



KING SINGLES

Requirements: 2 players and one jack on each rink. The winner of the toss will roll the jack and play will commence without it being centred.

Each pair will play 4 ends of singles using whatever hand or weight is required to achieve the shot.

After four ends, the winners on all rinks except that furthest right, will move to the right. The loser on the right-hand rink will go to the rink furthest left.

This makes the right hand rink the "king rink" and the aim of each player is to get to this rink and stay there.

Each win will score two points and shots margins will be used if an overall winner is to be decided.

This competition lends itself to play over an extended period and is one that can be used in clubs as a variation for normal practice routines.

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Very Good
This, if you can persuade
people to play, is good fun.
It identifies the best and
weakest draw players,
which is good info for
selectors.



(Consistency)

RAPID BOWLS

Four players to a rink, two at each end with two bowls each.

This is a test of drawing accuracy so the bowl closest to the jack will score four points, the next three, then two and finally one. So 10 points are available to be shared on each end.

A total of 10 ends are played with a possible total of 100 points. As this is a test of drawing consistency, you will replace the jack if moved more than one metre.

Driving is not permitted. All four bowls are required to be on the green at the conclusion of each end.

So on each rink, bowlers in pairs are actually playing singles.

The first two bowlers to play will toss for the mat and the winner delivers the jack which is centred by one of the bowlers at the other end.

Each player in turn will deliver a bowl on the forehand. In the same order each bowler will then deliver a bowl on the backhand. The bowlers at the other end will allocate the points in accordance with the finishing positions of the four bowls and will then do the same exercise in the opposite direction.

After every second end, the players will change ends of the rink and now bowl in the opposite direction. A total of 20 ends will be played, each pair playing 10 ends and marking 10 ends. In order to equalise possession of the mat, the delivery of the jack will alternate between players.

In the event of a left-handed bowler being matched with a right-hander, they will both play the same side of the rink.

A limit of 2 bowls per player stresses the value of not wasting any.

Also emphasises the value of the ~~shot~~ bowls in positions 2, 3, 4. because with a score of 6 they outscore a single shot bowl worth 4. Skips love holding position 2 consistently.



PROGRESSIVE TRIPLES

Three players to a rink – any number of rinks. *(Can be 4 players.)*

At the completion of each end, one player will advance right and one retreat left and one remain stationary on each rink except the first and last rinks.

The mat is always on the two metre line and the jack approx. 27 m away on the centre line

Each player will deliver two bowls, one on each hand. Thus all three will deliver a bowl on their forehand and then repeat the process on their backhand. All players will then go to the head.

For the time being ignore the first and last rinks.

On all other rinks the player with the bowl closest to the jack will advance one rink to his right and the player with the bowl furthest from the jack will retreat one rink to his left.

If a player has both the closest and the furthest bowl, his close bowl will count and the bowler with the second furthest bowl will retreat to the left. This does not occur too often.

On the top rink (the furthest right) only one player will move and this is the bowler with the bowl furthest from the jack. He will retreat one rink to his left.

On the last rink, (furthest left) the bowler with the bowl closest to the jack will advance one rink to his right.

Thus the most consistent draw bowlers are advancing and the less consistent retreating.

For seven rinks, at the completion of ten ends, the most consistent draw bowlers would be on the first three rinks.

A couple of simple rules *for consideration:*

- The mat is always on the 2m line
 - Always bowl from the same end
 - If the jack moves more than one metre, it is returned to its original position
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VARIATION ON PROGRESSIVE TRIPLES

To save wasted time carrying the bowls back at the completion of each end, suggest that the bowler with the closest bowl moves East (or North) and the bowler furthest from the jack will move West (or South) – depending on which way the green is being played. In this way play can continue without interruption. (Alternately, play and score 2 ends before moving).

If two jacks are used on each rink, one can be placed on the 27m mark as the players cross over.

All other rules would remain the same.

By doing this the ends will be completed much faster and there will be a saving of both time and energy.



BOWLS EXERCISE - "FIND YOUR POSITION"

Four players to each rink. Give each player a number (1, 2, 3 or 4)

Roll jack to medium length (it should be centred for the first two ends but left where it comes to rest for any ends after that).


No.1 plays No.2 with all four bowls, whichever hand they need to play to get the shot. The jack may be moved if a player wishes to use some weight to get out of trouble. When all eight bowls have been played the end is scored with points for the four closest bowls (4, 3, 2 and 1)

The winner out of the first two players will become player No.3 for the next end. The loser becomes (or stays at) No.1. If the score is even 5/5, the player with the shot is accounted the winner.

No3 and No4 will then play their bowls in the same manner.

The loser out of these two players will become No.2 for the next end and the winner will become (or stay at) No.4.

Repeat exercise for at least four ends.



Not often used, but
would be a good game
for 4 friends.