



LAWN BOWLS GLOSSARY

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100 up	A game of bowls where the object is to reach a score of 100 shots. Usually used in games based on a proportional scoring system.
21 up	A game of bowls where the object is to be the first to reach a score of 21 shots.
25 up	A game of bowls where the object is to be the first to reach a score of 25 shots.
2 Metre mark	The furthestmost position that the jack can be placed following the lead bowler rolling the jack at the start of an end. If the jack is rolled past this point, and remains within the rink boundaries, the jack is spotted on the designated mark, positioned 2 metres back from the ditch.
8 badge	In some pennant games, the controlling body awards an 8 badge to members of a fours rink where a full count of eight shots is achieved in a single end.
Aero	Name of an Australian-based bowls manufacturer.
Aiming line	An imaginary line the player aims along to allow for bias of the bowl.
Aiming point	A point on the aiming line where the player focuses during delivery of the bowl.
Artificial	Bowls surface made of man-made materials, as compared to grass greens.
Backhand	For right handed players, delivering a bowl to the left hand side of the rink or jack, with the bias facing the centre line of the rink which will curve the bowl from left to right towards its objective. For left handed players, the opposite of both these meanings will apply.
Back bowl	A bowl place behind the jack and head, positioned so that if the opposition trails the jack from its current position towards the back of the rink, the back bowl may become shot or reduce the number of shots that the opposition may have if moved to this part of the rink.
Back ditch	The ditch at the end of the green which is directly behind a player when they stand on the mat.
Bank	The area raised above the playing area that surrounds the green, beyond the ditch.
Bent	A type of grass (botanical name: <i>agrostis stolonifera</i>) used for the construction of lawn bowls greens. Known for its carpet like cover, and the ability to successfully cultivate in a wide variety of climates.
Best back	A bowl at rest beyond jack nearer to the ditch than any opposition bowl and is particularly valuable if the jack is moved towards the back of the rink or into the ditch.
Be up	An instruction normally from the skip, to bowl longer to reach the head with your bowl. An alternative would be 'Don't be short'.
Bias	The diversion of the bowl from a straight line caused by the convex shape on one side of the bowl. Formed at the shaping stage of manufacture, the bias side is indicated by the smaller of the two rings found on opposite sides of the bowl. Bias is the amount of curve that a bowl will take during its course to the jack. Bowls are available with several different biases for use in different conditions and competitions.
Blocker	A drawing shot usually played to stop some way short of the head, either to prevent an opponent from playing a certain shot or to protect an advantageous position. The bowl itself is then called a 'Blocker'. A bowl that blocks someone (usually an opponent) from reaching the desired target.
Bowl	One of a set of four matching bowls from the same manufacturer and identical in all characteristics: size, weight, colour, bias, serial number etc.

Bowl weight	Describes the physical weight of the bowl compared to other bowls of the same size. Bowls manufacturers provide different weights for each bowl size.
Bowling arm	A device that enables players, who have an inability to bend as part of a standard delivery action, to bowl in an upright position. Bowling arms are licensed and approved by Bowls England and may require the bowler to have a medical certificate to verify the need for use for County level matches.
Bowls	Official name of the sport, as defined by World Bowls.
Bowls cloth	A piece of cloth used by bowlers to clean and/or polish a bowl during a game. They are made of various materials, with the most popular being cotton cloth, or a chamois for wet conditions.
Boundary peg	A marker placed on the bank to indicate the outside boundary of a rink. If a bowl finishes completely outside the boundary it is a dead bowl. If the jack is rolled outside the boundary when first delivered, it is returned to the mat for the opposition player to roll the jack. If the jack is moved outside the boundary after being placed on the centre line, the end is declared a dead end/burnt end and is replayed, unless the competition has a local rule to spot the jack in such situations.
Break	During a game, a planned stop in play, usually an afternoon tea break. In some competitions, local regulations allow the managers to determine if a break is taken or if the teams play straight through to completion.
Burnt end	A partially completed end that has to be replayed, by reason of the jack going outside the rink or green boundaries, or an umpire ruling that due to an action, the head cannot be returned to its previous state. The end is not counted, No score is recorded and the end is replayed. (Also known as a DEAD END).
Callipers	A piece of equipment used by an umpire or a player, to judge the relative distance between the jack and one or more bowls, at the conclusion of an end, which will determine the number of shots held by a player or team.
Carpet bowls	A variation of outdoor bowls, played on a rectangular piece of carpet that is laid out on the floor, and can be rolled up and stored away between games. Carpet bowls have different types of bowls, which are smaller than an outdoor bowl, and the rules that govern play are unique to this particular form of the game.
Centre line	An imaginary line that runs lengthwise down the centre of the rink and represents the midpoint of a rink between the boundary pegs. Some greens will have centre lines drawn on the rink from the 2 metre mark towards the middle of the green at both ends, extending for a few metres. The jack is aligned with the centre line after being rolled by a player at the start of an end.
Chalk	Used to indicate a bowl that has touched the jack as part of its initial delivery during an end. A player in charge of the head will use a piece of chalk, or chalk spray, to place a mark, which must be done before the next bowl comes to a rest, and must be removed before the bowl is delivered in the next end.
Change of ends	Once all bowls have been delivered by players standing at the mat end of the rink, they will move to the other end of the rink.
Chasing	Following your own bowl down the green after delivery often with visible expressions of hope, intent, or exasperation. If permitted by the rules of the competition, the player is expected to be positioned behind the head on or before the bowl comes to rest. It is considered poor etiquette to "ride" an opposition players bowl. (Also known as RIDING).
Chock	A piece of material placed under a bowl to hold it in place on the green before measuring. When a measure is called for, and a bowl is leaning on another bowl, it is sometimes necessary to chock the bowl so that one bowl can be removed without changing the position of the other. Materials used include rubber and foam wedges. (Also known as WEDGE).

