

Essentials of the Game

Green

The division of the green used in a match is called a rink. It is usually 15 feet wide by 120 feet long. For championship play the shortest length permissible is 110 feet. For best results the field of play should not be less than forty yards square and should be as level as possible.

Bowls

The bowls are made of lignum vitae and are not round, but made with a bias. The bowls should not exceed $16\frac{1}{2}$ inch circumference, $5\frac{3}{16}$ inch diameter nor $3\frac{1}{2}$ pounds in weight. The bias of the bowl should not be less than three feet if tested on a level green of not less than thirty-two yards. Each bowl is numbered on one side and the player's initials should be on the other side in order to distinguish them in a game. Each player should own two pairs of bowls, for when playing a single handed or pairs game each player must use four bowls; however, if a four-man team game is being played then only two bowls are used.

Care of Bowls

After a game the bowl should be dampened with olive oil or linseed oil. Before placing bowls in storage smear them with vaseline and store in a cool place. Sometimes the bowls are entirely immersed in oil.

Jack

The jack or kitty, as it is sometimes called, is a white porcelain ball about two and a half inches in diameter and is the object played to.

The Mat

The mat is made of corrugated or perforated rubber and is generally twenty-two inches long by fourteen inches wide. This is the starting point of play. The player must have at least one foot on it when delivering the jack or bowl.

Glossary of Terms

1. Butterfly -- a wobbly ball that exposes the white disc as it rolls along.
2. Narrow -- This comes from taking the jack as the point rather than giving width.
3. Tilt -- The angle to hold the bowl to get more curve or less.
4. Keen green -- Fast.
5. Running shot -- The shot that smashes into the pattern scattering the set-up.
6. Crack an egg -- To gently strike a designated bowl.
7. Up -- Not short.
8. Jack high -- Even with the jack.
9. Kill the end -- Driving the jack out of bounds.
10. A hat full -- Eight points.
11. A pocket full -- Seven points.
12. Backhand -- A bowl down the left side of the rink by a right handed player.