

SKIPS AND THIRDS

APPLY YOUR KNOWLEDGE

SHOT SELECTION PROCESS

- 1. What are the opposition going to play.**
 - Now and later.
 - Think of the bowls that are yet to be delivered.
- 2. What is the balance of the head.**
 - Are we exposed to conceding a number.
- 3. Where is the danger.**
 - Now and how the head may build.
- 4. What shot do I need or want.**

“BEST VALUE” SHOT SELECTION

- Narrow hand for conversion shot.
- Wide hand for weight control.

KNOW YOUR TEAMMATES

- What are EACH of your team-mates’ strengths and weaknesses?
- Do you know what is the most reliable hand for each individual teammate?
- Do you know what is the most reliable length for each individual teammate?
 - Where do you get this information?
 - How will you use this information and when?

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COMMUNICATION CAN DICTATE OUTCOME

DO

- Know the rules (and etiquette) of the game.
- Provide clear feedback to teammates AFTER the opposition has released their bowl and we have possession of the rink.
- 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.
- Be so arrogant so as to assume you are always right.

WHEN?

- After your bowl has come to rest - it is **NOT** permissible to direct the head!
- After we regain possession of the mat, we **NOW** may give direction.
- While our bowl is in motion.

HOW?

- *ALWAYS* be positive, be it line, length or effort.
- Be verbal and show distances and line with a physical display.

WHY?

- Accurate information for us.
- On green presence and team/rink confidence.

TIP: Be humble. Put the needs of your team-mates before your own preferences.

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SKIPS & THIRDS TO STAND AT THE HEAD TOGETHER

- Stronger and clearer communication between Skips and Thirds.
- Better understanding and agreement.
- Visualisation of head development and shots required.
- More direct communication and support for the Leads and Seconds.

A STRATEGY IS NOT A PLAN

- What is your strategy for TODAY and specifically NOW in the game?
- Do you have a plan to execute your strategy?
- What is your plan?
- Are you successfully executing your plan?
- Are you reviewing your strategy and plan during the game?
- When should you do this?
- Every strategy and plan have risk!
- Take time when you need to. There is no point shutting the gate after the horse has bolted!

TIP: “A slow game, is a good game” for us!

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 risk vs reward.
- A team win is more valuable than a rink win.

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RUNNING SHOTS

RUNNING SHOTS – WHEN?

- Bowls is a drawing game.
- Running shots are more effective at shorter lengths and with broader targets.
- The best International Skips strike rate is less than 90%.
- Good State Skips strike rate is usually less than 75%.
- Good Premier 1 Skips strike rate is usually less than 60%.
- Our Top Side Skips will be successful less than 50% of the time.
- Do not let your ego get the better of you!
- Control the scorecard
 - It is not how many shots you score.
 - It is always how many shots you concede.
 - **ALWAYS** take time to consider the risk.
 - You do not need to win every end.
- Allow your player to have 2 opportunities so that they can correct.
- Do it early
 - Do not be frightened to allow your Second (or Lead) to play the shot.
 - Your Skip is the best draw bowler under pressure.

RUNNING SHOT – HOW?

- A running shot does not usually mean a flat-out drive.
- Every player should have 2 or 3 (no more) SPECIFIC weighted shots.
- You **MUST** know the players weighted shots so that you can call them.
- Consider the distance to the ditch.
 - 6:1 weighted shot?
 - Likelihood of jack staying in bounds?
 - Jack in the ditch?

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RUNNING SHOTS – DEFENCE!

- Change the head yourself FIRST
- **ALWAYS** change the head before your opposition does.
- Take the game away from your opposition. Do not leave them an easy conversion.
- Removing the opposition threat is always an option but do it with risk?reward awareness.
- **NEVER** play a BLOCKER!!!!
 - It is too hard to get right.
 - The opposition will use your imperfect blocker to glide or wick off with their rubbish running shot.
 - Sod's law is bound to get you sooner or later. It is usually sooner.