

Duties of Team Members

Playing Your Part as the SKIP

Presented by George Bruce as a Coach.

Responsibility:

The Skip:

The skip carries the responsibilities and duties and therefore must be supported by the team.

The skip's official duties are described in the Laws of the Sport of Bowls, Crystal Mark Fourth Edition (approved August 2022) as:

Responsibility:

40.1 The Skip

- 40.1.1 The skip will have sole charge of the team and all players in the team must follow the skip's instructions.
- 40.1.2 The skip must decide all disputed points with the opposing skip, making sure that any decision reached is in line with the Laws of the Sport of Bowls.
- 40.1.3 If the skips need to check any part of the Laws of the Sport of Bowls before reaching a decision, **they must** ask the umpire for an explanation.
- 40.1.4 If the umpire considers that a decision reached by the skips is not in line with the Laws of the Sport of Bowls, the umpire must overrule that decision so that it is in line with the laws.
- 40.1.5 If the skips cannot reach agreement on any disputed point, they must ask the umpire to make a decision. The umpire's decision is final.
- 40.1.6 If the Controlling Body has not appointed an umpire, the skips must choose a competent neutral person to act as the umpire.
- 40.1.7 The skip must:
 - 40.1.7.1 be responsible for the score card supplied by the Controlling Body while play is in progress;
 - 40.1.7.2 make sure that the names of all players of both teams are correctly entered on the score card;
 - 40.1.7.3 record, on the score card, all shots scored for and against both teams as each end is completed;
 - 40.1.7.4 compare and agree the score card with that of the opposing skip as each end is completed; and
 - 40.1.7.5 at the end of the game, record on the score card the time that the game finished and then sign their own and the opposing skip's score cards.
- 40.1.8 For domestic play, Member National Authorities can decide the procedures for using a scoreboard instead of one of the score cards.
- 40.1.9 For domestic play, Member National Authorities can transfer the skip's duties described in law 40.1.7 to other members of the

team. However, they must make sure that the duties are transferred to players whose positions, in order of play, are the same in each team.

40.1.10 Skips can, at any time, delegate their own powers and any of their own duties (except those described in law 40.1.7) to any other members of the team as long as they tell the opposing skip immediately.

Duties

To build a scoring head using the tactical fundamentals of defence, attack and recovery through the employment of the team member's individual delivery skills to play any of the required shots of the game.

Ingenuity & Discipline

The skip is in charge of the team and must process the quality of being ingenious, be skilful of contrivance or design when building the head. Unfortunately, this is an area that can lead to strong criticism by the team when the skipper is not working towards what they have been trained for or when the game plan is being ignored.

Strengths & Weaknesses

It is imperative when building the head for the skip to know his players strengths and weaknesses and the bias dimensions of their bowls. Many skips are prone to call for a shot or shots based on their own ability and the track of their bowls.

The Accruing Score

In Pennants the skip should be aware of the accruing score on the main (overall) scoring board, remembering that the team has a responsibility to the side and therefore should not adopt an over-zealous attitude to the situation that will endanger the sides result.

Facial Expressions and Body Language

The skip should endeavour not to display disappointment if a player performs a bad shot, but should always commend a player who plays a good shot. Try not to look worried in trying situations.

Communication

Have good communication with the team by:

- Ensuring the team understands the game plan,
- Carrying out debriefings and constructing the game plan,
- Ascertaining appropriate hand signals with the team,
- Being positive with instructions,
- Keeping directions short, simple and indicate correctly.

Training

This is a lead up to your game plan and should involve:

- Teams training together at least once a week on specific performance tasks (not just play a game together),
- Consult your coach to improve strengths and weaknesses.

Tactics

Being ingenious contrive and instigate tactical know how by;

- Ensuring that a team debriefing is conducted as soon as possible after each game and that each team member has the opportunity to express his point of view concerning; standard of the team play, the tactical situation and what needs to be improved and compare your actions with your previous game plan,
- Constructing a game plan (if possible - days before the game e.g., during training),
- Knowing and being able to read the head,
- Knowing the strengths and weaknesses of the team,
- Ensuring you have control over mat placement and jack length,
- Knowing and employing the tactics of the game,
- Knowing when to play the opposition hand or shot,
- Observing and where possible counter the tactical moves of the opposition.

Skills

Improving your own ability to enable you when required to play;

- Any of the shots of the game e.g., draw shot, on-shots, running and drive shots.

Avoid

Avoid being the main distraction to your team:

- By yelling and bellowing like a bull at a gate,
- Moving around at the head when a player is on the mat,
- Casting shade over the head.

Rules

Understand and observe:

Understand and observe: tte of the game, The Laws of the Sport e Conditions of Play.

- The Etiquette of the game,
- The Laws of the Sport of Bowls.