

Game plans can demoralize

If your game plan works, but your teammates aren't able to achieve it and get demoralized, what then?

REPLY

This question has flaws for me.

For the game plan (which is a process) to work without the players performing says to me it is not working.

The result is in our favour due to (some) players' contributions.

Again, at pennant level players are (easily) demoralized as their own bowling expectations often are well beyond their skill.

Or their effort to maximise their skill.

And as they don't measure, they have no knowledge of their skill level, apart from being able to say they play Division X.

In fact, they are selected at the level without any measure from a selector either.

Using the statistics table as confirmation, the expected effective level of performance is a reality check.

As recently as last week a club selector said the Mat Length measure is too harsh even demoralizing to players.

Reality was he was underperforming and this comment excused his rating.

And he was in a side contending for finals at Division two, see below rating.

Accept where you are in club pennant, don't ask or expect too much despite your division, one level being to me the entry level for ambitious bowlers.

If 640 players constitute the playing numbers for all division one sides, I reckon if 10% were truthfully elite level in mindset I would be chuffed.

Pennant fours team rink

% Statistics standards: the figure in brackets is the number bowls deemed Mat Length (ML) or effective delivery from a total of 42 bowls delivered over 21 ends as accepted pennant performance objective at stated levels.

Pennant competition level	LEAD	Second	Third	Skip
premier league	50 (21)	50 (21)	45 (19)	45 (19)
Division 1.	40 (17)	40 (17)	33 (14)	33 (14)
Division 2.	36 (15)	36 (15)	30 (12)	30 (12)
Division 3.	33 (14)	33 (14)	26 (11)	26 (11)
Division 4	32 (13)	32 (13)	30 (12)	30 (12)

Lachlan Tighe, 2021