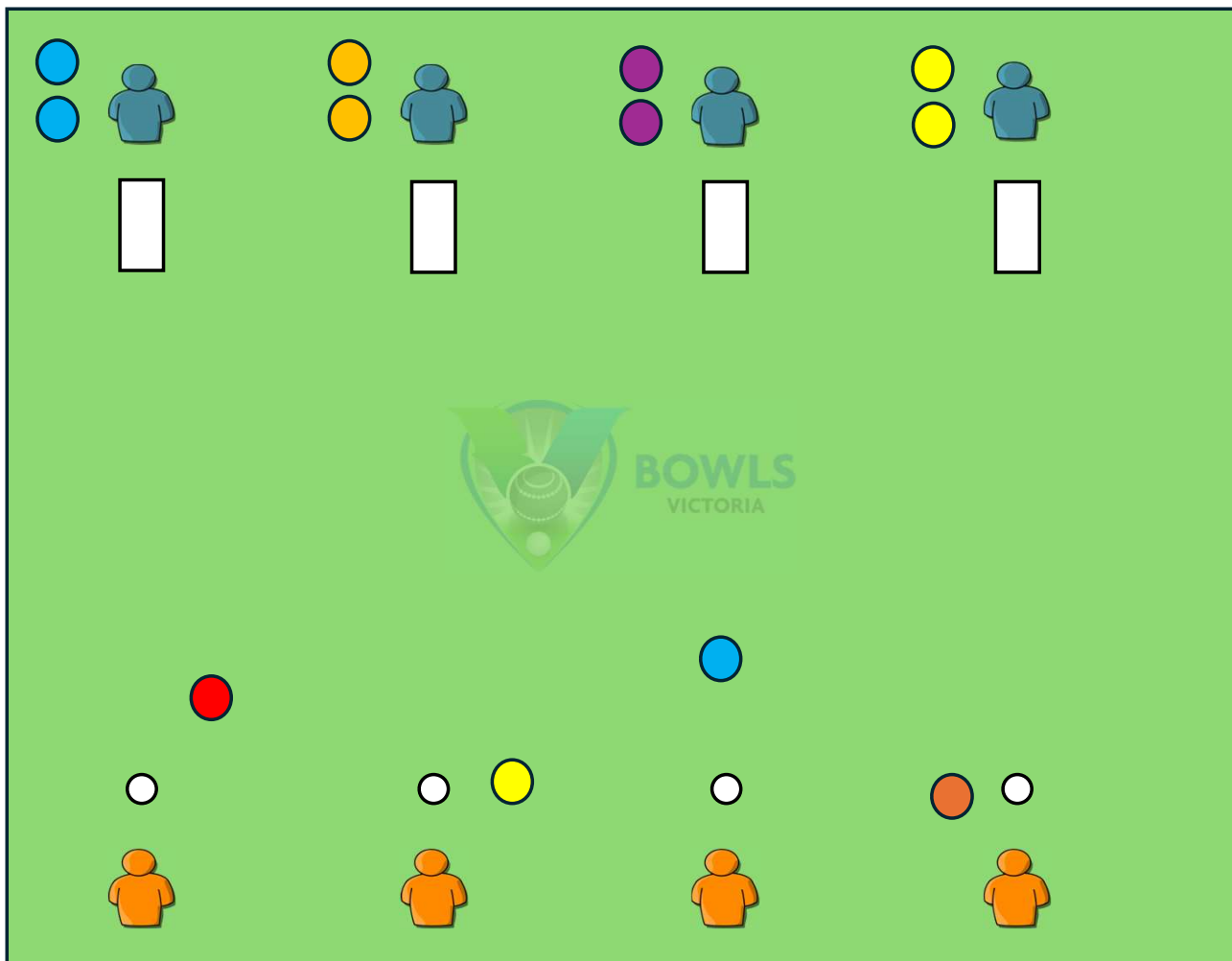


10 Modified Bowls Games

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BEAT THE CHAMP



Safety Tip: no running / be careful when driving / walk around the rinks, not through

