HOUSECALL

What would you call?

Six houses. More than one good conversation.

A club shot-discussion night



Learn the game. Love the game.

How the discussion works

The situation

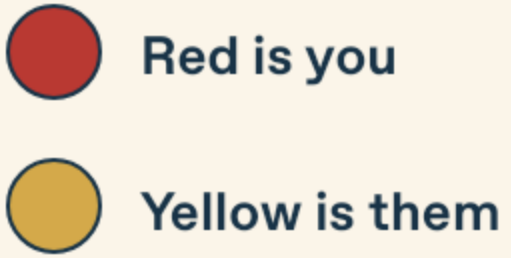
Score, end, hammer and stones left.
What result would help your team?

The call

Name a target and a workable weight.
What is the acceptable miss?

The conversation

Explain the opponent’s likely reply.
Another team may choose differently.



All stones in play are shown.
Counts include the next shot.
Club rules may differ.

A good explanation can support different calls.

1 An early choice with hammer

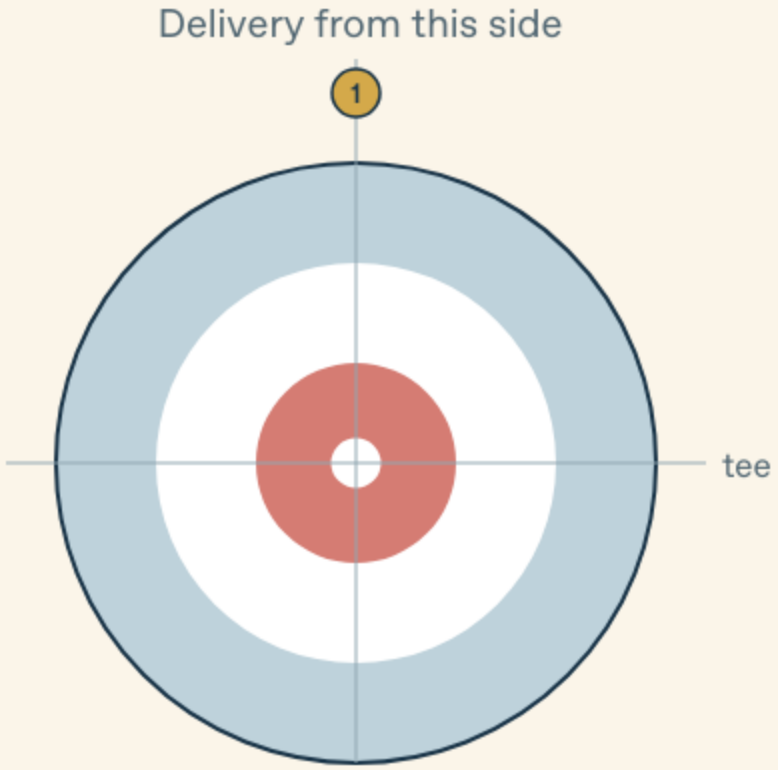
Red 0 Yellow 0 End 1 of 8 Hammer: Red **Red plays shot 2**

Stones left, including this shot: Red 8 Yellow 7

Where would you put your first stone?

What kind of end do you want?
Which miss could you live with?

90 seconds together. Then share your call.



