

GLOSSARY OF BOWLING TERMS

1. **BOWL:** Usually a set of four identical bowls (or woods) manufactured within strictly controlled specification. It is essential that all bowlers make a correct choice of bowls, which they can use with the greatest ease and comfort.
2. **BIAS:** That which is in-built into the bowl and which causes the bowl to travel in a curve.
3. **FOREHAND:** When, for the right-handed player, the bowl is delivered so that the curve of the bowl is from the right to left towards its objective.
4. **BACKHAND:** When, for the right-handed player, the bowl is delivered so that the curve of the bowl is from the left to right towards its objective.
5. **STANCE:** The position adopted by the player on the mat, prior to delivery.
6. **DELIVERY:** The playing of the bowl.
7. **FOLLOW-THROUGH:** What should be the natural movement forward of the arm following the line or path of the bowl.
8. **THE GREEN LINE;** The curved line that the bowl must travel from the mat to its objective.
9. **THE GREEN SHOULDER;** That point on the green where the bowl begins to curve inwards towards its objective.
10. **FOOT FAULT;** The foot must be wholly on or over the mat at the moment of delivery, if it is not, then the player will incur a penalty.
11. **THE MAT;** Bowlers must make their delivery from the mat. The mat can be moved to shorten or lengthen the game for the benefit of those in control of the end.
12. **MAT LINE:** The edge of the mat nearest to the front ditch.
13. **USING THE MAT:** The movement of the mat (within the limits of the rules) for the purposes of lengthening or shortening the length of the Jack.
14. **LONG JACK;** Near to, or the greatest distance from the front edge of the mat to the jack.
15. **SHORT JACK;** Near to, or the shortest distance allowed from the edge of the mat. Minimum distance is 23 metres.
16. **THE GREEN;** The total playing area, the measurements of which are laid down in the rules.

17. **TAKING THE GREEN OR LAND:** On the forehand or the backhand, the player bowls to the shoulder so the the bowl will curve and come to rest as near as possible to the desired position.
18. **DITCH:** The green is surrounded by a depression (ditch) which marks the boundary of the playing surface. Measurements of the ditch must conform to the laws of the game.
19. **BANK:** The area surrounding the green adjacent to the ditch which is higher than the playing surface.
20. **RINK:** The rectangular playing areas which the green is divided into. White vertical markers located on the ditch back wall indicate the rink corners. A 'string', real or imaginary, drawn tightly between these markers defines the boundaries of the rink.
21. **PACE OF THE GREEN:** See below.
22. **FAST GREEN:** Usually a dry and closely cut surface which offers little resistance to the progress of the bowl.
23. **SLOW or HEAVY GREEN:** Where the surface offers some greater resistance to the progress of the bowl.
24. **STRING:** An imaginary line that runs down the edge of the rink.
25. **CENTRE LINE:** An imaginary line that runs down the centre of the rink.
26. **JACK or KITTY:** The yellow or white ball towards which the play is directed. The site of the Jack must conform to the rules.
27. **PACE or WEIGHT:** The amount of force with which the bowl is delivered to execute the shot.
28. **DRAW:** The path the bowl takes (forehand or backhand) to reach its objective.
29. **DRAW SHOT:** A bowl delivered at the precise pace or weight and with the correct green or land, to arrive exactly at its objective.
30. **REST the BOWL:** The bowling of the wood, which comes to rest against another bowl.
31. **REST THIS BOWL OUT:** The bowling, of a bowl with sufficient pace to push a bowl and take its former position.
32. **PUSH and REST:** Same as 26 above.
33. **CHOP and LIE:** Same as 26 above.
34. **TRAIL the JACK:** A bowl delivered in order to move the jack to another position on the rink.

35. **RUB-OFF:** A bowl which during its running course, comes into light contact with another so that the line of direction can be affected.
36. **WICK-OFF:** A bowl which comes into an angled contact with another bowl so that the course of the moving bowl is definitely altered.
37. **WOODED/WRECKED:** An attempted shot frustrated by the contact with another bowl, which is on the path between the mat and the target.
38. **BLOCK or STOPPER:** A bowl delivered with enough pace to stop short of the objective, in the hope that it will prevent an opponent being able to play a certain shot.
39. **SPLIT THESE BOWLS:** A request to bowl with sufficient force as to part other bowls in the head, but with enough momentum to continue beyond that point.
40. **FIRE or DRIVE:** There are various reasons for such a shot when it is delivered with such pace as to take out a bowl(s) or the Jack.
41. **TOUCHER ON THE GREEN:** A bowl, which during its course has touched the Jack, or has come to rest but falls over to touch the Jack before another bowl is delivered. Or a bowl, if it is the last to be delivered, falls and touches the Jack within a period of $\frac{1}{2}$ a minute, shall be marked with a chalk mark.
42. **TOUCHER IN THE DITCH:** A toucher, as above which ended up in the ditch shall be a 'live' bowl, but not if it has come to rest outside the confines of the rink.
43. **THE SHOT:** The bowl that finishes nearest to the Jack at any stage of the game.
44. **SECOND BOWL:** The bowl that finishes closest to the Jack other than the shot bowl.
45. **THE HEAD:** The Jack and as many bowls as have been played at any stage of the end. Bowls in the head may be on the rink or, in the case of touchers, in the ditch.
46. **END:** The sequence of play beginning with the placing of the mat and ending with the coming to rest of the last player's bowl, after all other bowls have been delivered in the same direction.
47. **NARROW BOWL:** Where a player has not allowed enough green or land. This can sometimes be played intentionally.
48. **WIDE BOWL:** Where a player has allowed too much green or land. This can sometimes be played intentionally.
49. **SHORT BOWL:** Where the bowl has not been delivered with sufficient pace as to reach its objective.
50. **HEAVY BOWL:** Where the bowl has not been delivered with too much pace and ends up beyond its objective.