Purpose: draw, up shot, drive

Equipment: mats, jacks, two bowls per player

How to play

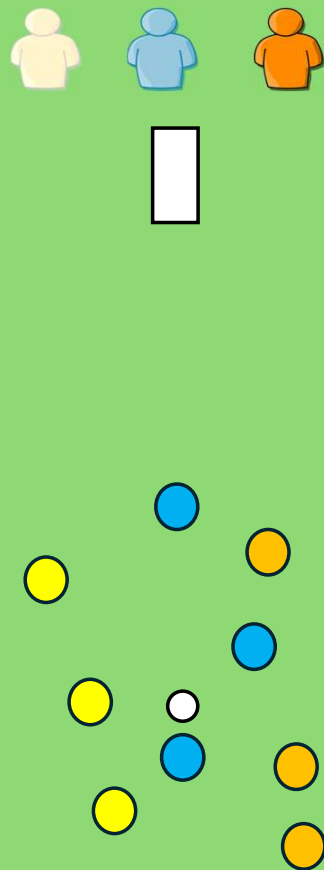
The idea of this game is to be the champ and score the most points.

- 1) Nominate a set number of Champs. The Champs (orange) have one bowl and stand behind the jack. The rest of the group become Challengers (blue), and they have two bowls and stand behind the mat.
- 2) The Champ places their one bowl a set distance away from the jack.
- 3) The Challenger bowls two bowls in a row trying to beat the Champ's bowl.
- 4) If the Challenger beats the Champ, they become the Champ, and the Champ becomes a Challenger.
- 5) If the Challenger doesn't beat the Champ, the Champ gets one point, and the Challenger stays on and finds a new mat.
- 6) Play for a set time (20 minutes) and the player with the most points wins.

Change It

Champs can only win three times in a row, set distance can change from mat length to mat width or no restrictions at all.

VOLLEYBALL



Purpose: draw, up shot, drive

Equipment: mat, jack, three to four bowls per player

How to play

The idea of this game is to get shot on consecutive ends and score the most points.

