

# St. Chads Bowling Club

## Welcomes you as a new member

### Welcome!

Your Executive Committee would like to welcome you as a member of St Chad's Bowling Club.

The club has arranged a full and varied programme for the year and whether you are an experienced bowler or new to the game of bowls, we encourage you to nominate for as many of these games as possible.

You have been accepted into the club and are now a valued working part of it. At the outset, do not believe that you have joined only to play bowls. Every member assumes responsibility in the running of the club immediately they are admitted. You will find that Officers of club generously give their time and energy, so that you can play and enjoy your games. Be appreciative of them and do everything you can to make their work as easy as possible. Be punctual for all games that you are involved in. Be willing to abide by their decisions, realising that they are not made just for you but for the betterment of all. Support all social functions whenever you can as these are organised for the good of the club and for your enjoyment.

Never let your club down. Be proud of it and at all times put it before yourself. Do nothing in your actions words or appearance, which will reflect badly on the club. Do your part to enhance its reputation so that it is known and respected as a fine club.

### Understanding your role in the team

#### Lead

It is your responsibility to place the mat and try to cast the jack to the position on the green indicated by the Skip. You will then try to put your bowls as close to the Jack as possible. Most experienced bowlers will tell that a good lead is like gold dust and is often responsible to matches being won. It can be a frustrating position because subsequent bowlers are trying to destroy the good work you have done but you will be the Skips best friend if you are always there or thereabouts.

#### Number 2

With instructions from the Skip, you will be trying to improve the situation created by the Lead.

#### Number 3

You are capable of a variety of shots and will be the Skips right hand man. Matches can be played with "Threes Up" and in this situation you will see the head being developed and are therefore able to discuss the situation with the Skip as the game progresses. When the Skip is on the mat, he does not want advice from the Number 3 unless he asks for it. The Number3's are responsible for measuring and agreeing the shots.

#### Skip

The Skip is the person in charge and is responsible for the strategy and needs to establish his team as a unit and get the best out of them. The Skip's decision should always be accepted by the rest of the team even if they do not agree. The Skip has the responsibility of always communicating the situation at the head to all team members.

### **Remain focussed**

Maintain an interest in the game even when you are not bowling. You can learn how the green is playing by watching the other players bowl. If you send a bad bowl up, do not turn away in disgust but continue to watch the line it takes and where it eventually finishes so that you can learn from your mistake. Encourage your fellow bowlers and try not to criticise them. Remember nobody plays a bad bowl on purpose.

### **MAINTAIN RULES OF ETIQUETTE**

The game of Bowls is renowned for its extremely friendly atmosphere, but there are some rules of etiquette that should be always followed. Unfortunately, these may not be appreciated by new members or to have been forgotten by more experienced bowlers.

Never stand in a position that is likely to distract your opponent, nor do anything that will put them off when they are about to bowl.

Once a player steps onto a mat to deliver their bowl keep behind the mat or stand behind the jack and away from the head, keep still and don't chat to the other players. Try to avoid obstructing a view of the boundary pegs, rink plates and markers. Stand well back from the head when firing shots are played, if the jack or bowl makes contact with a player, make sure it is not you!

NO running on the green, it is possible that the green will be damaged, and it can be a distraction to players on adjacent rinks. Players should remember that once their bowl has stopped running, they should give possession of the rink to their opponents and retire to a position behind the mat or behind the head.

Do not follow your bowls up the green in such a manner as to obliterate the view of the running bowl from your opponent. It is quite easy to step to one side to allow your opponent sight of your bowls path up the green.

Avoid wasting time arguing which is "shot". If there is any doubt, the person asking for the shot should get down and measure. If you cannot agree and an umpire is called for, keep well back and let him get on with the job in hand.

# **St Chad's Competitions**

## **Masters**

This competition is only open to members of the club (men and women) who have won a St. Chad's singles Trophy and the winner is the first person to reach 21 shots. This means the winner of the Frank Ironmonger Trophy or the Moultrie Shield are not eligible.

## **Championship**

This competition is open to all members of the club (men and women have their own separate competitions) and the winner is the first person to reach 21 shots. This is the flagship event of ALL Clubs as not only is the winner afforded the title "Club Champion "but it grants access (if desired) to many prestigious external competitions. It is recommended that all members take part!

