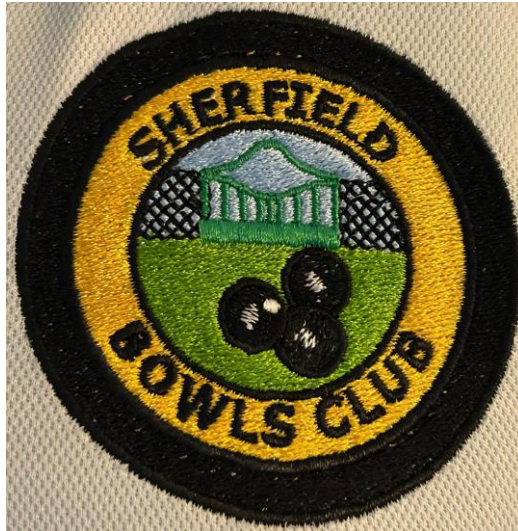




HANDBOOK

Sherfield English Bowls Club is a lawn green bowling club providing a highly popular and skilful game for all ages to enjoy.

Our playing season runs from late April to late September and currently provides outdoor sport and leisure to approximately 50 members with a social programme running indoors in our clubhouse throughout the winter months. We encourage all ages, abilities and sexes to come and play, try our equipment, meet our friendly members and enjoy a new experience.

Any member of the community is welcome to come along and have a go throughout the season and sample our hospitality, whether a friendly game or playing competitive bowls through our own competitions or matches against other clubs.

BOWLS IS A GREAT GAME - PLAY IT, ENJOY IT, HAVE FUN!

Contact Details

Address:

Recreation Ground, Steplake Lane, Sherfield English, Hampshire SO51 6JR.

what3words: [///stencil.piglets.reds](#) for car entrance onto site
 [///backup.extent.pairings](#) for club building

Website: <https://www.sherfieldenglish.org.uk/bowls-club-1>

We share the community website and can be found in the Sport section

Email: bowls@sherfieldenglish.org.uk
 (secretary.sh.en.bowls@gmail.com)

Affiliations

The Club is affiliated as follows:

- Bowls Hampshire
- Bowls England

The Club has playing colours of green and yellow.

Club shirts and waterproof shower jackets can be bought.

What Goes on at the Club

From late April to late September the Green is used to play.

There are informal 'roll up' sessions on Mondays, Wednesdays, Fridays and Sundays (by arrangement).

We play between 2pm - 4pm (with a tea break) and Friday 6pm - 8pm including a refreshment break.

Social events play an important role in the life of the Club and are run each month throughout the winter. Normally they take place the first Friday of each month. The events give members the opportunity to keep in touch, relax, have fun and get to know each other. Activities include Race Night, Quiz, Beetle Drive, Rummikub, Skittles and Bingo. Together with a hot meal and raffle they increase the social revenue.

There is also an annual Presentation Night late September / early October. In addition, the Club holds fundraising events during the playing season such as 'Fun in the Sun' and 'Strawberry Tea'.

A monthly newsletter is sent via email giving a resume of events etc for the previous month.

Club Tour

Each year a tour is organised, usually Monday - Friday in June. We have the opportunity to play 3 matches throughout the tour.

Membership

People wishing to join the Club complete an application form, for approval of the Committee. Members pay an annual subscription by the start of the season.

Categories of Membership:

- Playing Member
- Social Member
- Honorary Member (no fee)

Membership fees for each category are recommended by the Committee for agreement at the AGM.

A 'roll up' fee is paid each time a member plays, fee includes refreshments.

Playing Members (and Honorary Members)

- Can use the Clubhouse and Green
- Have a vote at the AGM
- Can stand for office of the Club
- Can play in Club matches

Social Members

- Are entitled to use the Clubhouse facilities
- Do not have a vote at the AGM and cannot stand for office

Duties of Full Members

In order to keep membership fees as low as possible, we do not employ any paid staff. The exception is annual advice provided by a specialist regarding aeration, scarification and fertiliser application to the green.

