

FULL RINK: FUNCTIONS OF EACH PLAYER

Each player has a specialised task to perform as part of a team effort. While the Lead and Second lay the necessary foundations, the Third and Skip make the best of what has been laid, by either consolidating good play or compensating for poor play.

The LEAD:

1. Places the mat as advised by the Skip.
2. Delivers the jack to the length indicated by the Skip.
3. Delivers two bowls as near to the jack as possible.
4. Shows an interest in the rest of the play in a supportive manner. The lead not only provides the first foundation stone, but also has the importance of often 'dictating' the pattern of play. Superior leading usually results in your team winning.

The SECOND: 1. Is responsible for keeping the score card up to date, and may update the score board if requested by the skip.

2. Consolidates the good play of the Lead or compensates for any poor play.
3. Plays mainly a drawing game, but occasionally may need to use 'weight'.
4. Needs to be able to respond well to instructions from the Skip, which are often given from over 25 metres away.

The Second is often involved in a greater variety of play, primarily drawing to the jack but sometimes having to play with 'weight' to the head or placing a positional bowl to the rear of the head.

The THIRD:

1. Usually has the tasking of counting and, if required, measuring for shots.
2. Should agree the number of shots with their opposing Third, conceding losing shots and claiming winning shots. In the absence of agreement, the skips must be informed.
3. Has to play a wide range of shots, even though the draw shot is still the prime play.
4. Is often the attacker in a head.
5. Needs to co-operate and work well with the Skip.

The Third has a greater variety of shots to play: drawing to add or save shots; drawing positional shots in the front or the rear of the head; opening up difficult lies with running bowls or a drive; and moving the jack or a bowl with accurately lined bowls.

The SKIP:

1. Is responsible for tactical decision making.
2. Should be capable of playing all the shots, although the draw is still the prime play.
3. Needs to have knowledge and experience of the game.
4. Needs to be a leader by, example, clear communication and sound bowling judgement.
5. Should be tactically sound and a motivator for good play.

The Skip will have a large variety of shots to play and is often instrumental in the result of an end by succeeding or failing. Drawing to save or add shots, trailing the jack to score counts, taking out a bowl to score counts, driving to make the head dead and playing 'blockers' are the main types of shots played.