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**Basic Guide for Beginners – Lawn Bowls**

Before you commence you will be provided with a score card to keep a record of the scores and to provide you with what rink your team is playing on.

Meet your opposition and toss a coin to decide who will start the first end.

Next – organise your team’s playing order out of “Lead”, “Second”, or “Skip”. The Skip will stand at the opposite end of the rink that you are playing on and give a running commentary as to where to bowl.

The lead will then place the mat in the centre of the rink and stand with both feet on the mat. Next, the lead will deliver (not throw) the jack down the green to set the distance for the end. If the jack goes out of the rink or into the ditch or off to the side, the opposing skip will place the jack in the centre of the rink.

The lead then bowls their first bowl. To deliver, hold the bowl in your preferred hand, palm up, with the small circle on the inside. Remember the bowl will curve towards this side. Do not deliver straight to the jack. Play to an imaginary line to the right or left of the jack, where you think the bowl will curve from. Keeping a straight arm, wind back and then swing your arm down past your waist. At the same time step forward with opposite foot. Release the bowl and watch as your bowl heads towards the jack.

The end will continue with each player alternating. E.g. Lead then opposition lead. Second then opposition second, until they have had two bowls each, then the skips will return to the mat to play their bowls alternately.

To work out scoring; After all the bowls in the end have been played, the closest bowl to the jack is the shot and if the next closest bowl is from the opposition team, then the team holding the shot only scores one point. However, if the next closest bowl is from the same team, then the scoring continues until an opposition bowl interrupts the run.

Eg: If the three closest bowls are from the same team, then they would score three points.

NOTE: The winner of the end will lead off first in the next end.

To save time and to get as many ends in as possible, if in doubt about the shot use a measure rather than hover over the head and making a guess. Keeping the game moving makes it more enjoyable.

TOUCHER: If your bowl touches the jack on delivery and carries on into the front ditch it is marked with a cross and is a “live” bowl. If the jack goes into the ditch it is also alive. But if the jack goes outside the side limits of the rink the end is dead and gets replayed.