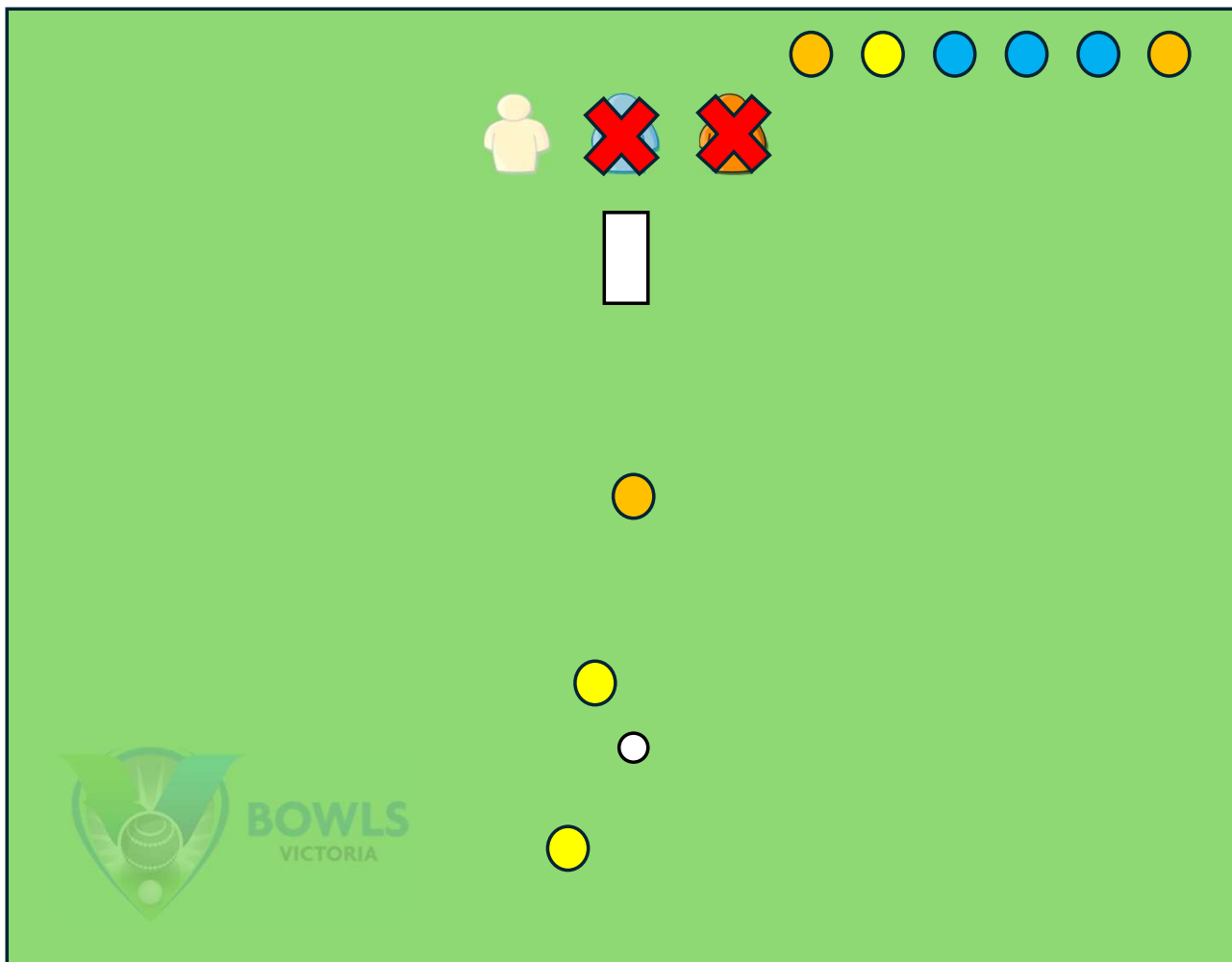
- 1) Organise your members into pairs or groups of three (four can be too many).
- 2) Choose to play the game with a centred or uncentred jack.
- 3) Workout a playing order for the first end and play the end in-turn until all bowls have been delivered.
- 4) The player with shot on the first end will win the mat and gets to roll the jack.
- 5) Play the second end in order of who finished closet to the jack on the first or previous end.
- 6) If a player wins consecutive ends, they get a point and a chance to win more points. E.g. Four ends in a row = 3 points
- 7) Play a set number of ends and the player with the most points wins.

Change It

Draw only, dead end is re-spotted on the T, one bowl each

Safety Tip: be careful when driving

SURVIVOR



Purpose: draw

Equipment: mat, jack, three to four bowls per player

How to play

The idea of this game is to be the last person standing.

