

BERKSHIRE BOWLS COACHING SCHEME

The Four Main Types of Shot

Choose the shot that matches the job, the risk and your ability

WHY THIS MATTERS

Different shots solve different problems. Good shot selection begins by understanding what each shot is designed to achieve and using no more weight than the result requires.

The Four Shot Families

Shot	Main purpose	Typical weight	Key risk
Draw	Finish in a chosen scoring or positional area.	Normal draw weight.	Finishing short or on the wrong line.
Yard-On	Move or rest a bowl or jack with controlled extra weight.	About one yard beyond normal draw length.	Playing too narrow or using too much weight.
Running	Move bowls or the jack with stronger controlled weight.	Several yards beyond the jack or towards ditch weight.	Reduced control and greater damage to the head.
Drive	Remove or disturb a target with maximum practical weight.	Full driving weight.	A miss can leave no useful result and may disturb friendly bowls.

1. The Draw

- The draw is the foundation shot. The bowl finishes in a selected area using normal line and length.
- The target may be the jack, a bowl to rest against, a scoring zone, a back position or cover.
- A draw does not need to touch the jack; it only needs to complete the required job.

2. The Yard-On

- The yard-on uses controlled extra weight to move a bowl or jack while keeping the delivered bowl useful.
- Because the bowl travels faster, it normally takes less bias than a draw and may require a slightly narrower line.
- It is a controlled shot, not a drive. Picture the intended finishing position after contact.

3. The Running Shot

- The running shot uses more weight than the yard-on and is intended to produce a stronger change in the head.
- The bowl generally takes less bias and needs a narrower line than the draw.
- Use it only when the benefit justifies the greater risk and when the route to the target is realistic.

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4. The Drive

- The drive is the heaviest shot and is used to remove or significantly disturb a target.
- At high speed the bowl takes very little bias, so the line is much straighter.
- It offers the least margin for error and should not be selected simply because the head looks difficult.

How Added Weight Changes the Bowl

As weight increases...	What usually changes	Player response
The bowl travels faster.	It has less time to turn.	Expect a narrower route.
The contact becomes stronger.	Bowls and jack may move farther.	Picture all likely final positions.
The margin for error reduces.	A small line error can become a complete miss.	Use the least weight needed.
The delivery may become forced.	Balance and release can deteriorate.	Keep the normal rhythm and follow-through.

A Simple Shot-Selection Check

1 — SCORE	2 — JOB	3 — OPTION	4 — COMMIT
What does the score require from this bowl?	What must be beaten, moved, removed or covered?	Which realistic shot uses the least necessary risk?	Name the hand, target and intended finish before delivery.

When in Doubt

- Prefer the simplest realistic shot that achieves the required result.
- Do not attempt more than the score needs.
- Use controlled weight before maximum weight.
- Choose a shot you can deliver with reasonable confidence.

Player Self-Check

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|---|--|
| ☐ Did I identify the exact job before choosing the shot? | ☐ Did the shot match my current ability? |
| ☐ Did I use only the weight needed? | ☐ Did I picture the result after contact as well as the target? |

KEY POINT: Select the shot by the job it must perform, then use the minimum line and weight needed to achieve it.