

# Aim of the Game of Crown Green Bowls – a Guide

The game has one simple aim - that is to roll your bowls and stop them as close as possible to the '**jack**'.

There is one overriding tactical challenge in the game. The almost spherically shaped bowls do not travel in a straight line when bowled. Especially when the grass surface has a raised centre. This is the challenge of Crown Green Bowling.

## Equipment

To play Crown Green Bowls, each player will need a set of '**woods**'. A set comprises 2 bowls not less than 907 grams (2lb) in weight. For each game, you also require a '**jack**', a smaller weighted bowl, and a '**footer**', a small circular mat, which marks the start position for each end of bowls.

- The 'bowls' which players roll are available in a variety of different sizes and weights. They roll in a curved path (not straight) because they are spherical objects but with flattened sides. That design produces a weight bias.
- The standard jack is also weighted.
- Players are required to wear shoes with flat soles.

## The Playing Surface

- Crown Greens can be all shapes and sizes. They are usually roughly square. The surface is usually close-cut grass. There are also artificial bowling surfaces.
- There is a gutter or ditch around the green.

## General Bowls Regulations

- A coin toss decides which player or team will bowl first.
- The bowling mat or 'footer' is placed 1 metre from the edge of the green. The first bowler bowls the jack from the position of the footer.

- The jack must travel a distance of at least 19 meters to be 'in play'. This is known as 'setting a mark'.
- Once a mark has been set, the players take turns to bowl. You score points for each bowl that is closer to the jack than your opponent's.
- Several games can be played on the green simultaneously.
- Games can be singles, doubles or even triples.

## Winning a Game of Bowls

Competition rules in bowls vary but winning the game in bowls is most often the first player or team to reach 21 points.