Claw grip	A method of holding the bowl in your hand, where the running surface of the bowl sits along the fingers of the hand, with the thumb held at or near the top of the bowl as a balancing mechanism.
Club stickers	In team based competitions, players on the same team will apply a unique ring shaped decal to both sides of the bowl so that they are easily distinguishable from the opposition's bowls. (Also known as DISCS).
Composite	Short hand term describing the material used to manufacture a bowl. Most modern bowls are made of a hardened composite plastic material. Before composite plastic was used, bowls were made from a hardwood material, usually lignum vitae.
Controlling body	The organisation with immediate control over the conditions of play of any given bowls competition.
Count	An expression used such as 'It's in the count' which means that your bowl has come to rest among those that are closer to the jack than any of your opponents' bowls. The number of shots received by a player or team at the conclusion of an end.
Counter	Any bowl which contributes to the score at the completion of the end. A bowl that is closer to the jack than an opponent's nearest bowl is considered a "counter".
Cover that bowl	An instruction to a bowler to bowl in such a way that the bowl finishes between the jack and the bowl indicated.
Cradle grip	A method of holding the bowl in your hand, where the running surface of the bowl sits cradled between the fingers of the hand, and the palm, with the thumb positioned alongside the fingers in a cupping style.
Crossover	In a team game, when all players at the mat end of the rink have delivered their bowls, they will move to the opposite end of the rink, and the player in charge of the head, usually the skip, crosses over to the mat end to deliver their bowls.
Crown Green	Describes a variation of outdoor bowls, which is played on greens that have an undulating surface, with a peak in the middle. Play also differs as there are no rink boundaries, and the jack also has a bias.
Crystal Mark	Refers to the official laws of the Sport of Bowls.
Dead bowl	Either a bowl which comes to rest in the ditch or is knocked into the ditch and is not a toucher, or a bowl that comes to rest outside the confines of the rink, either in its course or by being knocked there. The bowl is removed from play, however, if the bowl has touched the jack, it remains a live bowl even if in the ditch, as long as it is within the boundary of the rink.
Dead draw	A bowl that becomes the shot bowl (closest to the jack) without touching any other bowl during its delivery.
Dead end	See "Burnt end".
Declare the head	An expression advising that the last player on the mat is not going to deliver his last bowl. It is called for if the player or team is holding shot, or that there is significant danger of changing the head to the detriment of the player/team if the last bowl were to change the current situation.
Delivery	The moment at which the bowl leaves the hand.
Ditch	The channel that surrounds the green. Its edge marks the boundary of the playing surface. Measurements of the ditch need to conform to the laws of the game.
Ditch rink	A rink that runs parallel to the ditch along its length.
Discs	See "Club stickers".