## **Fred Pegram (Fixed Jack)**

This competition is open to all members of the club (men and women) and the winner is the first person to reach 101 points. Detailed rules for the competition are available in the clubhouse but the following synopsis is provided as an overview. The Jack is not cast but placed on a golf tee at full length going one way and minimum length going the opposite way. If the jack is displaced from the golf tee it is replaced onto the golf tee (hence the name of the competition). On each end points are awarded for the nearest 4 bowls as follows: Shot=4, second=3, third=2 and fourth= 1 irrespective of which player they belong to. The score on each end will always total 10 but it could range from 10-0 through 9-1,8-2,7-3 etc., to 0-10

## **Two Wood Pairs/Four Wood Pairs**

This competition is open to all members of the club (men and women) and the winner is the first team to reach 21 shots. Rules for these two games are almost the same. The only difference is the number of bowls played on each end by each player. Once all entries for the competition are received, the names are placed in one of two pots. One holds the names of members with lower handicaps, the other the names of members with higher handicaps. Pairs are drawn (one from each pot) by the competitions committee. The intention being that drawn teams are of a similar standard

## **Moultrie Shield**

This competition is only open to members of the club aged 65 or over (men and women) and the winner is the first person to reach 21 shots. Singles rules apply. Only the entrance criteria are different.

## **Frank Ames (2 Wood Pairs)**

This competition is only open to members of the club aged 65 or over (men and women) and the winner is the first team to reach 21 shots. The draw, based on handicap, is applied in the same way as that for 2 and 4 Wood Pairs competitions.

## **Jack and Jill**

This competition is open to all male and female members of the club and the winner is the first member to reach 21 shots. This 4 wood mixed pairs competition differs from others in that you select your partner yourself.

## **Handicap**

This competition is open to all members of the Club (men and women) and the winner is the first person to reach 21 shots. As the competition name suggests all club members will be given a handicap (ranging from I to 10) by the selection committee based on experience and previous playing records. Members will use that handicap whenever playing in this competition. This type of Competition is played in many clubs, but the rules are invariably different.

St. Chad's rules are as follows:

- If the challenger and opponent have the same handicap, each will start with 0 and play to the first to reach 21 shots.
- If two players have different handicaps, the smaller is subtracted from the larger and the remainder will be awarded to the player with the smaller handicap as a "start" before they attempt to reach 21 shots e.g., player A has a handicap of 4 is drawn against player B who has a handicap of 6. Thus 6 minus 4 leaves 2 and player A will start at 2 on the scoreboard before play begin to reach 21 shots.
- Keep to your own rink and do not become a wanderer and distract other players.
- Compliment your opponent on a good bowl.
- Acknowledge your good fortune from a fluke or good rub and don't get over enthusiastic about gaining a shot from a lucky wick. (Jigs and "High Fives" are a definite no no!
- Always appear that you are enjoying the game whatever the fortunes. The ability to win and lose gracefully is a very important part of good etiquette.

## **Competitive play**

Before we go into detail about St. Chad's competitions, it is worth making some general points about competition play both internally and externally.

Whilst scoring is the same in most competitions (the Fixed Jack being the exception), singles competitions are generally played to 21 shots irrespective of the number of ends played. Team games are generally played over a set number of ends. (21 ends for pairs and fours and 18 ends for triples). Dates for play are sometimes fixed by the body governing the competition or they can be arranged by the first name in the draw (The Challenger) who attempts to come to an amicable arrangement for the date of play with his Opponent. It is also the challenger's responsibility to arrange for marker for the game. Please mark if asked to do so, because sooner or later you will need someone to mark for you. St Chad's Men's Club competition are mostly arranged in this Challenger-Opponent way.



# **Dress code**

## **For men**

### **Roll-ups and home games**

Club shirt or white tee-shirt, grey trousers or shorts (shorts should have the Bowls England logo), grey, brown or white traditional or trainer style shoes. Shoes must have flat soles. Club shirt to be worn on special days.

### **Away games**

Club shirt, grey or white trousers depending on the fixture (check fixture booklet), shorts only to be worn if permitted by the away club (shorts should have the Bowls England logo), grey, brown or white traditional or trainer style shoes. Shoes must have flat soles.

### **Travel to Outings**

Navy blue blazer (if available), club shirt or white shirt and club tie, grey trousers, grey, brown or white traditional or trainer style shoes. Shoes must have flat soles.

## **For ladies**

### **Roll-ups and home games**

White top with collar and short sleeves or club shirt, grey skirt, trousers or crops, grey, brown or white shoes. Shoes must have flat soles. Club shirt to be worn on special days.

### **Away games**

White top with collar and short sleeves or club shirt, grey skirt, trousers or crops, grey, brown or white shoes. Shoes must have flat soles.

### **Friendly games including outings**

See fixture booklet for colours (greys or whites).

### **Travel to Outings**

Maroon blazer (if available), white shirt and club tie, grey trousers.

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<sup>1</sup> Dress code may have been relaxed at the time of reading, please check with a club official.