

**MILLICENT BOWLING CLUB INC**

Team roles & responsibilities

1. The Lead
2. Place the mat as directed by the skip and roll the jack to his/her feet.
3. Determine which hand you are going to play. Generally, it is best to stick to the same side, especially if you are bowling well, bowling forehand in one direction and backhand in the other. Some players prefer the narrow side, others the wide side. Either way, you should choose your hand and stick to it as much as possible.
4. On occasions it can be disconcerting to the opposing lead to have bowls in his/her line so a good tactic to employ if your opponent is bowling well is to change your hand to the same as theirs. Sometimes it will put them off.
5. The object of the lead is to draw bowls as close as possible to the jack. While it is nice holding shot, just having bowls close and in the head is also important to the rest of the team. It is a team game and better for the team to have two bowls in the head (60-80cms) than to have one holding shot and one 10-15 feet away.
6. Carry out the skip’s instructions to the best of your ability.
7. Support your team mates and provide constant encouragement to all of them both in your rink and those on nearby rinks.
8. Be aware of any signals from your skip as your bowl is coming to rest. Don’t turn your back until your bowl has come to rest.
9. Never instruct the third, without invitation, on what advice the third should be giving the skip. NEVER let it be heard from one of our teams, “Why is he/she coming that way?”
10. The Second
11. Await instructions from the skip before stepping onto the mat.
12. Be sure that you understand what you are being asked to do. If you are unsure, ASK! ALWAYS carry out the skip’s instructions to the best of your ability.
13. Unless instructed otherwise, you should ALWAYS be trying to draw into the head.
14. Your job is to add bowls to the head, i.e. within 60-80cms of the jack. Who has shot at this stage is immaterial. Handy, but immaterial.
15. Support your team mates and provide only constant positive encouragement, both in your rink and other team rinks.
16. The second must develop a wider array of shots. They must be good draw bowlers, putting their bowls in the scoring zone. They must be able to play wresting or ‘metre over’ shots and they may be asked to place a bowl defensively to cover opposition bowls.
17. Be aware of any signals from your skip as your bowl is coming to rest.
18. Remember to move well behind the mat as soon as your bowl has come to rest because possession of the green passes to your opponent at this point.
19. At the completion of the end, the second should wait on the bank until the thirds have finished ‘declaring the head’. They should then assist in kicking the bowls to the required position behind the mat ready to begin play on the next end.
20. The second can be delegated the job of changing the team scoreboard every second end. They can also maintain and keep the skip informed of the side scores at cross-overs, especially over the last few ends.
21. NEVER instruct the third, without invitation, on what advice the third should be giving the skip. NEVER let it be heard from one of our teams, “Why is he/she coming that way?”
22. The Third
23. Await instructions from the skip before stepping onto the mat.
24. Be sure that you understand what you are being asked to do. If you are not sure, ASK! Carry out the skip’s instructions to the best of your ability.
25. How well your two preceding team mates have done their job will determine the instructions you are likely to receive from the skip.
26. The third is required to deliver a wider range of shots including draw shots, metre over, trail or wresting shots, controlled weight, placement or cover shots, and drives to split the head open or kill the end. Mastery of these shots is achieved through practice and competition.
27. A third must develop excellent judgement and be able to clearly communicate the position of the head when asked by the skip. They need to develop close team work with the skip, knowing when to offer advice and knowing when to trust the skip’s judgement. To avoid breaking the skip’s concentration, in most situations, the third should only offer advice to the skip when it is requested. Thirds should not break the skip’s concentration unless it is vital to do so, for example, if the head has been changed by the opposition skip.
28. Thirds should stand on one side or the other well behind the head, clear of the boundary pegs and casting no shadow on the jack. Do NOT stand on the centre line when it is not your mat. Care should be taken that no action by the third distracts players on the mat.
29. The third should become a very good judge of who has shot because this knowledge when given to the skip can determine what shot he/she plays. It is also best to tell the skip that it is too close to call if really unsure and he/she can then determine what shot to attempt.
30. Measuring is an important role of the third. A close shot should never be conceded without first measuring, despite the opinion of the opposition third. You owe it to your team mates to check close calls to validate their efforts. Practice measuring regularly so that you do it confidently, carefully and accurately.