This means we rely solely on volunteers to do all the jobs needed to maintain the green and clubhouse. Jobs include:

- Mowing the green (at least 3 times per week during the playing season).
- Maintaining plant containers, flower borders and trees.
- Making teas for rollups
- Upkeep of clubhouse for our home fixtures
- Spring cleaning at the start of the season
- Outdoor equipment stored away at the close of the season

YOUR CLUB NEEDS YOU!

Committee and Constitution

The Committee is elected at the AGM each year and has responsibility for all financial, legal aspects and day to day running of the Club.

The Committee consists of 9 members:

- Chair
- Secretary
- Treasurer
- Safeguarding and H & S Officer
- Fixture Secretary
- Social Secretary
- 4 members who ensure compliance

The Clubhouse

Car Parking

Plenty of spaces in marked and unmarked bays. The car park is not open to the general public unless on business using the Recreation ground facilities.

Disability Access and Facilities

The Club is fully accessible with level access. A ramp takes you onto the green. There is a disabled toilet.

Defibrillator

A defibrillator is available within the Sports Pavilion (not bowls club) porch. Instructions for use are clearly displayed on the defibrillator.

Security

Access to the green and clubhouse is through a gate with double locks. There are 5 key holders to unlock/lock the doors and gates.

Kitchen

It is important that members follow food safety and hygiene instructions at all times. Particular care needs to be taken on the ingredients concerning allergy considerations, although the onus is on the consumer to check that the food being served is acceptable to them.

Utensils and crockery should be washed after use and stored in their places. Food must be correctly stored especially if stored in the fridge. 'Use by' dates should be displayed.

In the Event of Fire

There are extinguishers with water near the entrance of the Clubhouse and a foam extinguisher in the kitchen. A fire blanket is also located in the kitchen. In the event of fire, leave the building immediately and walk towards the car park to the gathering point. Ring 999 immediately. The post code is:

SO51 6FR. what3words: names.asterisk.stick

Do not attempt to put out the fire unless you are trained to use extinguishers.

Changing Rooms

Members may leave personal equipment at the Club, however, the Club does not accept responsibility. **All personal equipment must be clearly labelled with the owner's name.**

Bookcase

Books are available to borrow or swap on bookshelves in the Clubhouse.

Notice Boards

Notice boards are the responsibility of the Secretary and should be updated regularly. There are notice boards in the main Clubhouse and both changing rooms. Folders with fixture/competition information are found outside on the display board between the two changing rooms.

There is also a whiteboard attached to the main gate, its main purpose is to welcome visiting teams. A portable whiteboard is also available for information to be displayed.

Folders

There are folders located on the shelf close to the TV. Information regarding Club business, Constitution, Policies, Club Handbook and General Information is kept in these folders. Members are welcome to borrow them, please return within 1 week.

Club Events

All dates and timings for club events are available through the Whatsapp Group, email and posters in the Clubhouse and changing rooms. We ask members to arrive 30 minutes before the start of an event. All events are subject to change so please check for updates.

Smoking

Smoking or vaping is not permitted in the Clubhouse or on the Green.

Equipment

The full range of bowls equipment is available for members to use. Please return to its original place after use.

- Large equipment, jacks, mats and scoreboard, jack scoops, protective nets (to be used in damp/wet conditions) and stakes are found in the shed on the corner of the Green.
- Scoops are located in the 'bus shelters.
- Scorecards, holders and pens in the cupboard inside the Men's Changing Room.
- Spare bowls are kept in both changing rooms.
- 'Umpires Case' with tapes etc inside the cupboard in the Men's Changing Room.
- Rollup discs (used to choose teams) are found on the board at the corner of the clubhouse. Please ensure they are returned.

Playing Bowls

We want all members to enjoy playing bowls in whatever format - rollups, competitions, matches. If you feel this isn't being achieved please talk to a Committee member.

RollUp Sessions

These take place every Monday, Wednesday and Friday 2 - 4pm.

Friday 6 - 8pm will start in 2026. (Members will decide at the end of May '26 whether to continue with 1 or 2 sessions on Fridays). The evening session will continue throughout the season.

Each RollUp session includes a tea break. Rollup sessions cost £3:00, payable each time you visit. Sets of bowls are available to borrow.

Members don't have to wear any particular clothing, except footwear, which should be flat soled.

