

PLAYER POSITIONS AND THEIR DUTIES

THREE'S

- 1. THE THREE IS A POSITIONAL PLAYER, PROTECTING WHEN HOLDING SHOT AND TRYING TO CONVERT WHEN DOWN.
- 2. THE THREE MUST BE CAPABLE OF PLAYING THE COMPLETE RANGE OF SHOTS.
- 3. HE IS RESPONSIBLE FOR CHALKING THE SKIPS TOUCHERS, MEASURING AND REMOVING DEAD BOWLS.
- 4. HE IS RESPONSIBLE FOR ADVISING THE SKIP, WHEN REQUESTED OR WHEN ANY CHANGES TO THE HEAD HAVE OCCURRED, OF THE CURRENT POSITION AND POSSIBLE SHOTS TO PLAY. HE IS THE SKIPS EYES AT THE HEAD, THE SKIP'S DELEGATE.
- 5. THE THREE PROVIDES A TWO-WAY COMMUNICATION CHANNEL BETWEEN THE SKIP AND THE OTHER TEAM MEMBERS.

DO'S

- 1. PRACTISE THE FULL RANGE OF SHOTS, DRAW, POSITIONAL DRAW BOWL, COVER AND COUNT, WREST OUT, BLOCKER, TRAIL SHOT, CONTROLLED WEIGHT, FIRING.
- 2. ENSURE YOU ARE CONFIDENT PLAYING THESE SHOTS ON BOTH FOREHAND AND BACKHAND.
- 3. LIAISE WITH YOUR SKIP AND OTHER TEAM MEMBERS TO PROMOTE TEAM PARTICIPATION UNDER THE SKIPS DIRECTION
- 4. WATCH FOR THE OPPOSITIONS WEAKNESSES TO AID TACTICS.

DON'TS

- 1. BE TEMPTED TO IGNORE THE SKIP'S INSTRUCTIONS OR ARGUE.
- 2. CRITISISE OR SHOW YOUR SKIP A LACK OF RESPECT, IT IS VITAL THAT YOU ARE IN TUNE WITH YOUR SKIP AND YOUR PERSONALITY, APPROACH AND TACTICS SHOULD CREATE A BALANCE WITH THEIR OWN.

SCORING YOUR OWN GAME

- 1. WHAT DID I LEARN ABOUT OUR OPPONENTS IN THE TRIAL ENDS THAT I CAN SHARE WITH MY SKIP.
- 2. HOW MANY SHOTS DID I PLAY EFFECTIVELY TO MY SKIP'S INSTRUCTIONS.
- 3. HOW EFFECTIVE WAS MY DRAWING, CONTROLLED WEIGHT, FIRING ETC.
- 4. HOW MANY TIMES DID I SUCCESSFULLY CONVERT.
- 5. DID I PERSONALLY BOWL BETTER THAN MY DIRECT OPPONENT.
- 6. HOW MANY BOWLS DID I WASTE
- 7. WERE THERE ANY OCCASSIONS WHEN I MISINFORMED MY SKIP.