HARROGATE BOWLING CLUB



Coaching - 6: Scorecards

A coaching guide for new bowlers

Keeping a Scorecard

- Usually kept by the skip of each team, but may be kept by the No. 2 if agreed by both skips.
- Start by stating the type of game e.g. competition, friendly, league, etc
- Complete the date and rink to be used.
- Complete the names of the players; initial and surname.
- Record the scores for each end, keeping a running total for each side.
- ► The side that doesn't score is recorded as a dash (-)
- Check your scorecard with your opponent every few ends and with the scoreboard.
- Check that the scores are correct and Sign at the end to confirm that it is correct.
- If a national or county game record the date the game finished.

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		1922		
		3		
		Skip		
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	15	2]
		3		
		4		
		5		
		6		
		7		
		8		
		9		
		10		
		11		1
		12		-
		14		
	-	15		-
		16		-
		17		
		18		
		19		1
		20		1
		21		
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		27		
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		29		
	Ī	30		

	n A		k No 3 Team 1	3
J. Doe		1	A. Underhi	
J. Doe M. Smith		2	J. Watson	
		3		
B. Moore		Skip	G. Batty SHOTS TOTAL	
SHOTS TOTAL				
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-	<i>5</i>	4	2	2
2		5		
-	7	6	4	6
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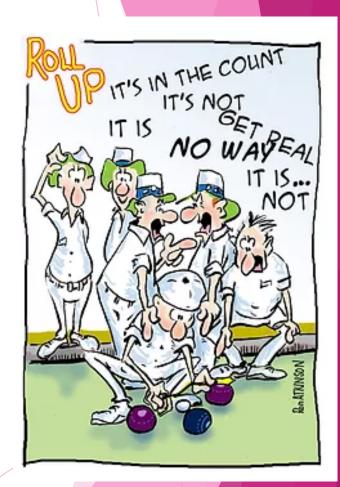
Keeping a Scorecard





Etiquette - Key Principles

- Etiquette on the green refers to the way in which we play the game to ensure enjoyment for everyone and so that we all have the chance to play our best.
- Do not distract bowlers by moving and talking while bowlers are bowling towards you.
- Do not stand behind the Jack or in front of the rink markers. Keep at least 1 metre behind and to one side of the 'head'.
- When you walk to the other end, move in the centre of the rink and do it quickly.
- Possession of the rink must always be respected.
 - Possession of the rink goes to the team whose bowl is being played, and transfers to the other team when the bowl delivered comes to rest.
- The results of an end (including any measuring) should normally be conducted by the seconds in a triples game. Results must be agreed before declaring the result to the skips. Once declared the result cannot be changed.
- Do not 'call' your opponents bowls to go through gaps or get 'wrecked'.
- Congratulate good shots and learn to accept 'lucky' shots as being part of the game.



Activity: Playing a Game (Bowls Bash)

- 3 bowl pairs, no skips (all players at same end)
- 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

Introductory Videos



The Delivery Doctor, breaks down the delivery action into bite size sections.



Coaching videos from Bowls New Zealand.



How bowls are made, but look out for an aerial view of a lovely bowling green in Harrogate



How to play Lawn bowls in easy steps.



The late, the great, David Bryant.



Tony Allcock's, Art of Bowls, Vol 1