

HOW DO WE ACHIEVE RELIABLE MARKS ACROSS ALL TEAMS??

WE need to apply similar standards for all players!!

Breaking the whole thing down, a game consists of 21 ends, therefore each player puts down 42 bowls in an afternoon. **We ask you to score in two halves**, at 10 ends and after the completion of the game, so after about 20 bowls or up to tea time, **you need to be able to judge as follows:**

Did the lead put in about 12 effective bowls for the first half?

If so, the lead should score a 5 for the first half.

Did the second put in about 10 effective bowls for the first half?

If so, the second should score a 5 for the first half.

Did the third put in about 8 effective bowls for the first half?

If so, the third should score a 5 for the first half.

Did the skip have about 3 or 4 effective ends for the first half?

If so, the skip should score a 5 for the first half.

A similar determination needs to be made at the end of the game for the second half.

Your judgement now comes into play. If a player does not meet these standards, you need to **determine how far above or below the standard** you and your teammates were.

A very poor game where a player was only able to add to the count or make a change to the head on 2 or 3 occasions would rate a 2 or 3.

Where the **contribution was greater than the above standards**, even contributing on most ends, a higher score of 6 or 7 may be merited. An 8 or 9 would be an exceptional and consistently high standard game. **This is where we count on your conservative judgement.**

The standards for the different divisions are approximately as follows:

An effective bowl for a lead in Division 1 is within

2 feet behind the jack and 18 inches in front.

An effective bowl for a lead in Division 2 or 3 is within

3 feet behind the jack and 2 feet in front.

An effective bowl for a lead in Division 4 or 5 is within

4 feet behind the jack and 4 feet in front.

An effective bowl for a lead in Division 6 or 7 is within

5 feet behind the jack and 3 feet in front.

Please refer to the attached diagram at right.

The **second should be able to draw** to within the same standards.

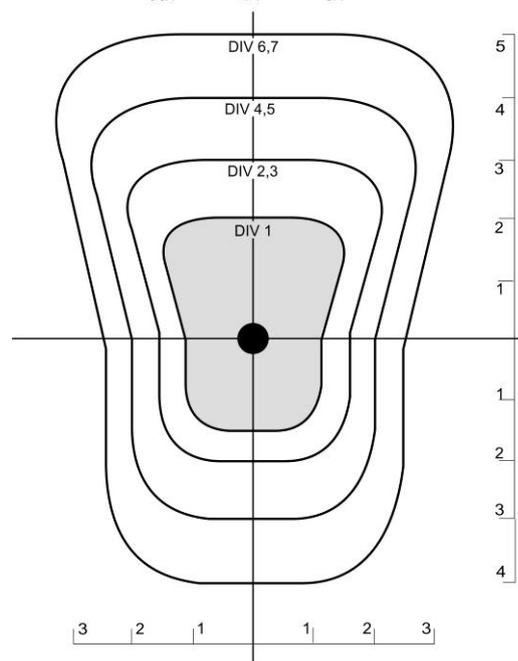
The **third should be able to draw** to within the same standards but also add to the count, reduce a head when down or convert a head up.

The **skip should be able to draw** to within the same standards but also add to the count, reduce a head when down or convert a head up.

The skip is also charged with the management of his team and therefore an allowance should be included in your assessment for that.

KEYHOLE - EFFECTIVE BOWL

DIVISION	IN FRONT	BEHIND THE JACK
1	18 IN	2FT
2 & 3	2FT	3FT
4 & 5	3FT	4FT
6 & 7	4FT	5FT



NOTES TO ASSIST YOU TO MARK YOURSELF AND YOUR FELLOW BOWLERS

This is to help the selectors receive quality and uniform information of consistent value to assist in forming effective and compatible teams.

Please ask for an explanation if anything contained in these notes is confusing!!

First, each player's marks are averaged using the **other 3 members** of your team, so if you are the second and the lead in your team scores you a 5, the third scores you a 4 and the skip marks you a 6, that is:

$5+4+6=15$, divided by three, so your score is 5

You may give yourself a 7 because you thought you bowled exceptionally well, or a 3 because you thought you bowled poorly, regardless:

The mark you give yourself is not included in your average

We still need you to make a judgement on yourself as well as your team mates because that helps the selectors see the overall rink, it assists us with the complete picture.

It pays to be honest and realistic regarding the standard of your own game.

Every player's own mark is **excluded** from their average score and **is not used** in evaluating their score.

The same scoring principal applies to the skipper, however, the skip's score of his team mates is used as an **overview** in making a judgement of the value of a player to that rink. That means if 2 players give a high (or low) score to one of their team mates and the skip gives an opposing high or low score, the selectors will in all likelihood contact that skipper to try and get an understanding of why there is a discrepancy.

The value of notes on the back of each player's scorecard cannot be over emphasised.

It is possible for a player to receive a low score for a number of games and still not be moved, because his fellow bowlers have indicated his importance to the group and have asked the selectors to continue to support the player a little longer. There are other reasons to make notes. You can comment on the green, the weather conditions, even the behaviour of your opposition, in fact anything that you feel has affected the game and its outcome.

These comments are of great value to the selectors.

You need to watch the game AT ALL TIMES to ensure you mark your fellow bowlers in a fair and equitable way. Marking a team mate **too high or too low is the wrong thing to do.**

If the skipper asks for a bowl **2 metres behind the head** but the bowler **draws another shot**, is that a **good bowl**? The answer is **NO** as the skip is clearly planning the head so the team doesn't lose the end with a lucky shot or maybe a good shot by the opposition when the jack is trailed to opposition bowls.

A good bowl is drawing to the spot the skip asks you to draw to.

A good bowl is a drive or weighted shot that hits the target, not a near miss.

A good bowl achieves the objectives the team requires for success on the green.

The skip is charged with controlling the tactics and bowlers should try at all times to comply with the shots requested by the skipper.