

GAME OPTIONS FOR PRACTICE

1. Scroungers

This game emphasises draw bowling skills. Play with two to six players per rink. Decide upon the number of bowls per player and number of ends beforehand. There are no teams as the game is played and scored as individual players.

- a. 2-6 players per rink
- b. 3-4 bowls per player
- c. Appoint one player as score-keeper, another as the measurer.
Only one scorecard per rink is needed.
- d. Rolled jack is not centred. If jack is rolled illegally, the second player rolls the jack and so on.
- e. Playing order for first end is by agreement.
- f. Scoring 4-3-2-1 to closest 4 bowls
4 points: Nearest to jack
3 points: Next closest
2 points: Next closest
1 point: Next closest **N.B.** A total of 10 points is scored per end
- g. Player with closest bowl to jack starts next end. Thereafter in order of points from previous end.
- h. No driving or up-shots are allowed
- i. No player allowed at head.

2. Skins

Although there can be up to 6 players on the rink, this game is played and scored as individual players. Decide upon the number of bowls per player and number of ends beforehand. Only the winner of the previous end can score shots. This means the other players should combine and use tactics to ensure the winner of the prior end does not score.

- a. 2-6 players per rink
- b. 3-4 bowls per player
- c. Appoint one player as score-keeper, another as the measurer. Only one scorecard per rink is needed.
- d. Rolled jack is not centred. If jack is rolled illegally, another player rolls the jack and so on.
- e. Scoring: Score shots for closest to jack as normal but only for the player who won the previous end. Therefore a player needs to win consecutive ends to score shots on the second end.
- f. Player with closest bowl to jack starts next end. Thereafter by consensus.
- g. No driving allowed

GAME OPTIONS FOR PRACTICE (continued)

3. Furthest Out

This game emphasises tactical awareness, drawing under pressure and weight control.

Start with up to 4 players per rink with 4 bowls each. It is played as a normal game of bowls with player holding shot determining mat placement and length to play. Shots are not scored. On each end the player whose bowl is the longest distance away from the jack has that bowl removed for the remainder of the game. Winner is the last player to have bowls in play.

- a. 2-4 players per rink
- b. 4 bowls per player
- c. Playing order for first end is by agreement.
- d. No driving allowed. Bowls cannot be driven or run out of head.
- e. If the jack is moved more than 2 mat lengths, it must be returned to its original position.
- f. Player with the bowl the furthest distance away from the jack loses that bowl.
- g. If two or more are equally furthest away e.g. out of bounds then all those players lose their bowl.
- h. Player with the bowl the longest distance away from the jack plays last on the next end.
Besides that, the playing order is by agreement.

4. Phantom Singles

This individual game helps players improve their shot options by playing against a phantom opponent whose first bowl effectiveness is exceptional. Your phantom opponent will only have two bowls. One will be a bowls width directly in front of the jack and the second a cover bowl 1 mat length behind the jack.

At the start of each end, place the mat and jack wherever you wish. Then place the spare bowls.

Play your 4 bowls as if in a singles game. Your aim on each end is to improve the situation with the four bowls you play. Record results of each end and perhaps play up to 10. Note your progress in improving your scoring options

5. Pressure

This game simulates the situation when a lead has delivered an outstanding first bowl. The game challenges players' skills and tactics to protect a good shot and minimise losses.

- a. Play in singles, pairs, triples or fours format.
- b. Determine the number of ends to be played. For fairness, it must be an even number.
- c. One spare bowl is needed which is always placed as a resting toucher by the team with the mat.
- d. Toss for the mat for the first end.
- e. The team with the mat rolls/centres the jack and then places the spare bowl on the jack. This becomes a bowl for the team that placed it. The end is then played as per normal rules and scoring.
- f. Entitlement to the mat (and the spare bowl) is alternated between teams every 2 ends rather than to the winner of the previous end.

