



# Guidance for new members

*'and a gentle reminder for existing members'*

*This pamphlet has been put together at the request of one of the members who joined the Club in 2017.*

*Many thanks to those members who contributed the items listed.*

*Please pass on any additional suggestions to a member of the Management Committee.*

*Compiled by David Mercer (Men's Captain April 2018)*

**MEMBERSHIP:** There are four categories of membership: Playing Member, Junior Member, Associate Member (non-playing spouse/partner of a playing member) and Social Member.

**MEMBERSHIP FEES:** These are fixed at the Annual General Meeting and payment is due by March 31<sup>st</sup>. If joining the Club as a playing member after that date, then the fee is reduced by £10 per month. The full list of fees due for the various categories of membership are published in the folder next to the whiteboard in the Clubhouse. After paying your Membership Fee you will be issued with the Club's current Fixture Book. This contains a good deal of information as well as the Fixtures for the season. If you require a locker, you will also be given a locker key.

**GREEN OPENING TIMES:** The green is open daily from 10.00 a.m., subject to weather conditions and essential maintenance work. Rink markers will be set by the Greenkeepers and must not be altered. On some mornings there are Stewards who are on duty from 10.00 a.m. - 12 noon and who will open up the Clubhouse. The Steward rota is published on the main Noticeboard. Outside these times, you will need to check by looking at the Fixture Book whether there is anything taking place at the Club. If not, then you should ask a member who has a key to the Clubhouse if they will open up for you.

**CLUB OFFICIALS:** On joining the Club, you will be allocated a “Buddy” who will act as a Mentor and will be the person to consult in the first instance if you have any questions. All members are encouraged to bring any concerns they may have to a Club Officer or member of the Management Committee. A list giving the contact details for the Officers and Management Committee is printed in the Club Fixture Book and is also published on the Club Noticeboard . There is also a list of the contact details of all members which is kept in a folder on the desk in the Clubhouse. The Club follows the General Data Protection Regulations. Details of these new Regulations, which replace the Data Protection Act, appear later in this booklet.

**DRESS CODE:** Flat bowls shoes are to be worn on the green at ALL times. The Dress Code is printed in the Club Fixture Book and should be followed by all members. Club Uniform is available from the Men's/Ladies' Secretary.

**ROLL-UP/PRACTICE SESSIONS:**

Members are free to have a roll-up at any time where there is a rink available. If you wish to have any coaching/advice, then arrange this through the Club Coaches, Terry Ash and Bill Smith, whose contact details are on the Main Noticeboard.

**MATCHES:** Friendlies – these games usually take place during the afternoon. If you wish to play in a friendly game, you should write your name on the availability sheet which is on the notice board next to the whiteboard for Men's/Mixed games and on the notice board in the Ladies Changing Room for the Ladies' games. The relevant Selection Committee will pick the team from this list of available players at least one week before the game is due to be played. The selected team will appear on the notice board outside the main door of the Club for Men's/Mixed games and on the notice board in the Ladies Changing Room for Ladies' games. You should tick to acknowledge that you can play in the game or contact the Captain of the game (name is published on the team sheet) if you cannot play. The selected teams will also appear on the Club Website ([www.bitonparkbowls.co.uk](http://www.bitonparkbowls.co.uk)). If you are unable to play, you should contact the Captain of the Day. For away friendly games, players are encouraged to share cars, and a list showing the suggested donations for players to contribute towards petrol for away games is to be found in the folder next to the whiteboard.

**League Games** – currently the Men field sides in the Mid Devon League and sides in the Over 55's League which is played on a Wednesday morning. The Ladies also take part in the South Devon Ladies Bowling League. These teams are selected by the appropriate Selection Committee, but lists are put on the notice boards for you to sign if you are NOT available. The teams selected are published on the same notice boards as for the Friendly games, and also on the website.

**Competitions – Club Competitions:** details of the competitions run by the Club, including the agreed Rules, are published in the Club Fixture Book. The Monks Cup is a Mixed Singles Competition;

**County Competitions:** Bowls Devon runs a number of Major (Men/Ladies) and Minor (Men/Ladies/Mixed) Competitions. The Major Competitions lead on to the National Championships at Leamington Spa during August, and the Minor Competitions are held within Devon. Entries are made in September for the following year's competitions.

