

DO YOU “KNOW” YOUR POSITION?

LEAD: (Most important position in a rink)

RESPONSIBLE FOR:

- I. PLACING THE MAT
- II. THROWING THE JACK TO REQUIRED LENGTH AS PER INSTRUCTION FROM THIRD/SKIP
- III. SETTING UP THE END **POSITIVELY OR NEGATIVELY**
- IV. KICKING UP THE BOWLS AT THE COMPLETION OF THE END.

AIMS:

- I. TO DRAW 2 BOWLS AS CLOSE TO THE JACK AS THEY CAN

TIPS:

- I. TRY TO STAY ON THE SAME SIDE OF THE RINK BOTH WAYS (DO NOT PLAY ROUND THE CLOCK!)
- II. IF PLAYING AWAY IT IS GOOD ADVICE TO PLAY THE HAND OF THE OPPOSITION
- III. DO NOT BE AFRAID TO PLAY “WITH” A SHORT OPPONENTS BOWL IF IT IS THE SAME HAND AS YOU HAVE BEEN PLAYING
- IV. SHOT BOWL IS NOT YOUR SOLE AIM GETTING 2 BOWLS CLOSE IS A FOUNDATION FOR THE END AND IS FAR MORE IMPORTANT. (Measure your performance against your opposition. **If you got 4th Shot, you lose!**)
- V. IF YOUR FIRST BOWL FINISHES 3 FEET SHORT OR LONG JUST TRY AND BEAT YOUR FIRST BOWL SO YOU DO NOT OVER CORRECT AND HAVE 2 BOWLS SIX FEET APART.

ATTITUDE: LEADS WILL TEND TO BE NEGATIVE PLAYERS WHEN THE END IS COMING TO COMPLETION **MAKE SURE YOU HAVE YOUR SAY** BUT MAKE SURE ITS DESCREET AND NOT SHOUTED ONE END TO THE OTHER

TWO: (First position selected in a rink)

RESPONSIBLE FOR:

- i. CONSOLIDATING A GOOD START FROM YOUR LEAD
- ii. LISTENING TO THE THIRD/SKIP
- iii. MARK THE SCORE CARD AFTER EVERY END AND UPDATE THE SCOREBOARD WHEN YOU ARE AT THE SCOREBOARD END
- iv. KICKING UP THE BOWLS AT THE COMPLETION OF THE END

AIMS:

- i. TO PLAY BOWLS INTO TACTICAL POSITIONS UNDER THE DIRECTION OF THE THIRD/SKIP

TIPS:

- i. TRY TO REACH THE HEAD AT ALL TIMES (AVOID BEING SHORT)
- ii. WAIT FOR INSTRUCTION FROM THE THIRD/SKIP BEFORE DELIVERING EVERY BOWL (EVEN IF YOU THINK IT IS AN OBVIOUS SHOT)
- iii. MAKE SURE YOU AND THE LEAD COMMUNICATE IN A POSITIVE MANNER AT ALL TIMES

THIRD: (Most underrated position in a rink)

RESPONSIBILITIES:

- i. MEASURE DISPUTED SHOTS **(NOWHERE DOES IT SAY WHO SHOULD MEASURE i.e. IF YOU WANT IT YOU MEASURE)**
- ii. TAKING OVER AS SKIP AT THE JACK END IN THE ABSENCE OF THE SKIP

AIMS:

- i. CONVERT ADVERSE HEADS OR PLAY POSITIONAL BOWLS UNDER THE DIRECTION OF THE SKIP

- ii. ALONG WITH THE SKIP USE TACTICS AND KNOWLEDGE TO WIN THE GAME
- iii. ENCOURAGE ALL MEMBERS OF YOUR RINK AND TEAM AT ALL TIMES

TIPS:

- i. PRACTICE THE DRIVE AND THEN DRAW ROUTINE ANY THIRD WHO CAN CONSISTENTLY DRIVE AND THEN DRAW (ESPECIALLY TO THE DITCH) IS AN AUTOMATIC SELECTION INTO A LEAGUE TEAM
- ii. STAND AT THE HEAD UNTIL YOU ARE READY TO BOWL
- iii. MAKE QUICK AND CLEAR DECISIONS FOR YOUR SKIP IF YOU HAVE TO THINK (i.e. THE SHOT IS NOT OBVIOUS) THEN CALL THE SKIP DOWN TO THE HEAD TO DISCUSS
- iv. PRACTICE MEASURING (INCLUDING USING FINGERS IF YOU CAN)

SKIP: (Everybody wants the Glory position! But only when team is winning!)

RESPONSIBILITIES:

- i. BE A LEADER AND REMAIN CALM AND POSITIVE AT ALL TIMES
- ii. CONTROL / COMMAND YOUR RINK
- iii. YOU ARE IN SOLE CHARGE OF THE RINK AND EVERY DECISION ULTIMATELY COMES DOWN TO YOU
- iv. USE KNOWLEDGE AND TACTICS TO PRODUCE POSITIVE RESULTS
- v. DISCUSS AND EMPLOY TACTICS WITH THE OTHER PLAYERS IN YOUR **RINK** AND THE OTHER SKIPS IN YOUR **SIDE**
- vi. ENSURE THE CARD IS FILLED OUT BEFORE AND CORRECT ON COMPLETION OF EVERY GAME
- vii. MAKE SURE THE SCOREBOARD IS UPDATED WHEN YOU ARE AT THE BOARD END
- viii. ENCOURAGE **ALL TEAM MEMBERS** ALL OF THE TIME

AIMS:

- i. A SKIP CAN SAY THAT **THEY** HAD A GOOD GAME IF THEY PLAY 10 GOOD SHOTS! AS LONG AS THEY ARE THESE SHOTS AND AS LONG AS THEY DO NOT MAKE A MISTAKE (GIVE AWAY THE SHOTS/S)
 - 1. DRAW TO ADD A SHOT AT LEAST 3 TIMES IN A GAME
 - 2. DRAW TO REDUCE A NEGATIVE COUNT AT LEAST 3 TIMES IN A GAME
 - 3. PLAY ANY CONVERSION SHOT TO TURN A NEGATIVE HEAD INTO A POSITIVE HEAD AT LEAST 4 TIMES DURING A GAME

REMEMBER: A SKIP WHO WINS AND HAS PLAYED 20 OF THE ABOVE SHOTS BUT WHO COMPLAINS ABOUT HIS/HER TEAM ALL DAY HAS NOT SKIPPED WELL!!!!

TIPS:

- i. IF YOU ARE IN A SETTLED TEAM TRY TO FIND OUT A LITTLE ABOUT YOUR TEAMMATES IN ORDER TO "MESSAGE" THEIR EGO IF THAT IS WHAT THEY LIKE.
- ii. MAKE MASSIVE CHANGES EARLY IN A GAME THAT YOU ARE FALLING BEHIND IN
- iii. MAKE SUBTLE CHANGES AT THE END OF A GAME IF NEEDED REMEMBER CHANGES WILL AFFECT ALL 8 PLAYERS
- iv. PLAY THE GAME 6-6-3-3 Anything goes first 6, make your move second six, consolidate next 3 and finish it off in the last 3. REMEMBER THE OVERALL SHOTS RESULT SHOULD COME BEFORE YOUR RINK RESULT
- v. **KNOW THE LAWS!!**