

Modified Forms of Bowls for Fun

i) **Corner-to-Corner**

This is a fun way to keep people involved while waiting for an event to happen – for example: the organised play to start or a meal. As most clubs always need extra funds, you could charge a small amount per bowl.

- Place a mat $\pm 3\text{m}$ from the edge of a corner of the bowling green.
- Place a jack $\pm 5\text{-}7\text{m}$ from the edge of the opposite corner.

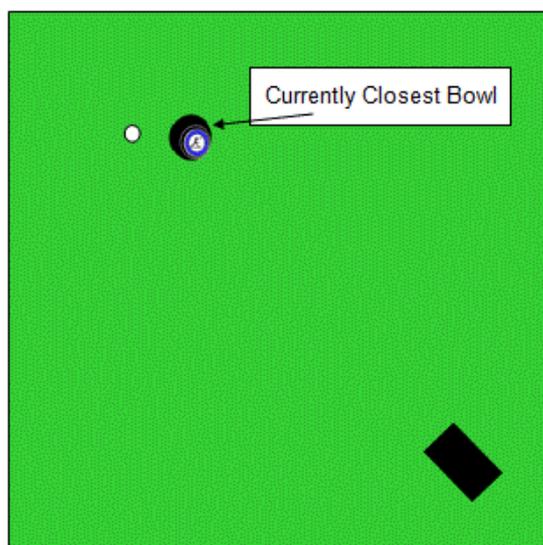


Figure C-1 Corner-to-Corner Green Set-up

- Players take turns in trying to draw to the jack, with the closest bowl remaining on the green and the unsuccessful bowls returned.
- Players may move the jack and move the current shot bowl out of play.
- If the jack is hit into the ditch, it is returned to the starting position.
- Once all the players have had their fill, the current shot bowl wins.

ii) **Spider**

This is often used as a fund-raising event, usually for a local charity.

- A jack, possibly with a toy spider or a coin, is placed in the centre of the green, lined up with all four corners. Sometimes coins are also scattered randomly around the central area of the green.
- All participants line up on all four sides of the green, with one foot in the ditch.

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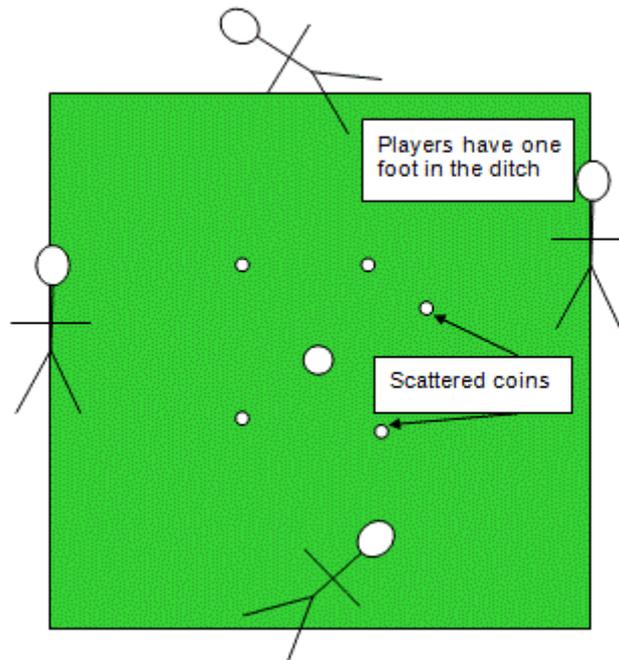


Figure C-2 Spider Green Set-up

- Inform the participants which target is the main prize if there is more than one item on the green.
- At the word from the organiser, all players deliver their bowls simultaneously, attempting to become the closest bowl to the jack (or the spider or a coin).
- The closest bowl wins.

iii) *Drive-for-the-Prize*

- Place a mat $\pm 4\text{m}$ from the rear ditch. Set up 2 bowls on either side of a jack, spaced by the width of a jack; $\pm 28\text{m}$ from the mat-line. Make sure you protect grass banks with 7-8 mats!

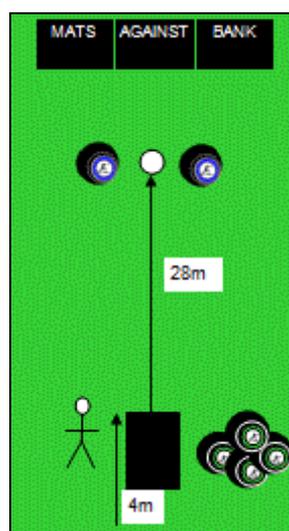


Figure C-3 Drive-for-Prize Rink Set-up

- Participants drive in an attempt to hit the jack into the ditch.