Disturb the head	An instruction sometimes given by skips to their thirds to play a bowl with sufficient weight to alter the position of bowls and/or the jack in the head. A request of the skip called for usually when the team is not holding shot, or is blocked from playing a preferred shot by bowls in the way of the objective (usually the jack). (Also known as OPEN THE HEAD).
Division	In pennant games, associations may create tiered competition made up of separate divisions of teams. Often there are multiple sections to form part of a division. Section winners then play against other section winners in that division to determine the overall division champion.
Drakes Pride	Name of an England-based bowls manufacturer.
Draw	The draw is a shot which the player attempts to play with the exact line and length to finish closest to the jack or to a point on the green dictated by strategy or tactics.
Draw shot	Shots where the bowl is rolled to the jack without disturbing the bowls already at the Head. The classic shot in the game of bowls.
Drawn end	If at the completion of the end, a measure for the shot determines that both teams (or players) have one bowl of equal distance from the jack (or both have a bowl touching the jack). The end is completed and therefore recorded on the score card with no score to either side. The jack remains with the side who delivered the jack. (Also known as NO SCORE or TIED END).
Drive	A bowl that is delivered at a very fast pace with the objective killing the end, disturb the head, or hitting opposition bowls out of the head. Only usually used when the team you are playing for a several shots down or no draw is available. (Also known as FIRING).
Do not be short	A plea to a bowler to use sufficient pace or weight, and with the correct green or land, to arrive exactly at its objective.
Down	An expression to confirm if your opponent has one or more bowls closest to the jack. When your team does not have the Shot Bowl, you are considered to be "Down". You may be down by one or more shots.
Dumping	A bowl delivered from above the green so that it bounces on the turf when it first leaves the hand. Dumping a bowl is an indication of poor technique, or may indicate the player has an injury or disability that does not enable the bowl to be let go of parallel to the ground.
East-West	Describes the direction of play for the rinks, which run in parallel with each other on any given day. Most bowling rinks are built to accommodate play alternately in an East-West or North-South direction. Green keepers will alter the direction of play to assist in managing the quality of the greens over a season. Most competitions play North-South, to avoid players looking directly into the sun. East-west play is often used for social games. This does not apply to the Crown Green game of bowls which utilises the entire green surface and is not divided into rinks. (See North-South).
Either hand	When a bowler delivers a bowl, they can choose to play either a forehand or backhand shot. During play the person in charge of the head may advise the player on the mat that they can play "either hand" rather than directing a particular hand to play.
End	Bowls are played from one end of the green to the other alternately. An "end" of bowls comprises the placing of the mat, the delivery of the jack and the delivery of all the bowls of all of the players in one direction on the rink. The playing of the jack and all the bowls of all players (or teams) once in a single direction, resulting in either a number of shots for one of the teams, a dead end, or a drawn end. Some forms of the game have a set number of ends played, others play an unlimited number of ends until a particular score is reached or exceeded. The number of Ends played is decided by Club Rules. A typical game has 21 ends, or 18 in triples games.

Fast green	Usually a dry and closely cut surface which offers little resistance to the progress of the bowl. Hence the bowls travel faster and further over the surface compared to a slow green relative to the same amount of effort required when delivering a bowl. (Also known as a QUICK GREEN).
Feeler gauge	Used by an umpire or third to judge the distance between the jack and one or more bowls, where a bowls measure is too large for use.
Fixed stance	When preparing to deliver a bowl, the player positions their feet and legs, and then locks into this position, completing the delivery of the bowl with movement of the upper body only.
Firing	See "Drive".
Follow through	This should be the natural movement forward of the delivery arm following the line or path of the bowl.
Foot fault	A transgression of the law that dictates the position of the bowlers feet on the mat before and at the point of delivery. A foot fault occurs when the bowler does not have one foot on or over the mat on release of the bowl. The foot may be on the mat or in the air. Depending on the rules of competition and the association running the competition, players can be warned, or their bowl can be declared a dead bowl.
Forehand	For right handed players a forehand delivery will curve from right to left towards its objective. The term is also applied to the right hand side of the rink as seen by a right handed player standing on the mat facing up the green. For left handed players, the opposite of both these meanings will apply.
Fours	A team game where each team consists of four players, a lead, second, third, and skip.
Four wood singles	The traditional singles variation of the game. However, it can be played with a different number of woods, resulting in two wood singles.
Front ditch	The ditch at the end of the green which is directly in front of a player when they stand on the mat.
Full count	Scoring the maximum number of possible shots in an end where every bowl from all players in the one team are closest to the jack than the nearest opposition bowl.
Four rink	A team of four players.
Give away the mat	At the start of a game a toss of a coin or bowl is held. The winner of the toss has the option to play the first bowl, called keeping the mat, or letting the opposition have the first bowl, to "give away the mat", thus reserving the last bowl of the end for themselves. After the first end, the winner of the end automatically get the mat and the first bowl of the next end. Some controlling bodies have experimented with an additional rule allowing the winner of the end to decide if they keep the mat or give the mat away. Having the last bowl of an end is seen as an advantage, particularly at the highest levels of competition.
Green	The area of the playing surface containing one or more rinks, the perimeter of which is usually defined by a surrounding ditch. Lawn bowls is played on a square "Green" of grass, with directions being alternated to protect the grass.
Green line	The curved line that the bowl must travel from the mat to reach its objective.
Green-keeper	Common term for the staff who maintain bowling greens.
Grip	Refers to the way a player holds the bowl in preparation for delivery. Two common grips are the "claw grip" and the "cradle grip". A bowl that is manufactured with an inverted ridge or dimple around the outer edges of the side of the bowl is also referred to as a grip or "gripped" bowl.
Guard	A Guard is a bowl played to a position that restricts the opposition from getting to the target. Can also be known as a "policeman".

