

## **Fours or Pairs team GAME PLAN:** **Applying Contingency Plan During Competition When It Is Not Working**

In my other article on game plan contingencies for singles, I told you I was mucking about with ideas for a bowls coach workshop on what to do in the contest when we know early enough our plan is not working.

This article is pertinent to a pairs / fours format for the approach on game plan contingency (amendment).

### **OBJECTIVE:**

I repeat again I want to draw out ideas on what works / doesn't work to be able to better operate in the competition.

### **Assumptions**

In each team format I am going to assume we love competing at minimum length from anywhere on the rink.

Any change to a contingency cannot be later than end five as most team events are of 15 ends duration.

The plan is not working either:

Because team player 1, 2, 3 or 4 is not productive / effective, or

Because the opposition is superior despite your team generally meeting your delivery objectives.

The plan has to be adjusted after five ends for the momentum to change toward us;

If the issue is a certain playing hand, simply move over onto the other hand.

### **Pairs & Fours Game Plan**

HOW (one suggestion)

- First four bowl objective is (in no order):  
one ML, one MW, one just behind head, other bowl may be ineffective.
- Back end to consolidate advantage at head or draw to reduce losses that end.

### **STRATEGY TO OVERCOME LOSING SEQUENCE**

#### **Pairs & Fours**

#### **Where all / any of your eight deliveries are ineffective:**

- If the front end (first four deliveries) is our issue change approach to any, or all, of these three:

To have two of four bowls behind head,

To have first bowl within MW or at least ML,

To have all four bowls spread effectively in the head and behind

- Allow back end to either draw all 4 deliveries or Back end play weight with all deliveries
- See how you are going after end 8 (that end is an arbitrary choice leaving time / ends to readjust again).
- Come end 8 and still struggling alter the delivery objectives of at least two of the four players.
- Whatever you do, ensure each of your pre-delivery routines was rock solid to start with or is now after end 5.

### **Where the opposition is simply superior because**

- They are playing their length, their strength
- Their first bowl is highly effective every end
- Their last bowl destroys you

### **What now say you?**

- Counter their first bowl effectiveness by having  $\frac{3}{4}$  of our first deliveries in the head thus allowing the back end scope to play weighted deliveries knowing our bowls may also be pushed up, on, beyond.
- Determine the tempo: they may have the mat, but you can walk to discuss the head with the skip during the end so as to set the tempo for yourself before returning to deliver.
- Set a five-end objective where each of you has to get the first delivery within a ML of the jack, or
- Set a Five-end objective where each of you has to get one delivery beyond the jack
- Are we faltering with bowls three and four; do the exact opposite to what you did the first five ends with these.
- Can we be aggressive into the head with the third's two deliveries for a change of outcome.  
Can we be aggressive into the head with the our final four deliveries for a change of outcome

## **WORKSHOP FORMAT**

Our local pBus squad members would be core attendees and other targeted coaches we think might attend.

For me this workshop is intended as an example of PD for coaches serious about being better coaches.

A good discussion topic, and with premier level bowlers, to do the competition performance we can conduct a three-end simulation where one team has won five ends and the score may be 7-0, so the other team is the one applying our suggested contingency strategies for the next three ends.

Remember there are these two overarching strategies in the simulations:

When we are underperforming after five ends, or  
When the opposition is simply superior after the first five ends.

Each simulated contingency strategy is for three ends, which means, we have now played eight ends in this format;

The obvious outcome for any of the contingency strategies should be a change in momentum (score).

When we experience the strategy simulations, we will have knowledge about each and every contingency to factor into competition:

What worked,

What can be thrown away,

What can be modified,

What other contingencies were offered and tried to effect on the day

What else we discovered from the simulation,

We can then tidy up our contingency strategies and game plans and then I can report the final workshop findings as a column on my website later in 2020.

I imagine clubs and squad and teams all over the place, at whatever level, might benefit from doing this. And you coaches, serious about your craft, ought be the ones initiating the practical session for the benefit of the players, clubs and teams you are associated with.

**Lachlan Tighe, July 2020.**