

A. J. Ferguson

CONSTITUTION

OF THE

**Manitoba Lawn
Bowling Association**

LAWS OF THE GAME

AND

LIST OF CLUBS.

Organized 1907

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THE FARMER'S ADVOCATE OF WINNIPEG

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OFFICERS

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H. McMillan, Lieutenant Governor of
Manitoba

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Mr. G. P. Robertson

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AUDITOR:

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EXECUTIVE:

Messrs Thos. Bruce, A. L. Johnson, Wm
Drummond, J. P. Robertson, R. C. Ir-
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OFFICERS

1910-1911

The Board of Directors is pleased
to announce the following officers for
the year 1910-1911.

THE PRESIDENT

Mr. J. W. Stewart

VICE-PRESIDENT

Mr. J. W. Stewart

THE PRESIDENT

Mr. J. W. Stewart

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Members: Thomas A. Johnson, Wm.
Thompson, J. B. Robertson, H. C. W.

1910-1911

CONSTITUTION AND BY-LAWS
OF THE
Manitoba Bowling Association

I.—NAME.

The Association shall be called "The Manitoba Lawn Bowling Association," and shall consist of all the Lawn Bowling clubs in affiliation with this Association, such clubs to be represented at all meetings of the Association by two delegates therefrom.

II.—OBJECTS.

The objects of the Association shall be to promote the game of Lawn Bowling in Manitoba, to unite all Lawn Bowling Clubs within the Province, and to hold friendly intercourse with other Lawn Bowling Associations.

III.—MEMBERSHIP.

The membership of the Association shall consist of the members of all Lawn Bowling Clubs which may be received into the Association and conform to the rules thereof.

IV.—CLUBS ELIGIBLE.

Any Lawn Bowling Club, having not less than eight members, shall be eligible to be received into the Association.

V.—FEE FOR AFFILIATION.

Every club received into the Association shall forthwith pay an affiliation fee of \$5.00.

VI.—APPLICATION FOR ADMISSION.

Every club desiring admission to the Association, shall make application in writing to the Secretary, and shall with the same forward a list of its officers and members, the name of the club, and the proper fee for affiliation. They shall also agree to be governed by the rules of the Association.

VII.—ADMISSION OF CLUBS.

The Executive Committee may accept the application of any eligible club, and such club shall thereupon be provisionally received into the Association, until their application has been regularly accepted or otherwise disposed of at the next ensuing annual meeting of the Association. The votes of two-thirds of the members present at the annual meeting shall be required in support of the application of any club for admission before the same shall be accepted.

VIII.—ANNUAL MEETING.

The Annual General Meeting of the Association shall be held on Tuesday of the week of the Winnipeg Industrial

Exhibition. At such meeting the annual reports of the Executive Committee and of the Secretary-Treasurer shall be presented and action taken thereon, and such other general business, including election of officers for the ensuing year, as may come before the meeting, shall be transacted.

The members present may transact any business which may properly be brought before the meeting.

IX.—ORDER OF BUSINESS.

1. Reading and considering minute of previous meeting.
2. Correspondence.
3. Admission of new clubs.
4. Reports of competitions for Association prizes.
5. Report of Executive Committee.
6. Report of Secretary-Treasurer.
7. Reports of Special Committees.
8. Election of officers and appointment of committees.
9. General business.

X.—OFFICERS

The officers of the Association shall be elected annually, and shall consist of a Patron, Honorary President, President, Vice-President, Second Vice-President, Orator, Secretary-Treasurers Auditor and an Executive Committee consisting of five, which shall be composed of members of the Clubs affiliated with the Association. The officers

shall be ex-officio members of the Executive Committee.

XI.—ELECTION OF OFFICERS.

All members of the Association shall be eligible for any office therein, and when more than one person has been proposed and seconded for any office, the mode of election shall be by ballot.

XIII.—DUTIES OF OFFICERS.

(a) The President shall preside and maintain order at all meetings of the Association and of the Executive Committee, shall sign the minutes of such meetings after they have been confirmed, and all official documents. The Chairman at all meetings shall have a casting vote in case of tie, as well as a deliberative vote.

(b) The Vice-President shall take the place and discharge the duties of the president when he is absent, and the Second Vice-President shall have the same authority in the absence of the President and Vice-President, and should all of them be absent from any regular or special meeting, it shall be competent for the meeting assembled to elect a chairman, who shall have pro tem., all the rights and powers of the President.

