Useful Miss Drill

Choose a miss that still leaves your team something useful.

2-4 players | 10-15 minutes | 4 attempts

Equipment: 3 stones, brooms, grippers, usual delivery aid and pencil.

SET UP

Tied game, middle end, two stones left for each team. Your red stone is shot on the button; yellow is in the back eight-foot. The front is open. Practice a center guard to protect red. Sketch the layout at right.

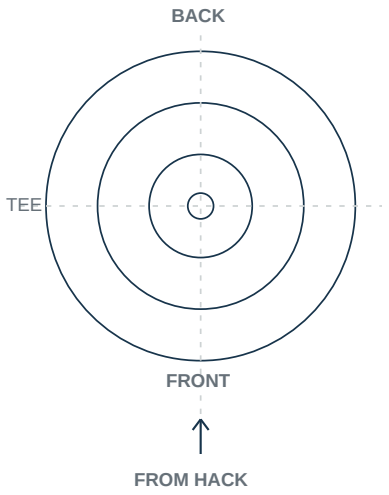
RUN IT

1. Before each throw, name the ideal result and an acceptable miss: for example, a guard 1 m in front of the rings; a shorter center guard that still covers red and clears the hog line.

2. Explain why the miss helps. Throw, then judge the actual position: ideal, useful miss or not useful.

3. Restore the original layout after each attempt. Change the plan only before the next shot.

YOUR ICE SKETCH



R = your stone; Y = opponent. Draw the ideal target and acceptable-miss area.

HOUSECALL PRACTICE SCORING

Plan /2: 1 for a clear ideal target; 1 for an acceptable miss with a useful reason.
Result /2: ideal = 2; agreed useful miss = 1; other = 0. Keep plan and execution separate. A heavy shot that disturbs your shot stone is not a useful miss here.

Easier Use only your stone on the button; agree on a generous guard zone.

Harder Change the score, hammer or layout, then choose a new shot and miss.

TRACK YOUR PRACTICE

Name / team _____ Date _____

Try	Ideal target	Acceptable miss	Plan /2	Result /2
1				
2				
3				
4				

What did the miss leave for the next shot? _____

Safety: use club-approved equipment and grippers. Stop delivery and let every stone stop before clearing or resetting. Keep hands, feet and spare stones out of moving-stone paths.

Coaching reference: Curling Canada, Getting Started, pp. 36-41

Original practice format and scoring; not competition rules. Follow your club rules.

Learn the game. Love the game.