

Bob and Ted On Tactics

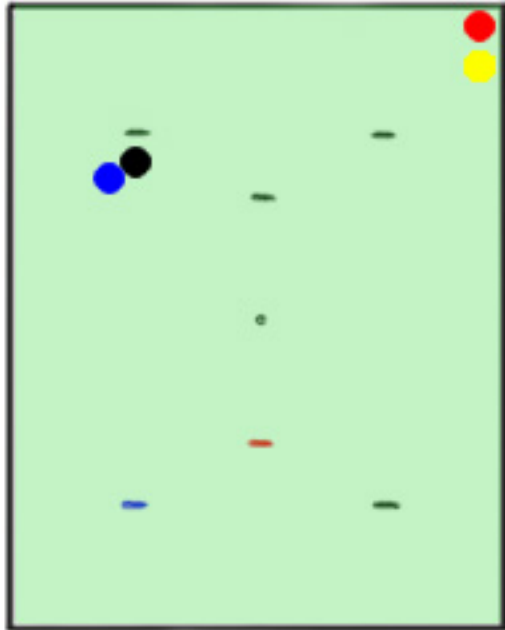


Diagram 1

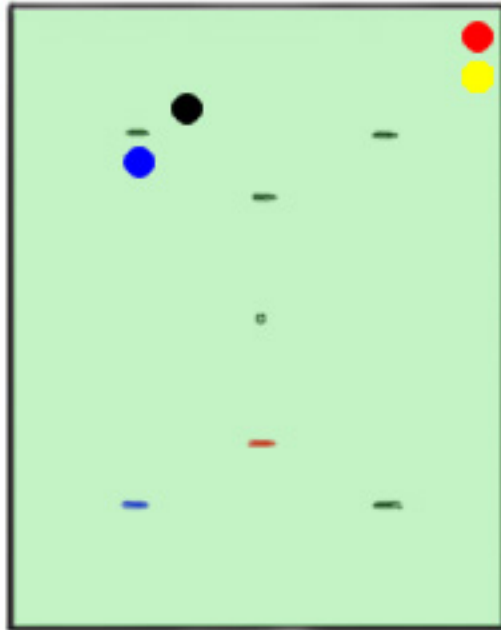


Diagram 2

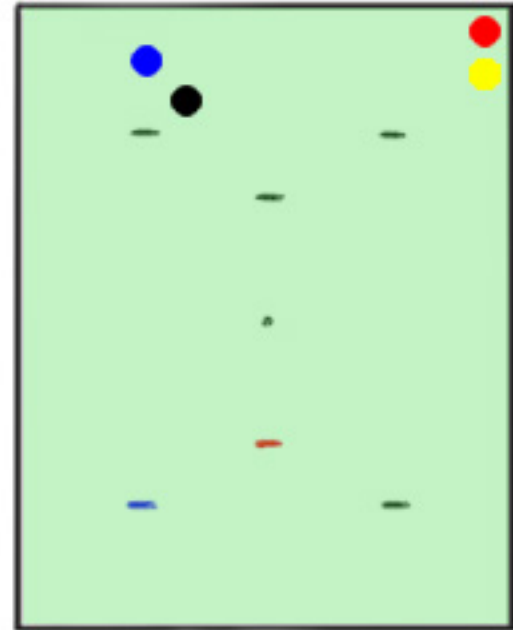


Diagram 3

In this column we are dealing with beginner strategy and in particular, a classic error many beginners make. In fact, we have seen players with handicaps as low as 10 make this error. The situation is blue is in play going for #2 wicket, ball in hand on black. There is no other deadness. Black is for #2 wicket while red and yellow are for #3. In Diagram 1 blue is ready to play a split and in Diagram 2 does so gaining position. In Diagram 3 Blue scores #2 but doesn't gain a rush on black to #3 or the opponents. Rather than shooting to a boundary due to no offensive capability for itself, in Diagram 4 blue roquets black with the intention of putting it in position at #2. Keep in mind, black is alive on all balls. Blue does this in Diagram 5 and ends its turn northeast of #2 with the idea of giving black a

