

HEAD BUILDING FOR TRIPLES

1. The Skip must use the trial ends to help their team members choose the best hand to bowl. Normally this would be the narrow hand.
2. As Skip you must always be positive and direct your team members as to which hand you want them to bowl and where you want their bowl to end up.
3. Always encourage your team members and never criticise them. No one delivers a bad bowl on purpose. Remember that you may have a new bowler as your lead.
4. The top priority is to get bowls in the head. If the head is secure, ask for positional bowls. A secure head means having at least two bowls safely in the head but not necessarily shot.
5. Be aware of adverse situations on the head where movement of the jack could result in a big count against you. Ask for cover bowls.
6. In calling for a shot, it is good tactics to call for the shot that offers more than one opportunity of obtaining a result.
7. Fast or running shots should be played only when the position and back bowls are in your favour with the proviso that on occasions the situation may be desperate calling for an attempt to kill the end.
8. Build heads with the thought that if you cannot win the end then lose it by the least number of shots possible. Never be afraid to let your opponents have one shot rather than play a risky shot and perhaps lose a multiple score.
9. Do not take unnecessary risks either in your team's play or by underestimating your opponent's ability to take advantage of situations.

TEAM MEMBERS

1. Have your lead establish the side of the rink that is easiest for that player's delivery, preferably the narrower side, and play that side during the game. The lead's task is to get their bowls as close as possible to the jack but not necessarily shot. Allow a change of hand only if the lead is being soundly beaten.
2. The second member of a triples priority is to consolidate the head, either by adding bowls to the head, protecting the head, covering bowls behind the jack or breaking up the head if needed.
3. The skip bowls will be decided by any movement of the head. When holding shots the Skip should never be narrow and when shots down, never be wide.
4. In Match play which is a combination of rinks, the Skip must never lose sight of the overall score of the match when assessing their shot to play.