31. The third is responsible for declaring the end by agreeing with the opposition third about the number of shots scored and by which team and then communicating that information to the skips. Thirds should not be too hasty in declaring the end because the laws of the game state that once it is declared and shots conceded, the decision should not be changed even though it might be obvious that a wrong decision has been made. Only concede an end and shots to your opposition third if absolutely certain of the results – measure if necessary.
32. The third of the side losing the end should be the ONLY player who removes bowls from the head. This is HOW the third concede shots to the opposition. This practice can avoid any confusion. The team winning the end may measure for further shots if necessary.
33. The third must stay out of the head after the skip’s bowl has come to rest. Control of the head has now passed to the opposition. Control returns when the opposition skip’s bowl comes to rest.
34. A crucial role of the third is to be compatible with the other team members and take responsibility for team moral by maintaining enthusiasm and united action by the lead and the second. A good third will include these players in decision making and encourage and congratulate them when appropriate.
35. Support your team mates, especially your skip, and provide only constant positive encouragement, both to players in your own rink and to players in other rinks in your side.
36. The Skip
37. The skip should be a natural leader who players want to play with and who can get the best out of their team through encouragement and communicating a positive attitude. It is essential to praise the efforts of team members when they play a good shot. It is also essential for skips to offer team members advice during a game when necessary.
38. The skip must be a good communicator. All team members should understand their roles and what the skip expects of them. It is crucial that skips spend time talking to team members about their roles so that everyone is pulling in the same direction. This is one of the most vital roles of a good skip.
39. The skip must be a good draw shot player as a most important role of the skip is to reduce the number of opposition counters and to get shot if possible. Another essential aspect of good draw bowling is having the ability to add to the count when opportunities present – such opportunities, if taken, can win a game.
40. The skip must be able to play all shots including the metre over, trail or wresting shot, the weighted shot, covering shots and the drive to split the head open or kill an end when necessary. Practice and competition develop these skills. Remember, no one does it all perfectly every time.
41. The skipper must be a good tactician, aware of the dangers around the head. Good skippers strive to build a head by endeavouring to have their players provide more numbers in the head than the opposition and to cover any danger.
42. Skips must give instructions simply and clearly to their players. Often, it is best to allow players to draw to the head without instruction, but if a specific instruction is needed it is best to give one simple instruction and not overload team mates with options.
43. Skippers must have a good working knowledge of the rules of the game and local competition rules applying to the game being played.
44. Skips should stand still well behind the head, clear of the boundary pegs and cast no shadow on the jack. Do NOT stand on the centre line when it is not your mat. Care needs to be taken that no action by the skip distracts a player on the mat.
45. The skipper is responsible for maintaining the score card and signing it at the end of the game, attesting to its accuracy.
46. Skippers need to be aware of the team score and the side score in a side game.to reduce overload on the skip, the second can be delegated the job of keeping abreast of the side scores and can communicate the overall position to the skip at cross overs.
47. Skips must stay out of the head when it is not their mat and they MUST either arrive at the mat end at change overs no later than the opposition skip, OR remain behind at the head until possession of the mat passes back to them.
48. Skips must develop a good relationship with their thirds as they rely heavily on them for information and advice. Skips need to be able to trust their third’s advice.
49. Skips must trust their players to carry out their roles to the best of their ability, especially in relation to declaring the head – trust the third to be thorough and don’t get involved yourself.
50. As often as possible, involve all team members in discussions about tactics during various stages of the game.
51. Always be mindful of both the rink AND side scores when deciding on tactics. Sometimes it is better to win overall and lose the rink pints than to risk losing both. Remember always that you are playing a team game.
52. You are responsible for providing the selectors with accurate, honest feedback about the performance of the players in your rink. If a player deserves promotion then he/she should not be denied their opportunity in a higher grade. Equally, if a player is struggling for form over 3-4 weeks then it is only fair both for them and the team that they be dropped to a lower grade to recapture form. A selector will be available at home games after the announcement of results to talk to skippers on a one to one basis.