

2024-2025 SEASON



2024-2025 SEASON MEMBER BENEFITS & CURLING EXPECTATIONS



BUFFALO
CURLING CLUB



IMPORTANT INFORMATION

MEMBER SUPPORT

BUFFALO CURLING CLUB IS A **MEMBER-DRIVEN, WORKING MEMBER CLUB** THAT RELIES HEAVILY ON THE CONTRIBUTIONS OF ITS MEMBERS TO THRIVE.

This past year, thanks to numerous volunteer efforts at various events, we generated over \$75,000, which significantly offset league fees. Without this support, fees would have nearly doubled from the previous year to have paid staff or outside help.

To ensure the sustainability of our club, ***we request each member to contribute a minimum of 10 volunteer hours per curling season. Those who prefer not to volunteer can opt to pay a \$60 Volunteer Opt-Out Fee instead.*** This fee is waived for members who take active roles in managing or participating in events and programs, such as Bonspiels, Ice Crew Support, League Drawmaster, Youth Programs, High School, BCC Training, Beginner League, Adaptive Programs, Veterans, Rental Training, coordinating bookings, or operating the Bar or Pro Shop.

There are many ways you can contribute, so please start thinking about where you can help. Your involvement is crucial to our club's success and helps keep our community vibrant and our costs manageable. Thank you for your continued support and dedication to our club.

The \$60 opt out fee will be allocated to the Volunteer Appreciation Fund.

LEAGUE CAPACITY

TO MANAGE THE NUMBER OF SHEETS AND MINIMIZE BYES, THE BCC HAS SET A **MAXIMUM CAPACITY OF 9 TEAMS PER LEAGUE.**

In an endeavor to streamline operations and enrich the league experience for all participants, the BCC has imposed a cap on all leagues, ***restricting them to a maximum of 9 teams.*** This strategic measure is geared towards reducing bye weeks and easing scheduling intricacies. Moreover, ***teams will be allotted on a first-come, first-served basis.*** This approach ensures fair distribution and fosters a more organized league structure. We appreciate your understanding and cooperation with this adjustment, which aims to optimize club functionality and elevate the curling experience for all involved.

CONTACT US

If you have any questions about membership benefits, feel free to contact us at ***info@buffalocurlingclub.org***. We're here to help!



MEMBERSHIP BENEFITS & DUES

Annual Membership Duration: Expires annually on June 30.

All Members are given a complimentary name tag.

	ADULT	YOUTH
CURLING-RELATED BENEFITS (MEMBERSHIP IS REQUIRED)		
Participation in Leagues	✓	✓
Available to Sub in a League	✓	✓
League Prizes	✓	✓
Practice Ice Time	✓	✓
Inter-club Bonspiels	✓	✓
Club-only Bonspiels	✓	✓
Access to Membership Portal <small>(ACCESS GRANTED TILL LEAGUES ARE FINISHED)</small>	✓	✓
MEMBERSHIP TRAINING OPPORTUNITIES		
Free Sessions by BCC Instructors	✓	✓
Discounted Sessions by External Instructors	✓	✓
ADDITIONAL PERKS		
Non-Curling Club Event Discount	✓	✓
Pro Shop Discount	✓	✓
Rentals Discount	✓	✓
Bar Discount <small>(LEAGUE NIGHTS & SPECIAL EVENTS ONLY)</small>	✓	-
EXECUTIVE PRIVILEGES		
Voting Rights	✓	-
Eligible for Board Seat	✓	-

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LEAGUE OPERATION & EXPECTATIONS

We count on Participants to help with specific roles and adhere to rules to ensure that leagues operate smoothly. To learn more about these roles visit your membership profile under Volunteer Information.

LEAGUE OPERATIONS

EVERY LEAGUE REQUIRES THE FOLLOWING VOLUNTEER POSITIONS:

Bar Teams	Manage the bar during leagues. (See Job description - page 10)
Drawmaster	Oversee league operations & manage schedules. (See Job description - page 11)
Facility Opener/Closer	Follow building protocols for opening/closing. (See Job description - page 13)
Ice Crew	Pebble and Nip before league play. (See Job description - page 14)
Warm Room Manager	Manage the warm room during league play. (See Job description - page 16)
Working Teams	Weekly participation to support league activities. (See Job description - page 18)

SCHEDULING & MEETINGS

Schedules, including any necessary byes, are set before the league begins using our automated website system. Team representatives can discuss expectations and rules in pre-league meetings. Once established, schedules are fixed and cannot be changed. You can view your schedule through your member profile page.

TEAM COMPOSITION & GAME PLAY

- Minimum of 4 players per team, except for Doubles.
- Teams with 3 may have a fourth assigned.
- Aim to spend 15 minutes per end, or 7.5 minutes per team, to maintain game pace.
- Follow curling rules and etiquette (See Etiquette and Spirit of Curling on page 7).
- Avoid distracting players during their throws.

LEAGUE SCORING & STANDINGS

SCORING METHOD

Points are scored at the end of each end by counting *stones closer to the house center than the opponent's closest stone*, following USCA rules.

**END WINS WILL NO LONGER BE TRACKED.
WE WILL TRACK TOTAL POINTS FOR EACH TEAM.**

LEAGUE STANDINGS

STANDINGS WILL BE DETERMINED BY THE FOLLOWING:

Win Percentage

Tiebreakers:

- 1) Head-to-head record.
- 2) Total season points.
- 3) Point differential.



LEAGUE REGULATIONS & RULES

To promote fair play, enjoyment, and smooth gameplay, we have set specific rules and requirements. Please ensure you are familiar with them to prepare for a successful season:

- **World Curling Federation:** We adhere to the World Curling Federation's Rules of Curling unless specified otherwise below. You can access the current rulebook here: <https://worldcurling.org/wp-content/uploads/2023/07/2023-The-Rules-of-Curling.pdf>

GAME TIMING

Game Clock New for the 2024-2025 season!