Members are encouraged to bring along a cold drink to hydrate and wear sunblock.

Medication such as epipens or inhalers should be brought to sessions by members who use them. Please tell the Health & Safety Officer or a member of the Committee the reason this medication may be required.

The Bowling Green

The green is usually marked out as 6 rinks. Rollups are played on the 'long' length. Rinks are laid out with the equipment needed to play before the start time. All members should help to put the equipment away when finished with.

Roll Ups

The informal game of bowls is known as a 'roll up.'

This gives members the opportunity to practice without the pressure of competition and to play with a variety of different players. This is decided by picking a disc from a bag. The coloured disc tells each player the rink they are playing and their position within the team. See **Types of Bowls Games** for explanation of position and roles.

Roll ups also give players the chance to use hand signals to communicate to other team members.

- Voices cannot be heard over other sounds. Signals also help players who are hard of hearing.
- Shouting distracts players on other rinks
- Your team will feel more in sync if you can read the signals
- Signals help communication and speed up the game
- You can only communicate with your team when you have possession of the mat
- You will learn the signals the more often you play



Competitions

There are 3 types of competition for members:

- External Friendly matches against other local clubs
- Internal Club Competitions
- Internal Team Competitions

The Club encourages all members, including new members, to take part in as many competitions as possible.

For all Competitions and Friendly matches, players wear a Club shirt with grey shorts/trousers/skirts. Club shirts can be ordered but there is the option of borrowing a shirt from another member. A rain jacket in club colours is also available to buy. If club shirts are not available, players can wear a white top.

External Friendly Matches

These are not part of a league or competition, all bowls rules and etiquette are followed. Friendly matches available to any member who puts their name down; names list displayed at least 2 weeks before the date of the match. Teams selected at least a week before the match. You need to check if you have been selected and tick your name to confirm your availability. If you cannot play please inform the Club Captains as soon as possible.

Rollup fees apply to all matches. Occasionally the cost will be a little more, such as when we play a Club only once a season eg Southbourne, Highcliffe. Club shirts and greys are worn when playing friendly matches.

Internal Club Competitions

These are a knock out format and conclude on Finals Day in early September. Draws for each competition will take place in May. Matches to be played between 1st June - 31st August.

Players are responsible for organising matches between themselves. Rollups take priority so a maximum of two rinks may be used for matches on a certain day. Matches are played with a yellow mat and yellow jack to show it is a competitive match.

NB If you know you will not be available for Finals Day please do not enter. The one exception is the Mixed Fours Competition which takes place over one week in late May. All dates can be found on the Events Calendar.

Singles Competitions

There are separate competitions for ladies and men. Players may have a 'bye' into the next round. Singles matches require a 'marker' to assist in the smooth running of the match. The marker's duties are to keep the score, align the jack, mark touchers, answer a direct question from a player, eg 'who is closest

to the jack' and measure a dispute if asked. They should not give advice and must remain impartial. Each match is played straight through.

No of Woods	Ends (early rounds)	Ends (SemiFinal & Final)
4	16	18

Mixed Pairs Competition

Pairs will be mixed as much as possible. A team may be drawn a bye into the next round. All players who wish to play will be guaranteed a place, as long as we have an even number. Each match is played straight through.

No of Woods	Ends (early rounds)	Ends (SemiFinal & Final)
4	16	18

Mixed Triples Competition

As much as possible all teams will be mixed. If not, all players wishing to take part will be guaranteed a place, as long as we can make a team of three. A team may have a bye through to the next round. Again, all matches will be played straight through.

No of Woods	Ends (early rounds)	Ends (SemiFinal & Final)
3	16	18

Mixed Fours Competition

This competition is played for The Hayter Trophy. The Competition takes place over 3 rollups in May. A team may have a bye into the next round. Each match is played straight through. If there are more than 8 teams, a Preliminary Round will be drawn and played before the competition starts proper.

No of Woods	Ends (Quarter Final)	Ends (SemiFinal & Final)
2	16	18

Yardstick Competition

This is an individual competition. Players are drawn to play with others on each rink. Each player has 3 woods, 1 point is given to each wood finishing within one yard of the jack. A stick measuring one yard is used to measure. The winner is the player with most points after 18 ends. In the event of a tie, an extra end will be played. The competition is played with the rinks facing the clubhouse.