No stones in the house

1 Two ways to build an end

Red 0 Yellow 0 End 1 of 8 Hammer: Red **Red plays shot 2**

Stones left, including this shot: Red 8 Yellow 7

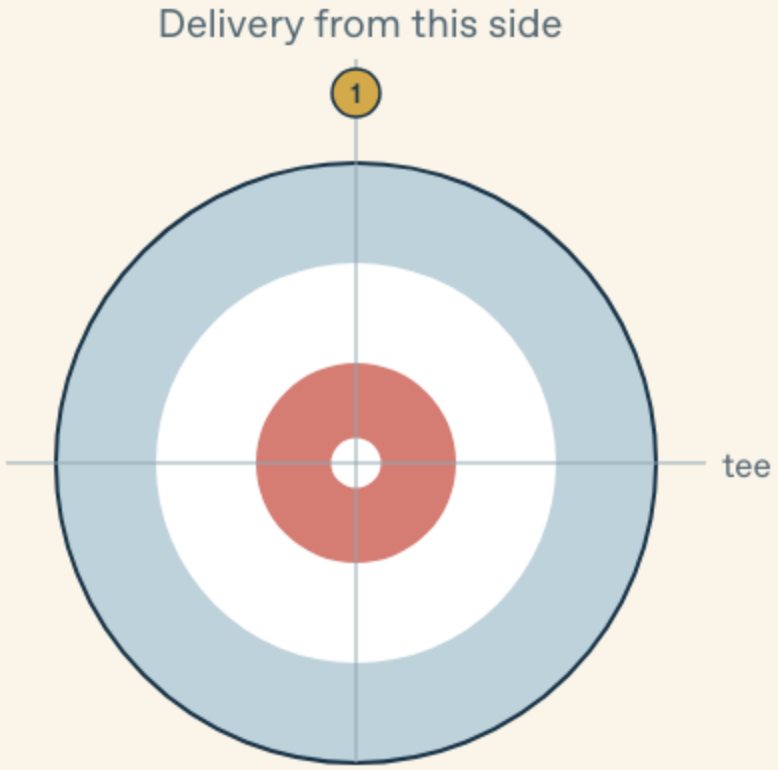
A Corner guard

Build cover away from the centre.
Risk: yellow takes control of the middle.

B Draw around the centre guard

Use existing cover to get into the house.
Risk: a heavy draw gives yellow backing.

Early guards need a rules check.



No stones in the house

2 A chance to build two

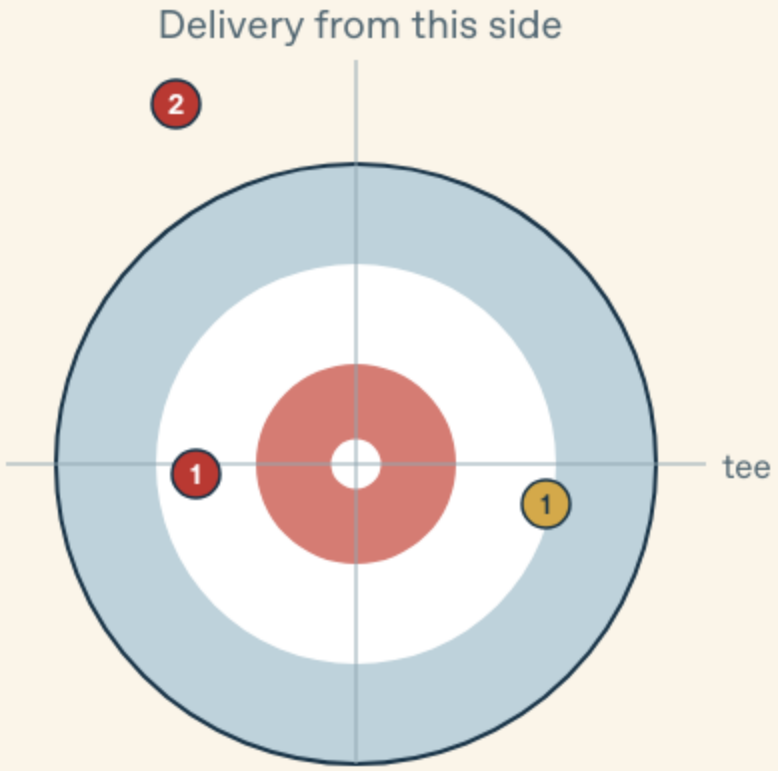
Red 2 Yellow 2 End 4 of 8 Hammer: Red **Red plays shot 14**

Stones left, including this shot: Red 2 Yellow 1

How would you create a second scoring stone?

Yellow still has a reply.
What would they play after your shot?

90 seconds together. Then share your call.



