

SPEED OF PLAY

Saving time between shots

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

STOP 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!

STOP 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 !

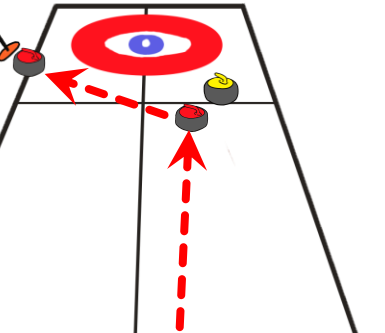
Skip can stand **directly behind** opposing skip. Just stay still until the stone has been released.

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

Be mindful of adjacent sheets

! BE AWARE !

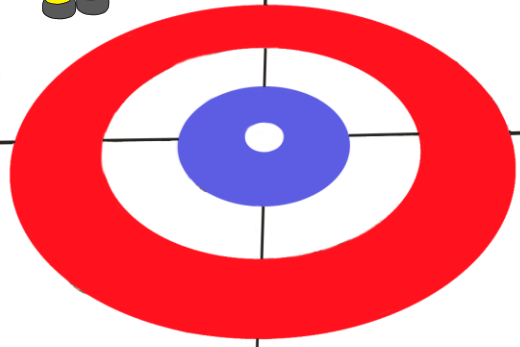
Make sure to “catch” stones from spilling onto neighboring sheets, especially after hits.



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



Watch out for sweepers on the adjacent sheet!



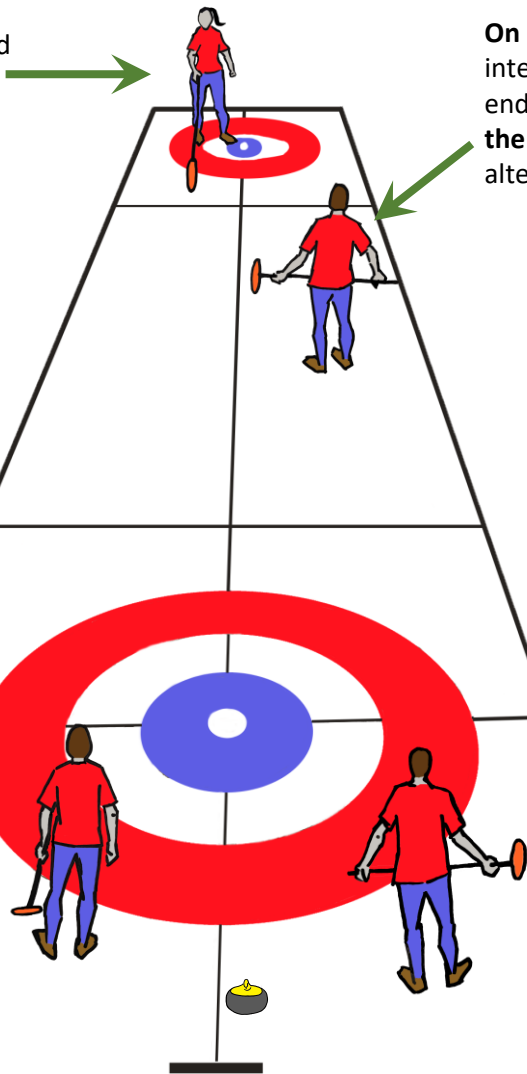
SPEED OF PLAY

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.

