COMMUNICATION

<u>DO</u>

Know the rules (and etiquette) of the game.

Provide clear feedback to teammates **AFTER** the opposition has released their bowl.

Call teammates to the head as often is reasonably practical.

Indicate clearly what hand and weight control you want by a physical display.

Lose every measure.

DO NOT

Give the opposition free information.

Reach across your body when showing what hand you want a draw shot. This indicates a conversion shot.

Concede shots the opposition has not asked for. It is not your job to do their job. Don't be so arrogant as to assume you are always right.

CONTROL THE SCORECARD

It is not how many shots you score.

It is **always** how many shots you concede.

The opposition will always give you a number at some stage during the game.

It is very hard for the opposition to win a match if we hold them to 17 shots or less.

Toward the end of the match you **MUST** consider the overall team score and assess the risk vs reward

A team win is more valuable than a rink win.

notes				
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DIRECTING THE HEAD

BASIC PRINCIPLES
AND KNOWLEDGE
FOR BUILDING A
WINNING HEAD

SHOT SELECTION PROCESS

- 1. What shot are the opposition going to play?
- 2. What is the balance of the head?
- 3. Where is the danger now and as the head builds?
- 4. What shot do I need or want?

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KNOW YOUR TEAMMATES

What are **EACH** of your teammate's strengths and weaknesses?

Do you know what the most reliable hand is for each individual teammate?

Do you know what the most reliable length is for each individual teammate?

Where do you get this information?

How will you use this information and when?

LEAD

SECOND

THIRD

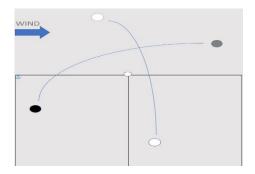
SKIP

"BEST VALUE" SHOT SELECTION

Wide turning bowls vs straight finishing bowls

Narrow hand for conversion

Wide hand for weight control



Playing the oppositions shot should be a first considered option.