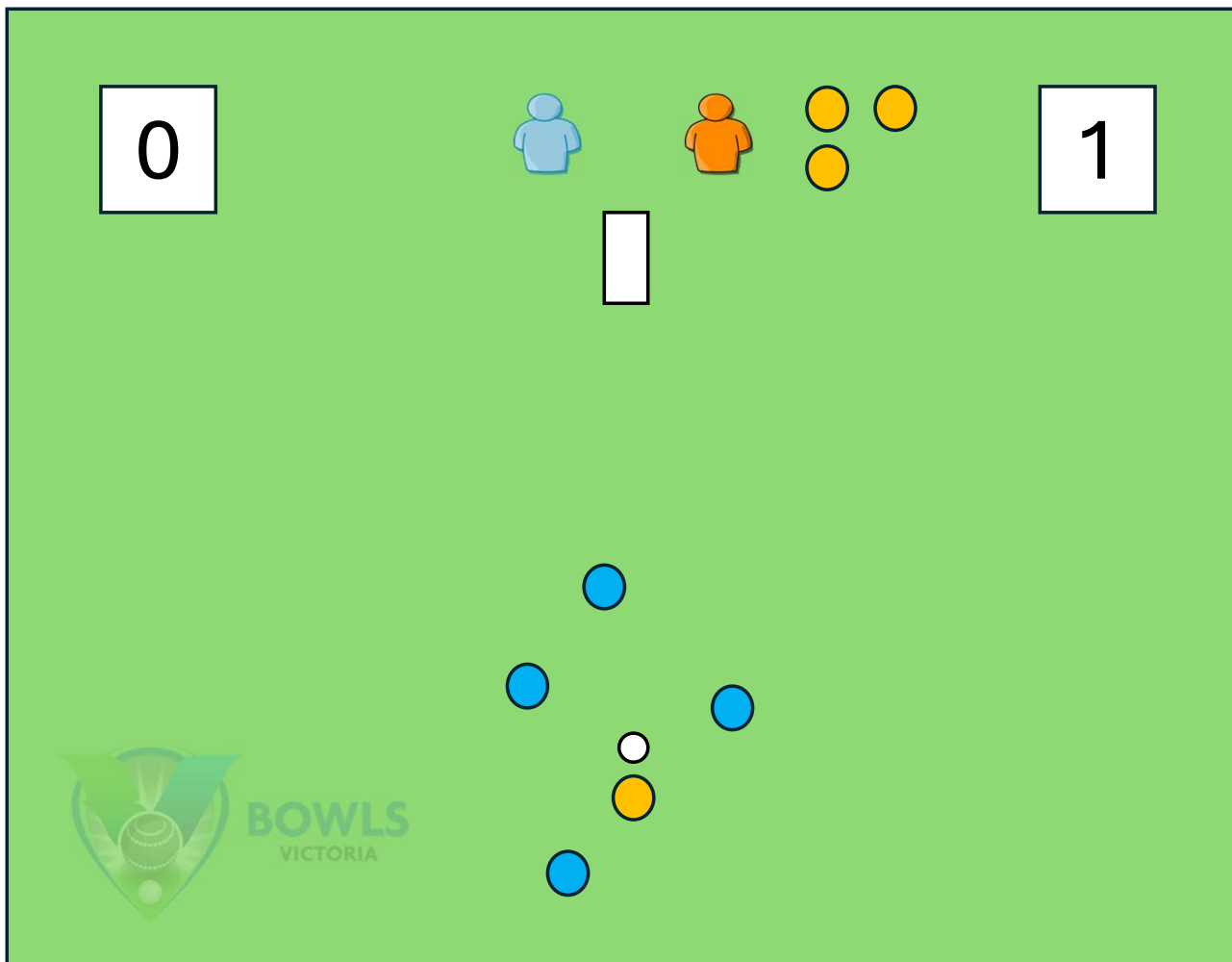
- 1) Organise your members into pairs or groups of three (four can be too many).
- 2) Choose to play the game with a centred or uncentred jack.
- 3) Work out a playing order for the first end and play the end in-turn until all bowls have been delivered.
- 4) The player with shot on the first end will win the mat and gets to roll the jack, the player with the furthest bowl away will lose their bowl from the game.
- 5) Play the remaining ends in order of who finished closest to the jack. Each end the furthest bowl away is taken out of the game, dead bowls are also removed.
- 6) The players who lose all their bowls are out of the game, the last person standing is the winner.

Change It

Play the game only using one side of the green.

Safety Tip: be careful when driving / place dead bowls on the bank

BOCCE



Purpose: draw

Equipment: mat, jack, four bowls per player

How to play

The idea of this game is to have shot after your opponent has bowled all their bowls.