(c) The Orator shall represent the Association and address the members on all occasions when requested to do so by the President or presiding officer.

(d) The Secretary-Treasurer shall keep full and correct minutes of all the meetings of the Association and of the Executive Committee; shall conduct all correspondence arising out of same, and generally carry out the work of the Association. He shall levy and collect all dues and fees, pay all accounts, and keep regular and correct accounts of all moneys collected and bills paid. His books and accounts shall at all times be open to the inspection of the officers, and shall be balanced and audited the last day of the month preceding that in which the annual tournament is held.

(e) The Auditors shall examine the accounts of the Secretary-Treasurer and the vouchers therefor and certify the same to the annual meeting of the Association.

(f) The Executive Committee shall form a General Board of Management, and shall conduct such business of the Association as is not required to be transacted at the annual meeting. The President, either of the Vice-Presidents, or any five members of the Committee, may convene a meeting of the Committee at any time on reasonable notice being given to each member. Three members of the Committee shall constitute a quorum. The Committee shall also adjudicate on all complaints and appeals arising in competitions for prizes offered by the Association. Such complaints or appeals shall be

made in writing and handed to the Secretary within one half-hour after the conclusion of the game during which the cause of complaint arose.

The decision of the Committee shall be communicated to the parties without delay, and shall be final and conclusive.

If occasion arises for calling the Executive Committee together during a tournament, only those members taking part in the tournament need be notified, and the majority of those notified shall constitute a quorum.

(1) UMPIRES. The Executive Committee may appoint an official umpire or umpires for a tournament or for any game or games, to whom all disputes between players shall be referred.

(2) If the official umpire does not wish to act in any particular instance and the opposing skips or players cannot agree on an umpire, the President or Secretary, or a member of the Executive Committee named by either of them may appoint an umpire to settle the point in dispute.

(3) The official umpire shall have the power to appoint any assistant umpires to umpire games.

(4) In a game of singles, the umpire shall keep the score and may answer questions from either player as to the position of the bowls and their distance from the Jack, so as to be heard by both players, but shall not advise or assist either player by standing behind the

Jack or giving any other information.

(5) The decision of the official umpire or of any umpire appointed under clause two hereof, shall be final, subject only to an appeal to the Executive Committee under Section 13, subsection (f) of the Constitution and By-laws of the Association.

XIV.—ANNUAL TOURNAMENT.

The Association shall hold a Tournament annually, at such time and place as may be determined upon by the Executive Committee during Exhibition week, who shall also determine the competitions to be engaged in, and the prizes to be awarded thereat, and arrange and carry out all details in connection therewith. Written notice of all particulars in connection with the tournament shall be sent by the Secretary of the Association to each affiliated Club at least two weeks before the time fixed for the tournament.

XV.—LIST OF MEMBERS.

The Secretary of each Club affiliated with the Association shall on or before the 30th day of June in each year, send to the Secretary of the Association a list of the Officers and Members of his Club and the names of its representatives to the annual meeting of the Association.

XVI.—ELIGIBILITY OF PLAYERS.

No person can, for the purpose of playing in Association matches be a member of more than one affiliated club at the same time, and the lists of members sent by the Secretaries of clubs to the Secretary of the Association shall determine the membership of each club for that season. Should the name of any person be returned on the list of more than one club, such person, before being eligible to play in any Association matches, shall notify the Secretary which club he elects to play with. The status of new members received into an affiliated club after the list of members has been sent in can only be established by the certificate of the Secretary of the Association, which shall be granted on satisfactory proof that the names of such new members have been added to the roll of such club and the proper dues paid. Nothing shall make it lawful for any member to play in any one season for or on behalf of more than one club for prizes offered by the Association. Any rink playing in an Association match with one or more bowlers in its ranks not properly qualified as members of the club it represents, shall forfeit all right to the prizes if it be successful in the contest.

XVII.—PLAYING RULES.

The rules of the game of Lawn Bowling, as revised by the Executive Com-

mittee, are adopted as the playing rules of the Association, and any question or disputes arising in any Association match in regard to rules of play shall be decided according to these rules as far as applicable. The Executive Committee may make such special rules, applicable to the grounds on which the tournament is held, as they may deem necessary or advisable.