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- At a promotional event, spot-prizes may be awarded to successful participants.
 - This could also be turned into a competition, set up on a number of rinks, where participants are allowed a certain number of bowls per round; scoring 1 point if they hit either of the bowls cleanly and 3 points if they hit the jack cleanly. Only 1 point would be awarded for a ricochet. The two players with the highest points could then have a 'shoot-out' to determine the winner.
- iv) **Club Fun Day**
- All members are asked to bring at least one non-bowling friend for a fun morning of bowls. Organise with your members to make their extra 2 bowls available for the visitors, and have a coach spend ±20 minutes giving the visitors a quick lesson in order to maximise their fun.
 - Organise the players in games of 2-bowl trips or 2-bowl pairs – do not organise non-players in fours games as they do not understand the nuances of the game and get bored standing around; you want the turnaround time between deliveries to be as short as possible.
 - Play a mini-tournament of 3 games of 6 ends, with a tea-break after the 1st round, and a social lunch at the end with prizes and lucky-draws.
- v) **2-Bowl Trips**
- This is a good game to play with the youth and new players, as there is a minimal turnaround time for each player between deliveries.
- vi) **2-4-2 Pairs**
- This is a good game to play at club level, to allow new players and front-rank to develop back-rank skills; and to remind long-time skips what it is like to play lead!
 - Each end, the players who start the end play 2 bowls each, then go to the head. The players, who started at the head, now play 4 bowls each before returning to the head. The players, who started the end, now play their remaining 2 bowls. This means that the "leads" start every odd end and the "skips" start every even end.
- vii) **Set Play**
- The rules for set play are set out in the Laws of the Game, Crystal Edition, but are not often used in South Africa.
 - Try it out during social games to allow players to learn the rules, and then maybe try it in one of your club competitions – e.g. singles or pairs – where you have a lot of entries and limited time to play the games.
- viii) **The Swiss System**
- This is a way of organising teams during a short tournament, usually a week-end or a day.
 - The first round is pre-drawn. In the subsequent rounds, the teams are sorted from the top down on points and shot-profit and 1st plays 2nd, 3rd plays 4th, etc. If teams have already played each other in previous rounds, the tournament organisers may decide to mix that pair with the pair just below them – i.e. 1st plays 3rd and 2nd plays 4th.

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ix) **Alternative Scoring Systems**

- **First end:** To save time in a short competition, eliminate the use of trial ends, but allow the team scoring on the 1st end (and possibly the 2nd) to only pick up 1 shot.
- **Skins (points):** 1 point each end that the team scores + 4 points for a win overall (or 2 points each for a draw) = 25 points per game.
- **Skins (money):** Each end has a certain amount of money allocated to it, usually less for the first few ends and more later in the game. The team scoring the most shots in that end wins the money. If more than one team has the same number of shots, then the money is carried forward to the next end, until there is a clear winner.
- **Skin-sets:** Teams scoring the most shots every 5 (15 end game) or 7 (21 end game) ends, pick up 2 points; 1 point each if the number of shots is the same; + 4 points for a win overall (or 2 each for a draw) = 10 points per game.
- **On-the-Perch:** Instead of awarding a point for every end scored (see Skins above), a team may only earn a point if they scored the previous end as well.

x) **Cut-throat**

- This is a good, fun way to get players on the green on a summer, Friday late afternoon, to prepare for the matches over a week-end.
- Three or four players play on one rink, delivering their bowls alternately, scoring individually.
- The closest 4 bowls to the jack score as follows: 1st = 4 points, 2nd = 3 points, 3rd = 2 points and 4th = 1 point – 10 points per end.
- If this is played as a mini-tournament over a set number of ends and you have one or two rinks of four players with other rinks of three players, the players on the rinks with three, lose 25% of their score.
- Alternatively, if you have an odd number of players turn up for a social afternoon, these three players could play **Hundred-Up**; where the first player to reach 100 points is the winner.

xi) **Bring-a-Buddy**

- Two players and one non-player play in a trips tournament over 18 ends.
- The tournament is played on a round-robin basis at club level, to determine the club Buddy champion team, to ensure that all Buddies get to play a few games, and hopefully get hooked on bowls.
- The club-champions play a final event at district level to determine the Buddy Team of the Year.
- Prize money could be made up from the entry fees as indicated in xii) below.

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xii) **Drive-for-Dough**

- This is a tournament that can be played before or after regular bowls days at the club, up until the closing date set by the district.
- Participants pay a small fee (e.g. R5) where 60% goes to the club and 40% to the district. This allows 4 trial bowls (1 on each side, both ways) and 8 target bowls.
- 3 jacks are placed 25cm apart on the 2m mark and the mat is placed on the 2m mark. Make sure you protect grass banks with 7-8 mats!

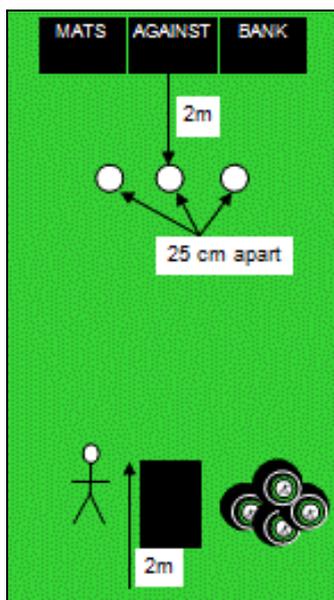


Figure C-4 Drive-for-Dough Set-up

- Participants must play both ways – i.e. 4 up the green and 4 down.
- Scoring: 1 point for hitting the outside jacks, 2 points for passing between the jacks and 3 points for hitting the centre jack. A bowl not reaching the jack may not score. If a player decides to use any of the trial bowls as scoring bowls, this will diminish the number of target bowls played.
- This competition could be run at 4 levels – separate men and ladies; open and novices.
- The club champions would get together for a fun morning of driving competition to determine the winner in each category, with a fun social thereafter. Final prize money is determined by the amount of money (40%) received from the clubs.

xiii) **5-a-Side**

- Usually these sides are made up with at least one member of the opposite sex.
- Rounds would have alternative formats with fours and singles in one round and trips and pairs in the next round. This type of tournament is usually played over 2 days, with men's singles one morning and ladies' singles the other morning.

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xiv) **6-a-Side**

- Usually these sides are made up with at least two members of the opposite sex.
- Rounds would have alternative formats with fours and pairs in one round and two trips games in the next round, with one member of the opposite sex in each team.

xv) **3-Team Trips**

- Three trips teams play 2-bowl trips per rink. This could be especially useful to small clubs with only one or two greens, in expanding the number of teams they could host from 12 (24) to 18 (36).

Note: Many of the above events could be used to achieve training goals and training events below, could be used in fun events for existing members of the club.

References:

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