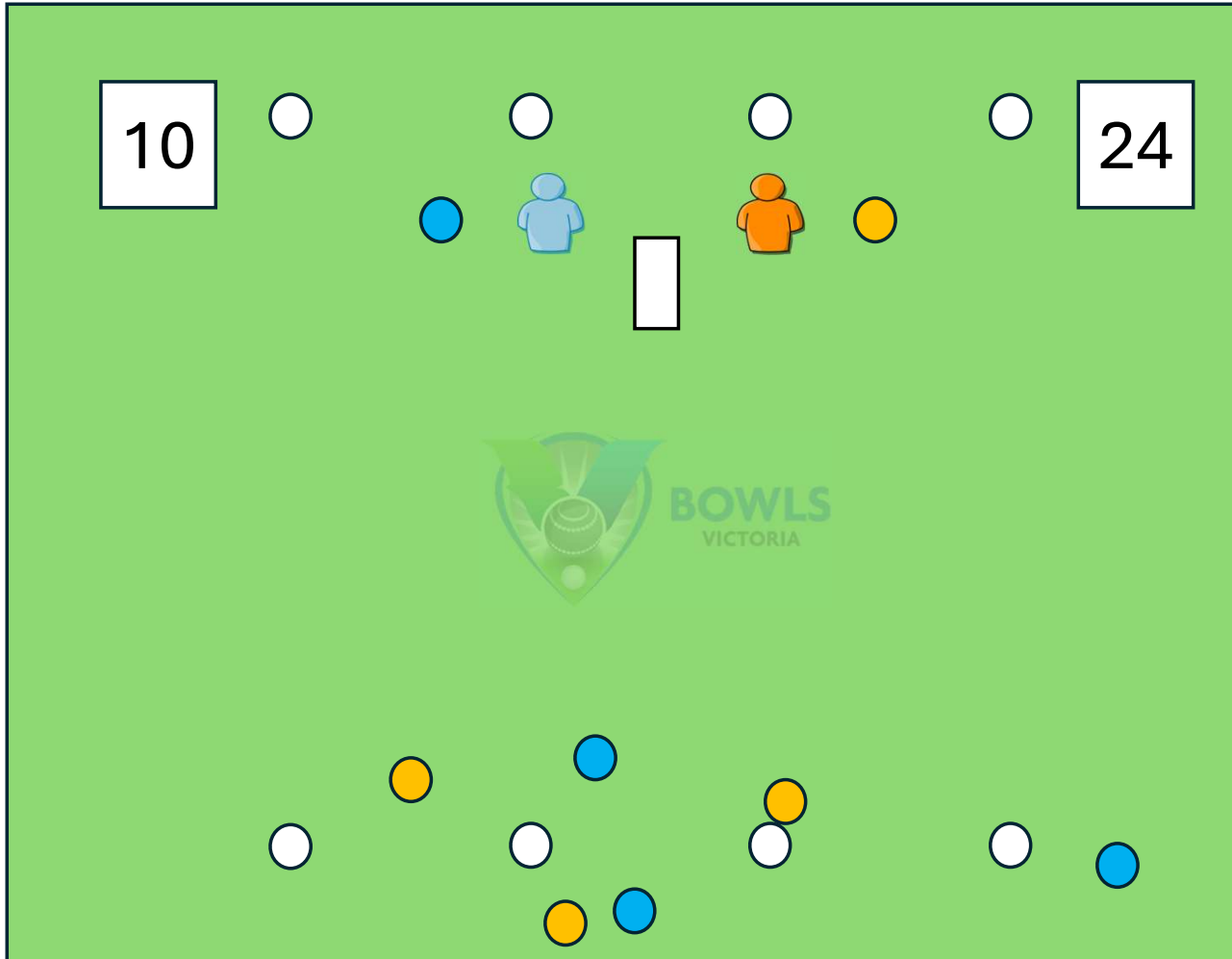
- 1) Organise your group into pairs.
- 2) Choose to play the game with a centred or uncentred jack.
- 3) Workout a playing order for the first end, Player 1 bowls their bowl and will have shot. Player 2 bowls their bowl and needs to get shot. If Player 2 gets shot, Player 1 must bowl until they get shot. If Player 2 doesn't have shot, they must bowl until they have shot.
- 4) The player who has shot after their opponent has bowled all their bowls gets one point.
- 5) The player who scored the point goes first on the next end and rolls the jack.
- 6) Play to a set score (first to 10 wins).

Change It

Play the game only using one side of the green.

Safety Tip: be careful when driving

AFL



Safety Tip: don't move until all bowls have been played

Purpose: Weight and line

Equipment: mat, four bowls per player, eight coloured cones, one rink per pair

How to play

The idea of this game is to score the most points after 4 ends.