XVIII.—AMENDMENTS.

No amendment to the Constitution or By-laws shall be adopted except at the annual general Meeting, and then only when the same is supported by at least two-thirds of the members present. No proposed amendment shall be entertained unless a copy thereof has been forwarded to the Secretary of the Association at least two weeks prior to such annual meeting; and it shall be the duty of the Secretary forthwith, on receipt of such proposed amendment, to forward a copy of the same to each member of the Executive Committee. Notwithstanding this provision, amendments, of which notice has not been given, may be considered and adopted at the annual general meeting by the unanimous consent of all members present.

RULES OF THE GAME.

I.—THE GREEN.

Bowling is played on a level green from 90 to 130 feet long, with a ditch at each end. Where space is available, it is advisable to make the green square, so that play can be carried on from any side. By changing the direction of play every few days, the ends have a period of rest, and are therefore not so liable to become worn and bare.

II.—THE DITCH.

The "ditch" shall consist of a space of about 15 inches wide, between chalk lines drawn parallel to each other and at right angles to the field of play. It shall extend across the full width of each rink or playing space.

III.—THE RINKS OR DIVISIONS OF THE GREEN.

1. The green shall be divided into rinks of equal width (about 15 feet) by lines drawn between two points in the ditches. These rinks shall be numbered by tickets, or flags to be placed behind each rink.

2. Previous to beginning a match game, the numbers of each unoccupied rink should be put into a bag and one drawn out for each game.

IV.—BOWLS.

Bowls are made of *lignum vitae*, a hard and heavy wood brought from the West Indies. In shape they are made rather flatter at the ends than over the running part, and are, moreover, made not to run in a straight line, but to take a bend or bias to one side. This bias is given to them altogether by their shape, as loading is not permitted in match games. In size they must not exceed $16\frac{1}{2}$ inches in circumference, but there is no minimum restriction. Any bias may be used to suit individual tastes; but no bowl with a draw of less than one yard and a half in a run of thirty yards shall be allowed at a match. Only bowls No. 2, 3, and 4 shall be allowed to be played.

V.—THE JACK.

The Jack is a round ball of white enamelled earthenware, about $2\frac{1}{2}$ inches in diameter. As it is meant to move easily when struck by a bowl, it should not be too large or heavy. It is the object played to, and being movable, is subject to many changes of position, all of which diversify the game, and not unfrequently render the play extremely interesting.

VI.—THE MAT.

1. The mat serves the double purpose of marking the spot from which to

play, and of protecting the grass from being injured during play. It may be made of any material which is soft and pliable, and not liable to get saturated with damp. Corrugated or perforated india-rubber mats, about two feet long by one foot broad and three-sixteenths of an inch thick, are very popular.

2. The first player or leader should place the mat and throw the Jack, subject to the direction of the skips, at the beginning of each end.

3. The mat should not be removed from the place where it has been properly put at the beginning of the head or end, and if moved by accident it shall at once be replaced.

4. When playing, the player shall have at least one foot on the mat.

5. A bowl played by a player who has not at least one foot on the mat shall be subject to the same penalty as a bowl played out of turn or order, as provided in section XVI.

VII.—THE MEASURING ROD.

1. A rod, or other appliance should be provided, by which the distance of bowls from the Jack can be accurately determined.

2. Parties having occasion to use the measure, must be careful to avoid injuring it; and must return it to its proper place immediately after use.

VIII.—A RINK.

1. When two, three, four, or any number of players, not exceeding eight, form sides for a game, they make what is called a rink. Eight players, that is, four on each side, form a complete rink, and are classed as leaders, second and third players, and skips. Each player plays two bowls; but if there be no more than two players a side, each player may play four bowls. Should an odd number engage in the game, one side may play extra bowls to make the number of bowls on each side equal. When the side playing the odd bowls consists of two or more, the first and second players shall each play one of them.

2. In a game of singles each player plays two pairs of bowls.

2a. In all Tournaments or Medal Matches, the first game must be played with a full rink.

3. In tournaments and medal matches each rink shall consist of four players. Should any one player be unable to play at the time or place appointed, the rink may consist of the remaining three players, but the skip of the opposing team shall have the right to drop any one of his rink and have the first and second players of each rink play three bowls each, or one pair each, as he may elect or should the opposing skip not exercise that right, then from the score of the incomplete rink at the end

of the game shall be deducted one shot for every four ends or fraction of four ends played with an incomplete rink.

