

# TEAM RULES

#fearthedeer

## MAKE A CHANGE

If your performance is below standard, make a change. It could be change hand, length, shot selection, follow a bowl, go for a walk, toilet break, have a drink just anything..... You want to end the game knowing you had tried to improve your game.

## DROP THE 1s, GET THE 2s

A great saying in bowls "one is good fishing", it's spot on - don't get too greedy by playing hero shots that have low percentage and will actually cost you more shots. In every game you will lose ends and it's about how much you lose on those ends that will determine the game.

## LAST 20 ENDS (ONLY ONE SCOREBOARD)

There is only one scoreboard that matters and it's the overall scoreboard. Team players pick shot selections based on the score situation of the team and even if it means sacrificing rink points. It could mean preserving a lead or taking risks to get back into a game.

## 3RD AND SKIP COMMUNICATION

**Hand**

**Weight**

**Objective**

Communication between the third and skip needs to be precise and concise - using this formula it makes the task easier, clearer and consistent.

## CLUB FIRST

After each game and in the clubrooms make sure your talk to at least one player in each division about how they went for the day. This just reinforces that we wear the same shirt and play for the same club and we do care.