- 1) Organise your members into pairs.
- 2) Workout a playing order for the first end, players bowl their bowls from the mat towards the AFL goals (white cones) in turn trying to score points by going through either the goals or points without going into the ditch.
- 3) Hitting the goal post is one point, hitting the point post is zero points and missing everything is zero points.
- 4) Play three more ends to replicate four quarters of an AFL match, move the mat so it faces the second set of goal posts. The player with the highest score goes first.
- 5) The player with the highest score after the fourth quarter is the winner.

Change It

The mat can be placed off-centre, bowls can be hit into the goals or out of the game.

KING OF THE HILL



Purpose: draw, up shot, drive

Equipment: mats, jacks, set number of bowls per player

How to play

The idea of this game is to win the last end on the top mat and become the King!!

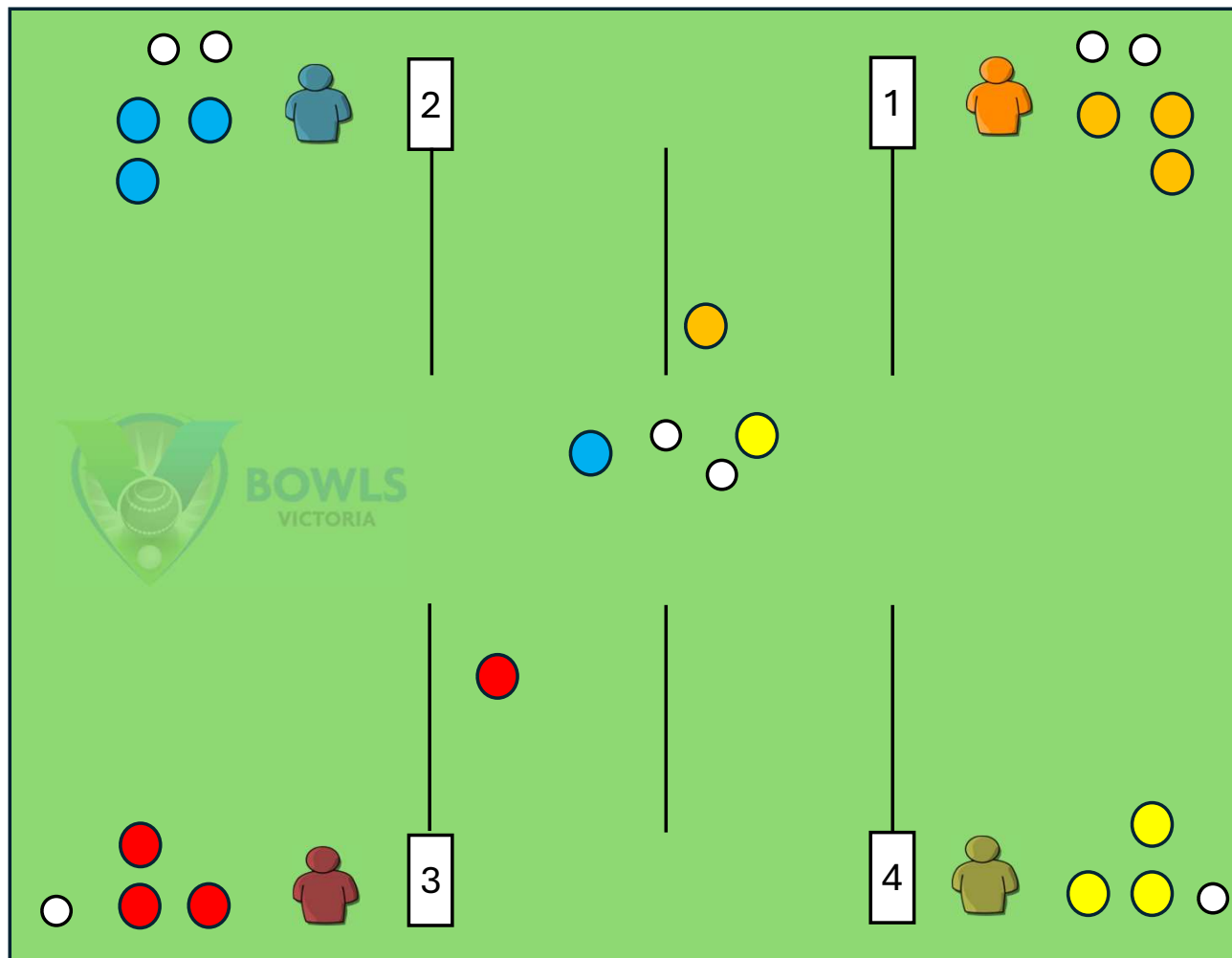
- 1) Decide the format, e.g. singles, pairs or triples.
- 2) Decide which mat is the top and which mat is the bottom. E.g. Mat one is the bottom and mat four is the top.
- 3) Decide to play with a centred jack or uncentred jack.
- 4) Decide the set number of ends, e.g. 10 ends.
- 5) After the first end, the winner will move up one mat towards the top and the loser will move down one mat towards the bottom. The loser on the bottom mat will stay and the winner on the top mat will stay.
- 6) If your set number of ends is 10, after the ninth end, the players on the top mat will playoff for King. The rest of the players can play one more end or watch the battle for King.

