

# New Zealand Umpire Bowls Practice Exam (Sample)

## Study Guide



**Everything you need from our exam experts!**

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# Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

# How to Use This Guide

**This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:**

## 1. Start with a Diagnostic Review

**Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.**

## 2. Study in Short, Focused Sessions

**Break your study time into manageable blocks (e.g. 30 - 45 minutes). Review a handful of questions, reflect on the explanations.**

## 3. Learn from the Explanations

**After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.**

## 4. Track Your Progress

**Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.**

## 5. Simulate the Real Exam

**Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.**

## 6. Repeat and Review

**Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.**

**There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!**

## **Questions**

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- 1. What are the key duties of an umpire in bowls?**
  - A. To referee disputes and give final judgments only**
  - B. To ensure visible stamps on bowls and correct dimensions of the rink**
  - C. To decide the outcome of every shot without measures**
  - D. To manage player conduct and enforce game tempos**
- 2. How must a bowl behave to be classified as "live" after hitting a toucher?**
  - A. It must touch the jack**
  - B. It must not hit the bank**
  - C. It must remain within the rink boundaries**
  - D. It must continue to roll for at least 2 metres**
- 3. Which statement is true about declaring a tied end?**
  - A. It leads to total disqualification from the game.**
  - B. It requires players to vote on the next steps.**
  - C. It must be followed by another extra end to resolve the tie.**
  - D. Players need to agree unanimously for a tie to count.**
- 4. What action should be taken if a player is found using bowls from two different sets?**
  - A. Ignore it**
  - B. Allow them to continue**
  - C. Advise that it is not permitted**
  - D. Report them to the governing body**
- 5. What options does the winner of the toss have concerning the first bowl?**
  - A. Choose to play last in the end**
  - B. Deliver the first bowl only**
  - C. Either place the mat and deliver the jack and the first bowl or let opponents do it**
  - D. Decide which skip will play first**

**6. What should the umpire do when a lead claims the jack is off-centre after the first bowl is delivered?**

- A. Move the jack back to the centre**
- B. Allow the game to continue without interference**
- C. Void the end**
- D. Ask both teams for their input on the situation**

**7. From which end of the green should the extra end be played if a knockout game is drawn?**

- A. From the end where the next game starts**
- B. From the opposite end of the last completed end**
- C. From the end where the previous end was completed**
- D. From a predetermined starting point**

**8. What dimension must the outer banks of a bowling green exceed in height?**

- A. Not less than 150 mm**
- B. Not less than 230 mm**
- C. Not less than 300 mm**
- D. Not less than 250 mm**

**9. What type of bowl must players use according to competition rules?**

- A. Any brand of bowls**
- B. Bowls must be pre-approved by umpires**
- C. Bowls must be from the same set**
- D. Players may choose any color for their bowls**

**10. What should happen when a jack delivered by player "A" goes into the ditch?**

- A. Player "B" delivers the jack**
- B. The end is immediately declared dead**
- C. Player "A" delivers again**
- D. Both players must agree to replay the end**

## **Answers**

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1. B
2. C
3. C
4. C
5. C
6. B
7. C
8. B
9. C
10. A

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## **Explanations**

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## 1. What are the key duties of an umpire in bowls?

- A. To referee disputes and give final judgments only**
- B. To ensure visible stamps on bowls and correct dimensions of the rink**
- C. To decide the outcome of every shot without measures**
- D. To manage player conduct and enforce game tempos**

The key duties of an umpire in bowls include ensuring that all equipment meets specific standards, which encompasses the requirement for visible stamps on the bowls and verifying the correct dimensions of the rink. This responsibility is crucial because it maintains the integrity of the game, ensuring that all players are competing under the same conditions and that the bowls used are suitable for play. Without these checks, the fairness and consistency of the competition could be compromised, making it essential for the umpire to uphold these regulations. Other aspects of umpiring, such as managing player conduct and enforcing game tempos, while important, are secondary to the fundamental requirement of equipment compliance. Refereeing disputes and determining shot outcomes are also part of an umpire's role, but primarily ensuring that equipment standards are met is a foundational duty that directly affects the fairness and order of the game.