We plan to install a game clock to facilitate efficient gameplay and maintain a standardized game length.

- **Countdown Clock:** Activated by the Drawmaster when the first stone is thrown at start times post-6pm or 8pm.
- **Time Per End:** Each end should be completed within 15 minutes, allocating 7.5 minutes per team, with an additional 1 minute to switch ends.
- **6-End Games:**
 - Players are allotted a total game time of **1 hour and 35 minutes**.
 - At the start of the 4th end, there will be a sound warning and the screen will turn yellow.
 - At the start of the 6th end, there will be another sound warning and the screen will turn red.
 - **Once the countdown clock turns red, regardless of the current end being played, the players must complete that end and record their scores.**
- **8-End Games:**
 - Players are allotted a total game time of **2 hours and 7 minutes**.
 - At the start of the 6th end, there will be a sound warning and the screen will turn yellow.
 - At the start of the 8th end, there will be another sound warning and the screen will turn red.
 - **Once the countdown clock turns red, regardless of the current end being played, the players must complete that end and record their scores.**

SUBSTITUTIONS & ABSENCES

- **Late Arrivals:** 4th player may join at the start of a new end.
- **Substitute Positions:** Must play as Lead or Second. With approval from the opposing skip, they may be allowed to throw Third or Skip stones. If the entire team is late, standard penalties will apply as stated in the rules: "A delay exceeding 5 minutes will result in the forfeiture of the end and the award of 2 points to the opposing team." - (see Etiquette and Spirit of Curling on page 7).
- **Make-up Games:** Must be completed before playoffs; unresolved games will be marked as 2-2 ties.

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GAMEPLAY RULES

- **Initial Possession:** Decided by coin toss, except during playoffs.
- **5 Rock Guard Rule**
 - A minimum of five stones must be in the free guard zone before any rock can be removed from play.
 - Decisions regarding this rule are at the discretion of the opposing skip.
- **Hogged Stones:** Require removal from play.
- **Burned Stones**
- *Moving Stones:*
 - Touching a moving stone results in it being “burned.”
 - A burned stone between the tee line and hog line must be removed.
 - If a stone is burned past the hog line, the non-offending team decides whether to:
 - Remove the burned stone and reset the others.
 - Leave the stones as they are.
 - Place the stones where they would have ended up.
- *Displaced Stationary Stones:*
 - A displaced stone that has no effect on the play should be replaced to its original position.
 - If a displaced stone alters the course of a moving stone, the non-offending team has the option to:
 - Leave the stones as they are.
 - Remove the displaced stone and reset.
 - Place the stones where they would have ended up.
 - If teams cannot agree on the positions of displaced stones, the delivery must be redone or the end must be replayed. Timing rules will continue to apply.
- **Delivery Stick Usage:**
 - Stones must be delivered in a straight line from the hack to the target broom.
 - If a player starts with a delivery stick, all stones must be delivered using it.
 - If a player is injured during the game, they may complete their remaining deliveries using a stick, provided they have received approval from the opposing skip.
- **Hack Usage:**
 - Right-handed players use the left hack.
 - Left-handed players use the right hack.
- **Team Composition:** A match is only official if at least three players are present to play, and at least two of these players must be from the official team roster. Additional players may join the team thereafter.

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ETIQUETTE & SPIRIT OF CURLING

To ensure fair play, enjoyment, and the smooth operation of our games, we've the following to help keep the games fun and enjoyable for all participants.

ETIQUETTE

- 1. Punctuality:** Games start immediately when the Drawmaster initiates the timer. Punctuality is crucial; if anticipating lateness, inform a team member. Draws commence promptly at 6 PM and 8 PM. A delay of more than 5 minutes results in forfeiting the end, granting 2 points to the opposing team. All timing rules remain in effect.
- 2. Timed Play:**
 - A) Activated by the Drawmaster when the first stone is thrown at start times post-6pm or 8pm.
 - B) For 6-end games, players are allotted a total game time of **1 hour and 35 minutes**.
 - C) For 8-end games, players are allotted a total game time of **2 hours and 7 minutes**.
- 3. Substitutes:** If you can't attend, notify your team to arrange a substitute. In the absence of a sub, the remaining players can play with adjusted throws. Your team must have at least 2 original members of your team and a minimum of 3 players to play a 4 person game.
- 4. Communication:** Never fail to show up without notice. If your team can't make it, promptly inform the opposition to avoid inconvenience.
- 5. Practice Courtesies:** Practice slides and stone delivery is permitted, but please refrain from throwing rocks on your game sheet.
- 6. Equipment Care:** BCC encourages all members to obtain their own equipment, including grippers and brooms but we do have club equipment available. Use clean gear to protect the ice and **clean all club gear after use**. This ensures the best playing conditions for everyone.
- 7. Ice Awareness:** Be mindful of your position. Don't distract players or obstruct sweepers. Only skips and vice skips should be in the house during opposition throws. Remaining team members must move to the side.
- 8. Safety:** After each use, return slide assists (gliding arm, foot slider, and delivery stick) to their designated racks. If these items are not club-provided, kindly place them under the bench.
- 9. Game Readiness:**
 - A) Clean and prep your rock immediately after the other team's throw.
 - B) Be in the hack, ready to play, to keep the game moving.
 - C) Pay attention to the game's progress and be ready when it's your turn.
- 10. Scoring:** The thirds is the only person responsible for determining scoring of an end. Other players should not be involved at any point in the process.
- 11. Rules:** Skips manage the game and handle rule communications. Curling thrives on mutual respect and honesty.
- 12. Sportsmanship:** Handshakes before and after games exemplify the spirit of curling. Always remember to appreciate the efforts of both your team and your opponents. Display good sportsmanship before, during, and after gameplay.
- 13. Ice Etiquette:** Keep your hands and knees off the ice for any long period to prevent damage and ensure fair play.
- 14. Ice Maintenance:** The winning team cleans the ice after the game. Use the mops hanging on the Window wall to complete a quick sweep which will keep the ice in top condition for subsequent games.
- 15. Broomstacking:** The custom in curling is to Broomstack with the opposing team after the game, where teams buy each other drinks. Typically, the winning team purchases the first round.