Red lies one

2 A draw or a hit-and-stay?

Red 2 Yellow 2 End 4 of 8 Hammer: Red **Red plays shot 14**

Stones left, including this shot: Red 2 Yellow 1

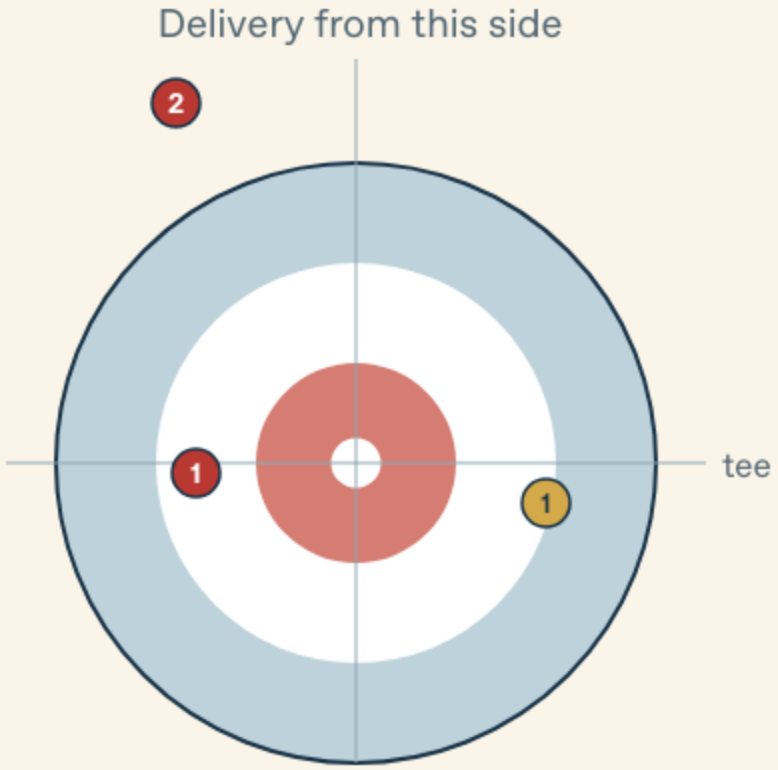
A Draw behind your corner guard

Add a counter closer than yellow.
Risk: a short draw never becomes second shot.

B Hit yellow and stay

Remove their counter and try to lie two.
Risk: a roll-out leaves only one red counter.

The opponent's next shot matters.



Red lies one

3 A steal within reach

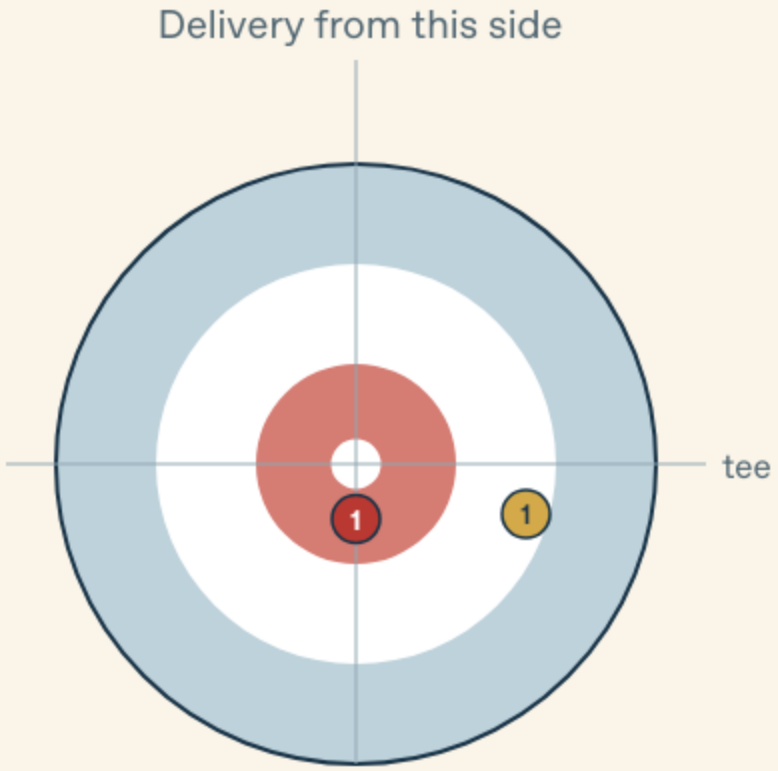
Red 3 Yellow 4 End 6 of 8 Hammer: Yellow **Red plays shot 15**

Stones left, including this shot: Red 1 Yellow 1

How would you make yellow's last shot harder?

Would you guard your shot stone or put another red in the house?

90 seconds together. Then share your call.