Target Competition

This is an individual competition played with the rinks facing the Clubhouse. Players are drawn against others on a rink. Players aim for the jack which is preplaced in the centre of a shaped target. The closer the jack, the more points scored. Each player has 3 woods, playing 3 ends per target with 5 targets altogether. The winner is the player with the most points after 15 ends. In the event of a tie, an extra end is played.

Internal Team Competitions

The following team competitions take place:

- Austin Cup: annual event played between the Ladies and the Men.
- Heifer Cup: annual event between Sherfield English and Whiteparish. Depending where you live will decide the team you play for. As a rule of thumb, Sherfield Team is Hampshire postcodes, Whiteparish, Wiltshire postcodes.
- Triples Gala: Teams of 3 from local clubs are invited to take part, up to a maximum of 6 clubs. Sherfield English can have up to 6 teams playing. A maximum of 12 teams will play in the competition. Further details will follow closer to the event.

Finals Day

All players who have reached Finals Day wear Club shirts and greys. The order of matches will be determined close to the day, but usually ends with Singles Finals. Members, families and friends are asked to attend to give their support to the event. Weather permitting, seats are placed on the green so spectators are close to the action and increasing the atmosphere. We ask for no partisan support, rather generous applause to both players for a good shot.

Fun Days

Primarily fundraising events where members, families and friends can all join in. Recently, two events have taken place over the season: 'Strawberry Tea' and 'Fun in the Sun'. The latter is made of various games laid out on the green eg quoits, croquet, golf.

Twilight Session

The outdoor season ends with a Friday Night session under lights. Starting in the sunshine at 6pm and finishing in darkness at 8pm. This is followed by food in the clubhouse.

Sherfield English Bowls Club History

The Club was formed in 2005 and has always operated as a mixed club, run by a single management committee.

The club began as part of a Millenium 2000 idea to have a recreation ground in the village of Sherfield English. Football pitches, a tennis court, children's play area and bowling green were the activities to serve all ages and groups of Sherfield English. An area of farmland was acquired off Steplake Lane and work began.

The bowling club was given a corner at the far side of the new ground. Work began entirely from nothing with the help of volunteers. 6 rinks, a croquet area and clubhouse were the priority. Gradually, the work to make a flat green bowling surface was achieved and the club opened for bowling members in the summer of 2005.

The clubhouse grew from a gazebo and large garden shed to the substantial clubhouse we now have today complete with changing rooms, social area, kitchen and toilets. A patio area for members to socialise and take a break is available.

The bowling club continues to develop, work still being done by volunteers throughout the year. All members are encouraged to take part in the various tasks to be completed.

In 2025, the Club celebrated 20 years of continuous bowling with events and special occasions. A book has been produced, available to members to enjoy, which gives a comprehensive record of the celebrations that took place.

The Game of Bowls & Bowling Etiquette

Bowls is a relatively simple game. The action required to deliver a bowl is not difficult to learn, *'A day to learn, a lifetime to master.'*

Object of the Game

The object of play is to get your bowl as near as possible to the 'jack', the small target ball. After all bowls have been delivered an 'end' is completed.

Scoring

After the completion of an end, the number of a team's bowls which have finished close to the jack count. So, if your team has the nearest 3 woods to the jack, your score for that end is 3.

Delivery Action

Bowler's techniques are unique, but the delivery action should:

- Be comfortable so it can be repeated for long periods of play and does not produce unnecessary strain.
- Be effective
- Conform to the Laws of the Game ie before delivery, a player must be standing on the mat. At the moment the jack or wood is delivered, the player must have all or part of one foot on the mat.
- You should try to deliver the wood at or near ground level. Bouncing woods can damage the rink.
- Nets should be used if the ground is wet or getting damaged.

Bias

The shape of each wood makes it turn, this is known as bias. The curved path taken by the bowl is always towards the side of the smaller disc. Bias takes place when the wood slows down.

Choice of Wood

There are 9 sizes and varying weights. Pick up a wood and if you can hold it comfortably in one hand, it is a good choice. Lots of spare sets to choose from and try; do not buy your own woods without trying out a number of sets and see how different makes of wood perform.