THE SPIRIT OF CURLING

Curling is a game of skill and of traditions. A shot well executed is a delight to see and so, too, it is a fine thing to observe the time-honored traditions of curling being applied in the true spirit of the game. Curlers play to win but never to humble their opponents. A true curler would prefer to lose rather than win unfairly.

A good curler never attempts to distract an opponent or otherwise prevent him from playing his best. No curler ever deliberately breaks a rule of the game or any of its traditions. But, if he should do so inadvertently and be aware of it, he is the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of the game demands good sportsmanship, kindly feeling and honorable conduct. This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants on and off the Ice.

CONTACT INFORMATION

Your thoughts and inquiries are incredibly important to us at the Buffalo Curling Club. Whether you have questions about our events, need assistance with membership, or simply want to share your feedback, we're here for you. Please don't hesitate to get in touch by emailing us at info@buffalocurlingclub.org. We're looking forward to hearing from you and are ready to assist in any way we can.



2024-2025 SEASON
JOB DESCRIPTIONS
APPENDIX I



JOB TITLE: BAR TEAM MEMBER

I. JOB OVERVIEW

As a Bar Team Member, you will be responsible for operating and managing the bar during league play. This role requires excellent customer service skills, attentiveness, and the ability to work efficiently to ensure a positive experience for members and guests. You will receive brief training and documentation will be provided to assist you in your duties. If there are any concerns, promptly notify the Drawmaster or Bar Task Force as soon as possible.

II. RESPONSIBILITIES

1. Bar Operations

- a. Serve drinks and snacks to members and guests efficiently and courteously.
- b. Verify proper identification to ensure compliance with age restrictions.
- c. Manage Tabs and Process electronic payments accurately.
- d. Restock the bar with drinks and supplies to ensure adequate inventory throughout the shift.

2. Cleanliness & Safety

- a. Maintain a clean and organized bar area, ensuring all equipment and surfaces are sanitized.
- b. Ensure all patrons remain safe and address any disruptive behavior promptly.

3. Collaboration

- a. Work closely with fellow Bar Team Members to provide seamless service.
- b. Coordinate with the Drawmaster and Bar Task force to resolve any challenges that arise.
- c. Report any supply shortages or equipment issues promptly to the Drawmaster or Bar Task force for resolution.



JOB TITLE: DRAWMASTER

I. JOB OVERVIEW

As a League Drawmaster, you will play a crucial role in the effective organization and scheduling of league matchups. This position requires attention to detail, excellent communication skills, and the ability to manage scheduling processes through our dedicated website.

II. TASK FORCE

As a crucial member of the League Task Force, the League Drawmaster will play a significant role in league scheduling and coordination. They will work in conjunction with other League Drawmasters to ensure unified collaboration and efficient communication throughout the organizational hierarchy.

III. RESPONSIBILITIES

1. Scheduling and Coordination

- a. Take charge of scheduling for the league, ensuring efficient and fair allocation of time slots. Schedules should use the automated system process, unless otherwise decided by the league.
- b. Act as the primary contact person for the league, handling all scheduling-related inquiries.
- c. Drawmaster should introduce themselves during the initial two nights.

2. Membership Registration

- a. Monitor team registrations during the league membership window.
- b. Confirm the eligibility of teams, especially verifying that legacy teams align with the league criteria.

3. Communication

- a. Pass along any important information from the club to the league.



- b. Send out league-wide emails to skips once the league is full, introducing yourself as the drawmaster.
 - c. Encourage skips to direct any league-related questions to you for streamlined communication and consistent messages to all skips.
- 4. Schedule Creation**
- a. In September, create a comprehensive schedule of match ups for either the entire year or up to December for $\frac{1}{2}$ season leagues.
 - b. Team assignments for weekly matchups should be completed at the same time the schedule is made.
- 5. Weekly Results Recording**
- a. After each league night enter the results of league games onto the website. Ensure accuracy in scorekeeping and promptly address any discrepancies.
- 6. Create a league archive**
- a. At the end of the season, create a league archive comprising standings after the regular season and finals, along with records of weekly matchups, teams, and rosters.



JOB TITLE: FACILITY OPENER/CLOSER

I. JOB OVERVIEW

As a Facility Opener/Closer, you'll be responsible for either preparing the club's facilities for the day's activities or securely closing them afterward. You will only be expected to perform one of these duties per shift, without the requirement to stay the entire night. Attention to detail, punctuality, and a thorough understanding of security protocols are essential.

II. RESPONSIBILITIES

1. Opening Duties

- a. Unlock and disarm the facility at the start of the day.
- b. Inspect key areas to ensure everything is clean, safe, and operational.
- c. Set up necessary equipment or supplies for the day, including preparing the warm room and other key areas.
- d. Verify that all lighting, heating/cooling systems, and amenities are functioning.

2. Closing Duties

- a. Tidy up key areas and ensure all equipment is properly stored.
- b. Conduct a final inspection to verify that all visitors have left and there are no lingering safety or security concerns.
- c. Secure and arm the building, ensuring all doors are locked and alarms are set.
- d. Report any maintenance issues or security concerns to management for prompt resolution.

3. Miscellaneous Duties

- a. Maintain a checklist of opening and closing procedures for consistent execution.
- b. Provide feedback or suggestions for improving facility safety and efficiency.



