



Position Goals & Targets

Position:	Lead	Second	Third	Skip
Goals:	<ul style="list-style-type: none"> Deliver the jack to the skips length Draw the shot or at least the 2nd shot. Deliver 2 useable bowls Don't chase the shot bowl, or any bowl! Look for match trends and observations Beat direct opponent. Keep out of the head unless asked for an opinion. 	<ul style="list-style-type: none"> Build the head Follow instructions of the skip Draw 2nd shot Scorecard & Scoreboards - Rink & Master up to date. Look for match trends and observations Beat direct opponent. Keep out of the head unless asked for an opinion. 	<ul style="list-style-type: none"> Encourage & Support Team Play the required shots Discuss head with the skip Possibly engage rest of team at opposite end to the skip and get their input, if required. Communicate clearly with the skip Follow & communicate team tactics with the team Beat direct opponent Provide Skip with his/her rating of team on the day. 	<ul style="list-style-type: none"> Lead the team effectively. Stay positive in commentary & body language Communicate clearly Clear tactics & strategy Make 'the shot' to positively impact the count. (reduce, convert or add to the count) Outplay opposition skip Provide constructive feedback to selectors
Target:	Provide two useable bowls on a majority of ends.	Provide two bowls that positively influence the building of the head on most ends.	Provide two bowls that positively impact the make-up of the head on most ends.	Make the shot to have a positive impact on the count.
Top 2 Teams Measures:	25 effective bowls - draw to within Mat Length.	22 effective bowls - draw to within mat length. Maximum of 10 bowls short. Conversions, weight control shots as required.	20 effective bowls - draw to within mat length. Maximum of 10 bowls short. Conversions, weight control shots as required.	16 effective bowls – Conversions, saves, add ons & tactics.
Bottom 2 Teams Measures:	25 effective bowls - draw to within 1m.	22 effective bowls - draw to within 1 metre. Maximum of 12 bowls short. Conversions, weight control shots as required.	20 effective bowls - draw to within 1 metre. Maximum of 12 bowls short. Conversions, weight control shots as required.	16 effective bowls – Conversions, saves, add ons & tactics.