

## "2 JACK" BOWLS

### **A GAME FOR ALL WHO PLAY SOCIAL BOWLS**

With just four changes to the normal rules, the game is very different. 2Jack bowls provides a new and exciting bowling experience to all bowlers looking for something a little different. The game is a challenging test, met by the careful use of draw shots and tactical decisions. The drive has been taken out of this game entirely making it a great fun alternative for social bowlers of all standards. It is extremely competitive, yet has maintained the vagaries inherent in the regular game. 2Jack Bowls is really absorbing and fun to play.

#### **Two jacks two heads**

- ❖ Each lead rolls one jack. Lifted and placed 1m either side of the centerline.
- ❖ Usually both jacks, remain separate targets throughout the end, which encourages every player, to rely on direct draw shot skills to score points.

#### **Tactics**

- ❖ No two games can ever be the same. Every shot from Lead to Skip, may require a different tactical approach, to gain progressive scoring advantage.
- ❖ This could include trying for shot bowls to both jacks. Moving a Jack away from an opposition bowl/ s. The Lead and Second quietly setting up a few shot bowls close to one Jack, the Skip then goes for the other.
- ❖ The scoring tide can turn very rapidly and never forget the opposition might be up to the same tricks and be better tacticians. Be ever vigilant!

#### **Bonus Points**

- ❖ A bonus point for a "toucher", Everyone at any time, including brand new players can actively score points for their team.
- ❖ It is not unusual for a team to have 5 or more "touchers", so bonus points can win or lose the game.

#### **Penalty Points**

- ❖ Drives accrue two penalty points. This is to encourage bowlers to draw and to actively discourage bowlers charging through the head, 'looking' for luck. A drive is a bowl that finishes in the ditch.

*This is where the game is so different!*

#### **Scoring**

- ❖ The normal score system is used and begins from either jack. This first jack is then removed. No bowl is to be disturbed.
- ❖ The same normal scoring system is then made to the second jack.
- ❖ The score totals from both jacks are recorded on the card.

#### **Competition Winners**

Any established system can be used, but a "point system" is ideal for the game. The suggestion is-

- ❖ 1 Point for a winning end.
- ❖ 1 Point each for a drawn end.
- ❖ 1 Point extra for an end winning advantage of 3 shots
- ❖ 2 Points extra for an end winning advantage of 4 or more shots
- ❖ Bonus and Penalty points are to be taken into account.

## **PLAYING INSTRUCTIONS**

"2 Jack Bowls" has been successfully trialled in many clubs. It often takes an end or two before everybody settles down and starts to see the possibilities of the game.

Recently at the Orange City Club, one lady player quietly said - "*I just never thought I could have so much fun playing Lawn Bowls*".

Why not organize a game of Triples or Fours and try things out at a roll up time.

*Ron Hempstead.*

Ourimbah Bowling Club