JOB TITLE: ICE CREW MEMBER

I. JOB OVERVIEW

As an Ice Crew Member, you will play a critical role in the preparation, maintenance, and removal of ice surfaces. This position requires strong teamwork skills, attention to detail, and the ability to work effectively to ensure high-quality playing surfaces.

II. TASK FORCE

As a member of the Ice Crew, the Ice Crew member will contribute significantly to ice preparation and maintenance processes. The member will work closely with the Ice Crew Lead to maintain cohesive collaboration and smooth communication within the organizational hierarchy.

III. RESPONSIBILITIES

- 1. Pre-Ice Preparation**
 - a. Remove and fold up tarps.
 - b. Roll up cooling tubes and clean liners.
 - c. Roll down tubes.
 - d. Install the far catwalk.

- 2. Ice Creation**
 - a. Assist with the first floods.
 - b. Support intermediate floods.
 - c. Apply houses and lines.
 - d. Assist with final floods and scrapes.

- 3. Daily Ice Maintenance & Repeated as needed based on the daily schedule.**
 - a. Scrape, sweep, pebble, and nip daily and additionally as necessary.
 - b. Conduct extra ice maintenance.



4. Ice Removal

- a. Perform scrapes until ice begins to melt and water begins to pool.
- b. Remove the far catwalk.
- c. Squeegee water towards drains.
- d. Remove and clean houses and vinyl decals, removing all lines.
- e. Move fans to aid in water evaporation.

5. Miscellaneous Duties

- a. General ice maintenance tasks as needed.



JOB TITLE: WARM ROOM MANAGER

I. JOB OVERVIEW

As a Warm Room Manager, you will oversee the warm room area, ensuring it is a welcoming and clean environment. This position requires excellent interpersonal skills, attention to detail, and the ability to collaborate effectively with other team members to provide a positive experience for all visitors. The typical timeframe for this role is 2 hours during league play.

II. TASK FORCE

As a member of the nightly facility team, the Warm Room Manager will work closely with the Drawmaster, Bar Team, and Working Team to ensure a cohesive and smoothly operating environment. The manager will be the main point of contact for any questions or concerns regarding the warm room.

III. RESPONSIBILITIES

1. Warm Room Preparation

- a. Ensure that seating areas & furniture are clean and organized.
- b. Stock and organize any supplies required for visitors, ensuring availability and accessibility.
- c. Check that the room's amenities, such as lighting and heating, are functioning properly.
- d. Return any dried grippers to cabinets.

2. Daily Monitoring

- a. Answer visitor questions and direct them to appropriate members when needed.
- b. Monitor the cleanliness of the room, tidying up and promptly addressing any spills or clutter.



- c. Assist the Drawmaster and Bar team with any logistical needs or visitor concerns.
-
- 3. Warm Room Maintenance**
 - a. Perform routine cleaning, such as wiping down tables, sweeping the floor, and emptying trash bins with the help of the nightly working team.
 - b. Restock supplies as necessary and coordinate with the Bar team to keep the area fully equipped.
 - c. Report any maintenance issues to the appropriate personnel for prompt resolution.
-
- 4. Miscellaneous Duties**
 - a. Provide assistance to the Drawmaster, Bar team, and other staff as needed.
 - b. Ensure a positive experience for visitors by fostering a welcoming environment and providing helpful information.



JOB TITLE: WORKING TEAM MEMBER

I. JOB OVERVIEW

As a Working Team Member, you will be assigned tasks that align with your curling league schedule, specifically at either 6pm or 8pm draws. Your responsibilities will take approximately 15 minutes and are critical to reducing the workload currently shouldered by a few members. This role requires efficiency, attention to detail, and a commitment to teamwork.

II. RESPONSIBILITIES

6pm Working Team Duties:

1. **Grippers:** Retrieve any clean, dried grippers from the utility room sink and return them to the gripper cabinets, sorted by size
2. **Gripper Maintenance:** Check grippers in the yellow dirty gripper can by the cabinets. Remove any frayed material and ensure grippers are clean. Rinse dirty grippers in the utility room's low sink area, then place them upside down on the drying rack for overnight drying.
3. **Garbage Management:** Collect and consolidate any garbage, placing closed bags near the front entry door under the alarm system. Restock new bags from the utility room as needed.
4. **Table Maintenance:** Ensure your table is clean and chairs are replaced upon leaving.

8pm Working Team Duties:

1. **Bathroom Maintenance:** Organize and replenish bathroom supplies as needed from the utility room.



2. **Garbage Disposal:** Take any pre-collected garbage bags from the front entry door to the dumpster. Dumpsters are located near the stairs by the large parking area.
3. **Vacuuming:** Vacuum the front entrance area and gripper area carpets. The vacuum is located in the utility room.
4. **Table Maintenance:** Ensure your table is clean and chairs are replaced upon leaving.

III. ADDITIONAL INFORMATION

A detailed task list and specific instructions are posted on the bulletin board by the bathrooms.

2024-2025 SEASON

ETIQUETTE DIAGRAMS

APPENDIX II

SPEED OF PLAY

Saving time between shots

Did you know? If you waste just 15 seconds per shot, you'll lose two entire ends!



OOPS !

One of the biggest causes of slow play is **not being ready** for your shot when your opponent's stone comes to rest. Stay alert during the game!

Think it's snowing yet?

Beer



GOOD !

As soon as your opponent releases their stone, **move into the hack** while their stone is in motion. Get out your stone, and **get ready** for your upcoming shot! Sweepers too!

