

HARROGATE BOWLING CLUB



Improvers Coaching

Week 5: The Off-Centre Jack

Off-Centre Jack

- ▶ Drawing to an Off-Centre Jack
 - ▶ How to calculate the adjustment needed in our line and/or aiming point?
 - ▶ Play across the head (inside-out) or
 - ▶ Play into the head (outside-in)

Activity 5.1: Drawing to an Off-Centre Jack

- ▶ Place two jacks level with the T (2m mark), but 2 metres from the centre line of the rink.
- ▶ Play 2 woods forehand and 2 woods backhand
 - ▶ 3pts: Within 0.5m of the jack
 - ▶ 2pts: Within 1m of the jack
 - ▶ 1 pt: Within 2m of the jack
 - ▶ 1 pt: Bonus for hitting the jack
- ▶ Draw to each Jack, using both forehand and backhand. Which is easier?
 - ▶ Is it better to play across the head (inside out)
 - ▶ Or is it better to play into the jack from outside the rink (outside in)

Activity 5.1: Off-Centre Jack

Place 2 jacks level with the 2m line but 2 metres off-centre, on either side.

Play 2 woods f/hand and 2 woods b/hand.

3pts: Touch the jack & remain within 0.5m

2pts: Finish within 0.5m of the jack

1 pt: Finish within 1m of jack

	Name/Date	Name/Date

Mat on the 23m line (Mat up).

	F/hand	B/hand	F/hand	B/hand
1				
2				
3				
4				
T				
Total:			Total:	

Mat approx midway.

	F/hand	B/hand	F/hand	B/hand
1				
2				
3				
4				
T				
Total:			Total:	

Mat on the 2m line (Full length).

	F/hand	B/hand	F/hand	B/hand
1				
2				
3				
4				
T				
Total:			Total:	
Grand Total:			Grand Total:	

The Front Ditch

- ▶ Why we chalk 'Touchers'.
 - ▶ When does a wood become 'Dead'?
 - ▶ Travels less than 14m
 - ▶ No longer on the rink, or is in the front ditch
 - ▶ A non-toucher that hits the bank and rebounds onto the rink
- ▶ Jack in the ditch.
 - ▶ What can you do if your opponent has a very good shot wood?
 - ▶ Can you outdraw it?
 - ▶ Can you drive it into the ditch? Will it become a dead wood?
 - ▶ Have you a 'toucher' on the rink that can be driven into the ditch nearer to the jack?

Activity 5.2: Drawing to the Ditch

- ▶ Place a jack in the ditch, mark its position with a white disk on the face of the front ditch.
- ▶ Practice drawing to the ditch, without going in the ditch.
- ▶ Play 2 woods forehand and 2 woods backhand
 - ▶ 3pts: Within 0.5m of the jack
 - ▶ 2pts: Within 1m of the jack
 - ▶ 1 pt: Within 2m of the jack

Activity 5.2: Drawing to Ditch

Place a jack in the ditch and mark with a white disk.

Play 2 woods f/hand and 2 woods b/hand.

3pts: Within 0.5m of the jack

2pts: Within 1m of the jack

1 pt: Within 2m of jack

	Name/Date	Name/Date

Mat on the 23m line (Mat up).

	F/hand	B/hand	F/hand	B/hand
1				
2				
3				
4				
T				
Total:			Total:	

Mat approx midway.

	F/hand	B/hand	F/hand	B/hand
1				
2				
3				
4				
T				
Total:			Total:	

Mat on the 2m line (Full length).

	F/hand	B/hand	F/hand	B/hand
1				
2				
3				
4				
T				
Total:			Total:	
Grand Total:			Grand Total:	

Displaced Bowls and Jacks

- ▶ If a non-toucher rebounds onto the rink and displaces a live bowl the opponent restores the displaced bowl to its original position.
- ▶ If a bowl is displaced or interfered with by a player the opposing skip has the following options:
 - ▶ Restore the displaced bowl or jack as near to its original position as possible
 - ▶ Leave the displaced bowl or jack where it rests
 - ▶ Declare the end dead and replay it