51. **JACK HIGH BOWL:** A bowl which, when it comes to rest, is the same distance from the mat as the Jack.
52. **BACK BOWL:** A bowl that has come to rest beyond the Jack or the main body of bowls. This can be intentional.
53. **DEAD BOWL:** A bowl, which come to rest in the ditch, or is knocked into the ditch but is not a toucher. Or a bowl which comes to rest outside the confines of the rink, or being knocked there.
54. **LIVE BOWL:** Any bowl that come to rest within the confines of the rink and allowing for conditions laid down by the laws of the game, or any toucher in the ditch.
55. **COUNTER:** Any bowl which contributes to the score at the completion of the end.
56. **DO NOT BE SHORT:** A plea to a bowler to use sufficient pace as to reach the objective.
57. **BE UP:** As above only more emphatic.
58. **OPEN IT UP:** A request that a bowl is delivered with enough pace to clear any obstructing bowls between the mat and the Jack.
59. **TAKE IT OUT:** Instructions to bowl with sufficient pace as to remove the offending designated bowl.
60. **PROMOTE a BOWL:** A request that a bowler plays their wood onto a bowl belonging to his side so that the bowl, which is stationary, is pushed closer to the objective.
61. **A PLANT SHOT:** Where a player bowls a wood to strike other bowls which could be in line and thus gain his/her objective.
62. **COVER THE BOWL:** An instruction to a bowler to deliver a bowl in such a way that it finishes between the Jack and the bowl indicated.
63. **MARK IT or CHALK IT:** The marking of a toucher with chalk.
64. **DEAD END/HEAD:** An end which is considered not to have been played and so no score is recorded. It can happen as a result of the Jack being driven out of the confines of the playing area.
65. **MEASURE:** A device used ti determine which bowl is nearest to the Jack.
66. **MEASURING:** The process of determining which bowl is nearest to the Jack.
67. **PENALTY:** The umpire may award a penalty, where for example, a player has foot faulted during the delivery of a bowl. The umpire could declare the bowl dead.
68. **A SIDE or TEAM:** Any agreed number of players whose combined scores determine the result of a match.

69. **PAIRS:** Two players against two, each using four bowls for a period of twenty-one ends. Their positions in order of play: lead and then skip.
70. **RINK OF PLAYERS** or **FOURS:** A group of four players against four, each bowling two bowls for a period of twenty-one ends. Their positions in order of play: lead, second, third and skip.
71. **LEAD:** The player, who places the mat, rolls the Jack and delivers the first bowl in every end.
72. **THE SECOND** or **NUMBER TWO:** The second to play following the lead in a game of triples or fours. He/she marks the score card and keeps the score board up-to date.
73. **THE THIRD:** In the game of fours he/she will deputise for the Skip in certain circumstances and will be responsible for measuring.
74. **THE SKIP:** Captains the fours, triples and pairs. The Skip is last to play and is responsible for dictating the tactics of the game.
75. **THE MARKER:** A person, who in the game of singles undertakes to see the game is played according to the rules, will mark all touchers, centre the Jack and measures well as keeping the score. During play, the marker will not talk to players unless asked a direct question.
76. **THE UMPIRE:** The person with total and overall authority during any game as to the enforcement of the laws of the game. The umpire must be called to resolve any dispute regarding the laws and rules of the competition.
77. **THE SCORER:** In a mach between teams or sides the scorer is responsible for keeping the current scores on the master score board.
78. **TIED END:** It sometimes happens that when measured, at the completion of an end, the nearest bowls of both sides are exactly the same distance from the Jack (both bowls may be touching the Jack). Neither side scores, but it is deemed an end played and is entered onto the scorecards as 'end played, no score'.
79. **FLUke:** (The last thing ever admitted on the green, therefore the last in the Glossary). A shot excruciatingly executed, yet sublimely successful - do at least say sorry!