

Measuring The Skip

I was recently asked how I would judge the skips performance. I preferred the term measure, rather than judge, to gauge a performance of the skip or anyone else for that matter.

Over the years the following have been stated to me as a base to assess a skip:

- Ability to succeed, results %,
- Conversions,
- Getting the best from the team,
- Have sound tactics and strategy,
- Assessing the teammates during the game.

Other factors given to me to consider included:

- The opposition,
- The support from the teammates,
- The conditions.

No one ever provided me with the notion of a skip having a game plan. No one ever provided me with each playing position having objectives.

A game plan, player objectives!!!

A skip sets a game plan - length, front end team objectives, shots per lost ends, ratio of win to losing ends, so the game plan is the factor to measure.

Example:

The team chooses to compete at maximum length yet 7/10 is the outcome of the jack finishing at maximum from the 10 deliveries. But lead and skip get a lower score for ineffective performance, one delivering, the other managing the player.

Allowances and concession to a skip.

Selectors need not have a knee jerk reaction to a skip losing a game, even two games.

Some of the variables that may cause the loss might include:

Players are collectively having a poor performance,

Skip is a good communicator and people manager who played poorly,

Skip is good, but can't get blood out of a stone.

So what is a reasonable playing performance from a skip?

The following table explains it all in a performance sense.

FOURS TEAM RINK

% Statistics standards: the figure in brackets is the number bowls deemed Mat Length (ML) or effective delivery from a total of 42 as accepted pennant performance objective at stated levels.

Pennant competition level	Lead	Second	Third	Skip
Premier league	50 (21)	50 (21)	45 (19)	45 (19)
Division 1	40 (17)	40 (17)	33 (14)	33 (14)
Division 2	36 (15)	36 (15)	30 (12)	30 (12)

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