Types of Bowls Games

All games start with a toss of a coin or 'scissors, paper, rock'.

- **Singles**

Two players have four woods and bowl alternatively. Whoever wins the end goes first on the next end.

- **Pairs**

Two players each team with four woods to play. The leads each play four bowls alternatively, followed by the skips. The skip is also in charge of tactics.

- **Triples**

Three players on a team with three woods each: Lead, Second and Skip. Each player bowls all their woods alternatively with their opponent.

- **Fours**

A team of four players with two woods each: Lead, Second, Third and Skip. Again, each player bowls their woods alternating with their opponent.

Roles of Each Player

Each player has certain duties to perform during the game.

Lead

- Lay the mat
- Deliver the jack following the Skip's suggestion.
- Follow the Skip's suggestions where to bowl each wood.
- If the end is lost, be responsible for gathering up the woods using a scoop and move them behind the mat

Second

- Follow the Skip's suggestions where to bowl each wood.
- Direct the skip in triples in choice of shot.
- Measure disputed bowls if no agreement can be made.

Third

- Follow the Skip's instructions where to bowl.
- Direct the Skip in choice of shot play when playing fours

Skip

- Toss the coin with the opposing skip to see who goes first.
- Direct the development of the 'head'.
- In a match or competition, record score on the scorecard or delegate.
- Have a good knowledge of the game
- Be a good tactician and team leader.

Game Etiquette

Bowls is one of the few sports which is self-regulated and courtesy is important.

- Observe the dress code
- Shake hands with opponents at the start and end of a game
- Stay quiet and well behind the mat when someone is preparing to bowl.
- Stay on your own rink when walking towards the jack.
- Do not disturb any woods until agreement has been made by both sides
- Where an after match meal is provided, sit with your opponents at the table designated by your rink number.

Appendix: 2026 Season Officers

Position	Holder
Chairperson	Roy Hayter
Secretary	Bernie Murray
Treasurer	David Lambert
Safeguarding	Cathy Stanton
Health & Safety	Cathy Stanton
Fixtures	Jenny Hayter
Social	Jenny Hayter
Member	Sandra Metcalfe
Member	Bill McLoughlin
Member	Mike Stock
Member	Ted Metcalfe
Men's Captain	Roy Hayter
Ladies Captain	Jenny Hayter
Men's Vice Captain	Ted Metcalfe
Ladies Vice Captain	Shirley Palmer

