

Game plans

QUESTION:

A game plan applies in all modern sport, yet our sport does not adopt such approaches. As fellow coaches, what game plan model do you think we could have for us to use in pennant (team) bowls?

ANSWERS

- One club has a generic plan for each division/side:
 - Mat length is the measure.
 - Lead and second draw to mat length.
 - 3rds and skips to not lose more than two.
 - Divide 21 ends into sections – 4x5; last end.
 - Drills based on short and long ends, drawing to zones.
- Another club states:
 - Simple goal – beat the bowl.
 - Lead focus on importance of jack rolling.
- A third club approach – Land the Mat:
 - Front ends role is not to get shot – set the foundation.
 - Of the first four bowls – two to finish behind.

Other input included:

- Mat length (ML) as the measure of acceptable draw bowl.
- Front end, one or two bowls in the head.
- Back end to keep shots lost per any end 2 or 3 shots maximum.
- Break pennant game into 5 end mini games.
- Last 5 ends at one club is the shoot out mentality.
- Elementary process always play long or short ends.
- Beat the shot bowl.
- Build a head.
- Take what won last week as a base for the next week.
- Consider our home club advantages and play to them; use statistics we keep to decide on selection and the game plan.
- Always be aware of the side scoreboard.
- No rink plans exist at one club.
- Club has a game plan for all 4 rinks and it varies on venue and opposition.
- One club expects top side skip to have their own game plan.
- Employ strategies during the game to negate the opposition.
- If game plan to apply heeds whether there is a break halftime, the momentum at the time, the level of communication happening out there.

- Set a target of 23 shots per rink and keep opposition to 21 shots.
- Avoid multiple shots lost.
- Win more ends than the opposition.
- Divide the pennant game into 5 sets and win more sets than opposition.
- Front end has a measureable role of 2 in the head and 2 behind.
- Front end to be at least 2nd shot.
- Lee Schraner was quoted as one who had team practice the plan and Lee was renowned for skill at maximum length.
- One club always starts long as the opposition can only go shorter than that which we know is the response.
- Play opposition lead's hand at opposition venue as they know their preferences.
- Always re-evaluate the game plan at the break, or if no break after 10 ends.
- One club has a series of 4 game plans to use for away games and a different one for home games.
- The club has a measurable target as priority of the game plan.
- Game plan directed by the coach.
- Game plans set by each of the skips.

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