

2. Use wedges to prevent movement of either bowl or jack.
3. Callipers are used when the space between the Jack and Bowl does not permit the flexible measure being used. Insert callipers from top.
4. A thin paper may be used to determine if a bowl is frozen to the jack. [NB Placing the paper on the playing surface may help to determine if there is a gap.]
5. At the completion of the end the two Vices count the shots. If your team is shot, the opposing Vice removes the shot Bowl or Bowls agreed upon placing those Bowls away from the Head on a towel. If a measure is required for the balance of the shots, this should be done by the opposing Vice who has already removed the shot Bowls.
6. When an end is completed and a measure is immediately required to determine the Shot Bowl, either Vice may measure but **Must** measure to their own Bowl first & then to the opponents Bowl.
7. Where one Bowl of Team 'A' is in contention with two Bowls of team 'B', measure to Team 'A' first, then measure to the other two Bowls.
8. If Bowl and Jack are more than an arm's length apart ask the opposing Vice to assist by holding the measure against the Jack.
9. The opposing Vice is allowed to measure if he/she has any doubt as to the shot Bowl.
10. The Skip is in charge of the game at all times and may question the measure or the count before the Head is raked.
11. If there is continuing doubt call for a neutral party or umpire to measure.
12. **Do not remove any bowls until the count has been agreed upon.**

## 5. PLAYING THE PART AS TEAM SKIP

The Skip's official duties are described in Laws of the Sport of Lawn Bowls Crystal Mark Edition 3. They include:

- To be in charge of the team, delegate duties and notify opponent when necessary.
- Instruct the team members which shot to play.
- Make decisions with the opponent to comply with the laws of the game and conditions of play.

### Important Responsibilities for Skips

- To build a scoring head using the tactical fundamentals of defence, attack and recovery.
- To be ingenious and skilful of design when building the head.
- To know the strengths and weaknesses of his players.
- Should endeavour not to display disappointment if a player performs a bad shot.
- Should commend a player who plays a good shot.
- Have good communication with team members (game plan, appropriate hand signals, positive instructions, short simple directions).
- Be able to read the head (Strengths, Weaknesses, Opportunities, Threats).
- Have control over mat placement and jack length.
- Know and employ the tactics of the game.
- Know when to play the opposition hand or shot.
- Counter the tactical moves of the opposition.