3a. The skip of the incomplete rink may, without penalty, substitute for any player unable to play, a player in good standing in the Association, prior to the date of the commencement of the tournament, but such player shall take the position of lead on the rink. The rink so reconstructed shall continue to play throughout the tournament, except that the provisions of this rule shall again apply in case any member of the rink so reconstructed is unable to continue to play.

4. The Bagnall-Wyld System, shall be used in all Association Tournaments.

5. If any rink in the extra series be withdrawn after the draw has been made, the place of the rink so withdrawn may be taken by an added entry, in case the Committee see fit to grant the application of any additional rink that may wish to compete after the draw has been made.

IX.—CLASSING PLAYERS.

The skip, on the commencement of the game, shall arrange the order of his players—as leader, second and third player—and this order shall not be changed after the first end has been played, without the consent of the opposing skip.

X. SKIPS.

1. Skips shall have the sole charge of their respective rinks, and their instructions must be implicitly obeyed by the other players.

2. They may appoint vice-skips to direct when they play themselves.

3. They are to be judges on all disputed points, and if agreeing their decision is final; if not, the matter shall be decided by an umpire appointed by them, except in tournaments or other matches, where there is no official umpire.

4. No person shall direct except the skips or their vice-skips.

5. As soon as a bowl is greened the skip must retire two yards at least from the Jack, in order that the opposing party may witness the effect of the play.

XI.—LEADER AND THIRD PLAYER.

1. The first player or leader shall place the mat and throw the Jack, at the beginning of each end, subject to the directions of the skip.

2. When playing matches or other important games, the third player of each rink shall write upon a scoring card the names of the players on both sides, arranged in the order in which they are to play.

3. They shall also wall and mark

the results of each end, and when required shall announce the state of the game.

4. When the skip is about to play, the third player shall act as his vice-skip unless otherwise instructed.

XII.—ORDER OF PLAY.

Which side is to play first is usually decided by the toss up of a coin. The side which is to play first has the privilege of "Throwing the Jack" as hereinafter provided. The two leaders then play bowl about until all their bowls are played. The second players follow, playing all theirs, and so on. While the play is going on, the skips should stand at the Jacks, for the purpose of directing the players on their side, until their own turn to play arrives. See, however, section X.s.s. 5.

XIII.—PLAYING BEFORE A BOWL STOPS RUNNING.

1. No party shall play until his opponent's bowl has ceased to run.

2. A bowl so played may be stopped and caused to be played again.

XIV.—DELAYING THE GAME.

1. During the game the players must succeed one another without unnecessary loss of time. Complaints of unreasonable delay may be made to the umpire, who shall see that the game is properly proceeded with.

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2. A player after delivering a bowl must not follow it up in such a manner as to impede the sight of his opponent, nor shall he approach within two yards of his bowl during its course, and if after being cautioned he persists in doing so, the opponents shall have the option of playing out the end, or beginning it anew.

3. Should a game be interrupted for any cause so that it cannot be finished during the day on which it was commenced, it shall be proceeded with at the point at which it was interrupted, but if the position of Jack or bowls has been changed the last end shall be begun anew.

XV.—PLAYING BY MISTAKE

1. When a bowl belonging to the opposite side is played by mistake, it is to be replaced by the player's own bowl.

2. If it belongs to the player's side it must remain where it comes to rest

XVI.—PLAYING OUT OF TURN OR ORDER.

1. If a player plays out of turn, the opposite side may stop his bowl, allow it to remain where it rests, or cause it to be played over again in its proper order.

2. If it has moved either Jack or bowls, the opposite side may cause the end to be begun anew.

3. A bowl not played in order cannot afterwards be played if the second succeeding bowl has been greened.

XVII.—CHANGING BOWLS.

No player shall change his bowls during the game without permission from the opposing skip.

XVIII.—KEEPING ORDER—CON-

TROL OF THE RINK.

1. As soon as the bowl stops running the side for which it was played shall lose control of the rink and their opponents shall gain possession of it. The party in control must not be interrupted by remarks, or otherwise, while deliberating as to the best play, or when giving directions.

XIX.—MARKING THE GAME.

