

## **Hand Signals for End to End Communication**

**Cast jack to any length – stand with both hands out to the side with palms facing upwards**

**Cast jack to a specific length – stand with legs astride the centre line with hands pointing down between legs at the distance you would like the jack to be**

**Move the jack to the centre line – both hands held up to the side the jack needs to be moved from showing the distance to be moved (don't have hands in front of face they don't always show up well flesh against flesh)**

**Shots up – tap the shoulder for each one held**

**Shots down – tap/slap the thigh for each one down**

**Distance through the head – both hands held upwards the distance apart**

**Distance short – both hands held downwards the distance apart**

**Level with the jack – a wave of the hand from side to side**

**Bowl this hand/side – hold hand out to that side, palm facing the mat end**

**Our bowl – point to it with one hand and to your chest with the other**

**Their bowl – point to it and wave the hand side to side over the top of the bowl**

**Tap/turn the bowl up/over – point to it and indicate a roll of the bowl**

**Turn the bowl out – point to it and indicate a sliding/rolling movement**

**Promote the bowl - point to it and indicate with a rolling movement the number of rolls it needs and place hand at the point it should finish**

**Disturb the head – hand held downwards edge on and moved sharply into the head**

**Fire at the head - hand held downwards edge on and moved extra sharply through (and above) the head**

**Run the jack into the ditch – point at the jack and use similar gesture pointing to the ditch**

**Trail the jack – slow draw movement over the jack pointing to the required finish position**

**Blocker – draw this side pointing to the finish point or stand at the point you would like the blocker to finish (remember to move back behind the head when the bowl has been released)**

**Positional bowl – draw this side standing at and pointing down to the finish point**