

Elbows 2010

Pairs Team-player roles

Game Plan:

refer to the separate file description

Common roles to both players

- **pre delivery routine:** consistently apply it and your own ritual
- **Visualize:** the bowl, the delivery, the result before you actually deliver each bowl
- **accountability :** take 50% control of the team bowl deliveries
- **team support :** regardless of your performance be 'in' with your team mate
- **segmenting** the game into an agreed number of ends for review on green as meetings
- **Your goal:** at least two of your 4 bowls in the head every end
- **verbal support:** always verbally encourage your 'team' mate and give constant encouragement to him
- **Learning :** regardless of the team result and your own performance, contribute to the competition team debrief discussion to prepare for future performances

Lead

- **jack delivery:** it has to be precise and within a metre of requested min/ max length
- **accountability :** if the team has the mat you have a 55% accountability as you hold 5 of the 9 deliveries of the team
- **Your goal:** jack delivery ONLY delivered at ultra minimum or full length maximum
- **team goal :** you and the second are a 'team' and that 'team' goal is to have 2 bowls in the head every end
- **tactical advantage:** make full use of the extra delivery your team has with the jack
- **tactical support** – do not call or signal multiple shots down to the skip, simply give directions
- **team support :** scorecard: record information for segment meeting analysis
- **physical support:** call skip to the head if uncertain
- **team meetings:** listen, learn, focus on your next goal, then go off apply and enjoy

Skip

As the bowler

- **Your goal on a winning end:** make full use of the final delivery you have for the team to add shot(s) to place pressure onto the opposition (bocce)
- **Your goal on a losing end:** add to the head to ensure there are 2 bowls in the head every end AND to contain the lost shots that end to 2 shots or fewer
- discipline – as a player draw bowling is a priority
- at worse, be up

as the captain

managing your team mate and the game plan

- **responsibility:** Take 100% responsibility for skipping the team
- **Plan:** you trained together, now meet before the game, monitor your game plan progress in segment meetings with the second providing detail from scorecard
- **segmenting target :** set a specific target for the team and use this as a gauge for segment performance
- **Team targets:** set a 'pb' standard for the first 'team' goal, e.g. have 2 bowls in the head 15 of the 18 ends, win 3 of every 5 ends in each segment,

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Mental Attitude

- skip with confidence throughout: walk down the rink as if you own it
- seeing is believing: use your eyes: ensure team is supportive of one another
- when in doubt, go to head to inspect situation do not see this as distrust of vice skip
- composure: calm in decision making and dealing with team
- composure: display support with body & verbal language always (e.g, caterpillar call)
- composure: in skipping even where you are not bowling well for a time
- composure: winners are grinners...enjoy the challenge
- thinking hard – don't be a 'hardly thinking' skipper

Tactical Attitude

- ensure there are 2 bowls in the head
- minimize losses: keep shots down to 2 per losing end
- ensure there are bowls behind the head
- be up into the head when the score is against you
- opportunity: play a shot when presented before the opposition takes it from you
- maximum length: stand a metre short of the 2 metre mark to allow the jack delivery 3 metres to the ditch for a long end
- make full use of the extra delivery your team has with the jack
- do not signal or call multiple shots when down to the team (it feeds the opposition), simply give advice and direction
- conditions: maximise use of (weather) conditions
- conditions: maximise use of better (winning) hand
- conditions: reminder, mediocre players play medium length

Lachlan Tighe, June 2010