

Hallam Grange Bowls Club

BOWLING GREEN ETIQUETTE

Sections 1,2,3 and 4 apply only to 'social' bowling and do not apply to competitions, club matches and league games. Sections 5 to 8 apply in all circumstances. The overriding principle which should govern the behaviour of all section members is obviously *to behave towards others as you would have them behave towards you.*

1. PREFERRED GAMES

The committee view is that the preferred games for Hallam Grange, in order of precedence are-

1. Fours
2. Sixes
3. Singles

Other playing combinations such as threes and fives should be viewed as stop gaps only until a preferred game can be constituted.

2. MAKE UP OF PREFERRED GAMES

The principle of order of arrival should determine the order of incorporation into a preferred game. Where several bowlers arrive more or less simultaneously, they should decide by mutual agreement on the makeup of the preferred games

At the conclusion of each preferred game the players must ensure that no members are waiting to play. If members are waiting to play then those who have just concluded their game and wish to continue playing will leave the green and participate in the makeup of a preferred game incorporating those who have been waiting.

3. EXCESSIVE WAITING TIMES

If all jacks are in play on the green and there are still members wishing to play then the captain or a committee member should request that all preferred games in which the score is 10 or under shall conclude at a winning score of 15. All other preferred games shall go through to the normal final score of 21.

If one member arrives whilst games are in progress and the game has not been playing long please make every effort to accommodate them. A lone member should not be waiting for a game longer than 10 minutes (unless by mutual consent) before being invited in.

Thus where there is a game of 6 it is suggested that 2 players leave to join the single player and use an extra set of woods.

Alternatively, when a game has been in progress for some time it should finish at 11 or 15 points.

Where there are 2 'late arrivals' they are asked to play a singles game until an established game has finished, when they should be invited to join in.

4. ARRANGED FOURS

Arranged fours are permitted at all times except

Each day 13.30 to 16 00

Monday to Thursday 18.00 to 20.00

5. **INTERFERENCE WITH PLAY.**

Bowlers should not walk across the green, they should walk around the edge.
Bowlers should not stand directly behind the jack in the head.

6. **FIRING**

Any wood delivered with the velocity required to remove the shot wood from the playing surface or to destroy the head should be deemed a firing shot.

7. **REQUIREMENTS ON USING A FIRING SHOT**

If a player wishes to fire at a head he should –

- Indicate the intention
- Accept responsibility for any injuries to individuals or damage to equipment resulting directly from the firing.
- Nominate a playing partner to stand at the head and oversee the outcome of the firing
- Ensure that all bowlers and spectators near the head are aware of his intention bearing in mind that some members have impaired hearing.

8. **CONTROLLED WEIGHT**

A wood delivered with the velocity required to remove the shot wood yet coming to rest in the vicinity of the jack shall be deemed to be a controlled weight shot.