

Welcome to Dunheved Bowling Club.

We hope you will find the information contained here helpful and that this will be the beginning of a long and happy membership with Dunheved Bowling Club.

Please ask if you're unsure of anything – our members are always ready and willing to help in any way they can.

COACHING & MENTORS

You should already have been put in touch with one of our coaches, who will teach you the basics to enable you to get started. Coaching sessions are usually held on Tuesday or Friday (normally 2pm) but other days or times may be possible by prior arrangement. You should aim to arrive at least 15 minutes beforehand to allow time to change your shoes etc.

When the coaches feel you are sufficiently confident to start playing with other players you will be very welcome to join in the club activities, including our club nights – normally on a Friday evening (but do check notice in clubhouse for occasional changes of day).

You can also always contact one of the coaches for individual coaching sessions if you feel this may be helpful and you will be given the names and contact details of our club coaches.

You will also be allocated a mentor who will be an initial contact and support for you, so please do speak with them if you have any questions or concerns.

DRESS

Normal dress on the green for club activities is grey trousers or skirts with club shirts or white tops.

Club shirts must be used for league matches – initially, please ask your mentor for details of who to see if you would like to buy a club shirt or jacket.

In the men's game the norm for league matches is grey trousers with club shirts.

Grey or white shorts, provided they have the official Bowls England logo on, may be worn instead of trousers.

In the ladies' game afternoon matches are played in whites and club shirts, but grey trousers or skirts and club or white shirts are worn for evening matches.

The above dress code also applies to markers.

Friendly matches against other clubs are played in whites and club shirts.

To avoid any confusion, sign-up sheets will state the dress code but if you are unsure please check or ask to avoid any embarrassment!

ACTIVITIES

The green is normally open every day during our bowls season from 10.00 am.

A diary is kept in the clubhouse (on the tablet to the right of the bar) to record the booking of rinks and, subject to previously arranged fixtures, the green is available to play on at any time. Occasionally, however, the greenkeeper may have to close a rink, and this will be marked accordingly.

As stated above, club evenings are usually held on Fridays, with teams drawn by 5.15pm for a 5.30pm start in April and September and 5.45 for a 6pm start for the rest of the season.

CLUB COMPETITIONS

If you wish to enter any club competitions (a good way to get used to competitive bowls), lists again are put on the notice boards in the men's or ladies' changing rooms, and for mixed competitions on the notice board next to the bar.

As a rule, all members are eligible to enter with the draw taking place before the competition. A notice giving details of who is playing who will then be put up so keep your eyes peeled! It's important that the matches are played by the specified dates and it's normally the challenger's responsibility to fix the time and date with their opponent/s and arrange for a marker (but please check the bookings diary before proposing a date/time).

GAMES AGAINST OTHER CLUBS

Friendly matches against other clubs are advertised on a game by game basis on the notice board in the clubhouse, next to the bar. If you'd like to be considered for selection simply write your name on the list. The team selection will appear on the notice board well before the match is due so keep your eyes peeled! If selected, please tick to confirm your availability and tell the captain asap if you can't make it.

League matches are more competitive! For members wishing to play in league matches against other clubs there will be sign-up lists in the men's and ladies' changing rooms. Teams are selected from these lists and the names of those selected for each match will appear on the respective notice boards. As before, please tick to confirm availability and tell the captain asap if you can't make it. Finally, it's also worth checking team sheets other than the one you normally play for in case you have been moved up or down a team or it's your turn to make the tea!

SUBSCRIPTIONS

Annual subscriptions become payable on Green opening day but as the amount may vary from year to year, you'll be advised as to the current figure.

If you are new to bowling your subscription will be reduced for your first year and we'll again let you know the figure.

On payment of your subscription you will receive a fixture booklet containing information about this year's fixtures along with members' names and contact details.

PLAYING THE GAME

Bowls can be played either as singles or in teams of up to 4 players and details of the format for each match will appear on the notice boards

Bowlers play in set positions within the team with each position having its own responsibilities and duties. Coaches will explain the different game formats and who does what etc. so please don't worry too much!

However, if you'd to know more you may find it helpful to have a look at (or buy) the following:

'Laws of the Sport of Bowls', Crystal Mark Third Edition (available for purchase in the club)

'Guidance for New Bowlers', Bowls England

'Bowls: Know the Game', Bowls England (formerly English Bowling Association)

BOWLING ETIQUETTE

Code of Conduct:

The conventional code of good manners for all Dunheved Bowling Club players is based upon:

Good behaviour on and off the green with true sportsmanship and courtesy shown to all players.

Remember - nobody deliberately delivers a bad bowl!

Before the game players shake hands and introduce themselves to their opponents.

They also shake hands before leaving the green at the end of a game.

Credit:

Good bowlers do not take (or claim) undue credit for winning the team game by their skills alone and good skips do not blame their team if they lose.

Always give credit to a bowler who plays a good shot, regardless of which team they may be playing for.

When playing:

Try to remember the names of other bowlers.

At the start of a game, if you are a lead, and your opposite number has won the mat, it is a nice gesture to hand him or her the mat.

Stay well behind the mat when another player is bowling.

Remember the skip is in charge and play the shot requested, even if you don't agree. Don't criticise, especially those who are off form.

Avoid interfering with play on an adjoining rink when walking to the other end and do not crowd around the head when moving to that end.

Stay well behind the head when at that end, and do not interfere with Thirds who need the space to be able to assess the head and be ready to reply to any questions their skips may have.

Remember it is only the Thirds who determines the result of an end, so keep well clear until after they have done so. Do not move any bowls in the head until the shots have been agreed.

If you are a Third, avoid stalking round the head to determine or dispute a score. Be the first to say, 'it's tight, let's measure', and be surprised if it's your shot.

Always do your best, even if you disagree with the position you are playing in.

After the game:

Shake hands with the opposing team members and either congratulate or commiserate with them as appropriate.

During any get together after the game, be the first to offer your opponent refreshment.

TERMINOLOGY

Back bowl/wood - a bowl positioned towards the rear of the head.

Backhand - delivered by a right-handed bowler, the wood is bowled to the left side of the rink, and by a left-handed bowler to the right-hand side of the rink.

Wick - a ricochet where the bowl being delivered changes direction after striking another bowl.

Dead bowl/wood - a bowl that comes to rest outside the boundary. This is removed to the wall at the back of the green.

Ditch - the trough that surrounds the playing surface.

Drive/Fire - A shot aimed at moving an opponent's bowl or bowls with force.

End - the play in one direction; an end is completed when all players have delivered their bowls and the score has been agreed.

Forehand - opposite to backhand.

Head - the pattern formed by bowls as they come to rest around the jack.

Reading the head - to consider the options open to the next player.

Building the head - calling or playing for the positioning of a bowl in the head to give the team an advantage.

Jack high - indicated by the Skip when the bowl and jack are level.

Live bowl - a bowl that finishes in the ditch having touched the jack beforehand.

Minimum length jack - the distance between the centre of the front edge of the mat and the nearest point of the centred jack must be at least 23 metres.

Other hand - to change from backhand to forehand or vice versa.

Promote - to hit a short bowl closer to the jack.

Resting a bowl - a drawing bowl designed to finish close to another bowl but without moving it.

Rink - a section of the green, marked by boundary pegs or markers.

Shot - to have a bowl closer to the jack than any other.

Skip - the person who controls their team and whose instructions are to be followed.

Toucher - a bowl which in its original course touches the jack before coming to rest.

Up - to deliver a bowl with sufficient weight to be at least jack high.

Most of all, please enjoy your bowling and have fun!