

# Team performance Objectives

*This statement of objectives refers to fours teams in major events which have sectional wins before playoffs, or in club pennant teams with four rinks of fours here in Australia. (Assume events / pennant is a 15-end game)*

## **1 What is our team target?**

- We should be aiming to win the section. We discussed the merit of setting a goal to win one game (as an achievable and realistic goal), but generally felt that we wanted to aim higher.
- Winning the tournament is the ultimate goal and to do so set “mini goals.”
- So first goal could be to WIN ONE GAME.
- If it is the first or second game we would then need to assess the state of play and establish a target for the third game in order to win the section.

And do all this with **FUND**amentals in mind.

## **2 What is our team / rink objective(s)?**

- Strive for our PB and enjoy the challenge.
- To be compatible and enjoy each other.
- To encourage each other and be positive in our words and actions.
- To win each game.
- Develop a game plan based on our player knowledge.
- Be competitive, try to win three games and if not, make it very difficult for the opposition.

## **3 What is your personal objective(s) as skip?**

- To bowl at my PB.
- Display PB tactical skill and composure under fire.
- Don't rush...BE PATIENT!!
- Assess opposition strengths / weaknesses and adjust game plan as required.
- To bowl and skip well and to get the best from the players.
- If not bowling as well as the opposing skip, then ensure I skip well to minimise the damage.

## **4 Team / rink meetings – what value are they during the game, after the game?**

- **Pre Game** – Establish and agree on game plan and roles.
- Help your focus on a game.
- **During Game** – Monitor performance against game plan.
- Change game plan as required.
- Support, use to pep positive emotions.
- Retain flexibility due to the game circumstances.

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- **Post Game** - Review the match against the game plan and make any improvements required.
- Not always best to review immediately if we lose, time for calmness.
- Review with a view to improving or altering the losing game plan.

### **5 What is the best game plan for each rink?**

What ever works to do our best and thus the outcome overall is winning.  
A flexible one that acknowledges us and opposition on the day.

### **SKILLS MEASURE: Required Skill level**

<b>Performance %</b>	<b>Lead</b>	<b>Second</b>	<b>Third</b>	<b>Skip</b>
Group/zone standard	49	44	40	36

**Definition** draw delivery that ends within mat length OR Effective delivery ends / results as asked.

## **GAME PLAN**

### **1 PARAMETERS FOR THE TEAM**

Game Plans are a responsibility of each Skip INVOLVING his rink teammates.  
The OBJECTIVE from the Game plans for the club pennant team may be:

- As a minimum win 2 of the 4 rinks.
- Each rink to win as a minimum of 6/15 ends (shows us to be desperate losers).
- To win each rink aim to score 16 shots (as that was the average winning score last year).
- Losing rink objective to have a loss to not exceed 10 shots (maintain the damage).
- Leads and seconds to be set specific targets for their 4 bowls.
- Concede 2 shots every 3 ends to keep opposition to 12 shots.
- Play the length /play the hand / **take the options** that will achieve the above for the team.

### **2 SUGGESTIONS FOLLOWING DISCUSSION WITHIN RINK TEAMS**

#### **Objectives from rinks:**

- Win.
- Win 8/15 ends.
- Win by scoring 15-16 shots.

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### **Strategies of rinks**

- WIN 3/5 of the 3 end segments of the 15 end games.
- Lead / Second TEAM to aim for two bowls within mat length (ML).
- Skips / 3rds to keep losses to 2 shots per end.
- Losing ends of > 2 kept to one end.
- Always aim to have 2 bowls in mat length (ML) head – discipline for 2nd and 3<sup>rd</sup>.
- Minimize poor bowls – Whilst striving for ML, aim to be in zone a metre short & 2 metres long. (ML either side of centreline) when bowls not within ML.
- Don't be greedy, a score of 1 or 2 shots is STILL a winning score.
- Maintain the opposition, gain when opportunities arrive.
- Play as a TEAM – united.
- Preference to give mat away unless we need to alter / control the length.
- United team at head while opposition skip plays.
- Each player has last bowl to apply pressure to opposition.
- TEAM involvement in tactics.
- Adapt to the prevailing conditions.
- All RINK members are strongest over short & medium short ends.
  - Play the length / play the hand that will achieve the above for the team.
  - Avoid bowls greater than a metre short of the objective.
  - 2<sup>nd</sup>, 3<sup>rd</sup> and skip to ensure they practice drawing to set positions on the green as well as the centreline. Also to practice a variety of shots.
  - 2<sup>nd</sup> and 3<sup>rd</sup> can visit the head at anytime if they cannot understand the requested shot, saying, “May I have a look”?
  - Third can stand at the head if he feels it will assist him.
  - If we go short, we only do it from the ditch unless the opposition are weak drivers, which is unlikely.
  - Win 8 of the 15 ends. We have discussed using a sets play format, i.e. play a 7 and 8 end match. This is good if badly down early or if well up. Helps keep focus.
  - Attempt to keep the opposition to 1.3 to less than 2 shots per end. Philosophy is, next best to 1 up is 1 down.
  - Score at the same shot rate per end as the opposition.
  - Approach the game with a positive mindset and be aggressive. Show no fear.
  - Apply pressure to opposition from EVERY position – that's what wins matches.
  - HAVE FUN!!

### **Suggested Specific roles of player positions**

#### **Leads/ 2nds**

- Place mat on 2m mark during roll up.
- 2/4 bowls from duo within ML in head.
- Do this 11/15 ends - Which is mini monitored as 2/3 ends.

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- Bowls in the zone just short and just long if not within ML.
  - Lead and 2<sup>nd</sup> to have 2 bowls within a mat length, ML, preferably 2 behind the jack.
  - In the rollup, we to place the mat on the 2m mark.
  - When we have the mat keep the jack within ML of 2m mark and play three qtr length.
  - Roll the jack to precise length.
  - Get close with both bowls.

### **Skips/ 3rds**

- Win 8/15 ends (and achieve a minimum of 6/15 if losing).
- Win a minimum of 3 shots every 3 ends to acquire min 15 shots.
- Concede max 2 shots every 3 ends to keep opposition to 12 shots max.
- Aim to monitor game plan at “mini segments” every 3 ends.
  - Skip may alter the leaders hand if he believes it is the best for the team, rather than best for the individual.
  - Give the mat away to have the last bowl, providing the skip is bowling to his ability, unless we determine otherwise during the game.
  - Volunteer information when asked (not commentary).
  - Call and play percentages, maintains losses.

### **DEBRIEFING Competition PERFORMANCE**

Imperative we always review performance – sometimes even wins hide sins.  
Some of the questions to pose and answers to be sought, after each game from the event are:

What did you do well compared to the specific goals / game plans.

What did WE do well compared to the specific goals / game plans.

What was your rink team / self strength & weakness.

Why did your rink win / lose.

What do we change / can we change to win.

**Enjoy the journey everyone**

**Lachlan Tighe, 2017**