Race to the Button

Choose the shot your team can make, not the shot that only looks clever.

2-4 players | 15-20 minutes | 3 strategy rounds

Equipment: 4 stones, brooms, grippers, usual delivery aid and pencil; or use the sketch off ice.

SET UP

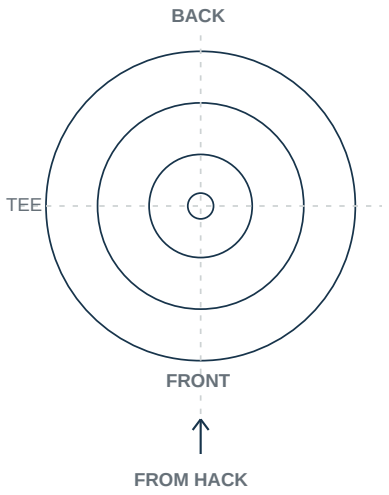
Tied game, end 4 of 8, your team has hammer. You have two stones left; yellow has one. Yellow lies top four-foot, with an open approach and no red stone in the house. It is your turn. Use a different profile each round.

RUN IT

1. Profiles: A - reliable draws, uncertain hits; B - reliable controlled hits, uncertain draws; C - precise freezes, weak hits. Compare a draw, freeze, hit and guard; choose a call and useful miss.

2. Play one shot. Then throw an opposing draw toward the four-foot, or place a realistic reply after play stops. Discuss what your last stone would need to do; reset.

YOUR ICE SKETCH



Mark Y at top four-foot. Compare paths to the button and the likely reply.

HOUSECALL PRACTICE SCORING

Plan /3: 1 each for matching the skill profile, considering the reply and naming a useful miss. Also record who is shot after the reply; do not reward a lucky result as a good decision. A front freeze need not take shot. A guard is normally useful **after red is shot**, not to protect yellow.

Easier Compare only the open draw and hit-and-stay, using your real strengths.

Harder If red becomes shot, replay that layout and weigh a guard against improving position.

TRACK YOUR PRACTICE

Name / team _____ Date _____

Profile	Call	Useful miss	Expected reply	Plan /3	Shot R/Y
A					
B					
C					

Why did the practical call change? _____

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.