ETIQUETTE

Where and how to stand when other team is throwing



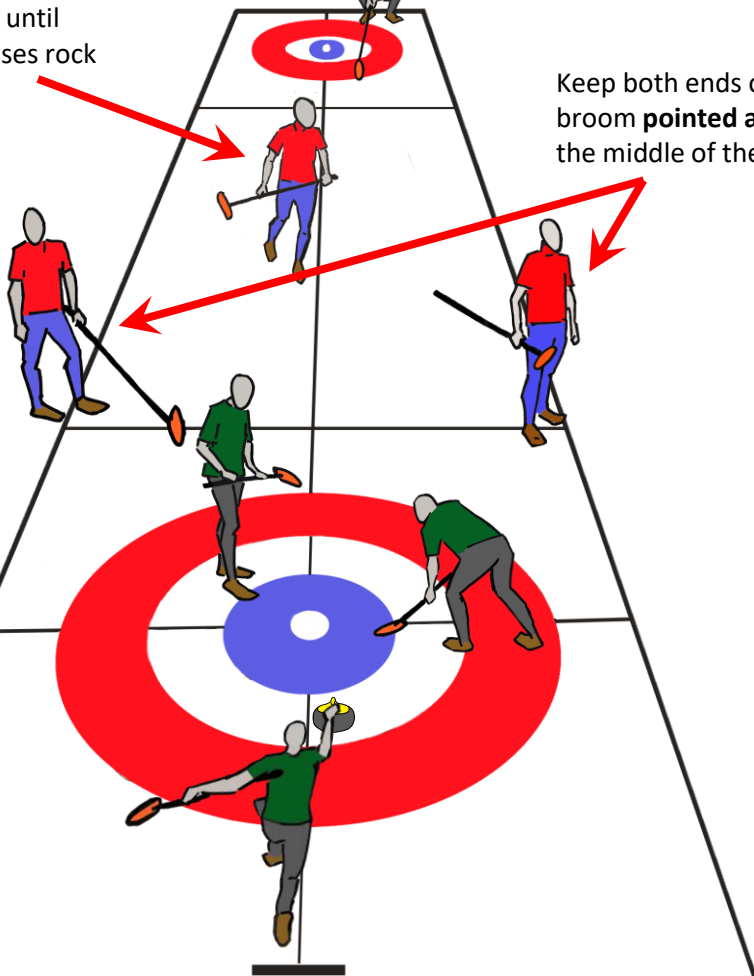
OOPS !

After your team's shot comes to rest, **move to the side** of the sheet right away. **Stop walking** until shooter releases rock



Hold still, Skip! You're in the shooter's line of sight.

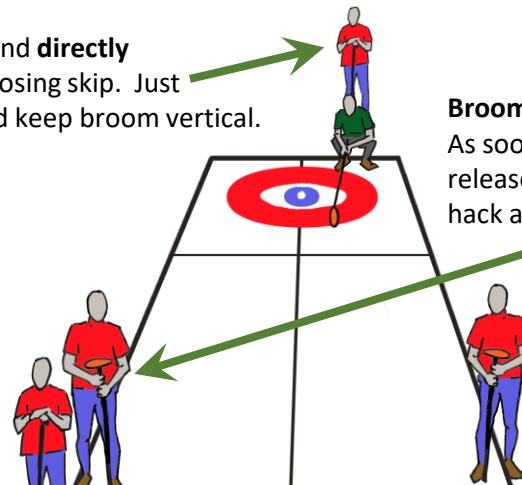
Keep both ends of your broom **pointed away** from the middle of the sheet



GOOD !

Skip can stand **directly behind** opposing skip. Just stay still and keep broom vertical.

Brooms vertical ... nice!
As soon as the shooter releases, head to the hack and get ready!





BE AWARE !

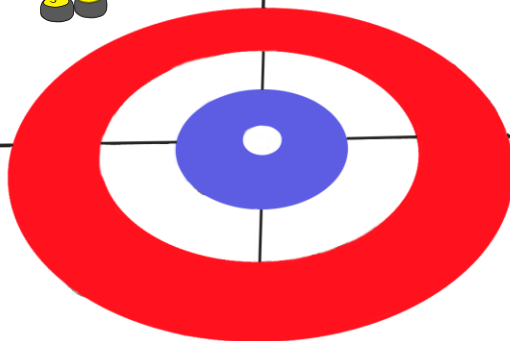
Make sure to “catch” stones from spilling onto neighboring sheets, especially after hits.



Be aware of what's behind you, and how you hold your broom.



Watch out for sweepers on the adjacent sheet!



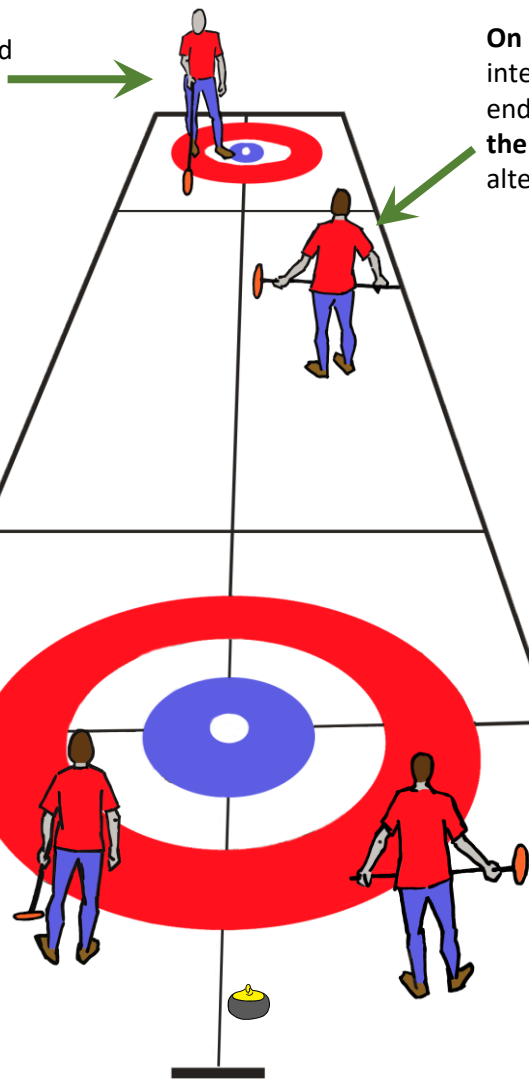
SPEED OF PLAY

Who decides the strategy?