**OTHER BOWLING REFERENCES:** From time to time you may hear people refer to or read on a notice around the Club references to other bowling matters not covered in the Fixture Book:

- a) Bowls England – the governing body of the sport with its headquarters at Leamington Spa;
- b) Bowls Devon – the County organisation which runs bowls within the borders of Devon;
- c) Section 5 – with Devon being such a large county, it is divided into eight Sections – Bitton Park is one of the fourteen outdoor Clubs in Section 5;
- d) Featherstone Cup – a mixed Memorial game played annually between Bitton Park and Abbroom Park;
- e) Ken Boobyer Memorial Game – a mixed pairs game involving Club members;
- f) Middleton Cup, John's Trophy, Balcomb Trophy and Walker Cup – these are team and two-rink County competitions held nationally;
- g) Amy Rose and White Rose – these are the national team competitions held for Ladies Under 31 and Men Under 25 respectively;
- h) Teignmouth Tournament – this is held during the third week of September, and the green is handed over to the organisers of the tournament. The tournament is open to all bowlers. Posters giving details are on the main Notice Board. Members are not permitted to use the green for club competitions, games or roll-ups during this week.

**SOCIAL EVENTS:** The Club organises monthly social events during the close season (October-March), and information about these events is displayed on the small Notice Board by the Bar. Also shown on this Board is the information about the Club Tour. From October-March, coffee mornings are held on a Saturday from 10.00 a.m. Occasional coaching sessions take place on these Saturdays covering such topics as the role of a marker, measuring and bowls etiquette.

#### **SEASON TWO....and beyond:**

After one year's membership, you are entitled to have a key to the main door (there is a £5 deposit for this). Also you will be required to carry out tea duty at a home afternoon friendly match. Two, or in some cases three people, are allocated for each tea duty, and the rota is drawn up by the Ladies' Secretary. Volunteers are also needed for the Bar, so if you want to help please see a member of the Bar Committee.

There is a calendar on the main Notice Board where members are encouraged to sign the rota for stewarding. The duties are not too onerous and involve being at the Club between 10.00 a.m. and Noon to answer any phone calls, setting out rinks as required and assisting any members of the public who wish to use the green, charging £2 per person per hour. Full details are explained on a notice in the Clubhouse.

#### **FOR INEXPERIENCED PLAYERS IN FRIENDLY MATCHES**

New or inexperienced players will usually play at either lead or two in a rink or lead in a triple. As a lead, if your rink has the jack, then you should first place the mat as described in Law 6.1 (AT THE START OF EACH END). You should then deliver the jack, following any instructions your skip may give, and make sure that it is centred before delivering the first bowl of the end. The main job of the lead is to get your bowls as close to the jack as possible, and remember it is always better to be behind the jack than in front. When the end is completed, the lead, if your rink has

won the end, should pick up the mat and place it for the next end. If the opposition has the jack, then the lead should assist in gathering the bowls together. If you are playing number two, your main job is to try to build on what the lead has done or cover any of the opposition's bowls as directed by your skip. If the jack is hidden, never be afraid to ask your skip exactly where it is, and, if in doubt, ask the skip which hand to play. Also, as number two, the skip may ask you to keep the scorecard. This should be filled in at the completion of each end. It is advisable from time to time to check with your opposite number that they agree the score. If you are playing in a home game, then you will operate the scoreboard at the end of the rink.

The most important thing to remember in a rink/triple is that each one of you is just as important as each other and that concentrating on the game wins' matches. Don't switch off when you think you have done your part.

## **RINK BOOKING**

The Management Committee have decided that there is a priority for booking rinks which is to be followed in the rare event of there being more rinks required at a particular time than there are available. This priority list is published on the Noticeboard next to the whiteboard. There is a diary on the desk in the Clubhouse which should be used to book a rink. On the appropriate date you should enter your name, time required and type of match (e.g. roll-up, Club Singles, County Triples).