Red lies one

3 Protect one or add a threat?

Red 3 Yellow 4 End 6 of 8 Hammer: Yellow **Red plays shot 15**

Stones left, including this shot: Red 1 Yellow 1

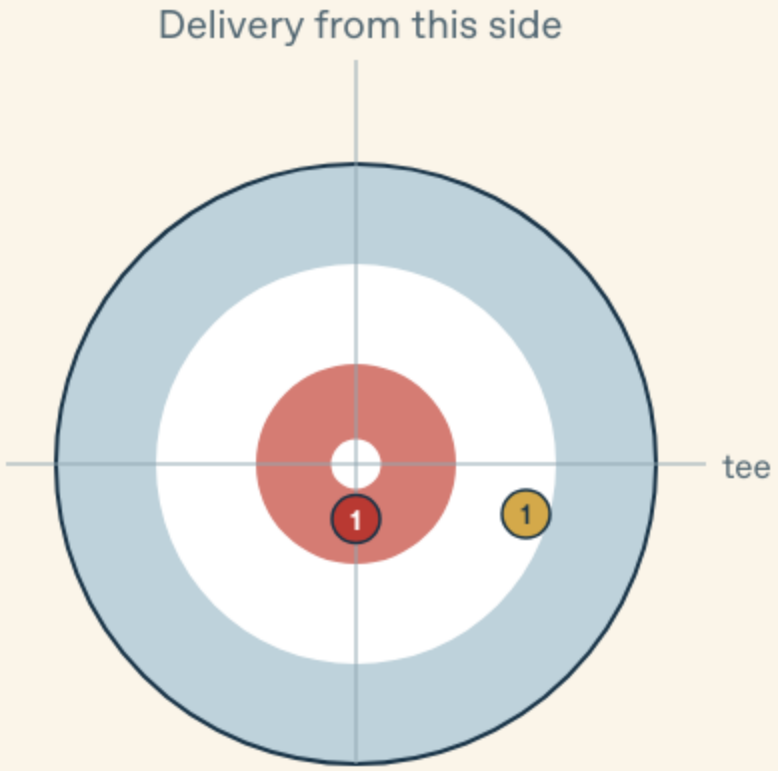
A Guard your shot stone

Block the easiest direct takeout.
Risk: yellow may draw around the guard.

B Draw a second counter

Make a simple single hit less useful.
Risk: yellow can draw shot or play a double.

A steal means scoring without hammer.



Red lies one

4 One to tie, two to win

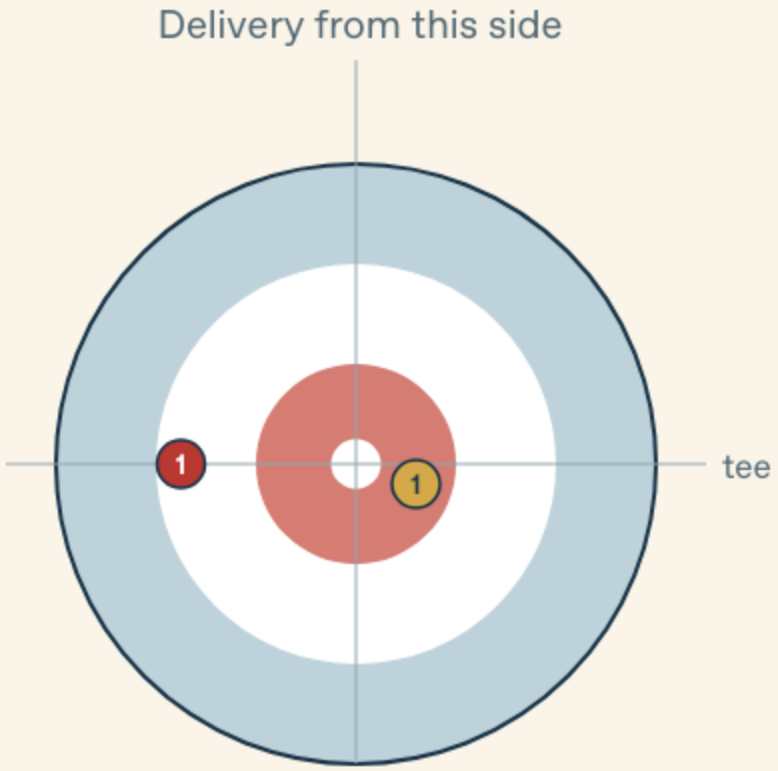
Red 5 Yellow 6 End 8 of 8 Hammer: Red **Red plays shot 16**

Stones left, including this shot: Red 1 Yellow 0

Would you play for the win or the tie?

