

Pupil Lesson Plan (Week 8, with Homework)

Week 8: Practice Game & Recap

Purpose of the Lesson

- To bring together the skills learned in Weeks 1–7.
- To practise drawing to the ditch and playing in game situations.
- To understand basic etiquette and measuring.

Key Information Points

- **Game Basics:**
 - Score cards record shots at each end.
 - A *toucher* is a bowl that touches the jack (must be marked).
 - Dead jack, dead end, dead bowl – know what happens in these cases.
 - Possession of the rink: only one team has control at a time.
- **Etiquette:**
 - Stand still while others deliver.
 - Respect opponents and encourage teammates.
 - Acknowledge good shots from both sides.
- **Measuring:**
 - If bowls are close, use a measure to decide which is shot.
 - Only measure when all bowls for the end are played.

Practice Focus

- **Jack Near Ditch Drill:**
 - Place jack 1m from the ditch with a toucher 2m short.
 - Deliver two bowls (forehand and backhand) aiming to finish close.
- **Jack & Toucher in Ditch:**
 - Jack and toucher in the ditch (2m apart) with another toucher short.
 - Practise drawing to ditch targets, adjusting line and weight.
- **Practice Game:**
 - Play in pairs, triples, or fours depending on numbers.
 - Focus on applying skills: line, length, stance, grip, release.

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- Put etiquette and measuring into practice.

Expected Outcomes

By the end of this lesson, you should be able to:

- Play a short practice game with correct etiquette.
- Understand touchers, dead jacks, dead ends, and dead bowls.
- Practise and improve drawing to the ditch.
- Use a measure correctly when bowls are close.
- Apply consistency in delivery during real play.

Homework / Self-Practice

- Next roll-up: practise drawing to a jack placed near the ditch.
- Watch a club game and note when measuring or etiquette points come up.
- Reflection: *What did you notice about your consistency when playing in a game situation?*