## **BOWLS ETIQUETTE – what to do and not to do – expanding on what is mentioned in the Club Handbook**

- It is good etiquette for bowlers, both at the jack end and the mat end, to refrain from unnecessary movement and talking whilst a player is delivering their bowl.
- While play is in progress, don't carry on a conversation from the green with someone standing on the bank.
- The Laws of the Game and etiquette require that the players at the jack end shall stand a minimum distance of two metres behind the jack.
- When crossing over from the mat to the jack end (head), be careful to confine yourself to your own rink and not wander into the next rink causing annoyance to other players.
- When the lead has delivered the jack, players at the opposite end must ensure the rink number is visible for centring the jack.
- Do not carry on a running commentary as each bowl makes its way to the head. This can be most irritating to your opponents, and even some of your own side.
- Do not grumble if your opponent gets a good result through a fluke. **KEEP QUIET.**
- Do not say "Well played" if your team gets a fluke, once again **KEEP QUIET.**
- **NEVER** say "Thank you" if your opponent happens to give the shot away. Rather say "hard luck".
- Do not argue with the skip about the shot they ask you to play. Not only is it bad etiquette, but also shows a lack of confidence in their tactical ability and this can affect team harmony.
- As a lead or number two, do not offer contradictory advice to the skip by signalling behind the number three's back.

- **Avoid arguments during a game with members of your own team or with your opponents. It takes two to invoke a scene, don't be one of them!**
- **If an end needs to be restarted or on the completion of a game, the bowls should be picked up and carried back, taking care that the players on the adjoining rinks are not disturbed.**
- **To avoid unpleasantness and arguments, no head should be broken up until both number threes have agreed as to the number of shots being conceded.**
- **Learn the limitations of your duties as a player and never try to exceed them lest you interfere with the duties of others.**
- **If a skip can remain silent when you play a bad shot, then the least you can do is imitate them should they not succeed in their shot.**
- **Cast aside dignity and count it an honour to be selected by your Club in any position.**
- **Excuses for bad play should not be put forward. It is also bad form to complain about your luck. Usually the better bowler has the better luck.**
- **If a green happens to be bad, don't blame it – play it – it is the same for both sides.**
- **The Laws of the Game give the skips sole authority over their team, but harmony in the team depends on his /her judgement and behaviour. It is poor etiquette to show annoyance or disappointment if a teammate plays a bad shot. No amount of waving the arms will bring a short bowl closer to the head or stop a heavy bowl passing the jack. The bowler playing the worst bowls is the bowler trying the hardest!**
- **For number threes: it is not quite etiquette to argue which is shot bowl. Don't walk around the head looking at it from different angles. Get down right away and measure, thus saving time and unnecessary chatter. A talking number three is a liability in any rink. They should not offer advice as the skip leaves the head to play their first bowl. However, if the head changes, the number three may offer advice, but must accept with good grace should the skip decide not to act on the suggestion made.**
- **For leads and number two's: if your side has the jack, the lead should place the mat and deliver the jack whilst the other lead and number two's attend to the removal of the bowls. A number two should never make up his/her mind as to which shot they should play. When on the mat they should await the skip's instructions and then obey them implicitly without suggesting an alternative shot. Nothing in the laws prevents a lead or number two offering a timely comment on the situation of the head, or pointing to a problem shot that has been overlooked. Skips would be unwise to make an issue over this.**
- **Keep your attention on the game throughout. It is bad etiquette to play your bowls and take no interest in the developments and results of the head.**
- **For spectators: do not offer advice to players by word or action.**
- **Any form of gamesmanship is to be frowned upon, for example using unsporting terms or comments that may upset an opponent, moving at the head when the opponent is about to deliver their bowl, or adopting any other means of destroying an opponent's concentration.**
- **Markers and umpires render their services voluntarily and should be treated with courtesy. If the umpire is called on to decide a measure, or deal with any other question or dispute, and then decides against you, remain polite and sportsmanlike even if you disagree with the decision made.**

**DUTIES OF A MARKER – Sooner or later, as a member of the Club, you will be asked to mark a game of singles. As a marker you must know your duties. Make sure you have a measure, piece of chalk (or spray), pen/pencil, scorecard and some wedges. On the green:**

