

LEAD

1. Have good communication with the skipper. Discuss the length of ends he requires either prior to the start or after the roll-up.
2. Become an expert in the rolling of the jack – don't just roll it, be precise. The length of ends is very important in controlling the game or trying to score shots to get back into it. Leads should spend some time in practice rolling the jack.
3. Good leads are considered the most valuable player in the side, and consistent Leads who draw bowls nearly every end are classed as a luxury by Skippers.
4. Leads have first use of the conditions and should take advantage of playing all their bowls on the best side of the green unless otherwise directed.
5. Short bowls from a Lead are a disaster and place enormous pressure on their team. A bowl finishing approximately 45cm to 60cm (18" to 2ft) short of the jack can be promoted by drawing. Anything shorter requires too much weight to bring it into the head unless the green is running 15-16 seconds. Leads having an off day should deliberately play their bowls long as to give their team a chance to draw from the second to the Skipper. Your back bowls will never go astray.
6. A Lead playing well gives the Skipper full control of the head and allows him to dictate the game. Not many games are lost when the Skipper has full control of most ends.
7. Of all players in a team, the Lead has the least pressure placed on him, therefore he can and does lose concentration easily. Watch the game, look for changing conditions – applaud your team's good bowls. Remember, a killed end brings you back into the game. To replay the end you will have to pick up your concentration level sooner than planned..
8. Avoid playing nudging shots when no direction has been given by the Skipper, there are other players in your team well equipped to play the shot. Your object is to draw two (2) close bowls on the same side of the green unless otherwise directed.
9. If you have a drawn front toucher with your first bowl, or close enough to be one, concentrate even more on your second bowl so it finishes behind the head. If you play your second bowl so you don't disturb your close bowl, you will on many occasions drop short thus losing the advantage of your first good bowl.
10. Fitness plays an important part of bowls. If you can improve yours by about 10% your game will also improve.
11. Good teams are built around good Leads and their role can be the strength of that team.