GLOSSARY OF BOWLING TERMS

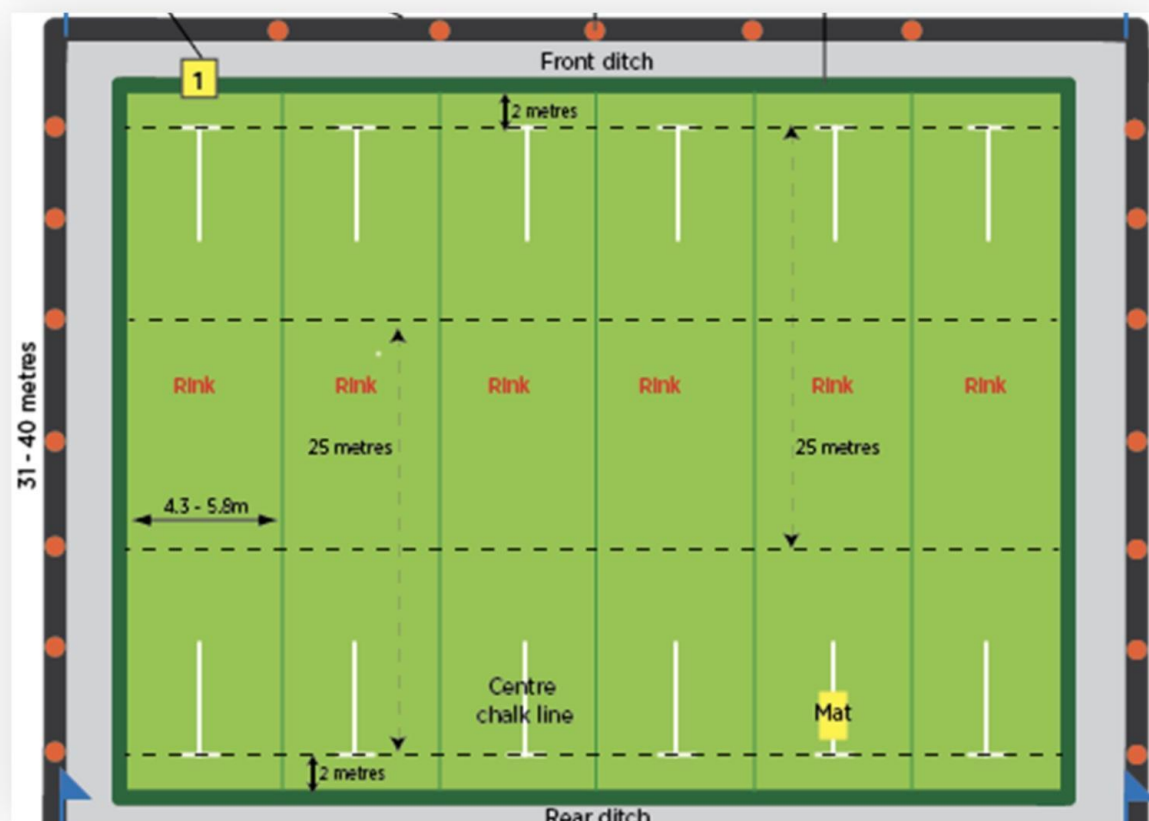
Term	Meaning
Bias	Bowls are slightly egg-shaped and one side has a bias. The bias side has the smaller round ring. Bias is correct when the bowl rolls towards the jack.
Blocker	A bowl that blocks someone from reaching the desired target.
Centre Line	The line marked at both ends of the rink to determine where the mat and jack are centred.
Chalk Spray	A bowl is marked with a chalk spray to show it is a 'toucher'
Calipers	Used to measure when the distance is too close to use a tape measure
Dead End	When the jack has been knocked out of bounds. The end is played again.
Ditch	The edge of the green where bowls dropping into the ditch are dead. Unless the bowl has touched the jack on the way. The bowl is marked with a spray. The jack is still in play if knocked into the ditch by a bowl.
Draw Shot	A shot where the bowl is rolled to the jack without disturbing the bowls at the head.
Ditch Markers	The red and white markers between the rink number. The red is placed in line with the jack if in the ditch. The white is placed in line with a bowl that has touched the jack and has finished in the ditch. The markers are a visual aid for bowlers to see where the jack and wood are in the ditch.
Drive / Fire	When a bowl is bowled at speed with the aim of knocking bowls or jack to disrupt the head.

Dead Bowl	When a non-toucher bowl either goes in the ditch or rests outside the rink.
End	Playing the jack and all the bowls in the same direction. A typical game has 18 ends.
Foot Fault	When the bowler does not have a foot on or over the mat on release of the bowl
Forehand Backhand	When a bowl is delivered to the right of the jack and curves to the left (for right handed bowlers) When a bowl is delivered to the left of the jack and curves to the right (for right handed bowlers) Opposite for left handers in both cases.
Fours	A bowls game 4 v 4 (2 bowls each)
Grass	The direction a bowl travels. If it's too wide, known as 'too much grass'
Green	Same as above 'too much green' Also, the square lawn the game of bowls is played on
Head	A group of bowls is known as the 'head'. This means the bowls that have been played and come to rest on the green.
Holding Shot	The team with the nearest bowl to the jack.
Jack	White or yellow ball used as the target to play to.
Jack Scoop	Used to centre the jack at the start of an end. The jack scoop is used as an aid for those who find difficulty bending over.
Lead	The person who starts off the play
Marker	The term used for a person who is officiating a Singles match. Task is to place the jack and complete the

