

<b>Name: The Seamer's Subtlety</b>	<b>Bowling Type: Any seam up bowler</b>
<b>Difficulty Level: 6/10</b>	<b>Success Level: Moderate</b>

As a seamer, you lack the subtle variety of seam and swing. You relentlessly hit length and rely on the seam. But even the metronome needs something else: Batsmen get well set on a flat pitch. You come up against a player who you know is a little sluggish to get forward early in his innings. The ball gets old and worn at the end of an innings.

Your over is spilt into two distinct parts: the setup and the pay off. First, in the setup you bowl an orthodox line, ideally back of a length to make the batsman play back rather than forward.

The subtle part of this is to slow your pace slightly and vary it within a range of about 5-8kph. You are not bowling slower balls, but you are not bending your back. Bowl within yourself but still get through your action.



After 3-5 balls it's time for the pay off. When you feel the batsman is used to you bowling at slightly below normal pace, and has assumed that's what you are doing today, you apply the coup de grâce: a top pace yorker. The increase in pace combined with one of the hardest balls to play should be enough to get you your man bowled or LBW.



It's a simple, yet well-disguised variation for all seamers from military medium to searing paceman. The tactic also has the advantage of being a way to get out of an expensive over for you. If you have gone for a few runs in the over, the well-executed yorker is a way to get a dot, wicket or single only.