HOUSECALL

What Is a Useful Miss?



Aim for the shot.
Know the backup.

Learn the game. Love the game.

Plan for the miss. Aim for the make

Plan A

The shot you are trying to make.

Acceptable miss

A nearby result that still helps this end.

Danger

The result your team most needs to avoid.

It is not permission to throw carelessly.

A short draw can become a guard

Early in the end, with last-stone advantage.
No stones are in play yet.

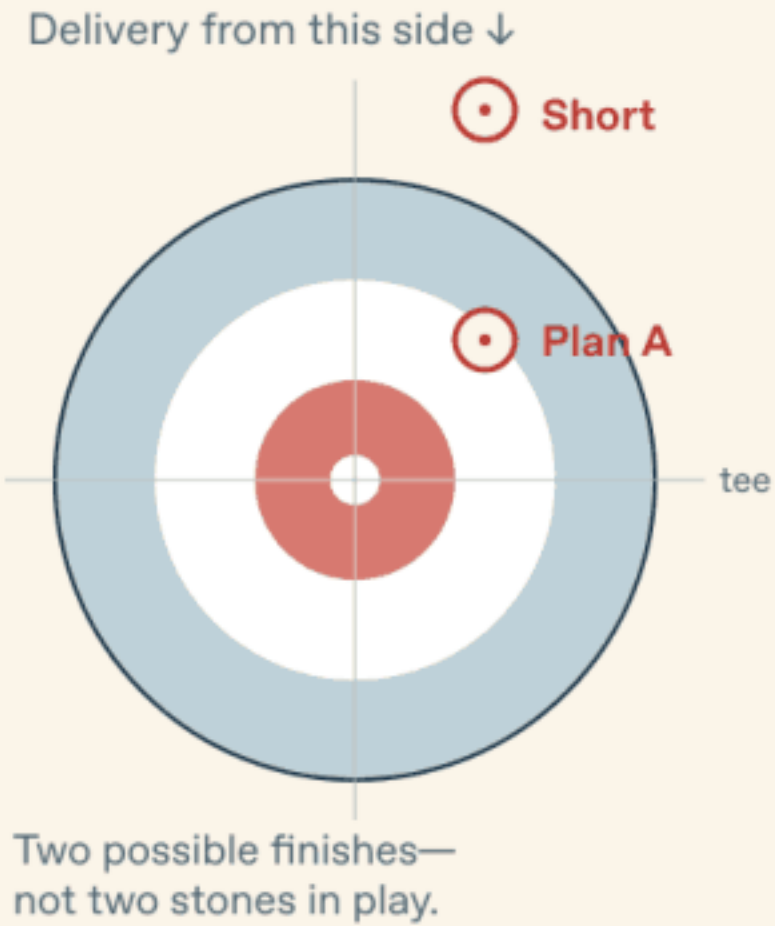
Plan A

Draw into the house.

Useful miss here

A little short, but in play: a corner guard.

Through and out leaves no stone to use.



Two possible finishes—
not two stones in play.

On a hit, removal may matter most

Red is up two in the final end.
One stone each remains; Red plays next.

Plan A

Hit Yellow and stay.

Useful miss here

Remove Yellow—even if Red rolls out.

Miss Yellow, and they could draw for two.



All stones in play are shown.
Yellow has the last stone.

Agree on the backup before delivery

Before	Name the target, weight and acceptable miss.
During	Call line and weight early so the team can react.
After	Learn from the result—without blame.

Learn the game. Love the game.