Change It

Play two ends and then move (you may need a tiebreak method)

Safety Tip: no running / be careful when driving

HUNGRY HIPPO



Purpose: line, draw, up shot, drive

Equipment: 4 mats, multiple jacks (up to six), four bowls per player

How to play

The idea of this game is to collect the most jacks, just like in Hungry Hippo.

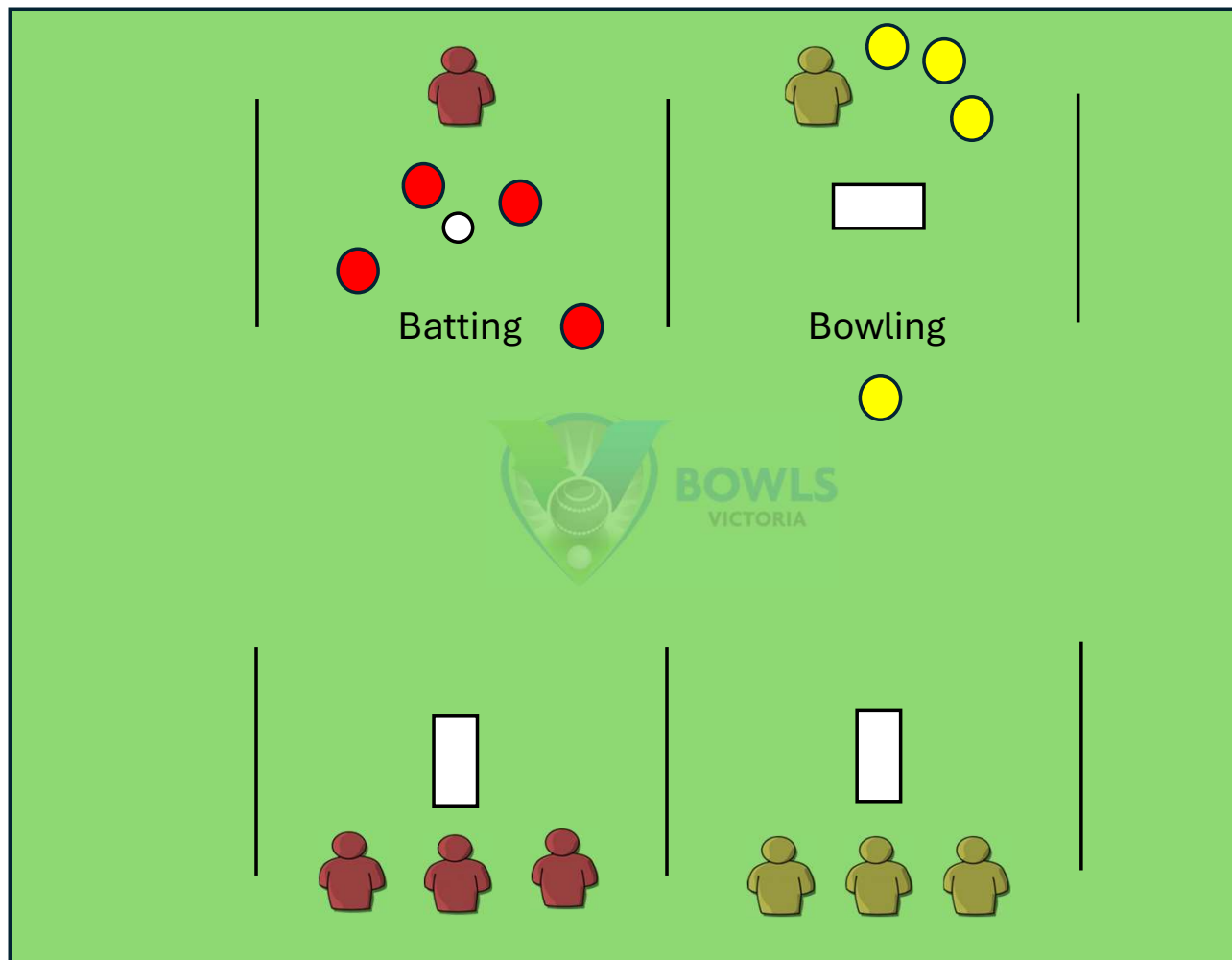
- 1) Place a set number of jacks in the middle of the rink.
- 2) Player 1 bowls their first bowl looking to break-up the jacks. Player 2, 3 and then 4 follows suit.
- 3) Player 2 bowls their second bowl, player 3, 4 and 1 follows suit.
- 4) Player 3 bowls their third bowl, player 4, 1 and 2 follows suit.
- 5) Player 4 plays their fourth bowl, player 1, 2 and 3 follows suit.
- 6) Once all bowls have been bowled, each player collect their bowls and any jacks that are a mat length from their bowl.
- 7) The game continues in the same format until all jacks have been removed from the game.
- 8) Any dead jacks are re-spotted on the closet T.
- 9) The winner is the player with the most jacks.

