker** - A bowl intentionally (or accidentally) played short (or light) to 'block' the path of subsequent bowls into the head.

**Bowl** - The oblate spheroids rolled by each player in turn toward the jack. Each set of bowls must be of the same size and weight (heaviness) and be marked with the same unique designs. The action of delivering a bowl and participating in a game.

**Burned End** - An end that either must be replayed or is not counted, when the jack is touched and pushed out of bounds sideways.

**Central Line** - The imaginary line running down the middle of the rink between the rink number plates at each end of the rink.

**Chalked** - Bowls which directly touch the jack are 'chalked' or marked to indicate that they are still alive, even if they go into the ditch after touching, or get wicked into it. Previously rolled bowls that are wicked into the jack are not chalked.

**Cut Throat** - A game involving three players against each other, each playing four bowls per end.

**Ditch** - The strip area surrounding the edge of the green and at a slightly lower level, wherein all bowls that enter which are not chalked, are dead and must be removed and placed on the bank.

**Drive** - A bowl played fast or heavy enough to go more directly to the target with less curve. Used to upset the head, or to wick an opponent's leading shot away from the jack.

**End** - The culmination of all players bowling all of their bowls at the jack. After each end the score is counted and the bowls raked to a position behind the mat in preparation for the next 'end'. Some games are played over a specified number of 'ends'.

**Floater** - The extra person in a game with five players, who bowls with the leads. The floater always bowls first in order, and their bowls count for points with the currently trailing team.

**Foot Fault** - An infringement of the rule that requires at least one of the player's feet to be fully on the mat at the moment of the delivery.

**Forehand** - For a right-handed bowler, a bowl delivered on the right side of the central line, so that it curves from right to left toward the jack. Vice versa for a left-handed bowler.

## Vocabulary (cont.)

**Grass** - The amount of curve to be taken to enable a bowl to arrive in the head, at the center line. If a narrow shot is bowled, you might be asked to "take more grass" on the next.

**Head** - The accumulated bowls played and resting near the jack. This could include toucher bowls chalked and in the ditch.

**Heavy** - A bowl played with too much force or speed, ending up beyond the jack

**Hog Line** - An imaginary line 23 Meters (75.459 feet) from the ditch behind the mat, denoted by triangular markers (sometimes pig shaped) on each side of the green. The term is derived from Scottish agriculture. In a country where so many sheep were raised, a lamb in its first year of life was called "a hog". In time the name came to represent a STRAGGLER, a WEEKLING, the one most likely to fall prey to predators, or to be culled from the flock.

**Jack** - The white or yellow target ball. The name is derived from the Latin verb "jacio" meaning to cast or throw.

**Light** - A bowl played with not enough force or speed that does not reach the jack

**Marker** - An independent person in a Singles Game who centers the jack for, and provides information to the players.

**Narrow** - A bowl played from the mat with insufficient 'grass', so that it finished across the center line, running away from the jack

**Rake** - The distinctive piece of equipment used by the Lead to collect the bowls after an end. It should not be placed on the green. Also, the action of the lead or second in raking.

**Rink** - The surface of the green within which a game is bowled designated by strings or imaginary lines between the rink's side markers on each end of the green

**Running Shot** - A bowl played with sufficient weight to displace another bowl or the jack and then follow through for a short distance. Less than a drive.

**Speed of the Green** - The measure in seconds that a bowl takes to travel the maximum target length on the green. Faster greens take longer for the bowl to travel that distance and bend much more. Slower greens take less time to travel the distance and bend much less.

**Toucher** - A bowl that hits the jack directly and must be chalked a Vice Skip duty. Touchers include bowls that just tap the jack while stopping, or that move the jack significantly by a drive or running shot.

**Wick** - When the bowl played comes in contact with another and has its direction altered. This is sometimes called a 'rub'.

**Wide** - A bowl played from the mat with too much 'grass', so that it finished without crossing the center line, never quite drawing into the jack.

**Wrong Bias** - A bowl played with the bias opposite of that intended. i.e. Delivering a shot along the proper line, but with the small identification ring on the wrong side in your hand.

## Skills

Practice Drills on a timely basis:

- Any of the shots of the game e.g. draw shot, on-shots, running and drive shots

1 <sup>st</sup> Rotation Short Mat Roll to Jack 2 <sup>nd</sup> Rotation Long Mat Roll to Jack	1 <sup>st</sup> Rotation Roll to Short Jack 2 <sup>nd</sup> Rotation Roll to Long Jack	Each Rotation 1 <sup>st</sup> Forehand Carry the Jack Then Backhand Carry the Jack	Drive the Jack Into the Ditch 1 <sup>st</sup> Forehand 2 <sup>nd</sup> Backhand	Drive the Jack Into the Ditch Without moving Bowls	Draw into the Jack without touching the Adjacent Bowls	Move Jack toward Center of Rink Using Forehand and Backhand 1 <sup>st</sup> Rotation Short Mat 2 <sup>nd</sup> Rotation Long Mat	Promote Front Bowls to the Jack