A skip must be firm with his directions but not show public displeasure with bad shots, but quietly talk to his players between ends.

A skip must analyse his players as well as the opposition’s for their strengths and weaknesses.

Where ever possible do not interfere with the lead. Let him play his own game and give advice if asked.

A good skip will take the Third into his confidence to show the team and the opposition that they are in complete harmony.

A Skip must be loyal to his own team to bring out the best in them.

A skip must be “in tune” with the state of the green and call percentage shots when required.

To sum up:- Being a Skip is not easy, but with good management and a relaxed demeanour it can be a very rewarding task.

TEAM BUILDING

It is a well-known fact in the sporting fraternity, that the performance potential of a team is much greater than the individual talents of a player. This is especially so in Lawn Bowls.

Mutual respect, good communication, trust acceptance and encouragement are just a few traits that will foster team spirit.

Get to know your teammates, be positive and supportive, resolve conflict quickly, adopt a good attitude, communicate and don’t be too loud mouth or show off, attention to these few details will go a long way to building a compatible and successful team.

Above all, don’t forget to have fun when playing the game. Apply yourself diligently to the task at hand, but remember an activity that you don’t enjoy is an activity you can’t do successfully.
SOME TIPS ON POSITIONAL PLAY

This leaflet is circulated to players by your selectors, to pass on tips on positional play in the game of Lawn Bowls.

It cannot be stressed enough that different positions played in Lawn Bowls have unique responsibilities and the way players carry out these duties will invariably determine the overall performance of the team.

It is hoped that this information will be useful to bowlers, especially Pennant Players during the Pennant Season.

THE LEAD

The art of lead bowls is to be able to throw the Jack to a length required by the skip, then get two bowls in the head, preferably in the “keyhole”. (the keyhole is described as an area 15cms either side of the Jack opening up to a circle approx. 1 metre behind the Jack

Use the “roll-up” to find the truest hand and discuss this with the Skip

To sum up:- A good start is not essential to have the shot every end. Positional bowls and bowls in the head are equally important.

REMEMBER: If the lead plays a bad hand, usually the rest of the team follows, often with bad results.

THE SECOND

The Second position should be regarded as the “engine room” of the team. The Second must be a player with all the skills.

If the Lead fails, the Second must be able to:-

- Draw on either hand
- Play positional bowls
- Have a firm shot to open up the Head

To sum up:- A good Second should be a “Jack of all trades” to cover all situations that may arise from time to time.

THE THIRD

The ideal Third must be a strong bowler, encourage team performance, be diplomatic, loyal to his Skip and has to be capable of the full variety of shots:-

- Dead draw both hands
- Yard on
- The firm shot
- The drive

The Third’s primary job is to be in full harmony with the Skip. He must accept directions without question. He must be a good judge of a shot, as the Skip will rely on him from time to time to give an accurate assessment of the head. If unsure, call the Skip to the head if you are in doubt.

- The Third needs to be a capable measurer and be aware of the laws of the game covering this area.

The Third should stand back when the Skip is playing, don’t move or say anything UNLESS ASKED

To sum up:- A good Third would be a skilful bowler providing constant attention, loyalty, patience and a fair amount of psychological strength to offer his teammates and Skip.

THE SKIP

The Skip should be a competent bowler playing every shot in the book and some that haven’t been contemplated yet. He needs to be a motivator, a good psychologist and an analyst.

A Skip must know his players and call shots within their capability.