Goal: Play each end in 15 minutes, 8-end game in two hours

✓ MOST SHOTS !

Most shots should be decided by the skip alone.

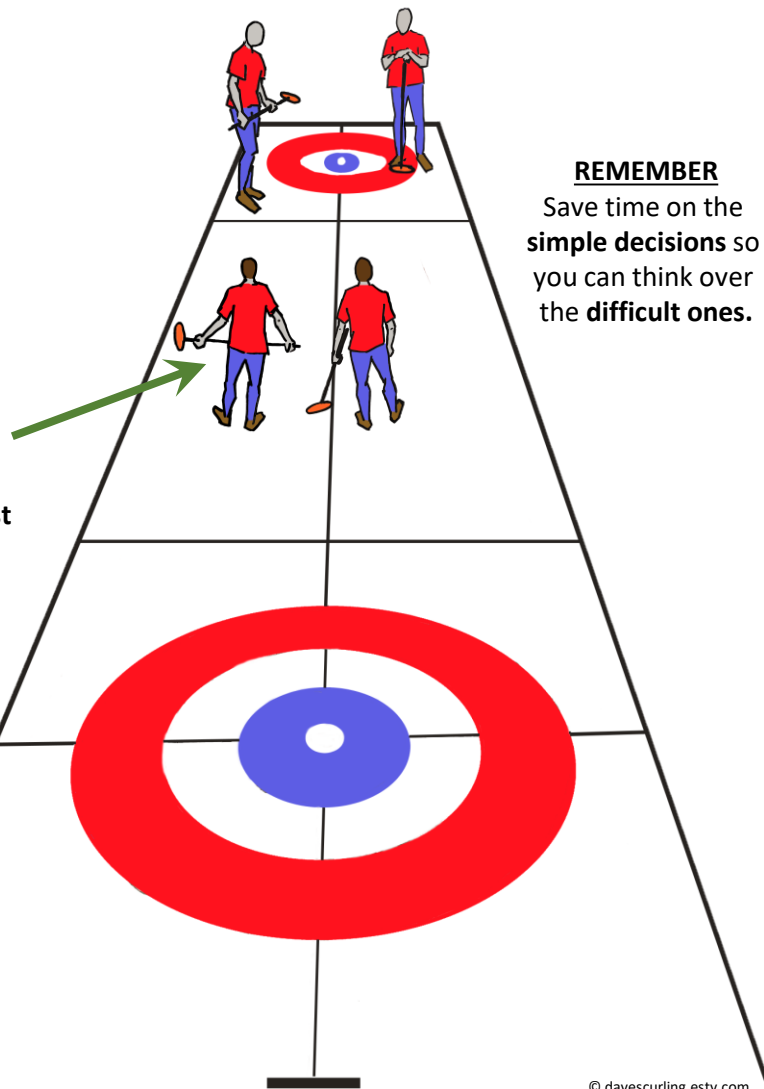


On occasion (like those interesting calls as the end nears completion), the vice might offer alternatives and options.

The front end (lead and 2nd) should join in very rarely – only on the most crucial decisions.

⚠ VERY RARELY !

REMEMBER
Save time on the simple decisions so you can think over the difficult ones.