- a) make sure you can identify each player's bowls;**
- b) during trial ends place the jack where the player requires it (subject to maximum/minimum distances being achieved);**
- c) during the game make sure that the jack has reached a legal distance from the mat, and, when centring the jack, do so with your hands. It is more precise;**
- d) during play you must stand one and half to two steps behind the jack and one step to the side;**
- e) mark all touchers and mark the position of the jack and touchers in the ditch;**
- f) at the conclusion of an end do not disturb any bowl as only the player conceding shots takes out the shot bowls;**
- g) do not allow the head to be broken up until both players are agreed as to the shot or shots;**
- h) under no circumstances must you break up a head or help gather up the bowls;**
- i) only reply to questions asked by the player in possession of the rink;**
- j) unless asked, do not give an indication that there has been a change in the head. Observe strict neutrality and volunteer no information or advice;**
- k) give your full attention to the game and do not indulge in conversation with spectators or players in adjoining rinks.**

**YOU AND YOUR CLUB: As a member of your Club do not imagine that all you have to do is to play bowls. Membership involves obligations. The Club has Officers and Committee Members who unselfishly give of their time and energy so that members, including you, may play and enjoy their games. Support all social functions and competitions organised for your enjoyment. Without sufficient finance no club can be successful, so please support all revenue-producing activities. Be proud of your Club. Never let it down and never do anything by word or action that may reflect against it.**

**SOME DO'S AND DON'TS – some of these may repeat what you have read before, but hopefully not contradict previous information.**

**DO:**

- **Be conversant with the Laws of the Game. So many bowlers are not.**
- **Make sure you grip your wood correctly. A wobbling wood cannot be consistently accurate.**
- **When on the mat, remember to be perfectly balanced and relaxed, with knees slightly bent. Make sure your whole body flows through with the delivery, from the hand which delivers the bowl to the back foot which lifts gently off the mat.**
- **Be aware of the pace of the green and general conditions (e.g. wind, dampness) because your arm and leg movements will be governed by them. The faster the green, the more sensitive the touch will have to be. On heavier greens the ball should be held more firmly, but on faster surfaces it should be caressed by the fingers with a shorter backswing and a long graceful follow-through.**
- **Having estimated the weight of shot you want to play, keep your eyes firmly fixed on your aiming point when delivering the bowl. Keep your head down until after the bowl has been released.**
- **PRACTICE, PRACTICE, PRACTICE and try to become proficient in all the shots in the game (drawing to the jack, playing with a little weight and firing. The latter should only be used sparingly and, if not skipping, when requested by your skip). The ability to play shots with perfect weight is a great asset.**
- **Always be positive when you step on the mat. Be sure of the shot you wish to play.**
- **Always stand well back from the mat when your opponent is in play and watch their green, but remember, if you are left-handed and your opponent is right-handed, or vice-versa, then the line will be different. Never be over eager to play your wood. Take your time and fully assess the position before you bowl.**
- **Remember to use the mat and jack intelligently. If they bowl well on long jacks, then, when you get the chance, put up short jacks or be guided by your skip.**
- **When you are playing in pairs, triples or rinks and you are not the skip, remember it is a TEAM game. There is only one person in command so you should mould your play to his/her wishes. Four players, no matter how good, playing their own games will never be a really successful side.**
- **When playing lead or two in a rink encourage your number three and skip, but do not let your enthusiasm run away with you to the extent of being a nuisance and overcrowding the head. You should keep well back when you can still take an interest without interfering and confusing the issue.**
- **When in trouble, remember that more often than not it pays to play for second wood.**
- **Watch your opponents' game carefully and look for weaknesses you may be able to exploit at a suitable time later in the match. Don't volunteer any information about your own or your team-mates weaknesses.**
- **Take a pride in building up deep concentration and willpower, but remember it is still only a game and do not let the result get out of perspective. Set out to be an example to others on the green. Sportsmanship costs nothing.**