Change It

Draw only, dead jacks are removed from the game

Safety Tip: no running / be careful when driving / take care returning four bowls to your mat

CRICKET



Purpose: draw and drive

Equipment: 3 mats, one jack, two bowls per player

How to play

The idea of this game is to score more runs than the opposition team.

- 1) Setup two rinks, one rink is the batting rink, and the other rink is the bowling rink.
- 2) The batting team need to score runs by drawing bowls a mat distance from the jack.
- 3) The bowling team needs to get ten wickets by driving the bowl over a mat.
- 4) It's a good idea to have one player behind each head to return bowls, this player needs to be replaced.
- 5) Once the bowling team has got their ten wickets, the batting team needs to stop and swap roles.
- 6) The winning team is the team that scored the most runs.

Change It

The driving mat could be vertical or replaced by a jack, the drawing zone could be a metre or mat width.

Safety Tip: no running / be careful when driving / take care returning bowls back to your group

ALL THE SHOTS



Purpose: draw FH, draw BH, up-shot, drive

Equipment: mat, jack, four bowls per player

How to play

The idea of this game is to have practice playing all the shots.

- 1) Organise your members into pairs.
- 2) Choose to play the game with a centred or uncentred jack.
- 3) Workout a playing order for the first end.
- 4) Players take turns to play the following shots in order. The player that gets shot starts the next end.

- 1 - Forehand draw
- 2 - Backhand draw
- 3 - Mat over
- 4 - Drive

Change It

Every second end you're allowed a replay, this allows you to replay one of the four shots.

Safety Tip: be careful when driving

CROWN BOWLS



Safety Tip: be careful when you have multiply games played on the same green

Purpose: line

Equipment: mat, jack, four bowls per player

How to play

The idea of this game is to have shot and reach a set score before your opponent.

- 1) Organise your members into pairs.
- 2) Workout a playing order for the first end.
- 3) Player 1 places the mat anywhere on the whole green and rolls the jack.
- 4) Players take turns to bowl their four bowls. Score the end similar to a singles game, player with shot wins the mat for the next end.
- 5) The jack roll must be at least 14m, you can play an end where the jack is rolled into the ditch.
- 6) You can have multiple singles games played on the same green.

Change It

Jacks that are rolled into the ditch are rolled by their partner.