

Jack Attack – All You Need to Know

This new break for TLH is fast-paced and a lot of fun. Originating from Australia, it opens up the game to all abilities and ages.

THE BASICS

- Three players per team and team order can be interchangeable
- Each player plays two bowls per end
- Five ends completes a set
- Two sets completes a match
- A sudden-death tie-break will determine a winner, should sets be evenly split
- Players aim to deliver their bowl as close to the jack as possible
- The number of your team's bowls closer to the jack than the nearest opposition bowl is the number of points you score
- The jack is placed wherever the winning team wants at the opposite end of the green
- Players to wait until all bowls are delivered before changing ends
- Each team gets to have one power-play end per set. A power-play is where points are worth double.
- Should the jack be knocked out of play, it will be re-placed back in a central position known as the 'T'

FORMAT OF PLAY

- Substitutions permitted.
- Two sets of five ends.
- A sudden death tie breaker if required.
- Approximately 60-75 minutes in duration of matches.

RESULTS AND SCORING

- Scoring is traditional bowls format where shots for closest bowls are worth 1 point each.
- Winning a set is worth two points.
- Drawing a set is worth one point to each team.
- Winning a tie-breaker is worth two points.
- If there is a tied position, this will be decided on shot difference.

RULES

- Make it enjoyable to ensure all players are having fun!
- The jack is placed wherever the team wants to from the mat (minimum 21 m).
- All players remain at the mat end to ensure the social atmosphere is maintained, ie. no skips.
- Closest bowl scores one point and additional closest bowls from the same team score additional points.
- Each team gets to have one power-play per set. A power-play is where the score is doubled for that end. This is to be nominated before the first bowl for that end.
- Jack in the ditch is re-spotted to the "T".