

# HARROGATE BOWLING CLUB



## Improvers Coaching

Week 12: Alternative Formats

# Game Format: 100-UP or 4-3-2-1!

- ▶ A game for 2 or 3 players to practice their drawing skills in a game situation that provides some level of competition to ensure that players are playing under mild stress commonly found in a game.
- ▶ Winner of the toss and nearest bowl each end places Jack and Mat
- ▶ Rules for 2 players:
  - ▶ Played with 4 woods per player.
  - ▶ Each end is scored 4-3-2-1. The nearest wood scores 4 pts, second nearest 3 pts, etc. There are 10 points available each end. If an end is killed the opponent scores all 10 points. Touchers in the ditch do count!
  - ▶ Bonus 1pt for touching the Jack (optional rule)
- ▶ Rules for 3 or 4 players:
  - ▶ Played with 3 woods per player
  - ▶ Each end is scored 5-4-3-2-1 (Giving 15 pts available each end)
  - ▶ Bonus: 1pt for touching the Jack (optional rule)
- ▶ First to 100 pts is the winner in both cases (Our scoreboards go up to 50, then restart scoring from 0).

# Jack Attack (The Rules of Play)

- Two players per team with three woods each. Substitutions allowed before the start of any end as the team captain/coach directs. (Can also be played as Triples with 2 woods each).
- Team order can be interchangeable, in other words, play in any order and change at any time.
- Five ends completes a set, two sets completes a match. A sudden-death tie-break will determine a winner, should sets be evenly split.
- The number of your team's bowls closer to the jack than the nearest opposition bowl is the number of shots you score. (i.e. normal scoring)
- If an illegal jack is delivered then the jack is placed on a spot, 4m from the front ditch and the opposition places the mat.
- No visits to the head.
- Each team gets to have one power-play end per set. A power-play is where points are worth double. To be declared before the first bowl is delivered. Otherwise known as 'Playing a Joker'.
- Should the jack be knocked out of play, it will be replaced back on the 4m spot. (No dead or killed ends).
- No dress code, but bowls shoes must be worn.

# Ultimate Bowls Championship

- ▶ Format: 3 Wood Pairs (3 players per team, interchangeable)
- ▶ 1 set of 5 ends only
- ▶ Jack & Mat length set at 26m (the Jack is not delivered)
- ▶ Dead End: Jack is respotted on the 'T' (2m mark)
- ▶ Scoring:
  - ▶ 10pts: Nearest wood
  - ▶ 5 pts: Second wood
  - ▶ 3 pts: Third wood
  - ▶ 3 pts: Toucher
  - ▶ 3 pts: Winning lead
- ▶ No Dead Ends, Jack re-spotted on 'T' if required.
- ▶ If game is tied, each player has 1 bowl only, nearest to the Jack wins.

# Bowls Bash

(Developed by Bowls England as a short format game)

- 3 bowl pairs, no skips
- Jack placed on the spot, winner of the toss (or last end) places the mat in line with the jack (Spot is 4m from the front ditch)
- 5 Ends complete a Set, 2 Sets complete a Match
- Scores 1-1, or both sets tied, a tie-break (TB) determines the winner
- Players take it in turns to deliver their bowls, order within a team is interchangeable
- Closest bowl 3 pts, second 2 pts, third 1 pt
- Your bowl touches the Jack (a Kiss), 2 pts bonus
- Each team can nominate 1 Power-Play End per Set, which scores double
- The player who scored 3 pts places the Mat and starts the next End
- Tie-break is 1 bowl per player, nearest bowl to the Jack wins. Time to be a hero!
- Any bowls in the Ditch do not count
- If the Jack is knocked out of play, it returns to the Spot

# The Harrogate Bowls Championship

- ▶ Format: 3 Wood Pairs (can be 3 players per team, interchangeable)
- ▶ Jack placed on the spot, (4m from the front ditch), winner of the toss (or shot wood on last end) places the mat in line with the jack.
- ▶ 7 Ends complete a Set, 2 Sets complete a Match
- ▶ Tie-break is 1 bowl per player, nearest bowl to the Jack wins. Time to be a hero!
- ▶ No Dead Ends, Jack re-spotted on the spot if required.
- ▶ Scoring:
  - ▶ 3pts: Nearest wood
  - ▶ 2 pts: Second wood
  - ▶ 1 pt: Third wood
  - ▶ 1 pt: Every Toucher
  - ▶ 1 pt: Winning lead at changeover (leadshot)

# Activity 12.1: Pressure Game

## ▶ Learning Outcomes:

- ▶ The game simulates the situation when a lead has an outstanding first bowl and challenges a teams skills and tactics to:
  - ▶ Protect a good shot
  - ▶ Minimise losses

## ▶ The Game

- ▶ Played with Jack Attack rules
- ▶ Losers of the toss, and each end thereafter, may place an extra bowl.