HouseCall SKIP'S SCHOOL

Mary Deuhs

Skip's sideline card

READ THE GAME / CHOOSE THE CALL / COMMIT

Score / End / Hammer / Stones left / Clock

Before you call

What do we need? What do they want?

Who counts? What is their best reply?

Best result. Useful miss. Bad miss.

Can this player make it on this ice?

What shot will we have next?

Say it clearly

Target or contact point

Turn / weight / broom

Intended finish / acceptable miss

One clear sweeping priority

Sweepers report weight.
The house calls line and target changes.

Reassess after every stone.

Learn the game. Love the game.

Four-player curling

PRINT ACTUAL SIZE / FOLD HERE, PRINT OUTSIDE / OR CUT AND LAMINATE BACK-TO-BACK

Sources: Curling Ontario strategy clinic / World Curling rules

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Coaching prompts, not automatic calls.

Starting patterns

With hammer, seeking 2+: consider corners and separation. Keep an access route; watch centre threats.

Without hammer, seeking a steal: consider centre guards and protected counters.

Protecting a lead: reduce their routes to the score they need. Check doubles and angles before choosing a hit, draw, freeze or guard.

Adjust to the house, ice and team. Check guard protections and local rules.

Final scheduled end

WITH HAMMER

Tied: score 1 to win.

Down 1: score 2 to win; 1 ties.

Up 1: opponent scores 1 to tie; 2 to win.

Know the event's tie-break format.

Clock, if timed: check early. Use a time-out only if allowed and available.

Team notes

STARTING PATTERNS / LATE END CHECK / TEAM NOTES

Play the score

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