



# COACHING TIPS

## THE FUNCTIONS OF THE LEAD

1. Place the mat as advised by the Skip.
2. Deliver the jack to the length indicated by the Skip.
3. Deliver two bowls as near to the Jack as possible.
4. Show interest in the play, in a supportive manner, without undermining the Skip's responsibility.

The Lead should aim to bowl two bowls as near to the Jack as possible, preferably in front or behind the Jack rather than to the sides.

High class leading will play within 6" to 12" of the Jack.

The Lead not only provides the first foundation stone but can often dictate the pattern of play.

**'Superior leading usually results in your team winning'.**



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## THE FUNCTIONS OF THE SECOND

1. Responsible for scoring the card and other connected duties.
2. Consolidates the play of the Lead or compensate for any poor play.
3. Mainly a drawing game, and the occasional use of weight.
4. Must be able to respond accordingly to instructions from the Skip, who may be at the other end of the rink.

The Second has more opportunity to vary his play but is still primarily about drawing into the Jack area within a radius of about 18" to 24".

Drawing into the jack within 18" to 24" of weight is often a good general guide to the play of a Second. Sometimes a positional bowl, usually to the rear of the head has to be played. This is still a draw shot to a different target point. Occasionally a Second has to play with weight to a head to disturb an unfavorable lie.

**'A good Second is regarded as the anchorman in a four. A cool calm temperament can be an advantage'.**



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## THE FUNCTIONS OF THE THIRD

1. Is usually to agree and measure the number of shots (deputized by the Skip).
2. To concede and take out losing shots and allow his opposite number to concede and take out winning shots.
3. To play a wide range of shots although the draw shot is still the prime play.
4. Is often the attacker in the Head.
5. To work well and co-operate with the Skip.

This player has a great variety of shots to play, drawing to add or save shots, drawing positional shots either in front or rear of a head, opening up difficult lies with running bowls or a drive, or moving the Jack or a bowl with accurately lined bowls.

**‘The third player is often classed as the attacker in the play of the head. It must be remembered that the third is still in most of the play, concerned with drawing’.**



# COACHING TIPS

## THE FUNCTIONS OF THE SKIP

1. Is responsible for the tactical decision making.
2. Should be capable of playing all the shots, with the draw shot being the prime play.
3. Knowledge and experience of the game is an advantage.
4. Needs to be a leader, setting a personal example in communication and judgement skills.
5. Should be a tactically sound motivator encouraging good play and harmony.

As well as being the tactical decision maker and leader this player will also have a variety of shots to play. The Skip is often instrumental in the result of an end by succeeding or failing in the following types of play: **A** – Drawing to add or save shots. **B** – Training the Jack to save points. **C** – Taking out a bowl to save points. **D** – Driving to make the head dead. **E** – Playing short bowls as blockers to close angles of entry.

**‘The Skip should have awareness, ability and a sound knowledge of the factors needed to produce effective bowling from the team’.**