Hammer	The final bowl of the end. Newer rules allow the winning team on an end to give away the mat and so retain control of the hammer.
Hand	The direction that a bowl is to be delivered, either Forehand or Backhand.
Handicap	In games of singles, some formats allow for a positive or negative handicap to be applied to players of different ability. For example, in a game of 25 Up, one player may start at +5 shots, and one at -5 shots, meaning the player with a +5 handicap need only score another 20 shots to win, whereas the player on -5 handicap must score 30 shots to win.
Head	The Head refers collectively to the jack and the bowls that have been delivered and have come to rest within the boundaries of the rink and have not been declared dead.
Heavy bowl	Where a bowl has been delivered with too much pace and will end beyond its objective.
Heavy green	A description of the relatively slow pace of the green, compared with a fast or quick green.
Henselite	Name of an Australian-based bowls manufacturer.
Holding bowl	Indicates that your bowl is the closest to the jack - "we are holding shot".
Holding green	A relative description of the line a bowl is taking on the rink at a moment in time. A bowl that is holding its line is an indication that it is travelling a different line to that normally expected, due to either the condition of the green, the pace of the green, or the delivery action of the bowler.
Honour board	Lists of achievements that are placed on display, usually within a club house or an associations head office. Honour boards usually recognise office bearers, championship winners, and representative honours at region, county, state, national and international levels of competition.
Hog line	Special markers (often flags for tournaments) that dictate the minimum line beyond which the jack must be rolled for the end to be valid.
Holding Shot	Team with their bowl(s) closest to jack.
Hook	The direction a bowl takes when it is slowing down and has just about a metre or two left to roll. Some bowls hook more than others, especially older Classic bowls with extreme bias.
Indoor bowls	A game of bowls that is played in an indoor arena, with the same equipment and field dimensions as for outdoor bowls.
Inner ring	On one side of a bowl, there are one or 2 small concentric circles, indicating that this is the biased side, or the side towards which the bowl will turn once delivered out of the hand.
Jack	The jack is the small white/yellow ball that is the target in bowls. In outdoor bowls the jack has no bias, but in Crown Green bowls, the jack has a bias similar to the bowl itself. (Also known as KITTY).
Jack high	If a bowl is Jack High it means that it has reached a position such that its nearest part is laterally aligned with the jack. Effectively it means that the bowl and jack are precisely equidistant from the mat.
Keep the mat	See "Give away the mat".
Killing the end	A bowl delivered in such a way that results in the jack falling outside the boundary of the rink. Once killed, an end is normally replayed, either from the same direction, or from the opposite end by agreement with the opposition. Some competitions require the jack to be spotted on a pre-arranged part of the green if the jack falls outside the rink boundaries, with play continuing with the remaining bowls after being spotted.

