

GAME TACTICS

By Ken Perks

SHOT SELECTION- EVALUATING THE OPTION

A team should evaluate its options using the following criteria.

- * What are the Potential Rewards and Entailed Risk of each Option?
- * How difficult is each Option and how Skilful is the player whose turn it is to play?

Attacking play is not always a sound option of a team that is down one or two shots. The loss of an occasional end by one shot or two should not cost a team the game. However some misfortunes during attacking play can make matters worse. Skips should **Carefully Evaluate Risk**, if your team is well positioned to win the game leave the risk taking to the opposition. If the team is in a position of having to come from behind, the more bowls in the head can help your cause and your skip to make the right decision.

Two things I see as problems bowlers have trying to play the shot required.

1. When your team has a number of counters and you are asked to draw an extra shot, too many players play a shot looking at getting the ultimate shot instead of playing a bowl to be in the count. The same when asked to play a position bowl, lots of times they draw another counter or run through the head.

Solution to the problem is: The player must look at the grass to take and weight to achieve what has been called for, a lot of players step on to the mat with the mindset of all I have to do is to just draw another shot or put a bowl behind the head with not to much thought and mess it up. To play this important shot, your concentration should be on high and with correct weight and grass you should reach your objective.

2. When the opposition lead draws a wresting toucher. This seems to be the right of everybody to run and take the bowl off with not much thought of what the score is or how hard it has been made for the skip to clean up the mess, could be four or five down by then. {Niggling at the head} The best way to go about it is that the lead and second draw good close bowls into the head so that the third or skip can play with confidence in trying to get the shot back. In some cases the skip might call the lead or second to play through the head but the weight of the bowl should only be a few centre meters long so that the bowl still stays in the head. REMEMBER IT'S THE SKIPS CALL NOT YOURS:

In attack, a jack or a bowl in isolation is a small target so the more bowls you have around the target area the better the chances are of getting the shot. {Fattening up the head}

PLAYING THE SHOT.

The team holding shot should avoid foreseeable accidents {remembering narrow, short or heavy bowls are the one's that are going to put your team into trouble} If you keep up your

concentration and with correct weight and line this problem should not happen. {Remember you only have to beat your opponents closes bowl to count}

Competitors should apply themselves undistractedly throughout a game. They should avoid wasting easy opportunities to add to the score when not under pressure. Any member with a weak counterpart should maximise that advantage for the good of the entire team's performance. They should remember that no team wins a game until the opposing team irrecoverably loses it.

GOOD BOWLING

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