

# Wee Bit O' Ireland Road Bowling

Sunday, March 16, 2025 – 1:00 p.m.



Team Name: \_\_\_\_\_

How many members? (2,3,4) \_\_\_\_\_

The participation Fee is \$20 per team. To reserve a spot in the competition, please submit this form, the attached disclaimer *with each participant's signature*, and the proper fee amount at the Heppner Chamber Office or at City Hall.

The Road Bowling event will be held at Balm Fork Road again this year. Please make sure all team members are there and ready to check in at 12:45 P.M. Park on the side of Willow Creek Road and follow the shamrock to the starting line. Play is scheduled to begin at 1:00 p.m. There will be a maximum of 20 teams.

[For Office Use: Amount received: \$ \_\_\_\_\_ Received by: \_\_\_\_\_]

## **ROAD BOWLING DISCLAIMER OF LIABILITY**

**The Heppner St. Patrick's Day Committee and the City of Heppner disclaim any and all liability for any damages to persons or property and by persons as a result of participating in the game of Irish Road Bowling or in using the bowls in any manner whatsoever.**

**The undersigned have read the Rules and Guidelines and do agree to take FULL responsibility for their conduct and for any damages to persons or property that may result from their conduct during the Irish Road Bowling event on SUNDAY, MARCH 19, 2023. List the participants of your team below (maximum of 4):**

---

---

---

---

## ROAD BOWLING RULES AND GUIDELINES

**SPECIAL NOTE: This year one member of each team will draw a number for placement of play. No exchanging of numbers!**

**Never take alcoholic beverages to the road bowling match. Keep in mind that road bowls were originally small cannonballs for combat! It makes much better sport to meet in a pub afterwards.**

Teams keep their own scores and are expected to honor this system with honest recording.

Do not obstruct or distract another player when he/she is about to throw a bowl.

Team members throw in rotation.

Starting is at a chalk line across the road. Finish is at a chalk line across the road.

**It is the responsibility of the thrower to ensure that everyone in the road ahead is facing him/her and paying attention. Do not be shy about shouting “Rolling!” before throwing. It is the responsibility of the thrower’s teammates to “Clear the way!” of all spectators for a safe distance – at least 50 yards – before every shot.**

Thrower’s teammates go at least 20-30 yards down the road to mark the desired path of the bowl. They also must chase and spot the bowl, especially important should the bowl go off the road. *Real Irishmen never lose their bowls!*

The bowl (also “bullet”) should be held in a **C** formed by the thumb and middle finger and thrown from the fingers, not the palm of the hand. Topspin is imparted as the bowl comes off the tip of the middle finger. (A smooth “stroke” imparting accuracy and topspin often gains more distance than a more powerful but less accurate throw.)

Thrower may back up 10-15 yards from the throwing line (the “butt”), but many people only take two or three steps, as in regular bowling.

The bowl must be released underhanded before stepping over the butt. In Northern or County Armagh style, the thrower extends the arm and bowl behind as he/she runs, and at the throwing mark the arm is snapped forward by arching the back and shoulders, releasing the bowl underhand before stepping over the butt. In the Southern or County Cork style, as the thrower runs to the mark the arm and bowl are lifted up and back, then whirled downward into an underhand throw, releasing the bowl before stepping over the butt.

Stepping over the line before releasing the bowl will cost the thrower one toss.

From wherever the bowl stops, not from where it leaves the road surface, the bowl is taken directly to the nearest point on the road. A chalk mark is made at that point, and the next throw is taken from behind that mark by the next teammate in rotation, and so on to the finish line.

When throwing up an incline, the shot ends at the point where the bowl’s forward movement ends, not where the bowl stops if it rolls backward.

The final shot to the finish line should be thrown as far as possible past the line. If two or more teams have an equal number of shots crossing the finish line, the winner is decided by which shot goes the farthest distance past the finish line.

Curves are often more effectively negotiated by shooting deep into the curve, letting the bowl’s momentum bring it back out, than by being played around the outer edge of the curve. It is important to get through most curves in only two shots. The bowl may be lofted over the corner rather than rolled around it, but the bowl must strike the road surface. If the bowl fails to reach the road, it is a “dead bowl” and counts as one shot, and the next thrower must throw from that same mark.

**It is the responsibility of the thrower and his/her teammates to be absolutely certain that the landing area of the loft is clear of all spectators before lofting. Be Careful! Never stop the bullet with your foot. Use a jacket, piece of cloth, rug, etc. Sore toes and ankles or worse will result if you stick out your toe! Believe it!**