

Duties of the Skip

The Skip is in charge of the team as director. The skip instructs the Lead, Second and Third/Vice as to what the game plan is and how to play shots with the best chance of producing a score for the team. Should one of the teammates fail to make the shot called for, the skips should not be critical because the player knows without being told that it was a bad shot. As with all positions, it is important to stand still and not move around, especially in the head. This can be quite distracting to other players.



When the opponent delivers the last bowl at the conclusion of an end, it is the Skip's responsibility to remove the mat. The Skip keeps the score on the score card. Sign both score sheets at the end of a match, and act as scorer in a pairs match.

It is important to remember that as the director of the team, the skip's attitude towards his or her team and the game will often make the difference between a loss or a win. (*Remember one catches more flies with honey than vinegar!*)

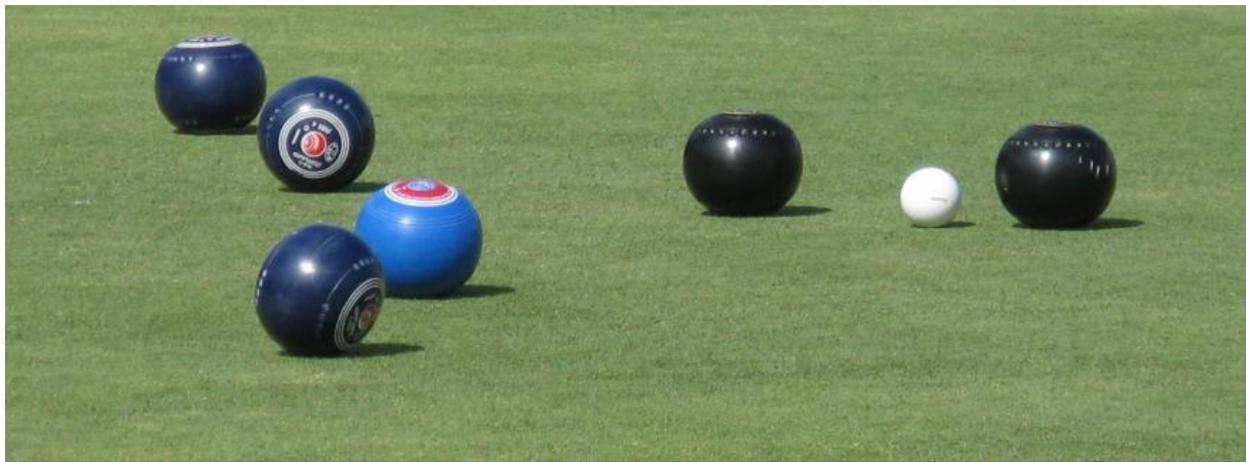
The purpose of the game is to enjoy the event, so make it enjoyable for others, and win if possible. But, when the team is down and the breaks seem to be all going against you, recognize that encouragement of the team may turn things around. Caustic criticism or languishing on the bench when the rest of the team is bowling is disheartening for the team and the members can feel as though they are cast adrift without their captain.

A good Skip:

- must be proficient at making all types of shots, and should practice regularly the draw, trail, yard on, block and drive.
- must know the rules of the game.
- must be responsible for which tactics are used in the game, and keep his or her "head in the head" at all times.
- must be able to evaluate the speed of the green, weaknesses and strengths of the opponents, and strength of his or her team.
- should know how to build a head on his or her own terms and force the opponent to make difficult shots.
- must set the tenor for good Sportsmanship; that is, be a real gentleman or lady. E.g. acknowledging a good shot by own or opponent's team.
- should know when to change the shape of the game by moving the mat and forcing opponents to play their weak side
- should know how to communicate clearly with confidence and assurance. Give good clear signals – both in hand signals and verbal communication always, as well as good body language.
- should know how to play the safe shots and avoid giving up a big score.

Tips for Skips:

- Allow leads to draw twice before bowling for position, and Leads should not be asked to drive unless playing in a pairs game.
- Skips should decide which hand plays best for each of his or her players and stick with it if possible.
- Build each head safely. If a loss is inevitable, it should be by a low score. (*If you can't be first shot, then aim to be second!*)
- When holding the shot, bowl for position. When down a shot, draw.
- Do not call for position bowls that will give the opponents a chance to wick off or rest on.
- Try to cover all positions that the jack may land if it were sprung.
- Know when there are possible shots to make a big score, e.g. by springing the jack.
- The drive is both an offensive and defensive weapon. Use it to burn an end, move the jack, or push a bowl up.
- Blocks are very difficult to make. Practice block shots. (Note: These are often best placed by playing the opposite hand.)



Note:

The Skip can delegate any of his duties to other members of the team, provided the opposing Skip is informed accordingly, except the keeping of the scorecard.

When Skips decide all disputed points and when both agree, their decision is final. When skips do not agree, the point in dispute shall be referred to an Umpire, or a disinterested third party in the absence of an Umpire, and whose decision is final.

