

**SECTION A – TWO SITUATIONS AND
TWO BROAD APPROACHES TO SHOT CALLING.**

1. When Skippers have to call a shot they will hold a shot or they will not. In these two situations Skippers can try to get the shot or not try to get shot. The following table sets out these combinations to produce four broad approaches to calling the shot.
2. The four cells labeled (A) to (D) inclusive show some examples of the calls a Skipper can make.

THE SKIPPER WILL -	THE TEAM	
	Does <u>NOT</u> hold shot	<u>Does</u> hold shot
<u>NOT</u> try to get (another) shot	(A) Draw a close second Give me a bowl at the back	(B) Give me a bowl at the back. Drop a bowl short to here to block off the forehand.
Try to get (another) shot	(C) Draw the shot. Push up our short bowl. Push out the Opposition’s shot bowl.	(D) Draw another shot. Just roll out this Opposition bowl about one foot for three more shots

3. However some Skippers skip in a way that they almost always try to obtain the shot if they do not hold shot. But should they?
4. These notes discuss the two possibilities described in Cells (A) and (C). Other notes discuss the possibilities covered by Cells (B) and (D).

**SECTION B - WHEN SHOULD A SKIPPER CALL A SHOT THAT
DOES NOT AIM TO OBTAIN THE SHOT?**

**SITUATION ONE - DECREASE THE CHANCE OF A BAD RESULT IF ATTEMPTS
TO OBTAIN THE SHOT FAIL & INCREASE THE CHANCE OF OBTAINING THE
SHOT – LATER.**

5. Sometimes the Opposition holds a shot very close to, or touching, the jack. Some attempts to move off this shot bowl will call for a bowl that has a high probability of finishing past the shot bowl.

(6. This situation will certainly apply if a short bowl close to the draw path would force the Player to play such a shot with a weight of about six feet or more.)

7. *Example.* Try to push off the shot bowl with about three or four feet of weight.

8. Such bowls - if they miss and go past the jack - will set up the head so that the Opposition can score several shots. Thus a Team will take less risk if they try for second shot, not the shot.

9. Even more importantly – a close bowl **in a suitable location** will increase the chance of obtaining the shot – **later**.

10. *Example.* Give me a jack high bowl.

SITUATION TWO - INCREASE THE CHANCE OF WINNING THE END BY SEVERAL SHOTS.

11. The Opposition holds one shot. But our Team holds several (say three) second shots. It will prove relatively easy to obtain the shot by pushing the shot bowl off the head. However once this change happens, the Opposition will try to obtain the shot again.

12. If the Opposition continues to hold shot, they may choose to try for a position bowl or fail to add additional counters. In this case, **sometimes** it will prove better to delay pushing out the shot bowl until the Opposition has only one bowl or no bowls left to play.

13. The higher the number of second shots held, the more emphasis that a Team should put on delaying trying to get the shot. They should risk going one down to increase the probability of obtaining (say) three shots or more.

14. **A General Principle that applies to Situation Three.** The easier to get the shot back, the later should a Skipper try to obtain the shot.

15. However the use of this general principle should depend on a number of factors. These would include – at least- (a) how many shots the Opposition holds at the time (b) the number of “second “shots that the Team holds and (c) the distance away the Team’s next counter lies.

SITUATION THREE – DECREASE THE CHANCE OF CHANGING THE HEAD TO AN UNFAVOURABLE POSITION.

16. The Opposition holds one shot and our Team has only one or two bowls on the head.

17. The Team can use a fast shot to push out the shot bowl. (These notes define a fast shot as one that would have continued at least ten feet past the ditch if an object on the green or the ditch had not stopped its progress.)

18. Sometimes the fast shot obtains the shot. However sometimes it **also** changes the head to an unfavourable position.

19. (An unfavourable position includes such situations as - the Opposition has (a) a relatively easy shot to obtain the shot again and/or (b) a chance to obtain several shots.)

20. Sometimes the fast shot misses but it changes the head to produce an unfavourable result.

21. In this situation suppose a draw shot has little or no chance of pushing out the shot bowl. But this class of shot has an advantage: it has a low probability of altering the head so that a less-favourable position exists. Thus it may prove better to try to draw another bowl on the head rather than use a fast bowl to try to get shot.

22. Note - the higher the proportion of Opposition bowls to own bowl on the head, the greater the chance that a fast shot will produce an unfavourable position. If our Team draws another bowl on the head, it will increase the proportion to one more favourable to our Team. The more the increase of a more favourable proportion occurs, the less the risk of producing an unfavourable result.

SITUATION FOUR – INCREASE THE CHANCE OF OBTAINING A CLOSE BOWL.