## **DON'T:**

- Never throw the jack. Take your stance on the mat as if you are bowling a wood and try to bowl the jack to the distance at which you hope to obtain maximum advantage, bearing in mind the strengths of your team as a whole and/or your skip's directions.
- Don't run off the mat when delivering your bowl. Take your time.
- Too many bowlers play 75-80% of their woods narrow. Don't be one of them, as a slightly over-greened wood is invariably better.
- Don't allow your eyes to wander when bowling a wood. Keep them fixed on your aiming point.
- Don't let yourself be distracted by shadow or movement. Wait until everything is still before you bowl.
- Don't relax when you build up a big lead. There will surely come a time when you will regret it.
- Don't be too hasty in deciding which shot to play.
- Don't fire unless you are sure no better alternative exists. Indiscriminate firing when the position is against you can, and often does, cost you the match.
- Never let your opponent think he has you rattled. Whatever the fortunes, appear serene and cheerful.
- Don't let your opponent dictate the pace of the game. You cannot rush a game of bowls and give of your best. YOU should play at YOUR comfortable pace and let him/her play at his/hers.
- Don't have your mobile 'phone switched on.
- Don't smoke on the green or its surrounds. This includes e-cigarettes.

## **BASIC LAWS OF THE SPORT OF BOWLS**

These are based on the Laws that came into force in 2015. The Laws are reviewed by World Bowls every 4 years so when a new edition is issued be aware of any changes. Also read the Domestic Regulations for Bowls England on the rear pages of the rule book as these will override those of World Bowls.

### **CRYSTAL MARK THIRD EDITION**

**5.1 TRIAL ENDS** Only the same number of bowls to be used for the game may be played, but each player may use any combination of bowls from different sets but must then decide which set to use for the game. No player is permitted to change their mind and use a different set of bowls during the game.

**5.2.2 TOSSING FOR OPENING PLAY** On the first end only the winner of the toss may give the mat to the opposing player to deliver the jack and the first bowl (the opposing player cannot refuse). When a Captain has won the toss in a team game and decides to "give the mat away", then that decision shall apply to all rinks making up the game.

**6.1 AT THE START OF EACH END** At the start of an end the front of the mat must be placed at least 2 metres from the rear ditch and at least 25 metres from the front ditch and on the centre line of the rink. If, after the jack has been delivered but before the first bowl is played, a player or marker finds the mat is not correctly



placed, then the opposing player must place the mat within the correct limits and re-deliver the jack making sure it is centred. After the first player has delivered their bowl no one has the right to challenge the legality of the distance of the mat from the rear or from the front ditches.

**6.2 DURING AN END** If a mat is displaced it must be replaced in its original position. After an end has been completed the mat must be placed completely beyond the face of the rear bank.

**10. IMPROPER DELIVERY OF JACK** If a jack is delivered and does not reach 23 metres from the front of the mat, goes into the ditch or rests outside of the boundaries of the rink, it shall be delivered again by the opposing player who may alter the position of the mat. If the jack is improperly delivered a second time it shall be placed 2 metres from the front ditch and the original player may alter the position of the mat.

**11. ORDER OF PLAY** The position of players must not be changed after the first end has been completed unless a substitute is agreed by both skips. (There are specific rules regarding substitution).

**12. POSITION OF PLAYERS** Players at the mat end and not delivering a bowl must stand at least one metre behind the mat. Players at the head end and not controlling the game must stand behind the jack if they are members of the team in possession of the rink and behind the jack and away from the head if they are members of the team not in possession of the rink. It may be necessary to stand on the surrounds of the green if the jack is in the ditch or well clear of the head if it is not possible to stand on the surrounds. As soon as the bowl is delivered, a player who is controlling play from a position that is either level with or in front of the jack must take their position behind the head. A player must not go into a neighbouring rink where play is in progress nor walk along a neighbouring rink even if it is not being used, whilst an opponent is about to or is actually delivering a bowl.

**13. POSSESSION OF THE RINK** Possession of the rink will belong to the player or team whose bowl is being played. As soon as each bowl comes to rest, possession of the rink will transfer to the opposing player or team after allowing time for marking a toucher as it comes to rest.

**14. TOUCHERS** A bowl that touches the jack in its original course of delivery becomes a toucher and remains in play even if it subsequently ends in the ditch within the confines of the rink. A bowl also becomes a toucher if it falls and touches the jack before the next bowl comes to rest. No bowl will become a toucher if it plays onto or comes into contact with a jack in the ditch. No bowl will become a toucher if it subsequently comes into contact with the jack during the course of the end.