Kiss	A bowl that glances either the jack or another bowl, resulting in a slight movement of the jack or bowl involved.
Kitty	See "Jack".
Knock-out	In a competition game, the winner progresses to the next round, however the loser is eliminated, thus being "knocked out" of, the competition.
Lane	The rectangular area of the green on which play takes place. All games are played within Lanes that are at least 14 ft. wide. Each lane is marked with two boundary markers and a central number. The lanes for a given game or tournament are designated with markers on the edges of the green. This way, multiple games can be played simultaneously on one green. Bowls that come to rest out of their lanes are Dead Bowls and are removed from the end. (Also known as a RINK).
Lawn bowling	Traditionally and historical, the game of Bowls was played on grass fields or greens, and thus was known as lawn bowls. With advances in construction techniques, and the introduction of artificial surfaces, in the evolution of the game it has become known as Bowls.
Lead	The player in a team game (pairs, triples or fours) that places the mat delivers the jack and plays first wood.
Length	Refers to the amount of force required when delivering a bowl to reach the desired target. For a draw bowl, the required force would result in the bowl stopping at a point parallel to the jack.
Lifter	A piece of equipment, usually made of metal, which enables a player to pick up a bowl from the green without the need to bend down. Often used by players with an injury or disability which prevents them from bending sufficient to reach the ground.
Lignum vitae	Refers to a type of natural hardwood material from a tree, used to make a bowl. Prior to the introduction of composite plastic materials, the predominant material for the manufacture of bowls today, lignum vitae was the dominant material used.
Line	Is the directional arc that the bowl travels along from the point of delivery to the point it stops. For a draw bowl, the player will identify an aiming point when letting go of the bowl, such that it will travel along a pathway to end up as close as possible to his target, usually the jack. The line of the bowl will vary depending on the prevailing conditions of the green (heavy, fast), the bias of the bowl, and the desired finishing position.
Live bowl	After a bowl has been delivered and comes to rest, if it stops within the confines of the rink (or green for Crown Green bowls) it is considered live. If a bowl finishes in the ditch, or outside the rink boundary, it is considered a dead bowl. However, if the bowl has touched the jack, it remains a live bowl even if in the ditch, as long as it is within the boundary of the rink.
Long jack	A jack that is the greatest distance allowed from the front edge of the mat, or is close to this limit.
Manager	In team games, a manager is appointed for each team, whose role is to fill in the scorecards, agree the match up of rinks between teams, tally the total scores of all rinks at the end of a game, and submit the result to the governing competition association. The manager may have other duties depending on the domestic regulations in place for a particular competition, and can include being the point of contact for a team in relation to decisions to stop play should adverse weather conditions affect play, but does not normally include adjudicating on the rules of bowls, which is handled by a designated umpire.
Mark a bowl	To mark the bowl as a toucher with chalk or spray.
Marker	A person who undertakes to see that a game of singles is played according to the rules. They mark all touchers, centres the jack, measures, and keeps the

score. During the playing of an end, it could be wiser for the marker not to talk to the players unless asked a direct question.

Mat	The rectangular piece of rubber placed on the rink at the beginning of each end. The mat from which a bowler must make his delivery (the size is laid down in the rules). The team with the mat always rolls the jack. Newer rules allow the winning team to give away the mat, thereby losing control of the jack, but ensuring they have the final bowl of the end (the Hammer).
Matching bowl	A bowl that sits next to or near an opposition bowl in the head.
Maximum length	The maximum distance possible between the mat and the end of the rink, designated by a spot or mark, usually the 2 metre mark.
Measure	A device used to determine which bowl is nearest the jack. When it is uncertain which bowl is closest to the jack, a tape measure is used to determine which bowl(s) is nearer than the oppositions nearest bowl.
Measuring	The process of determining which bowl is nearest the jack.
Minimum length	The minimum distance allowed between the mat and the jack. In the Crystal Mark edition of rules, the minimum length of an end is 23 metres. Most greens have a mark on the plinth of the ditch to indicate the minimum length point from the 2 metre mark.
Mirror	A custom designed instrument, used by umpires to determine if a jack or bowl is within the boundary of the rink during play. Often used in conjunction with a scope when making judgements from one end of the rink to the other.
More green	To take more green is to bowl wider than your previous delivery. The director of the head may ask to "make sure you take your green", meaning adjust your line compared to your last bowl.
Narrow bowl	Where a player has not allowed enough green.
Narrow bias	A narrow bias describes the relatively narrow line that a bowl's arc takes from the point of delivery to the point at which it stops. Modern manufactured bowls are known as "narrow bias" bowls as they are designed to take a narrower line, compared to some older brands of bowls manufactured decades ago. Bowls must comply with minimum bias standards determined by World Bowls but vary to suit different styles of play and different playing conditions throughout the world.
North–South	See "East-West".
No score	See "Drawn or Tied end".
Open the head	See "Disturb the head".
Open hand	Refers to the side of the rink that has the clearest path for a draw shot.
Opening day	When a club holds its first event for the year or season. Often a club will hold a formal ceremony on this day, with the club champion and a local community representative, such as the mayor, councillor, or politician, invited to officially open the greens.
On the dot	Refers to a position on the green which is designated as the furthestmost distance on the rink where a jack is placed. If a lead rolls the jack, and it travels past this predetermined mark, the jack will be placed "on the dot" prior to the first bowl being delivered. In some jurisdictions this is known as the 2 metre mark. (Also known as SPOT THE JACK).
Outdoor bowls	Refers to the variation of bowls which is governed by World Bowls and the Crystal Mark rules.
Outer ring	On one side of a bowl, there are one or 2 large concentric circles, indicating that this is the non-biased side, or the side away from which the bowl will turn once delivered out of the hand.