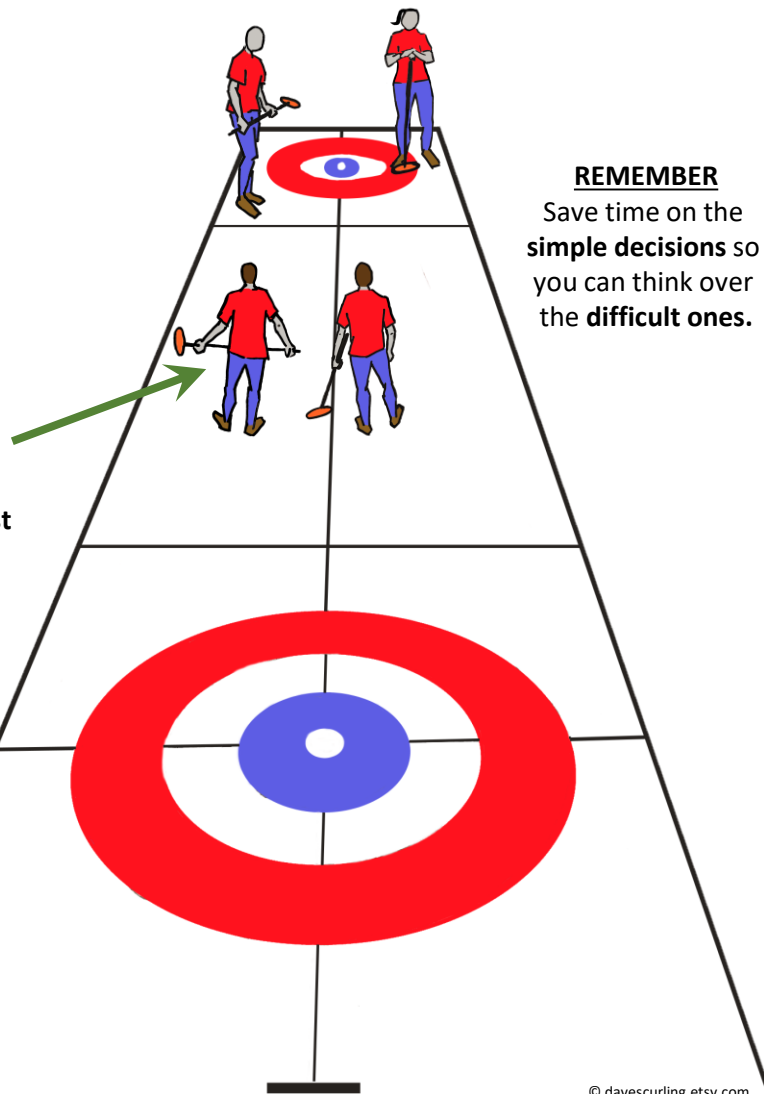


On occasion (like those interesting calls as the end nears completion), the vice might offer alternatives and advice.

⚠ VERY RARELY !