## 2. How must a bowl behave to be classified as "live" after hitting a toucher?

- A. It must touch the jack**
- B. It must not hit the bank**
- C. It must remain within the rink boundaries**
- D. It must continue to roll for at least 2 metres**

To be classified as "live" after hitting a toucher, a bowl must remain within the rink boundaries. This classification is crucial because it determines whether the bowl can still influence the outcome of the end. If a bowl goes out of the designated playing area (the rink), it is deemed to be out of play, regardless of its interactions with the jack or other bowls. While touching the jack or other factors might affect gameplay and scoring, the primary requirement for a bowl's status as "live" is its positioning within the rink. A bowl that hits the bank (the side of the rink) would also not fulfill the criteria for remaining live, as it is considered out of play. Similarly, the distance the bowl rolls after hitting the toucher does not impact its classification as live; thus, the emphasis is wholly on maintaining the bowl within the rink's confines.

**3. Which statement is true about declaring a tied end?**

- A. It leads to total disqualification from the game.**
- B. It requires players to vote on the next steps.**
- C. It must be followed by another extra end to resolve the tie.**
- D. Players need to agree unanimously for a tie to count.**

When a tied end occurs in a game of bowls, the rules dictate that it must be followed by another extra end to resolve the tie. This is an essential aspect of the game designed to ensure that a definitive outcome can be reached, allowing play to continue without ambiguity. The concept of removing ties and ensuring that a winner is determined is integral to maintaining the structure and competitiveness of the game. In this context, options such as total disqualification, requiring player votes, or needing unanimous agreement do not align with the general rules governing tied ends in bowls. Each of these suggestions introduces unnecessary complications that are not part of standard practice in resolving ties during games. The process of declaring an extra end is a straightforward and established part of the game's regulations, making it the correct interpretation of how to handle a tied end.

**4. What action should be taken if a player is found using bowls from two different sets?**

- A. Ignore it**
- B. Allow them to continue**
- C. Advise that it is not permitted**
- D. Report them to the governing body**

When a player uses bowls from two different sets, it is crucial to address the situation promptly and appropriately to ensure fair play and adherence to the rules of the game. Advising the player that it is not permitted is essential because each set of bowls must comply with the regulations, which typically require all bowls to be from the same set to ensure consistency in performance and handling. Using bowls from different sets can lead to discrepancies in weight, size, and material, which can provide an unfair advantage or disadvantage during play. This undermines the integrity of the game, as opponents are entitled to compete under the same conditions. By informing the player that this practice is not allowed, you uphold the standards of the sport and ensure that all competitors are playing by the same rules. This action encourages compliance and strengthens the overall integrity of the competition. The other options do not adequately address the violation of the rules and could compromise the fairness of the game.

## 5. What options does the winner of the toss have concerning the first bowl?

- A. Choose to play last in the end
- B. Deliver the first bowl only
- C. Either place the mat and deliver the jack and the first bowl or let opponents do it**
- D. Decide which skip will play first

The correct answer is that the winner of the toss has the option to either place the mat and deliver the jack and the first bowl or let the opponents do it. This reflects the standard practice in the game of bowls following a toss. When one team wins the toss, it gives them the opportunity to determine how the game proceeds right from the start, which includes decisions about the mat and the jack—the key elements for initiating the frame of play. Choosing to place the mat and deliver the jack and the first bowl gives the winning team a strategic advantage by allowing them to establish the playing conditions and potentially dictate the tone of the end. However, the option to allow the opponents to do so is also crucial; it shows sportsmanship and provides flexibility to the players, particularly if the winning team feels that the opponents might be better suited to set up the conditions based on previous play or preferences. This aspect of bowl's strategy emphasizes the importance of choice and the dynamics of competitive play, ensuring that the starting conditions can either be leveraged for tactical gain or shared in the spirit of fair competition.

## 6. What should the umpire do when a lead claims the jack is off-centre after the first bowl is delivered?

- A. Move the jack back to the centre
- B. Allow the game to continue without interference**
- C. Void the end
- D. Ask both teams for their input on the situation

When a lead claims that the jack is off-centre after the first bowl is delivered, the appropriate course of action is to allow the game to continue without interference. In bowls, the positioning of the jack at the beginning of the end is crucial for the subsequent play, but once the first bowl has been delivered, the game dynamics change. At this point, the focus shifts to the bowls already in play, and the claim regarding the jack's positioning should not disrupt the flow of the game unless there is a clear and valid reason supported by the rules. The rules governing bowls indicate that once the first bowl is delivered, players are expected to play on with the end as it stands, regardless of any claims about the jack's position. Allowing the game to continue promotes fairness and respects the natural progression of play. Furthermore, moving the jack back to the centre or voiding the end could lead to unnecessary confusion and disrupt the game, whereas seeking input from both teams may create disputes rather than providing clarity. Thus, permitting the game to proceed without interference maintains the integrity of the competition while adhering to the established rules.