Pace of the green	See "Fast, Quick or Slow green".
Pace or weight	The amount of force with which the bowl is delivered to execute a particular shot.
Pairs	A team game where each team consists of two players, a lead, and a skip.
Points	Whoever gets their bowl(s) closest to jack at conclusion of an end.
Pennant	A team based competition run at a county based level.
Plinth	The vertical trim in a ditch, usually constructed of wood or concrete, and often has a covering of carpet or rubber to dampen the impact of bowls when they travel off the green into the ditch.
Polish	A type of thick liquid compound applied to the surface of a bowl, which is then rubbed into the surface using a hand, cloth or polishing sleeve. The application of polish is designed to clean the surface of the bowl, provide a resistant surface to assist it travel more easily when a bowl is delivered, and provides additional grip between the bowl and the hand.
Possession	The player or team whose turn it is to deliver a bowl is said to be in possession of the mat. Possession passes to the opposition when the bowl has come to rest after a delivery. Possession also includes the possession of the head, and opposition players should remain away from the head when not in possession of the mat.
Practice ends	Before the start of a game a practice end must be played in each direction thus allowing players to get the feel of the green. Normally each player rolls 2 bowls however the Crystal Mark rules allow up to the number being played in the game. Such ends do not count in the scoring. (Also known as TRIAL ENDS).
Penalty	This may be awarded by the umpire when, for example, a player has been foot faulted in delivering his bowl. The umpire could also declare the bowl to be dead.
Plant shot	When a player bowls his bowl to strike other bowls which could be in line, in order to gain his objective.
Potato bowl	A badly thrown (or released) bowl that hops, skips and jumps.
Promoting a bowl	Pushing up one of your team's bowls to a better position.
Push and rest	The bowling of a bowl with sufficient pace or weight that it pushes a bowl from its position, so that the position is taken by the last bowl delivered.
Quick bowl	If a bowl is delivered and finishes past the intended target, it is said to have been a "quick bowl".
Quick green	See "Fast green".
Rest this bowl	An instruction to a player to bring his bowl to rest against another bowl.
Re-spot	If during play, the jack is out of bounds, some competitions have provision for placing the jack back within the confines of the rink on a predetermined place. The end then continues from that point with all other live bowls delivered remaining in place.
Resting toucher	A bowl that remains in direct physical contact with the jack after being delivered.
Riding	See "Chasing".
Rings	Bowls are manufactured with a set of rings on each side of the bowl. The smaller rings indicate the biased side of the bowl, and the outer rings the non-biased side of the bowl.
Rink	See "Lane".
Roll up	Informal social bowls, ideal for beginners to meet club members.