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

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



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!**



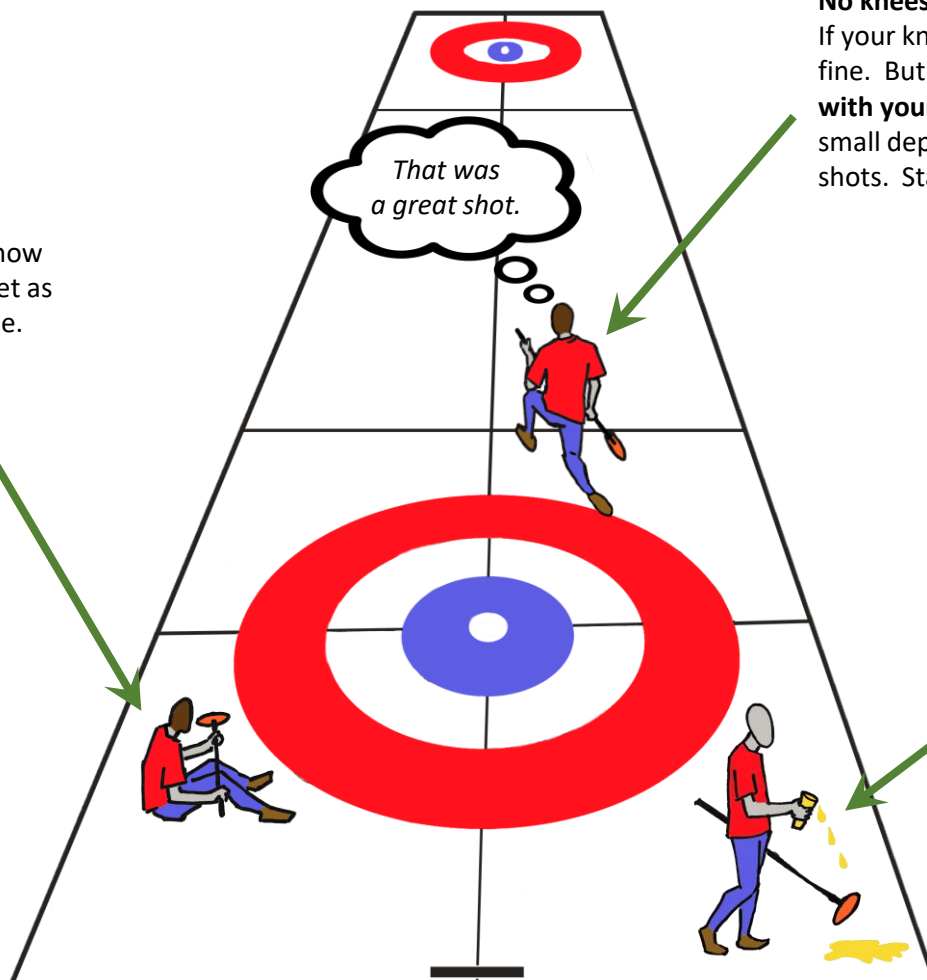
BE POLITE !

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



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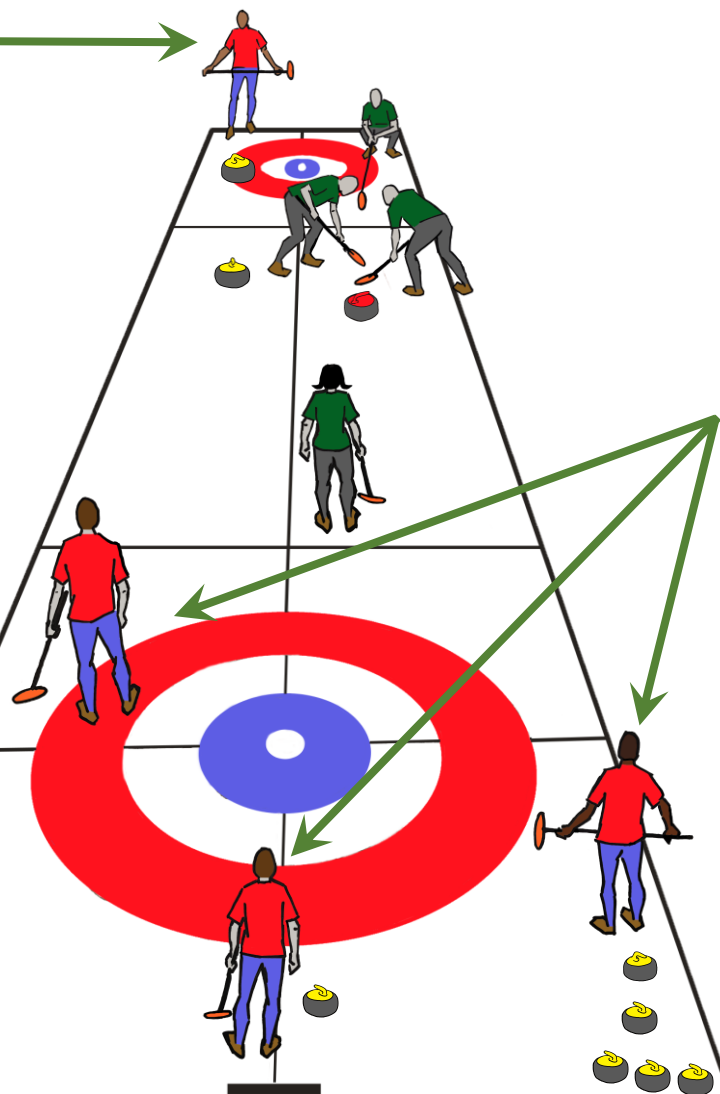
Thinking ahead

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 more quickly you can make your decisions.