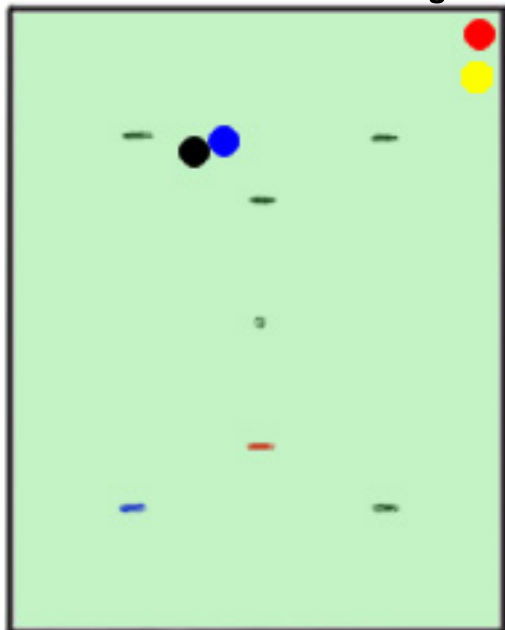


Diagram 4

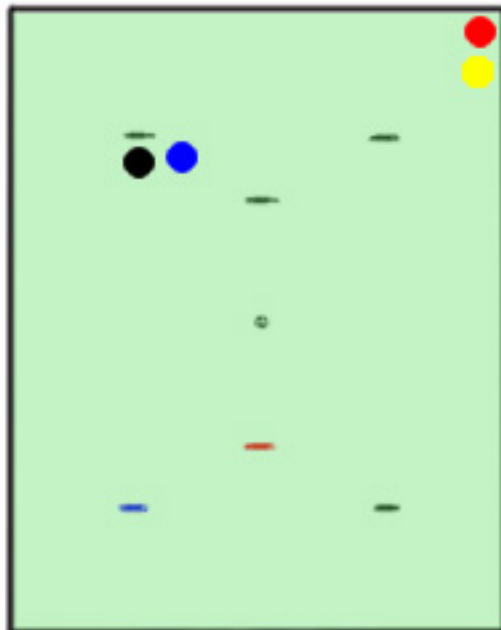


Diagram 5

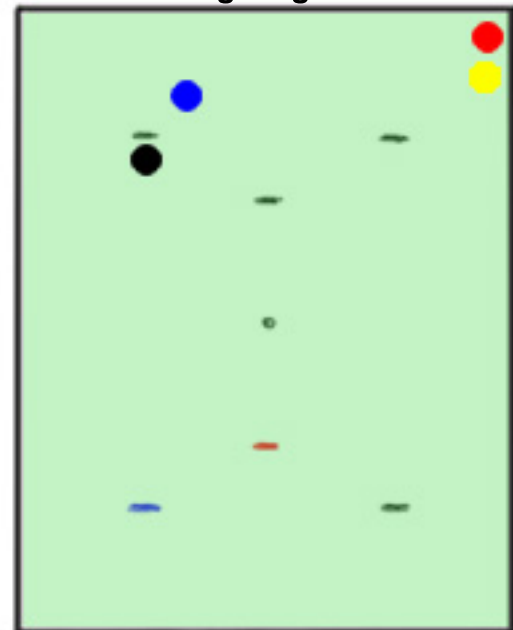


Diagram 6

rush in Diagram 6. The primary error here is getting dead on partner to put it in position when all that was needed was simply GIVING PARTNER A RUSH thereby NOT GETTING DEAD ON PARTNER. This is an ERROR OF GREAT MAGNITUDE!!! It's amazing how often it happens!! Another question readers might ask is why leave two balls in the field knowing the opponents are alive on all balls. This is a subject for another column but suffice it to say, it's amazing how often you can lure your opponents into trouble just by leaving your balls in seemingly vulnerable positions. Here, red and yellow are for #3. There is little question that championship players would take great advantage of blue and black but for lesser experienced opponents this might be a brilliant play to get them dead. It could also backfire - only experience will teach you when to try such plays.