1. After all the bowls have been played, the side having the nearest bowl to the Jack counts one for each of its bowls nearer to the Jack than the nearest bowl of the other side.

2. If each side has a bowl equally near to the Jack, neither side shall score, but the end shall nevertheless be counted as an end played.

3. After the last bowl of an end stops running, a half minute shall be allowed to elapse, if required, before counting the end.

4. After an end is played, neither

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Jack nor bowls shall be touched until both sides are satisfied.

5. When two or more bowls are touching each other, they are not to be disturbed or removed until the result of the end is declared, without the consent of the opposite side or of the official umpire.

6. When apart, each bowl may be removed and counted as soon as it is admitted to be a shot by the losing side.

7. No measuring shall be allowed during the playing of an end.

XX.—POINTS OR ENDS IN A GAME

1. An ordinary rink game shall be won by the side scoring the greater number of points in twelve ends; but general match games may be determined either by number of points, or of ends, or by time, as may be agreed upon.

2. A game of doubles shall consist of twelve ends and a game of singles shall be won by the player first making thirteen points.

3. A game of singles for novices shall be won by the player first making thirteen points.

4. A (novice) bowler is one who has never won a prize in any lawn bowling tournament under the auspices of any club or recognized association.

5. In tournaments the Executive Committee shall determine the number of ends or points to be played in the several competitions.

6. When more than one rink is engaged in the same match, the points of each side are to be added together, and the side having the greatest number of points shall be declared the winner.

XXI.—THROWING THE JACK.

1. The throwing of the Jack and playing first, shall be decided by the toss-up of a coin; the Jack subsequently to be thrown by the leader of the side which has won the last preceding end.

2. If it runs into or within one yard of the ditch it may be moved two yards from it by either party. If not thrown twenty-five yards, or if it runs into the ditch after the first end, the opposite side shall have the privilege of throwing it anew, but not of playing first.

3. If it is run too near the side of the rink it must be moved to the center of the rink so as to allow both fore and back hand play.

XXII.—THE JACK NOT TO BE INTERFERED WITH.

1. The Jack, after once being played to, is not to be touched, or interfered with in any manner, otherwise than by the effects of the play, until the end is counted and both parties satisfied.

2. When the Jack is run into the ditch, by a bowl in the regular course of the game, it shall remain where it rests, so that it may be acted upon by

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any toucher that may be driven into the ditch.

3. If driven beyond the back boundary, by whatever bowl played, even the last in the end, it shall immediately be brought back to the point at which it crossed the said boundary.

4. If the Jack be driven over the side lines, the end shall be considered dead and be commenced anew.

XXIII.—THE JACK “BURNED.”

1. When the Jack or bowls are interfered with or displaced, otherwise than by the effects of the play, they are said to be “burned.”

2. When the Jack is “burned” by a neutral party or bowl from another rink, the end must be begun anew, unless the players can agree as to its position.

3. If “burned” by any of the players while at rest, the opposite side shall have the option of replacing it and playing out the end, or beginning it anew.

4. If “burned” by any of the players while moving, the opposite side shall have the option of leaving it where it comes to rest and playing out the end or beginning it anew.

XXIV.—“BURNED” BOWLS.

1. If a bowl, while running, is accidentally burned by an onlooker or other object, it shall be played over again

unless it has moved either Jack or bowls when the end must be begun anew.

2. If "burned" by an opponent, while running, it shall be in the option of the party playing to let it rest or play it over again.

3. If "burned" by the side to which it belongs, while running, it must, if the opposite side insists, be put off the green.

4. If "burned" by the side to which it belongs while at rest, it must, if the opposite side insist, be put off the green.

5. If "burned" by an onlooker, or other object, while at rest, it is to be replaced as near to its original position as possible, but if the players cannot agree as to its position the end must be begun anew.

6. If "burned" by an opponent, while at rest, the side to which it belongs shall have the option of replacing it or beginning the end anew.

XXV.—TOUCHERS.

1. A bowl, which, while running, or in coming to rest, touches the Jack, is called a "toucher", and counts the same as any other bowl, wherever it may rest.

2. Should a bowl after it has ceased running fall over and touch the Jack, after another bowl has been delivered, it is not to be reckoned a toucher.

2a. No bowl can in any circumstance become a toucher when the Jack is in the ditch.