SPEED OF PLAY

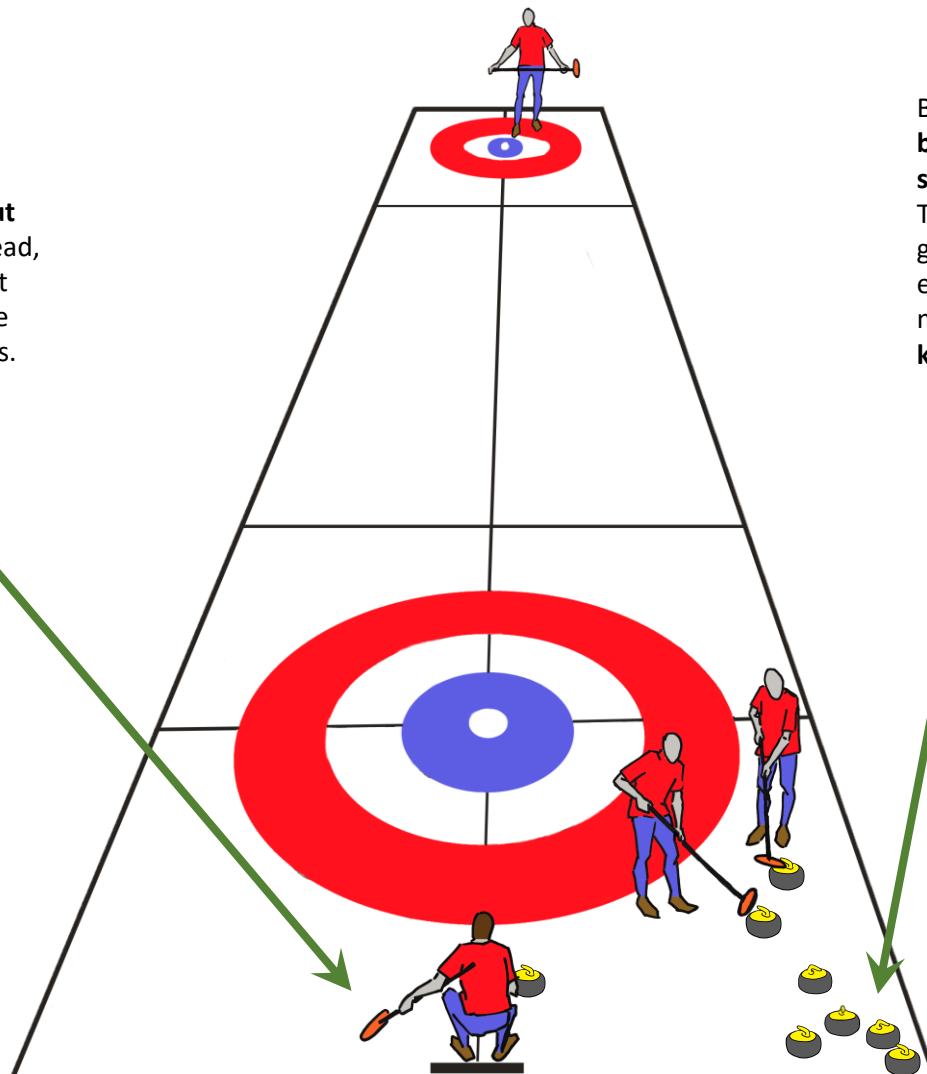
Saving time between ends

Goal: Play each end in 15 minutes, 8-end game in two hours

✓ **GOOD !**

After an end completes, **leads shouldn't worry about clearing stones away**. Instead, they should locate their first stone and **get ready**. Let the 2nd and vice clear the stones.

Between ends, **don't bother to put all the stones in perfect order**. That can wait until the game is over. Between ends, just get them moved out of the way and **keep the game going**.



If you're grabbing a beverage, **wait** until it's the **other team's turn!**



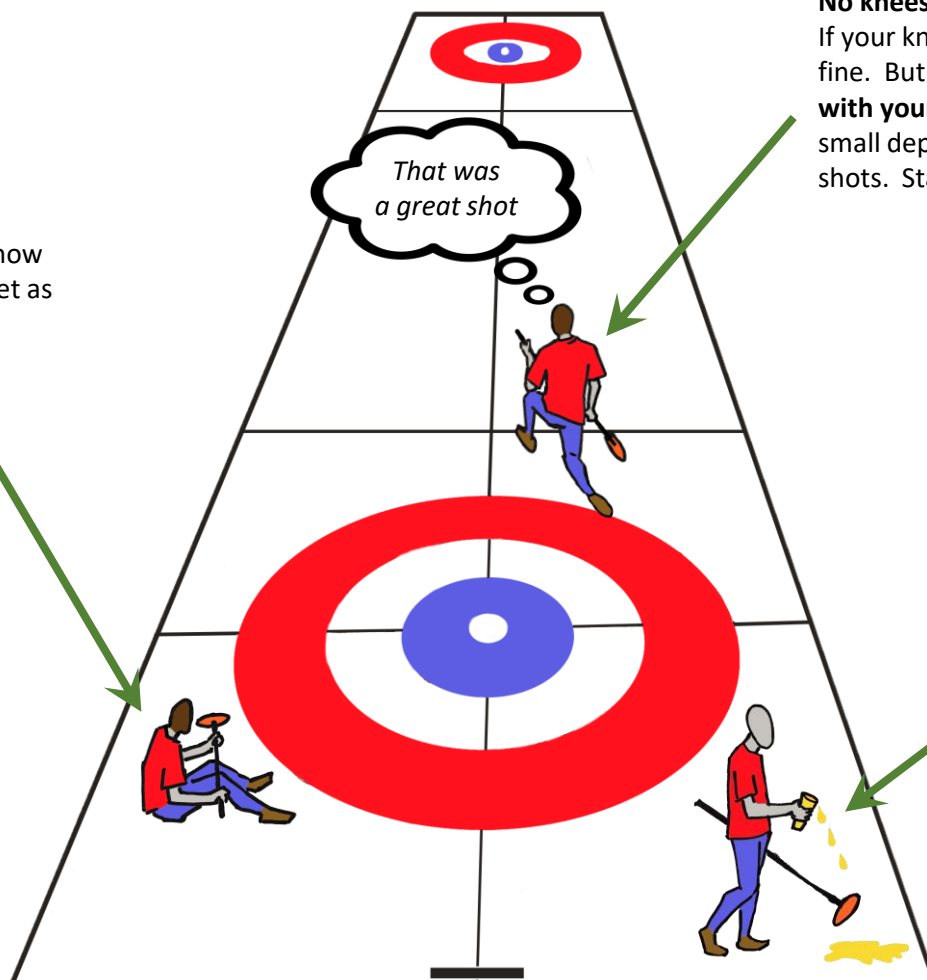
BE POLITE !

If you fall, be safe! Once you know you're OK, please get to your feet as quickly as you safely are able.

No knees please!

If your knee rubs while you slide, that's fine. But please don't watch your shot **with your knee on the ice**. It makes a small depression which can affect future shots. Stand up!

Please don't bring food or beverages onto the ice!