Which shot does your thrower trust?
What happens on a partial make?

90 seconds together. Then share your call.



Yellow lies one

4 Different shots, different outcomes

Red 5 Yellow 6 End 8 of 8 Hammer: Red **Red plays shot 16**

Stones left, including this shot: Red 1 Yellow 0

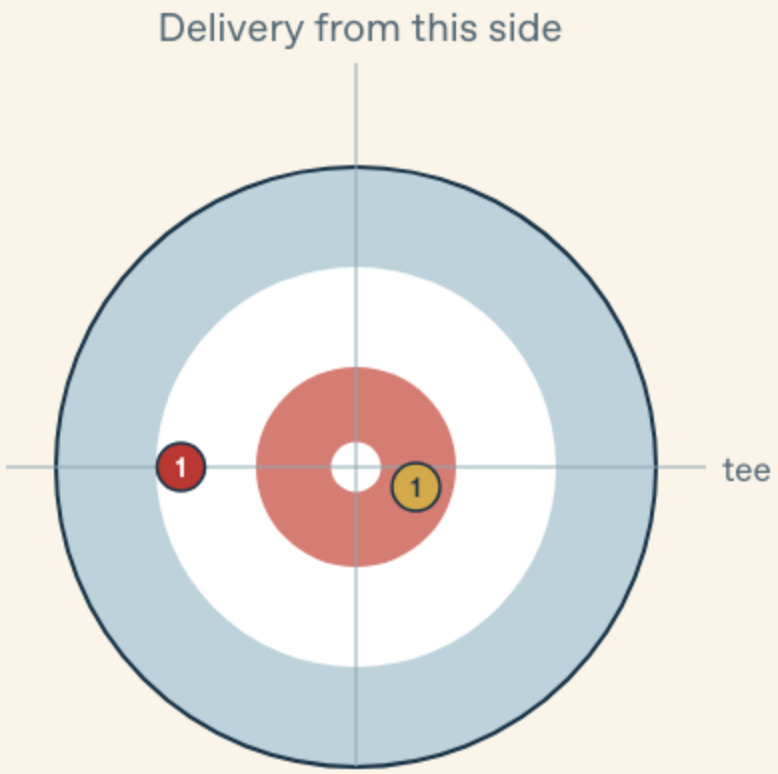
A Hit yellow and stay for two

Both reds would count if the shot works.
Risk: a roll-out scores only one and ties.

B Draw closer for one

A successful draw ties the game.
Risk: yellow remains shot if the draw misses.

Assume a tied game goes to an extra end.



Yellow lies one

5 Up one, without hammer

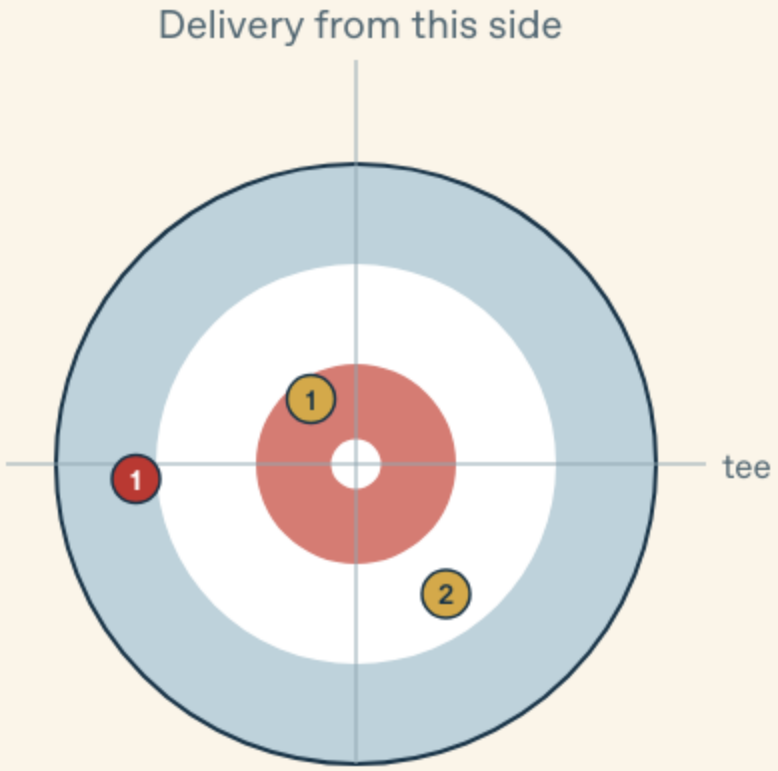
Red 6 Yellow 5 End 8 of 8 Hammer: Yellow **Red plays shot 15**

