

## **DECISION MAKING USING TACTICAL SKILL**

Like the technical delivery skill we learn, develop and now possess, decision making as a tactical skill is also a learned behavior.

Decision making appears to me to be best developed through consistent, experiential, even experimental effective repetition.

In other words, do it again and again and again.

The way to do that in training is to set up a series of heads and try varying strategies for the bowler to gauge their ability to assess the range of situational cues for them to know when and what to select in the competition situation as the preferred response delivery.

We can set a head to practice the decision; and we can practice so a bowl is delivered, and, in anticipation of an alteration to the original head situation, we then practice decision making for that next delivery (situation).

Hence we train for ever-changing heads.

More often than not, a new opportunity occurs from the altered head and we learn, and train, to perform so as to grasp this new opportunity.

Training must include heads that replicate pressure expected in competition games.

Players learn to think quickly, and as skips, call quickly and accordingly to their team players.

Summarily we need to train players for such head scenarios

Holding	add
Holding	defend
Losing	maintain
Losing	reduce
Game plan	bowls in head
Game plan	insurance by a bowl behind the head (early)
Opposition	anticipate, react
Attack	use of which of the eight team deliveries
Attack	risk adverse, risk hazardous
Attack	risk worthwhile

Lachlan Tighe, 2015.