

THIRD

1. Thirds, like the Seconds should be able to play every shot in the game
2. The Third is considered to be the best draw bowler in the team. This position is extremely important by the fact that if both Lead and Second are playing well, the Third needs the skill to draw to vacant spaces giving the Skipper control of the head. These shots are sometimes more important than drawing close bowls to the jack.
3. The importance of a reliable Third can give the Skipper confidence to play either confidently to take chances to score heavily or aggressively knowing he has control of the head with bowls his players have positioned for him.
4. As a Third, support the front line players, get the best out of them, give them confidence. These are the players that will take the pressure off you and the Skipper.
5. Like the Second, don't pre-empt what shot you think the Skipper will call and don't try to talk the Skipper into allowing you to play a shot which looks good from the mat end.
6. If you are in doubt as to the shot being called, by all means ask the Skipper to let you look closer at the head. You will then understand why the shot is being called. You can also discuss the shot that looks good from the mat end.
7. Have good communications and confidence in the Skipper. Know and understand his game and the shots he calls.
8. Never cross over as a Third, look at the head for a moment and then discuss with the Skipper what hand or shot he should be playing. If the Skipper involves you in a discussion with some of the options, give him your thoughts and then let him make up his own mind.
9. If you have been called to the head because there are a number of options available to you, select with your Skipper the best one which suits your team, your rink and your whole side. Make up your mind before leaving the head. Return to the mat and play the shot. Forget all the other options available. Your chances of gaining a result have now improved.
10. If the Skipper has played his first bowl and nothing has altered, a simple "take a metre off" (give measurements) will do rather than jump into the head and explain all the details you gave 30 seconds ago. Thirds can sometime spend a lot of time checking to see who has shot when it is not necessary. Try not to leave the Skipper on the mat too long. If in doubt and the situation is important, call the Skipper to

the head. By the time you have had a long look and can't decide, he will be on his way to the head anyway.

11. Keep concentrating on the head as disturbed bowls or movement of the jack can create openings for a score or pose some problems against you.
12. As a Third, you are the director of the head when the Skipper is on the mat. Learn the rules + how to measure. Give positive information to the Skipper when you are in control. **Remember you are only in control when the opposing Skipper's bowl has come to rest.** It is your call and time to give information if required. You are in control of the head from when the opposing Skipper's bowl comes to rest until your own Skipper's bowl comes to rest.
13. Be aware of the game/games next to you to protect your head in the event of a wayward bowl. Especially from drives. Be alert when your team or opposition are driving to protect the rink or rinks next to you.
14. After each completed end give firm indication to your Skipper as to the result of the end. He/she will then record the result and in due course update the scoreboard.