Rolling the jack	At the start of an end, the player in possession of the mat first rolls the jack along the rink or green to a preferred length, before delivering a bowl.
Rinks game	A bowling game in which there are 4 players per team a Skip, a Three, a Two and a Lead. Each player uses 2 bowls each.
Rub off	A bowl that, during its running course, comes into light contact with another bowl, causing the running bowl to alter direction. (Also known as a WICK OFF).
Scorer	The person, in a match between teams or sides, who is responsible for keeping the current scores on the master score-board.
Scope	A custom designed instrument, based on a telescope, used by umpires to determine if a jack or bowl is within the boundary pegs of the rink during play. Often used in conjunction with a mirror when making judgements from one end of the rink to the other.
Second	In a team of 3 or more, the player who delivers his bowl immediately after the lead is known as the second. The second has specific duties, including keeping score, updating the rink and overall scoreboards in a multi-rink team competition. In recent years, some associations have directed that the skip must keep the scorecard.
Second bowl	The bowl which finishes closest to the jack, other than the shot bowl.
Section	In pennant games, associations may create tiered competition made up of separate sections of teams. Often there are multiple sections to form part of a broader Division. Section winners then play against other section winners in that division to determine the overall division champion.
Sectional play	A number of games where you play all other teams or players in a grouping, and the winner goes on to play other sectional winners. Group sizes will be variable, designed to ensure that the number of winners enable a play-off to reach a final of two section winners.
Sets play	A game made up of 2 or more sets, with each set made up of a number of ends. World Bowls sets play format is two sets of nine ends, with a 3 end tie break if drawn at 1 set all, but this can be varied by a local controlling body.
Shaved	Describes the result of a bowl delivered such that it touches the jack or another bowl without changing its current position.
Short bowl	A bowl that has stopped short of its intended target. A bowl delivered with insufficient weight to reach its objective.
Short jack	A jack delivered to the minimum legal distance (23m) or a few metres beyond a jack when delivered that stops at a point less than the minimum length allowed within the rules of competition for the game underway. Minimum lengths are varied by national associations as outlined in the Crystal Mark edition of the rules or World Bowls
Shot	The bowl nearest the jack.
Shoulder of the green	That point on the green where the bowl begins to curve inwards towards its objective.
Side	A group of players that make up a team. In pennant play, a side will be made up of 12 to 16 players, divided up into groups of four, also known as a rink.
Singles	A game played between two players.
Skip	In a team of 3 or more, the player who delivers his bowl last is known as the skip. The skip has specific duties, including directing the head for all other players in the team, and making decisions in co-operation with the opposition skip in the event of a dispute, and calling for an umpire if a dispute cannot be resolved within the teams.

Slow green	A green is described as slow when the bowls travel at a slower pace over the surface compared to a quick green relative to the amount of effort required when delivering a bowl.
Smalls	A call made when determining which player will deliver the first bowl at the start of a game. One player will roll a bowl end over end, and calling "smalls" refers to the bowl stopping with the side where the smaller rings are facing upward.
Split these bowls	An instruction to the bowler to bowl a bowl of sufficient pace that it forces apart other bowls, and has enough momentum to carry on beyond that point.
Spray chalk	See "Chalk".
Speed	A measurement, in seconds, of the time it takes for a bowl to come to a rest after being delivered by a player.
Spider	A one bowl competition where all participants are positioned at the edges of the green, and upon an agreed signal, all deliver a bowl towards a jack positioned in the centre of the green.
Spot the jack	See "On the dot".
Stance	The position a player adopts in preparation for delivering the bowl. Some players adopt a fixed stance, where legs and feet are moved into position and then "locked", and the delivery is completed using upper body movement, whereas others will position their feet, then an action involving upper and lower body elements is commenced.
String	Normally a green 'string' drawn tightly along the green to define the boundaries of the rink.
Synthetic	Artificial grass.
Table bowls	A game, designed to be played on a billiard/pool table, with miniaturised bowls, jack, and delivery ramp.
Take it out	An instruction to a bowler to bowl with sufficient pace to push an opponent's bowl away.
Taking green	See "More green".
Tape	A custom-designed tape measure used to judge the distance between the jack and one or more bowls at the conclusion of an end, which will determine the number of shots held by a player or team. A tape is used when a player's measure is not long enough to reach the bowls in question. A longer tape is also used to measure if the jack has been delivered past the minimum length required.
Taylors	Name of a Scotland-based bowls manufacturer.
Team	An agreed number of players whose combined scores determine the result of a match.
Testing	A service offered by bowls manufacturers to ensure bowls still meet manufacturer and World Bowls Ltd guidelines for the amount of bias that should be exhibited by the bowls. Some associations mandate bowls must be re-tested at a predetermined interval of years. In associations where testing is mandated, bowls that do not have a stamp indicating their status can be banned from use in competitions within that association.
Testing table	A table used to check that a bowl or set of bowls conform to the bias requirements of the governing body of the sport, World Bowls. Manufacturers of bowls have testing tables, used both in the manufacturing process, and as a testing service to bowlers.
Third	In a team of 4, the player who delivers his bowl after the lead and second have delivered their bowls is known as the third. The third has specific duties; including directing the head when it is the turn of the skip to deliver his bowls and with his corresponding opponent, for deciding the result of an end, i.e. who

is lying the shot and how many shots have been scored. The skips however have the final say in this in the event of any dispute.

