

Website menu: Teams
The Skip, ideally

That ideal SKIP

Skills & Attributes (some)

consistent	communicator	composure
experienced	focus	
honest	keenness	leadership
mental	motivator	
planned	people management	positivity
successful	supportive	training focus
technical	team oriented	tactical

How their skills affect team performance

team trust	game plans	player objectives
tactical strategy	team spirit	
intensity combined with levity (fun)		

Provide a **shared responsibility** with players (as skips)

- talk up the good stuff
- quickly dispel / refute sub standards
- be intolerant of mediocrity
- dispose of the unacceptable behaviour
- balance praise and criticism

Generate a **game plan** for the team (members)

Objectives may be

- win the event
- win the majority of ends
- win a minimum of 1 every 3 ends
- keep the opposition score to <10 shots in weekly domestic club pennant competition

Game Plan to fulfil the objectives

- determine the winning length
- first bowl to be within ML every end
- one of first 2 bowls must be within ML every end
- keep losses to a maximum of 2 shots any one end
- prevent opposition entry to head whenever opportunity arises
- take the attacking opportunity whenever it presents itself
- assess the game plan (measures) every 3 ends
- if needed alter player behaviour as part of amended game plan

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SKIP.....as our ideal player will

convey directions clearly, positively
indicate where bowl finishes if delivery misses
offer good percentage shots
consider game plan when calling shots
use skill of other players well
forego personal preferences for length rather thinking of the team
forego personal preference for hand rather thinking of player needs
avoids getting grumpy
keeps their 'cool' even when we / they struggle
keep their own delivery composure when many shots down on crossover
has commitment, e.g. stays at head always
displays exemplary verbal language
displays energetic body language
accepts advice easily
not one to save the big shot for themselves
exudes and shares a joy in playing the game
high degree of situation awareness (SA) for the competitive pattern of the game,
and has SA of the behaviours / performances of team mates in that game

Situation awareness, an example

Assume - 15 end contest

Plan – Skips acknowledge these three scenarios, SA

1. Team doing well: 5 ends where our skip can add shot, defend winning head and expect to win 4/5 of these;
2. Either team can win: 5 ends where either skip can affect the result; our skip trained to enjoy the challenge and set out to win a minimum 2/5 of these ends;
3. Opposition dominant: 5 ends where their skip and opponents are too good; our skip to learn to remain calm and set realistic outcomes such as reducing losses or win at least 1/5 of the ends.

Outcome – what do we have for our Skip; a PLAN to aim to get as a minimum 7 ends; if we can add another end from any one of the three SA scenarios we have the majority ends won, and hopefully the score in our favour.

And we have a better understanding of what to expect emotionally and allow the Skip and the rink team to cope better.

Lachlan Tighe, 2016 .