

ch #02 THE GREEN

ver: 25/10/26

This chapter tells you about the markings on the carpet.

The **green** is the area on which you walk when bowling. It is divided into what most bowlers call **rinks** but I call them **lanes**.

Why are they called rinks ?

According to Wikidedia it's because that's what they are called when played outdoors and the name transferred to indoors.

Why were they originally called rinks ?

No idea - daft innit.

According to the Laws, each lane should be between 31 and 40m long and between 4.3 and 5.8m wide.

The green is surrounded by a **ditch** aka **gutter** where woods sometimes disappear.

They disappear ?

The ditch prevents woods rebounding off the bank and interfering with woods on the green.

When a wood is in the ditch it's invisible unless you are close to it.

NOTE

Unless stated otherwise, dimensions are given in metres.

FIG 101



LANES

Lanes 2 & 3.

You are looking from the south end aka S end towards the N end. The sides are therefore east and west.

At the end of each lane is a lane number on the bank.

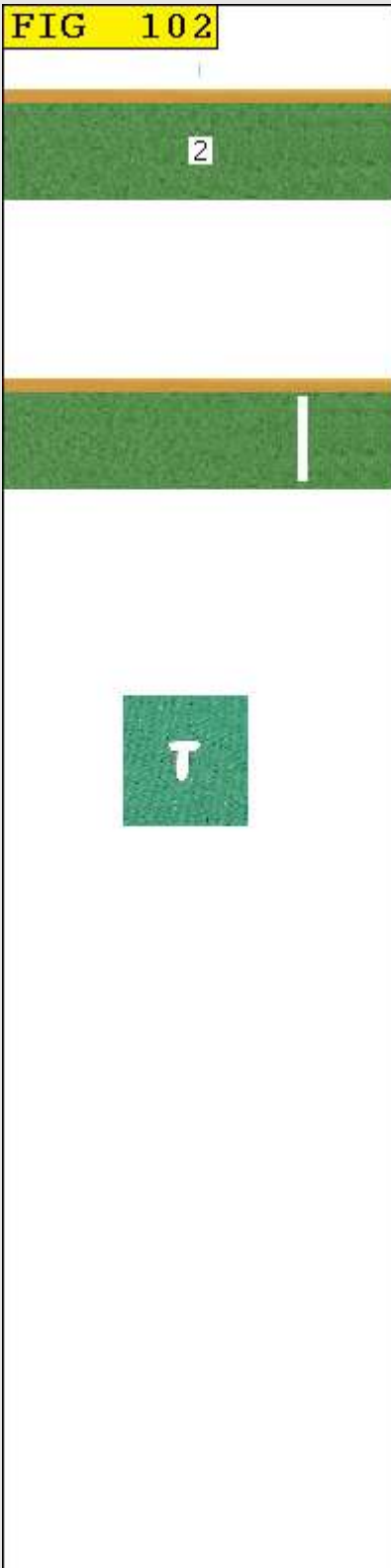
The imaginary line that runs from the lane number at the S end to the lane number at the N end defines the centre of the lane and is called the centre line (CL) aka the jack placement line.

On the CL, 2m from the ditch there is a T painted on the carpet.

spots are painted at 1m intervals from the T.

Each side of the T there is a reset spot.

FIG 102



THE BANK

<-- A lane number on the bank.

At my club, the distance between the lanes numbers is 4.6m

<-- Halfway between each pair of lane numbers is a vertical line that indicates the **boundary line**.

The T where you stand for the throw is the **home T** and the T at the far end is the **far T**.

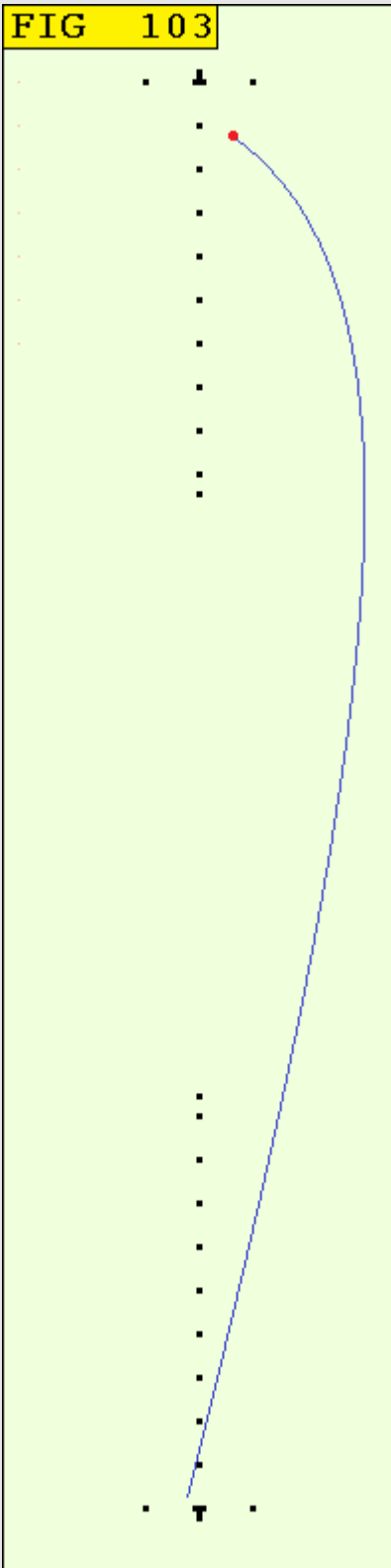
I normally just say "the T" because it's clear from the context which one I'm talking about.