3. Touchers must be distinguished by a chalk or other mark.

4. Unless marked before the second succeeding bowl be played, it is no longer to be counted a toucher

5. Unless the mark be removed before the bowl is played in the succeeding end, it is to be regarded as a "burned bowl."

6. If a toucher be moved outwards from the Jack while being marked, it must remain so, but if moved towards the Jack, it must be restored to its original position.

7. Any toucher lying on the green may be driven into the ditch or over the back boundary by a subsequent play, and if then nearest the Jack, will of course count first unless driven over by another toucher.

XXVI.—TOUCHERS IN THE DITCH.

1. A toucher in the ditch should have the place where it rests marked, so that if accidentally "burned" or shifted by a ditcher, it can be replaced. A toucher in the ditch can only be acted upon by another toucher or the Jack. If a toucher runs over the back boundary it shall immediately be brought back to the point at which it crossed said boundary.

2. A toucher on the green when driven over the back boundary or side

lines by another toucher, shall be considered dead and removed.

XXVII.—DITCHERS.

A bowl which runs or is driven into the ditch by the effects of the play, and which has not previously touched the Jack, is called a "ditcher", or dead bowl, and must be immediately removed from the green. Should a ditcher under any circumstances, return to the green, it must be removed. A bowl shall be considered a "ditcher," when it has passed clear of the first ditch line.

XXVIII.—PLAYING IN THE DUSK

Under no circumstances is a cap or other object to be laid on the green, or placed on a bowl or a Jack; but a cap or any other object may be held over one or other, or in front of either, for the guidance of the player.

XXIX.—ON-LOOKERS.

All players, while looking on, shall stand jack-high at least, and, unless acting as skips, not within three yards of the Jack. Parties not engaged in the game must not stand on the rinks.

XXX.—INJURY TO GREEN.

1. Players are strictly prohibited from driving bowls up and down the green before or after the game. They are also particularly requested not to

play long ends when the green is soft, or to deface or injure it in any manner.

2. Players must on all occasions wear rubber-soled shoes without heels, while upon the green.

XXXI.—ENFORCEMENT OF PENALTIES.

1. Many of the preceding rules have no penalties attached to them, and all are framed on the understanding that none of them will be wilfully violated. When any of them are violated that have penalties attached, the penalty cannot be enforced after the next played bowl has ceased to run.

HINTS TO BEGINNERS. PLACING PLAYERS.

In arranging a rink, the least skilful player should be placed second, because he can then do least harm. The first player should be a good drawer, so as to make the game interesting from the beginning, and the third should be able to trail or drive as well as draw. The skip should be the most experienced of all.

DRAWING, GUARDING, OR OBSTRUCTING.

It is politic to secure a bowl planted near the Jack by having a bowl played as a guard, lie a little short of it. It is also sometimes judicious, when your opponents intend to trail or drive the Jack,

to anticipate their play, by causing a back bowl to be drawn in the direction in which the Jack is likely to go.

DRIVING.

Driving, or playing with great force, for the purpose of striking out an opponent's bowl or running the Jack into the ditch is occasionally necessary, but is generally a haphazard and losing game, for, if the object be missed, the player's bowl is lost, or it may carry off one of his own side's best bowls leaving the opponents stronger than ever.

TRAILING OR RAISING.

Trailing, that is, playing from one to two or three yards strong, is generally better than driving, because its results can be more clearly foreseen. It also gives more scope for tactics, such as displacing and lying in place of a bowl or by knocking out your opponent's nearest bowl when it is jack high or more or by driving a short bowl up to the Jack.

BE WELL UP.

The Jack being the object played to, and movable, the chances are altogether in favor of its being moved further and further from the player. For this reason it is better, as a rule, to "be well up." Bowls which are much short of the Jack not only obstruct subsequent play, but, like ditchers, may be called lost bowls.

FORE AND BACK HAND.

The fore-hand is to play out to the right, with the bias of the bowl to bend in towards the left. The back-hand is to play out to the left, the bowl curving in to the right. The player should learn to play both hands. Every now and again a bowl or bowls rests on this or that side of the Jack, presenting an obstruction which he should take advantage of, either by a full or by a gentle draw. The winning bowl or bowls may thus be driven off and replaced by the player's own.

THE GAME OF POINTS.

