

# Coaches Corner

Lindsay Kerr & Jordan Blair-Bremner

## Team Roles - Part 3 - "The Third"

### ● HOW DO YOU BECOME A GOOD THIRD?

- Learn and play **All The Shots** and provide information in a clear and precise manner.
- Be able to assess the head and be aware of the laws of the game.

### ● TOP TIP

- Only provide instructions to the skip when asked.
- Keep instructions simple - "Draw to this bowl"

### ● ROLE OF THE THIRD:

- The main role of the third is to play and fully commit to the shot, called by the Skip.
- They also need to inform the skip of an accurate assessment of the head.
- When asked "what shot to play" by the skip, provide the best option that plays to the strength of the skip.
- Support and encourage the skip and fellow team members.
- The third must be an accurate measurer and signal the score result to the Skip.
- The third is in charge of the head when the skip is bowling or if the skip is absent.

### ● KEY SKILLS

- Be consistently reliable on the draw in pressure situations.
- Be able to play a variety of weighted shots to either trail the jack or replace / remove opposition bowls.
- Be able to play accurate fast weighted shots to remove opposition bowls or hit the Jack.
- Be reliable on both backhand and forehand shots to any position asked by the Skip.
- Be a clear and concise communicator.

### ● PRACTICE ROUTINES TO BUILD SKILLS

- Fast and soft weighted shot drills.
- Simulated pressure situations. Challenge yourself to make the shot and replay if you are not satisfied with the result.
- **Always** practice with a purpose to sharpen the key skills required.



Always measure from the Jack to the Bowl. Stretch the tape or string to the bowl and release the tension button.

For bowls that are close, use the calipers on the measure.

Lift the end up and down (not sideways) to determine the closest point.

Also if a bowl is on an angle "chock the bowl" to prevent it moving.

Then check the measure against your opponents bowl. Then the next Bowl and so on. Put your winning bowls at the side and count the shots.

If in doubt or you cannot agree with you opponent

CALL THE UMPIRE