Tie break	At the end of a games scheduled number of ends, if the scores are level, a tie break end(s) will be played to determine a winner. In games where there is a set number of ends, one extra end is normally played. In sets play, a tie break, normally of three ends, is played if each player or side has won the same number of sets, after the designated number of sets have been played. An individual set does not have a tie break if the result is drawn at the end of that set.
Tied end	See "Drawn end".
Tiff	A type of grass (also known as Titdwarf, a Bermuda grass hybrid) used for the construction of lawn bowls greens. Known for its turf quality, and ability to be mowed very low, well known in warmer climates, but increasingly hybrid varieties are being used in cool climate areas.
Timing the green	In some competitions, an umpire will provide an indication of the speed of the green, by performing a test "timing of the green". It is determined either with a stop-watch, recording the result of the times of a number of bowls from the point of deliver to the point of coming to rest, or using a timing ramp. The result will be a time, in seconds, usually to 2 decimal places.
Timing ramp	A custom designed piece of equipment that calculated the speed of the green. The ramp uses a ball, which is delivered down the ramp in several locations on the green, and a calculation table is then used to convert the results into a time, in seconds. The timing ramp tries to overcome the variances in manually timing a green using a stopwatch and delivery of a bowl by hand. See also timing the green.
Toss	A call made when determining which player or team will deliver the first bowl at the start of a game. One player will toss a coin end over end, and calling "heads" or "tails" refers to the coin stopping with the head or tail of the coin are facing upward.
Toucher	A bowl that touches the jack in its original course. Even if it touches the jack and then enters the ditch within the mark boundaries it remains a toucher and is still live. All touchers are marked with chalk as soon as they come to rest. This is a 'live' bowl, unless it has come to rest outside the confines of the rink.
Trail the jack	The jack is moved by a bowl with the bowl staying with the jack to score. Often used to move the jack to a favourable position scoring several shots.
Triples	A team game where each team consists of three players, a lead, second, and skip. Typically each player then only uses 3 bowls each.
Trial ends	See "Practice ends".
Umpire	An official nominated by the competition organiser to provide adjudication of the rules of competition, and to interpret the rules of bowls in the event of a dispute. Once an umpire is called, the decision of the umpire is final and binding on all players involved in the dispute.
Unbiased	Refers to a bowl or jack that has no bias. In most forms of the sport, the jack does not have a bias, and some indoor versions of the sport also have bowls with no bias. Crown green Bowls have both a biased jack and bowl.
Up	Expression to confirm if you or your team have one or more bowls closest to the jack. When your team does have the Shot Bowl, you are considered to be 'Up'. You may be 'Up' by one or more points.
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.
Wedge	See "Chock".

Weight	The term used to refer to the power applied to a delivery. The amount of speed applied in delivering the bowl from the mat to the jack. "Heavy" weight means that the bowl stops beyond the jack, while "Light" means that it stops short of the spot desired. The relative effort required to ensure a bowl, when delivered, reaches its intended target.
Wide bowl	Where the player has allowed too much green or land for his bowl. If a bowl is delivered and finishes to the outer side of the intended target, it is said to have been a "wide bowl".
Wick off	See "Rub off".
Woods	Before the introduction of plastic composition bowls they were made from the heaviest densest wood available, Lignum Vitae. At this time bowls were often called Woods and some people still use this as a generic term for bowls.
Wrong bias	A bowl delivered where the biased side of the bowl has been placed opposite to the desired position for a given delivery. If a right handed player plays a forehand delivery, but has the biased side of the bowl on the right, the bowls bias will take an arc away from the intended target, and in most cases, outside the rink boundary. As well as becoming a dead bowl, the person delivering the bowl is sometimes subjected to gentle "ridicule". Clubs may also have a "house rule" with a penalty for a witnessed "wrong bias" such as a fine into a charity jar, or buying a drink for your opponents.
Yard on	Deliver the bowl with sufficient weight to finish 1 yard past the objective (usually the jack, or another bowl within the rink).