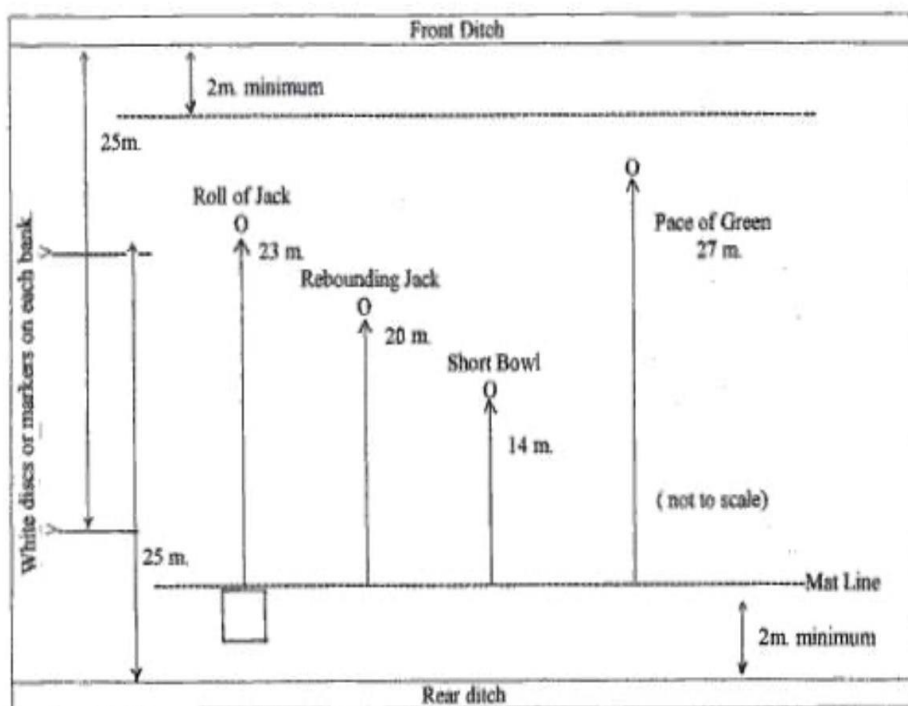
	scorecard.
Mat	The mat is placed by the team winning the toss or winning the last end. Known as 'having the mat'. The team with the mat always rolls the jack
Measure	When it is uncertain bowl is closest to the jack, a tape measure is used to determine which bowl is nearest. Players usually carry a tape with them. Callipers can be used if the distance is small.
Narrow	The player didn't deliver the bowl wide enough to turn. Usually goes wide of the jack
Pairs	A bowls game 2 v 2 (4 bowls each)
Promoting a Bowl	Pushing up one of your team's bowls to a better position
Rink	A lane on the bowling green. Each rink is defined by markers on the edge of the green. Most bowling greens have 6 rinks.
Scoop	Used to gather the bowls together when an end has been completed. Usually gathered by the Lead of the team losing that end
Scoreboard	Each rink has its own scoreboard. 'Home' is for the team opening the match. 'Ends' is the number of ends played
Scorecard	Used in a competitive match. Usually completed by the Skip unless delegated. In a singles match, completed by the Marker.
Singles	A bowls game 1 v 1 (4 bowls each)
Shot Bowl	The bowl closest to the jack
Skip	Team captain or Skip who always plays last. Usually an experienced player, not necessarily the best

	player. Confident to guide the strategy and communicate using signs
Tape Measure	A tool to measure the distance of disputed bowls to find which is closest to the jack. The 'spoke' should just touch the jack with the tape measure in the ground. The tape is pulled out to touch the bowl to be measured. Watching experienced players is a great help before new players attempt to measure
Tied End	When the two closest bowls of opposing teams are exactly the same distance from the jack even after measurement. The end replayed
Triples	A bowls game 3 v 3 (3 bowls each)
Wedges	Small pieces of rubber used to prop up a bowl to ensure it does not move before it is measured
Weight	The amount of speed applied in delivering a bowl to the jack. 'Heavy' weight means the bowl has stopped beyond the jack while 'Light' means it has stopped short of the chosen spot
Wick	When a bowl bounces off another, usually improves the shot
Woods	An old term for bowls. They used to be made of wood so we're mainly brown in colour. These days they are made of dense plastic composite material and in various colours.

Rink Measurements



Distance of Jack



Mat must be minimum 2m from bank

Minimum jack length 23m

Rebounding jack still in play if 20m

Short bowl played must be 14m min