**15. MARKING A TOUCHER** A toucher must be marked with chalk as soon as it comes to rest. If a toucher comes to rest where marking it could move the bowl or alter the head, it may be nominated as a toucher but should be subsequently marked if the situation alters. If, before the next delivered bowl comes to rest, a bowl is neither marked or nominated then it is no longer a toucher.

**16. MOVEMENT OF TOUCHERS** The position of a toucher in the ditch may be validly altered if it is moved by a jack in play, another toucher in play or (in the case of shallow ditches) a non-toucher partly on the rink and partly overhanging the ditch. If a toucher in the ditch is moved by a non-toucher entering the ditch, then an opponent or the marker must restore the toucher to its original position.

**17. DEAD BOWL** A bowl is dead if it comes to rest completely outside the boundaries of the rink (but not if any part of the bowl remains inside the confines of the rink) or if the bowl is a non-toucher that enters the ditch. A bowl will also be dead if it is delivered to a distance less than 14 metres from the front of the mat.

**19. DEAD JACK** A jack is dead if it comes to rest completely outside the boundaries of the rink (but not if any part of the jack remains within the confines of the rink). A jack is also dead if it is forced to back up the rink to a distance of less than 20 metres measured from the front of the mat.

**20. DEAD END** A dead end is not counted as a completed end even if all the bowls have been played. A dead end must be played in the same direction unless the skips or opponents in Singles agree to play it in the opposite direction.

**21. REBOUNTING JACK** The end will continue if the jack is driven against the face of the bank and rebounds back onto the rink in play.

**22.2 THE SHOT** No bowl must be moved until the opponents have decided whether it is a shot or not, except where a bowl has to be moved so another bowl can be measured. (It is recommended shot bowls are placed aside in a group where they will not interfere with measuring).

**23. DECIDING THE NUMBER OF SHOTS SCORED (30 SECOND RULE)** No measuring must start until the last bowl played has come to rest (or after 30 seconds if the skip or an opponent in Singles asks for a 30 second period). If invoked, the 30 second period starts after the last bowl of the end has been delivered and comes to rest. No bowl may be wedged until this period has lapsed. No measuring equipment is allowed prior to deciding the number of shots scored. If this occurs the defaulting team will lose the right to play their bowls and the non-defaulting team will deliver their remaining bowls to complete the end.

**24. NO SHOT SCORED – TIED END** If the nearest bowl of each team is touching the jack or the nearest bowl of each team is the same distance from the jack, or no live bowls are left in the boundaries of the rink in play, then a tied end will be declared. The end must be recorded as a completed end on the score card, therefore, the current score just carries over. The winner of the previous end places the mat and plays first.

**25. DELIVERING THE FINAL BOWL OF AN END** It is not compulsory for the last player to deliver the final bowl of an end. However, the player must tell the opposing skip or opponent in a Singles game of their intention not to deliver the final bowl before any measuring for shots is started. This decision is final.

**29.1 PLAYING OUT OF TURN** If a player plays out of turn and the bowl has not reached to head the opposing skip can stop the bowl in its course and return it to the player to play it in the proper order. However, if the bowl has disturbed the head then the opposing skip must either decide to leave the disturbed head as it is, replace the head to its former position or declare the end dead.

**33. LEAVING THE GREEN** No player may delay play by leaving the rink unless their opponent agrees, and then not for more than 10 minutes. If a player has to leave the green due to illness or some other reasonable cause and they cannot return within 10 minutes, then the skips may decide that a substitute can be introduced but that person may not take the position of skip. Other members of the team may rearrange their positions as necessary to allow for the substitution.

**34. OBJECTS ON THE GREEN** Under no circumstances, other than those authorised within the laws may any personal or other object be placed on the bank, the green, in the ditch, on the jack, on a bowl or anywhere else to help a player.

**40.1 DUTIES OF THE SKIP** The skip has sole charge of the team and all players in the team must follow the skip's instructions.