NOTE

The spots and the Ts are stick-on plastic so they can be replaced after the carpet is stretched and relaid.

To **throw an end** aka to **play an end** means to throw four woods from one end to the other.

FIG 103



PLAYERS VIEW

The **players view** is a drawing that shows objects that are visible and relevant to a player.

The spot 1m from the T is called the **1m spot** aka **spot1**.

The spot 2m from the T is called the **2m spot** aka **spot2** etc.

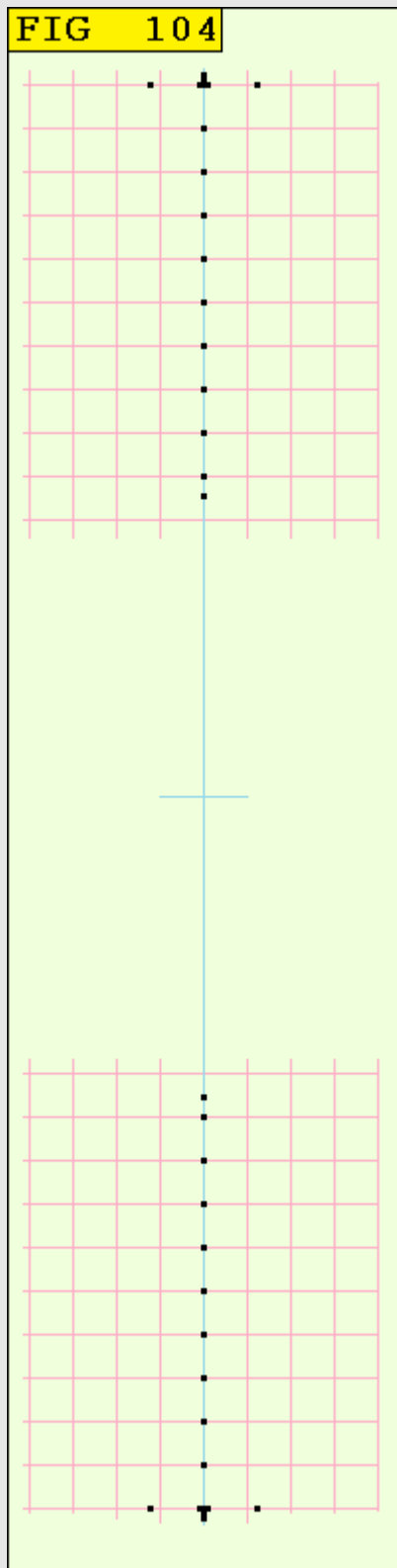
There is an extra spot 23m from the other end which indicates the minimum distance that the jack must run.

There are two **wing spots** 120cm sideways from each T (the official term is **re-spots**).

A dark blue line shows the **path** of a wood. The path ends at the **arrival point**.

A red berry indicates a wood that has arrived (come to rest).

FIG 104



DESIGNERS VIEW

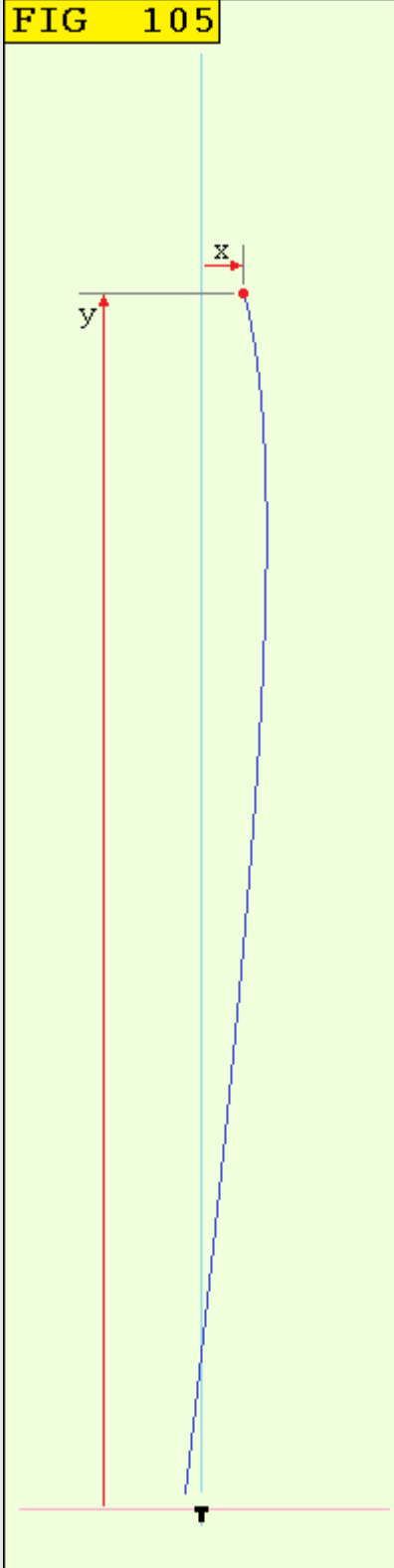
The **designers view** is a drawing with items that might or might not be visible to a player.