Stones left, including this shot: Red 1 Yellow 1

How would you reduce the chance of giving up two?

Yellow will have the final delivery.
What could still beat your call?

90 seconds together. Then share your call.

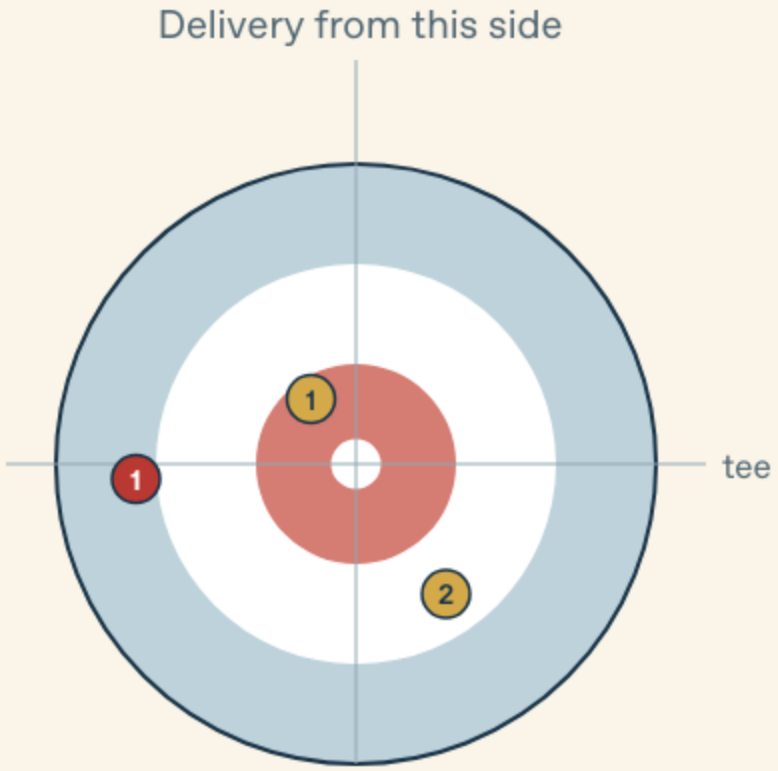


Yellow lies two

5 Removing threats or taking shot

Red 6 Yellow 5 End 8 of 8 Hammer: Yellow **Red plays shot 15**

Stones left, including this shot: Red 1 Yellow 1



Yellow lies two

A Try the double takeout

Remove both yellow counters.
Risk: miss the second and leave a winning route.

B Draw closer than both yellows

Force yellow to deal with a new shot stone.
Risk: a clean hit-back can still score two.

Being up one does not make a call automatic.