**40.1 SCORECARD** See Domestic Regulations inside the back cover of the laws. The skip may transfer the duties of marking the scorecard to other members of the team. However, they must make sure the duties are transferred to players whose positions, in order of play, are the same in each team (often the 2<sup>nd</sup> player in a rink of

four). If agreement cannot be reached on who should keep the scorecard then the skips in both teams must keep the scorecard.

**NB**

The following introduction contained within the Forward of the Laws of the Sport of Bowls is integral to the ethos of the sport: "No laws governing a sport can cope with every situation and the laws governing the sport of bowls are no exception. Unusual situations not covered within the laws can often arise. The Laws of the Sport of Bowls ('the laws') have been drawn up in the spirit of true sportsmanship. So, if a situation arises that is not covered by these laws, players, markers and umpires should use their common sense and spirit of fair play to decide on the appropriate course of action"

#### **PLAYER INADVERTENTLY TOUCHING A BOWL**

##### **WAS THE BOWL ON ITS ORIGINAL COURSE?**

**YES:** Did the bowl disturb the head **BEFORE** being touched?

**YES:** disturbance is valid

Did the bowl disturb the head **AFTER** being touched?

**YES:** opposing skip should replace any part of the head that has been disturbed and **EITHER** place the bowl where he believes it would have come to rest **OR** leave the bowl where it came to rest

**NO:** opposing skip should **EITHER** place the bowl where he believes it would have come to rest **OR** declare the end dead

Did the bowl disturb the head **BEFORE** being touched?

**NO:** Was the bowl touched by the team that delivered it?

**Yes:** Did the bowl disturb the head **AFTER** being touched?

**YES:** Opposing skip should replace the head and declare the bowl dead

**NO:** Opposing skip should declare the bowl dead

**NO:** Did the bowl disturb the head **AFTER** being touched?

**YES:** skip of the team that played the bowl can **EITHER** replace the head and have the bowl replayed, replace the head and place the bowl where he thinks it would have come to rest **OR** declare the end dead

**NO:** skip of the team that played the bowl can **EITHER** have the bowl replayed, place the bowl where he thinks it would have come to rest **OR** leave the bowl where it came to rest

##### **IF THE ANSWER TO "WAS BOWL IN ITS ORIGINAL COURSE" IS NO:**

**Was the bowl in motion or at rest?**

**Motion:** did the bowl disturb the head **AFTER** being touched

**YES:** opposing skip can **EITHER** place the bowl where he believes it would have come to rest and replace any part of the head that has been disturbed **OR** declare the end dead

**NO:** opposing skip can **EITHER** place the bowl where he believes it would have come to rest **OR** declare the end dead

**Rest:** did the bowl disturb the head **AFTER** being touched

**YES:** opposing skip should put the bowl back in its original place and replace any part of the head that has been disturbed

**NO:** opposing skip should put the bowl back in its original place

## **GENERAL DATA PROTECTION REGULATIONS**

These new regulations come into force from May 25<sup>th</sup> 2018 and they replace the regulations of the Data Protection Act. On joining the Club, you completed a form which asked you to give details of your name, address, telephone number and e-mail address. You also signed that you are willing for all/some/none of this information to be used to compile the list of Members which is kept by the Club Secretary. A copy of this list is kept in a folder on the desk in the Clubhouse. The Club has followed the advice and guidance of Bowls Devon and Bowls England in the interpretation of these regulations, and a copy of this guidance is also in the folder of Members' details.

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## **IN THE EVENT OF A FIRE AT THE CLUB .....**

**Raise the alarm**

**Ring 999**

**Leave the building**

**Go immediately to the assembly point which is IN FRONT OF THE ORANGERY (as you look at the Orangery from the Bowling Club)**

**Do NOT return into the building to collect any belongings**

**Do NOT return to the building until authorised to do so**

*The information in this handbook has been obtained from 'Guidance for New Bowlers', a Bowls England publication; World Bowls – Laws of the sport of Bowls – Crystal Mark Third Edition; 'A Passport to the etiquette and courtesy of the Game of Bowls', published by Goodwood Bowling Club; the Bitton Park Bowling Club Handbook.*