✓ **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.



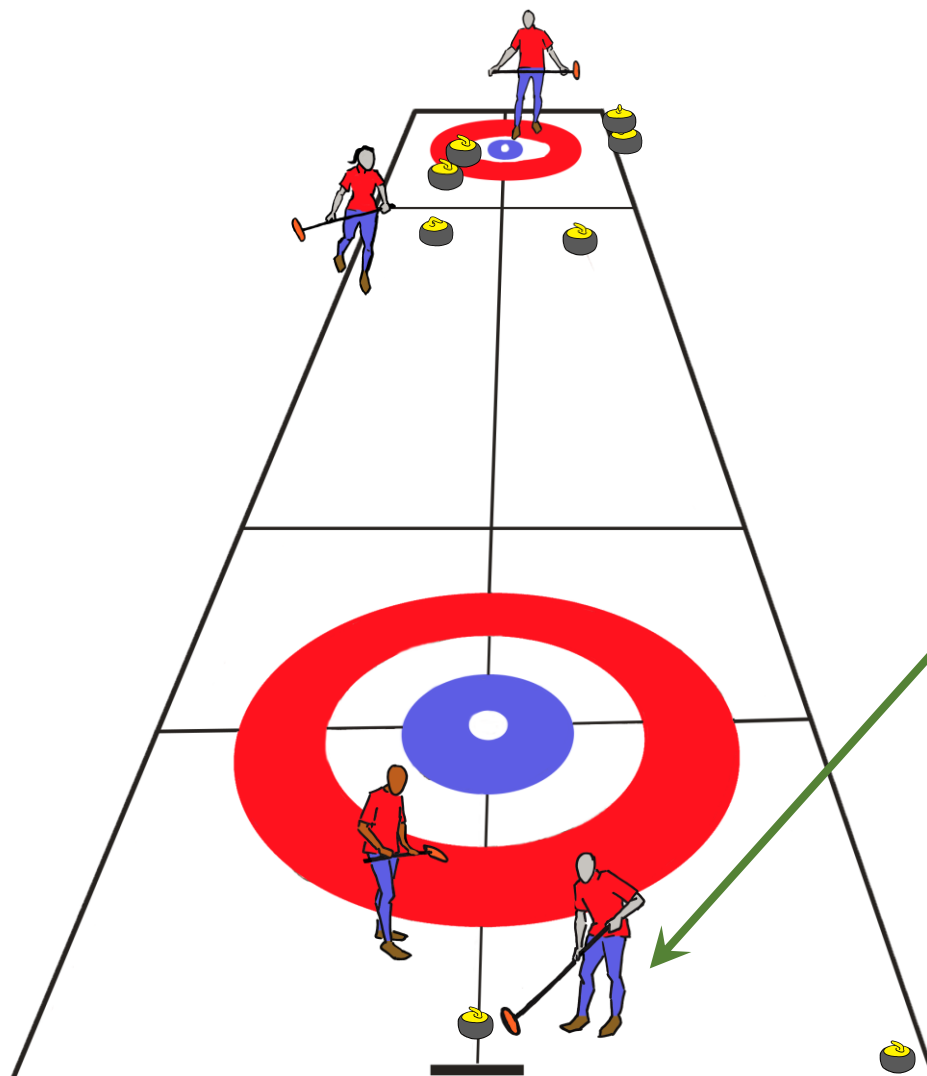
REMEMBER
Save time on the **simple decisions** so you can think over the **difficult ones**.

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.

Curling is for Everyone !