6 Blank or take one?

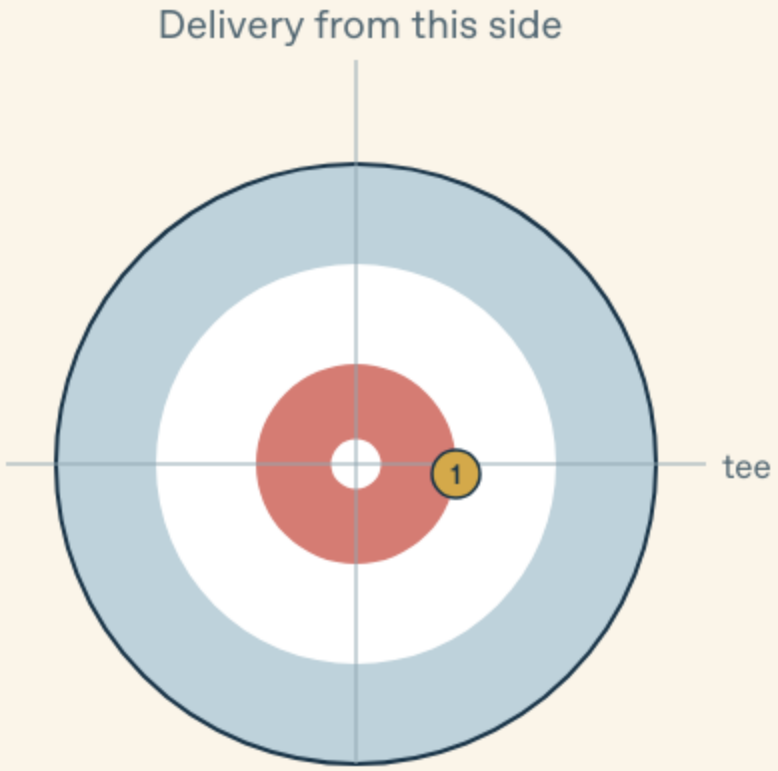
Red 5 Yellow 5 End 7 of 8 Hammer: Red **Red plays shot 16**

Stones left, including this shot: Red 1 Yellow 0

Which eighth end would you rather play?

Tied with hammer?
Or up one without hammer?

90 seconds together. Then share your call.



Yellow lies one

6 Two ways to finish the seventh

Red 5 Yellow 5 End 7 of 8 Hammer: Red **Red plays shot 16**

Stones left, including this shot: Red 1 Yellow 0

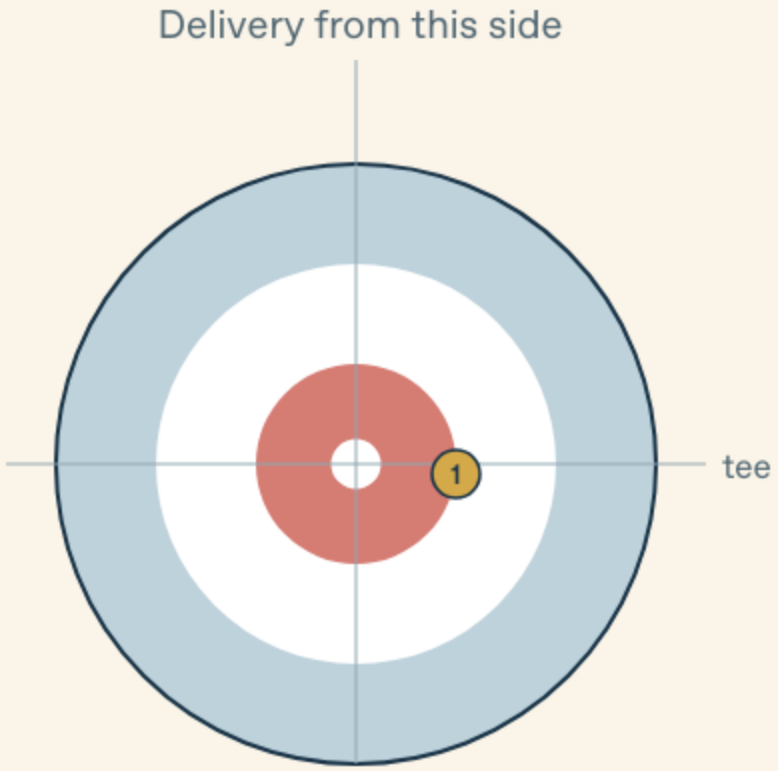
A Hit and roll out for a blank

Keep the score tied and retain hammer.
Risk: a missed hit could give up a steal.

B Hit and stay for one

Lead by one, with yellow holding hammer.
Risk: yellow can play for two in the eighth.

This hammer rule applies to four-player curling.



Yellow lies one

A call you can explain

“I would call...

because we want...
and our likely miss is...
so their next shot would be...”



Which question will you take into your next game?

Learn the game. Love the game.

Rules, sources and facilitator notes

World Curling rules, 2026
R1–R3, R5–R7 and R12

Official rules library
Confirm the edition adopted for your event

What is curling?
Scoring, hammer and common shots

Approved HouseCall artwork
Granite and Sweep originals

Original teaching scenarios. Rules checked 25 October 2026.
Local competition rules take precedence when different.