



TEAM ROLES

TITLE	ACTION	WHO
TIMER: *	<ul style="list-style-type: none"> -watch the time clock -report the time at 4/5th end break -warn the team if strategy discussions take more than 2 minutes -warn the team between ends if play is slower than expected ie 7 min per end 	
GUIDE:	<ul style="list-style-type: none"> -provide perspective from experience -help team anticipate issues -suggest options for coping with competition issues 	
JOKER: *	<ul style="list-style-type: none"> -lighten the mood when one member or the team is down or appears 'tight' -keep the team smiling especially under duress 	
ANALYZER:	<ul style="list-style-type: none"> -bring a more objective view point to strategy discussions -consider what the opponent's goals and wishes are -remind the team of the end goal 	
LEADER: *	<ul style="list-style-type: none"> -prompts the team to be more than the sum of the parts -motivate the team with inspirational messages -ensure the team has the same goals and keeps focused on them 	
CONTACT PERSON:	<ul style="list-style-type: none"> -point person for external contact with officials, family, media, coach -identifies times for external interaction 	
ORGANIZER: *	<ul style="list-style-type: none"> -pays bills, makes reservations, arranges meetings, -ensures team gets places on time -manages the team schedule -ensures team has all equipment and supplies as required 	
NUTRITIONIST: *	<ul style="list-style-type: none"> -plans where to eat and when -take & places orders if take out required -supplies recovery and break snacks -oversees stocking of the kitchen 	
DEVIL'S ADVOCATE	<ul style="list-style-type: none"> -raises a contrary view with strategy or team decisions to ensure a full picture is considered -looks at all options 	
FOCUSSE *	<ul style="list-style-type: none"> -monitors team focus -uses key words to bring member or team into the moment -prompts deep breathing 	
ACTIVATOR *	<ul style="list-style-type: none"> -pump the team up if flat or if individual is flat -rev the team up after a rest e.g. between games -monitor the teams activation level 	