23. Sometimes a higher probability appears to exist that a Player will obtain a close bowl than changing the Players hand because the position of bowls offers a good chance of getting the shot. In such a situation, sometimes it will prove better to call for a shot to get another bowl on the head. But such a bowl might also get the shot.

24. In this situation, it may proved better to draw another shot on the head rather than trying to get the shot.

*25. Example. The Second has bowled both bowls backhand on several ends in the same direction – toward the Clubhouse. About 80% of these bowls have finished within three feet of the jack. The Skipper notes that the Second handles that side of the green in that direction very well. The Second bowls his first bowl toward the Club house and finishes just outside three feet away from the jack. The Opposition Second bowls on the other hand and gains shot. This shot bowl finishes about one and a half feet away from the jack and jack high. The Skipper could change the Second's hand to the forehand – a hand the Player has not played for ten ends. The Skipper reasons that a forehand bowl could (a) draw the shot or (b) wick in off the Opposition bowl for shot or (c) push out the shot bowl if the Second played with too much weight. Thus the forehand shot has some advantages. But the Second has a history of very successful drawing of a close bowl on the backhand. Probably, in this situation, a backhand shot has a higher probability of getting a close bowl than a shot on the forehand. Perhaps the Skipper should prefer a close backhand bowl that **might** also get the shot.*

SITUATION FIVE – DANGER EXISTS IF THE SKIPPER PLAYS A BOWL.

26. In some situations it will prove better to go one down than to risk playing a shot. In some of these situations it will prove possible to play very carefully. However an error with an overweight bowl will mean a worse result than one down.

27. Example. The Opposition has a resting toucher on the mat side of the jack. Any bowl that touches this shot bowl will move the jack further away from the mat. The

Opposition also has four shots various distances between two feet and seven feet behind the jack. Any bowl with about three feet of weight that hits the resting toucher will give the Opposition up to three shots more.

28. Sometimes the score for the Team and the Side make it of no advantage whatsoever to try for second shot.

*29. Example. At the end of a Pennant game, Side A leads Side B by fifteen shot. All Teams have finished their game except one. These teams have one end to complete and start their last end with the score: A – 20 and B – 18. The Skipper of Team A has one bowl left to play. No doubt exists that Team B holds one shot and only one shot. The Skipper of Team A should **not** try to get shot.¹*

SECTION C - WHEN SHOULD A SKIPPER CALL A SHOT THAT

DOES AIM TO OBTAIN THE SHOT?

SITUATION SIX – GAIN THE SHOT AND REDUCE THE NUMBER OF OPPOSITION BOWLS ON THE HEAD.

30. The Opposition holds shot. However an opportunity exists to (a) push out the shot bowl or (b) trail the jack back away from the shot bowl.

31. In the trail situation (b), the movement of the jack back reduces the number of Opposition bowls on the head by (say) at least two. Some of the Opposition bowls will now lie well short of the jack. Thus it will prove better to trail the jack than push out the bowl. However, even if the shot does not trail the jack, it will prove well worthwhile to try to obtain the shot.

SITUATION SEVEN – MAKE IT DIFFICULT/IMPOSSIBLE TO GET THE SHOT BACK.

32. The Opposition holds shot. An opportunity exists to obtain the shot and make it (a) impossible or (b) very difficult to get the shot back.

33. Examples. (a) Trail the jack into the ditch. (b) Drive the jack into the ditch. (c) Move the jack “around the corner” into a relatively inaccessible position.

SITUATION EIGHT – LIMITED/NO OPPORTUNITIES TO GET SHOT BACK.

34. The Opposition holds shot and has nil or only one bowl left to play. If our bowl pushes out the Opposition bowl that holds shot, the Opposition has only a low probability of regaining the shot.

¹ Do any Readers have difficulty imagining that any Player would play their last bowl in the situation described? The Writer has seen it happen on **two** occasions – by the same Player!

SITUATION NINE – THE SCORE IN THE GAME REQUIRES MORE RISK TAKING.

35. Sometimes the set up of a head means that trying to get the shot has significant danger – the Team could go more than one down. The statement – “Accept the situation of one down” becomes useful advice in such cases.

36. But this advice does not prove wise in (at least) the following situation.

37. The Opposition has a lead of more shots than the number of ends left to play and only a few ends remain in the game. Thus Skippers must call for more risky shots in order to get shots to win the game. It does not matter by how many shots they lose the game.

SECTION D - CONCLUSION.

38. The above discussion shows that Skippers should **not** try to get the shot every time they ask one of their Team Members to play a bowl.

39. Sometimes they should not try to get the shot with their first bowl. On rare occasions they should not even try to get shot with their last bowl.