PLAN OF THE GAME

Drawing.—Three concentric circles of 1, 2 and 3 feet radius respectively, to be drawn with chalk or made with thread or pins round the centre-pin or mark upon which a Jack is to be placed. Two bowls to be placed in front 5 feet apart and 15 feet from the tee.

Guarding.—Six lines of thread, placed as on diagram, the two centre ones 11 feet long, the two next 10 feet, and the outermost 9 feet, to be fastened 6 inches apart to the green by pins, a Jack being placed on each end of the centre space.

Trailing.—Two bowls to be placed three feet apart, with two lines drawn across their front and back and a Jack to be placed equi-distant from both,

immediately before the line drawn in front. A semi-circle to be drawn at back of bowls having a radius of 9 feet from Jack.

Driving.—Two bowls to be placed 2 feet apart behind a Jack, and each 15 inches from it.

NOTE.—It will be convenient to have the position of each bowl and Jack marked upon the turf so as to facilitate replacement in case of one or other being moved.

A separate rink should be laid off for each section of the game.

RULES.

1. The game shall consist of 32 shots viz., 8 each at DRAWING, GUARDING, TRAILING and DRIVING. It shall be played in one round of the green, 8 shots at each point, and bowls shall be played on the fore and back hand alternately.

2. Ties shall be decided by playing two shots, one on the fore and one on the back hand, at each point.

3. Each player shall use four bowls, and no change of bowls shall be permitted.

4. A marker shall be appointed to take charge of each rink, and it shall be the duty of the marker to declare the value of each shot, when the bowl comes to rest, to enter the same in a book or form ruled for the purpose, and, when each player's shots are finished, to

declare the result.

5. An umpire shall be chosen before play begins, and he shall decide finally all disputes that may arise.

6. No interference with the marker shall be allowed, and any dispute as to the value of a shot shall be referred to the umpire.

7. When play is finished, the marker shall hand in the scores to the Secretary of the match, who shall enter each score in a book or sheet, ascertain the total score of each competitor, and declare the result as soon as possible in presence of the players.

SCORING.

THE HIGHEST POSSIBLE SCORE IS 96 POINTS.

Drawing.—If a bowl, having passed outside without touching either of the two bowls placed on the rink, rest within 3 feet of the centre-pin or tee it shall score 1; if within two feet it shall score 2; and if within 1 foot it shall score 3.

Guarding.—If a bowl come to rest on the centre space it shall score three points, if on either of the two next it shall score 2 points; and if on either of the outermost it shall score 1 point

The Jack in front shall be temporarily lifted should a bowl played be thought likely to touch it, and thereby be affected in its destination. A bowl which touches the Jack, which is being guarded

shall not count.

Trailing.—If a bowl trail the Jack through between, and pass the line square to the back of, the stationery bowls, it shall score three, provided both Jack and bowl be entirely over said line.

If a bowl trail the Jack past but do not itself entirely cross the said line at back of bowls; or if it trail the Jack past the line in front and not over the line at back, but itself cross the back line, it shall score 2.

If a bowl passes between the Jack and either of the stationery bowls over the back line without having touched the Jack; or having touched it, do not carry it over the front line, but itself pass over the back line; or if it trail the Jack over the front line though it do not itself cross it, it shall score 1.

No score shall be made if the Jack, though touched, be not trailed clear over the front line, or the bowl played do not cross the back line.

In all these provisions it must be understood that the bowl played must not touch either of the stationery bowls and that neither the Jack when trailed nor the bowl played shall travel outside the semicircle.

Driving.—If a bowl drive the Jack to the ditch through between the two bowls to the ditch, it shall score 3.

If a bowl shift the Jack, without

M
F
F
F
M

carrying it through between the two bowls to the ditch, it shall score 2.

If a bowl touch the Jack without shifting it or pass between the Jack and either of the two bowls, it shall score 1.

In all these provisions the bowl played must not touch either of the two bowls on the green, and must itself run into the ditch.

NOTE.—No bowl is to be held as outside any circle or line unless it be entirely clear of it. This may be ascertained by looking perpendicularly down upon it, or placing a square on the green. In the case of guarding, the whole thread must be visible to the eye of the marker standing at either end of it.



Man. Civil Service L.B. Club,	Winnipeg
Ft. Rouge L.B. Club,	Winnipeg
Emerson L.B. Club;	Emerson
Portage La Prairie	Portage La Prairie
Minnedosa	Minnedosa