I draw the CL in pale blue. and pink **grid lines** that are 1m apart.

The E-W grid line that passes through the T is called a **T line (TL)**.

The E-W grid line that passes through spot1 is called the **1m line** etc.

FIG 105



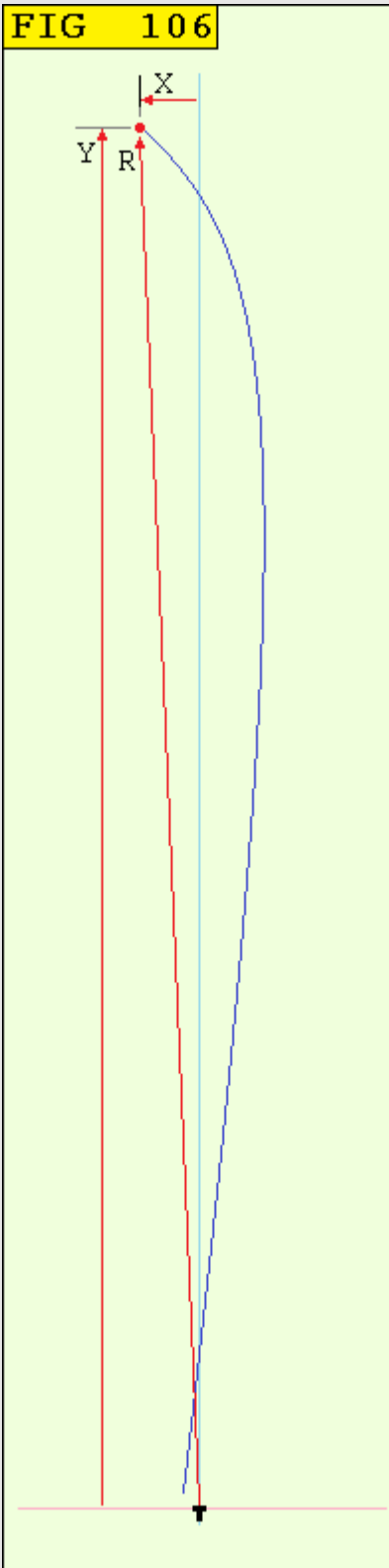
x and y COORDINATES

Any position in the lane can be identified by an ordered pair (x,y) where x is the distance from the CL and y is the distance from the TL.

So x and y are the **coordinates** of the position.

In this fig, x and y are used to indicate the position of a wood.

FIG 106



R, X and Y

Once the wood has come to rest:

The curved distance of the path is called the **run of the wood** and the straight-line distance from the T to the resting point is called the **range (R)**.

The x coordinate is denoted by uppercase X and the Y coordinate by uppercase Y.

NOTE

Traditionally Y is called the **length** but I think this word is ambiguous.

Also traditionally, the angle of the path from the CL is called the **line**.

MATHEMATICALLY

x is +'ve when the position is to the R of the CL and -'ve when the position is to the L.

FIG 107



ADJACENT LANES

I use two shades of green to indicate adjacent lanes.

If you throw a wood along the CL it will probably arrive in an adjacent lane.

When I do this $X = 5.8\text{m}$ for $Y = 32\text{m}$.

I throw the woods back from the nearest T.

PACE

Woods run at different speeds on different surfaces. This is referred to as the **speed of the green** aka **pace of the green** aka **pace**.

Obviously the pace of an outdoor (grass) green will differ from the pace of an indoor (carpet).

Less obvious is the fact that the pace of a carpet can differ with age. As a carpet ages it gets smoother. When it is relaid, it is stretched which also makes it smoother.

Even less obvious is the fact that the pace can differ on a daily basis because carpet is affected by temperature and humidity.

Even ... the pace can differ in different lanes and directions.

Green speed is the time it takes a wood to stop running.

eg:

Today a wood was dropped down a ramp from a specified height and ran for 18s.

Yesterday it ran for 20s.

We say the green is slower today because (for some reason) friction (resistance) is greater which causes the wood to stop sooner.

For a good explanation go to bushhillbowls.co.uk and type "speed" into the search box (then go).

<eof>