

BACK BOWL	A bowl which is a distance behind the Jack.
BACKHAND	To the right handed player <i>it is</i> a delivery to the left hand side of the centre block. To the left handed player it is a delivery to the right hand side of the centre block.
BEST BACK	The bowl which is directly behind the jack and closest to the ditch.
BIAS	This is the curved line of direction in which a moving bowl travels, caused by the special shape of the running edge of a wood.
CENTRE BLOCK	This is the wooden obstacle measuring 15" long 3" high which is placed on the centre block line.
BLOCKING	Means protecting a lying shot or jack with another bowl in order to hinder an opponent.
CHALKED (or Marked)	Refers to a wood marked with chalk or white spray to indicate it as being a toucher.
CONTROLLING BODY	Is the body having overall control of the conditions under which a match is played.
COVERED	Is when the Jack or Wood is protected by another wood situated in front.
DEAD AREA	Means the central section of the rink mat which is between the dead lines. 12.5 ft max 10.0 ft min.
DEAD DRAW	Is a precise draw to the Jack.
DEAD END	Is an end which is considered not to have been bowled, when the Jack has been driven off the mat (Except , under certain competition rules, penalty shots are awarded to the opponent and the end is counted).
DEAD JACK	Is a jack which has been moved into the ditch by a toucher. (can only be moved by existing toucher).
DEAD LINE	Are white lines set at 9 feet from the ditch line which marks the beginning and end of the DEAD AREA.
DEAD WOOD	This is Bowl which has either, passed into the ditch, failed to wholly pass the DEADLINE, touched the centre block, or left the mat.
DELIVERY	Is the releasing of a bowl on to the mat from the players hand.
DELIVERY LINES	These are the markings within which players' feet must be placed during delivery.
DELIVERY MAT	This is the foot mat upon which the stance is taken when bowling.
DISPLACED/DISTURBED	This is accidentally moving a bowl or jack other wise than by a bowl in play.
DITCH	This is the 1 foot deep area, marked at each end of the playing mat.
DRAW	This means delivering a bowl with sufficient impetus to reach its objective with the necessary green to allow the bias to take effect.

DRIVE	This is a bowl delivered with force.
DUMPING	The act of bowling high, resulting in the wood delivered striking the mat heavily, usually with a loud sound. This act reduces the accuracy, and speed of the delivery
END	This means the placing of the delivery mat, and a jack, followed by delivery of all players' bowls, in any one discipline in the same direction on the rink mat. An end is completed when the last player's final bowl comes to rest.
FAST MAT	A playing mat which is constructed of material of a low contact resistance, allowing the bowl to travel with little effort from the bowler.
FENDER	This is the wooden surround that encloses the rear of the ditch area.
FIRING/FORCING SHOT	This is a bowl which is delivered at a very fast pace.
FOLLOW THROUGH	Is completing fully the delivery arm action of the bowl along the line of delivery.
FOOT FAULT	Is when a bowler fails to have one foot completely on or over the delivery mat. Or the other foot within the delivery lines.
FOREHAND	The delivery of a wood by a right handed bowler to the right of the centre block, and left by a left handed player.
FOUR	Teams of four players on each side whose positions in order of play are called Lead, Second, Third and Skip.
GREEN	The distance between a centre block and the outer edge of a mat, used to allow a projected wood to turn and finish near a target area. A wood passing near to the centre block is called Narrow, near the outer edge of the mat Wide
HEAD	means the jack and all the bowls that have come to rest within the boundary of the rink mat and are not dead.
JACK HIGH	This means that a wood comes to rest exactly on the same plane as the jack.
JACK LINE	This is the 3 foot long line which is marked on the centre of the mat, commencing 3 feet from the ditch and finishing 3 feet from the Dead Line. The jack may be placed at any point on this line prior to the start of play.(see LONG/SHORT JACK)
LEAD	This is the player on each side who bowl's first.
LIVE AREA	This is the section of the rink mat between the dead line and the ditch, delineated by the inside edge of the half inch marking strip, and the edge of the mat.
LIVE WOOD	This is a bowl, which on delivery, reaches the live area without touching the centre block, and remains within the parameters of the lines marking that area. If it makes contact with the jack, it remains live even if it finishes in the ditch.
LONG JACK	Is a Jack which is placed on the Jack Line as far as possible, from the delivery mat.

MARKER	The person who keeps score in a singles match.
MEASURE	This is the act of checking the distance between the Jack and any wood in the head. This must be done with an approved tape. No use of foot, hand, or delivery mat is permitted.
ORIGINAL COURSE	This is the curved line that the bowl takes from the delivery mat to its objective.
PAIRS	Teams of two players on each side whose positions in order of playing are called Lead and Skip.
RINK MAT	This means the whole rectangular playing surface.
RUNNING WOOD	This is a bowl delivered with sufficient impetus to prevent its bias from taking effect. (used for removing a bowl or breaking a head).
SKIP	This is the player who leads the team and controls the play on be half of his side on any rink mat.
SINGLES	this means one player competing against another.
SECOND WOOD	The bowl which is next nearest the jack after the shot wood.
SHOT WOOD	The wood which is nearest the jack at any one time.
SHORT JACK	Is a Jack placed on the Jack Line at the point nearest to the delivery mat.
SLOW MAT	A Playing Mat which is made of material with a high surface contact resistance causing a delivered wood slow down quickly,
STANCE	The position adopted by a bowler standing on the delivery mat.
TEAM	This means any agreed number of players on one side.
THIRD	This is the third player in a group of four. The third measures, determines the score, takes over at the head when the Skip is on the delivery mat.
TOUCHER	This is the term applied to a bowl which touches the live jack while the bowl is in motion on the rink mat and before it comes to rest. It shall also be a toucher if it is deflected off a bowl at rest on o the jack, or if the jack is sprung to touch the bowl whilst it is still in motion, or <u>if it falls and touches the jack before the next bowl has been delivered.</u> The toucher will remain in play until the end is completed, even when in the ditch. It shall be indicated by a chalk mark, which should be placed on it before the following bowl comes to rest. If this is impractical because there is a danger of the bowl falling over or moving, it shall be nominated and Chalked when the danger has passed.
TRAILING	This means contacting the jack with sufficient momentum so as to move It and follow it to a new position.
TRIPLE	These are teams of three players on each side whose positions in order of playing are called Lead, Second and Skip.

UMPIRE	Is a person appointed to oversee a match and adjudicate in matters of dispute.
WEIGHT	The amount of force applied to propel a wood up the mat
WICK	Is when a bowl glances off another bowl or bowls during delivery, so as to change its natural line of travel.