Game plans, questions

Should your game plan take into account your team's abilities even if it means that it won't be successful (thinking less of pBus members here, but more the wider bowls community)?

REPLY

Yes it has to account for player abilities.

Hence the game plan takes account of abilities within our team.

No, it does not automatically mean without such abilities you are going to be unsuccessful.

The game plan may specify that the front end team has to achieve their objective 14/21 ends played this pennant match as we know from recording that we always win if the 14 is reached as a target for our objective.

The game plan may change as the team composition changes at selection table.

A skip has a regular team and all thrive on long ends.

The selectors want to bolster the side so take two players from the rink and you get two new players.

The new players struggle at long ends so it may be you resort to medium length so as to be able to employ the skills of all four players.

That simple.

Hell let's remind ourselves: the opposition is no way near the novelty of using game plans the way we are discussing them here in this forum.

Remember also with four of you, two players may be 'ordinary' or even performing poorly on the day then use the performers to maintain the overall plan.

Example:

Todays front end are unreliable draw bowlers and heavy handed meaning a lot of bowls go through the head. Let them play heavy thus we have sufficient back bowls for the back end team to use in considering tactics. The tactic of the back end team is to either add, draw, reduce or convert.

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)

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