**7. From which end of the green should the extra end be played if a knockout game is drawn?**

- A. From the end where the next game starts**
- B. From the opposite end of the last completed end**
- C. From the end where the previous end was completed**
- D. From a predetermined starting point**

The extra end in a knockout game is played from the end where the previous end was completed. This practice ensures continuity and fairness, as it allows the teams to play from the same end they were just using, taking into account any specific conditions such as wind and green speed that might influence their play. Playing from the same end maintains the rhythm and flow of the game and allows players to adapt to the conditions they are already familiar with. The choice to play from this end avoids complications that might arise if teams had to switch ends, ensuring a level playing field for both competitors as they engage in the extra end to resolve a tied match. Other options do not align with standard practices; establishing a new starting point or switching ends could introduce unnecessary variables that might disadvantage one team or alter the outcome based on elements unrelated to skill and strategy. Hence, playing from the end where the last completed end was played is the most appropriate and fair choice.

**8. What dimension must the outer banks of a bowling green exceed in height?**

- A. Not less than 150 mm**
- B. Not less than 230 mm**
- C. Not less than 300 mm**
- D. Not less than 250 mm**

The dimension for the outer banks of a bowling green is specified to exceed 230 mm in height. This standard is in place to ensure that the banks effectively contain the bowling green's surface and its playing area while contributing to the overall integrity of the game. A height of at least 230 mm provides adequate support and helps prevent the bowls from rolling off the green, thereby enhancing playability and maintaining a fair playing field. It also assists in managing weather-related issues, such as rainwater drainage, ensuring that the green remains in prime condition for play. The importance of having this minimum height standard is to preserve the sport's quality and standards.

## 9. What type of bowl must players use according to competition rules?

- A. Any brand of bowls**
- B. Bowls must be pre-approved by umpires**
- C. Bowls must be from the same set**
- D. Players may choose any color for their bowls**

Players must use bowls from the same set according to competition rules to ensure fairness and uniformity during play. This requirement helps to maintain consistency in size, weight, and dynamics, which can significantly affect gameplay. By using bowls from the same set, all players are competing under identical conditions, which minimizes any advantages gained from using differently manufactured or designed bowls. Choosing bowls from the same set ensures that the characteristics of the bowls are uniform, which is crucial when competing at any level. It guarantees that all players are familiar with the handling and behavior of their equipment, leading to a more level playing field and allowing skill and strategy to play a prominent role in the outcome of the competition. This standardization is vital in a sport where precision and control are paramount. Other choices may seem appealing but do not adhere to the primary principle of fairness. For example, allowing any brand of bowls would introduce variables that could distort competition. Pre-approval by umpires generally relates to legality and compliance with specific tournament standards but does not emphasize using bowls from the same set. Finally, while color is a matter of personal preference, it does not address the critical aspects of consistency and standardization that using the same set of bowls provides.

## 10. What should happen when a jack delivered by player "A" goes into the ditch?

- A. Player "B" delivers the jack**
- B. The end is immediately declared dead**
- C. Player "A" delivers again**
- D. Both players must agree to replay the end**

When a jack delivered by player "A" goes into the ditch, the rule that applies is that the jack is deemed dead, and player "B" has the right to deliver the jack again. This is consistent with the laws of lawn bowls that state if the jack is delivered into the ditch and there is no touching the jack prior to it entering the ditch, the end will not count, and player "B" can initiate a new end by delivering the jack themselves. This process ensures that the game continues fairly after an invalid delivery of the jack. Therefore, it is appropriate for player "B" to take their turn in delivering the jack without any input from player "A," as the initial delivery has not resulted in a valid position.

# Next Steps

**Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.**

**As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.**

**If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at [hello@examzify.com](mailto:hello@examzify.com).**

**Or visit your dedicated course page for more study tools and resources:**

**<https://bowlsnzumpire.examzify.com>**

**We wish you the very best on your exam journey. You've got this!**

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