SPEED OF PLAY

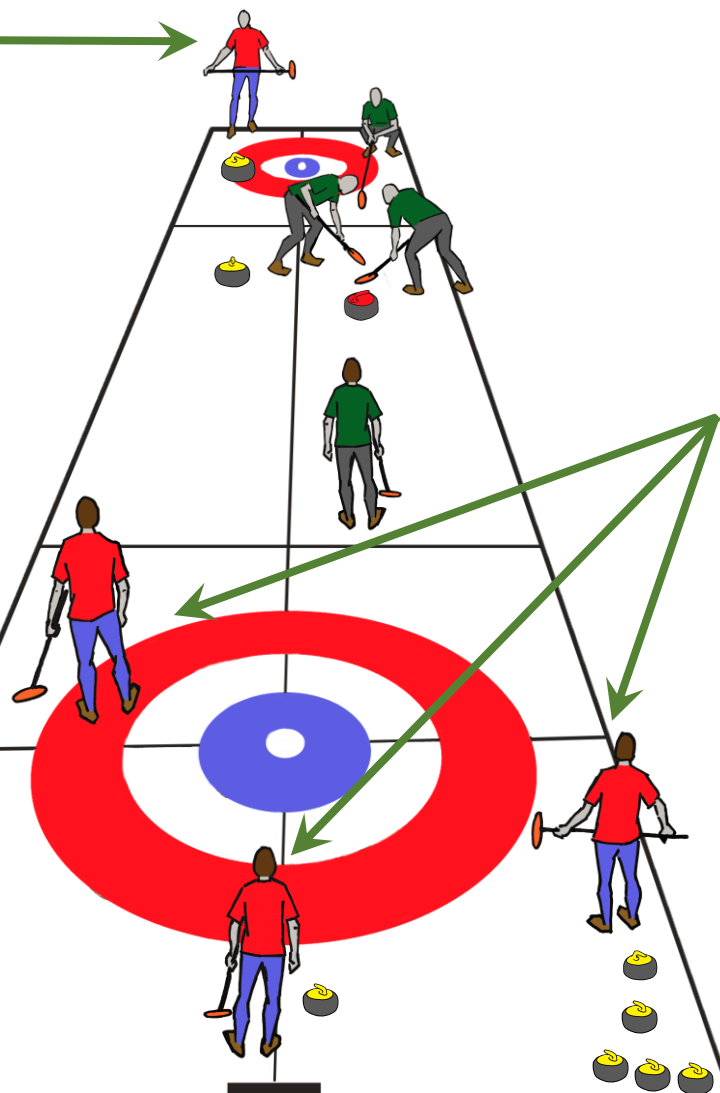
Thinking ahead

Goal: Play each end in 15 minutes, 8-end game in two hours

Skips – think ahead!

If the opponent makes their called shot, what will your call be? What if they miss? The further ahead you think, the quicker your decisions can be made.

✓ **GOOD !**



Everyone should anticipate your team's next shot! Pay attention as the opponent's shot is traveling down the ice. In many cases you can mentally prep and line up your shot even before the skip puts the broom down.



REMEMBER

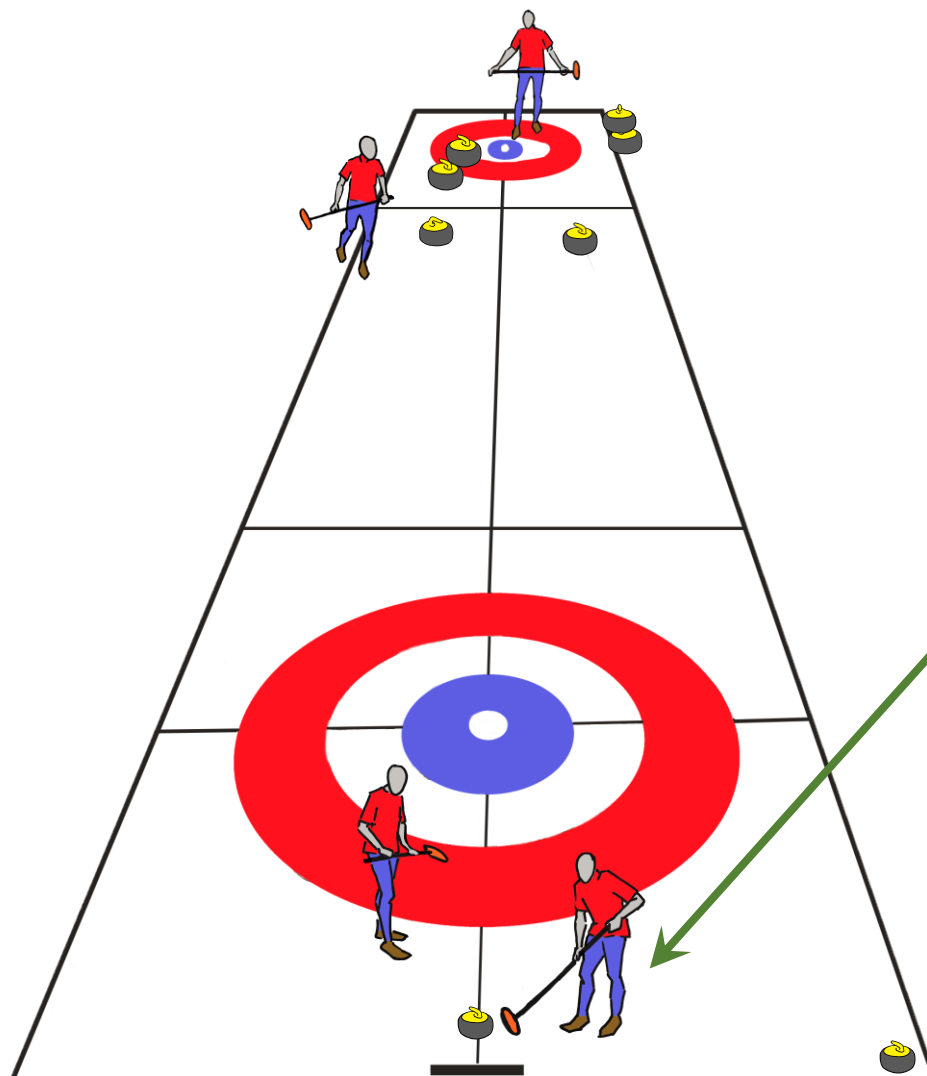
Save time on the **simple decisions** so you can think over the **difficult ones**.

SPEED OF PLAY

Get the skip's stones ready

Goal: Play each end in 15 minutes, 8-end game in two hours

✓ GOOD !



On the last couple rocks of the end, while the skip and vice are discussing the strategy, the **lead and 2nd** should move the skip's stone into the hack, so it's all set to go for the skip's shot.