

### Jack & Jacko training

(Presume mat is at the base of the screen / page.)

#### Jack Training Game \_

Set the jack at minimum length up the green and two players each having eight deliveries; Sole idea is to see how often the two of you can connect with the jack (using any weight as needed) whilst still winning the end and giving yourself a point for each jack touch. If the very first delivery is a resting toucher, as below, then tactics come in for the next deliveries; as both players are trying to get a maximum number of touchers. You cannot leave the head as is below (possible weight shot of choice to bring the jack out from the shot bowl), game on again; watch and see how intense and tactical and skillful this little game can be.



#### 'Jacko' Training Game \_

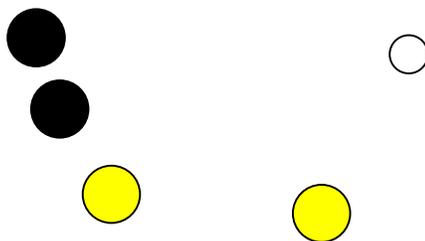
Apply this as a pairs team situation, or, at least three singles players in competition. Too many players in a team makes it dreary as we are trying to highlight two skills - tactics & jack throwing. All players use their set of four bowls, e.g. black & yellow, and, all bowlers are at the mat end, no one is at the head or to go to the head, **except** after all bowls are delivered and then for the team rolling the jack to finalise their decision.

Players deliver alternately; bowler #2 has to consider where each of the deliveries need to finish as he will see the (bad) consequences if the jack ends in a position for him to lose maximum shots. The team has continuous discussion on the best placement of the next bowl delivery.

The jack is rolled by the first bowler, #1, **after** each player has completed delivering all their bowls. If the jack goes out of bounds, or is short of the legal playing length or goes in the ditch, the opposition has a chance to roll the jack to their shot advantage. If heaven help us their roll of the jack is invalid, then the first team gets another try to roll that jack to advantage.

That first bowler #1 tries to now roll the jack up the green to finish **anywhere** on the rink, where it stays to decide the winner / score, as discussed and agreed with fellow team members, to gain his maximum advantage to gain shot(s) for the team.

The skill execution variable is that bowler #1, if less than competent in jack throwing, can lose the advantage of that throw if they cannot roll it with weight and accuracy.



Lachlan Tighe, 2014.