

*Website menu: Tools  
game plans, performance goals*

**GAME PLANS- Measure Tools**

**An objective:**

To perform at maximum level to achieve a WIN which will raise the level of intensity and focus for a player and for players in a team.

**Game plans:**

Are the ingredients for providing that objective.

**Goals:**

Are the specific target for any one individual.

**Game debriefs:**

Are the post mortems to see if any objective (of the game plan) was met in the event.

**Game Plans, Measured**

Game plans need to be a measured aspect and as a sample could include content below, which then records of performance are able to be used as a comparison to the planned performance as a debrief format at the conclusion of the event.

**FOURS TEAM**

- Front end team has 2 bowls within mat length (ML) every end.
- The lead bowler to have one bowl within ML.
- The team to keep losses per any one end to 2 shots.
- The lead and second bowler to aim for a minimum 40% effective, or ML deliveries.
- The skip and third aim to have 40% effective deliveries.
- Win the majority of the ends played.

**SINGLES GAME**

- First bowl to be within ML 40% of ends.
- One effective bowl each end – minimum outcome 25% effective deliveries.
- Have at least 2 effective deliveries 50% of ends contested.
- Keep losses per end to 2 shots.
- Win the majority of the ends played.

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- Roll the jack within a metre of the desired length 80% of such ends.
- Your pre-delivery routine functions 90% of the time, or bowls delivered.

**WHAT THEY ARE NOT**

Wishes                      Hopes                      Attitudes                      Expectations

Such as these type of statements:

Absolutely don't be short.

Keep my delivery smooth on drive shots.

Stay focused, be confident, learn lots, and have fun.

Because if you are applying the game plan you are doing these 3 type of statement things.

**Lachlan Tighe, 2016**