HOUSECALL

Why Did the Skip Call THAT Shot?



Guards, draws and takeouts—
and the reason behind the call.

Learn the game. Love the game.

Guard: protect a scoring stone

Red lies one. One stone each remains.
Red plays next; Yellow throws last.

The call

Put a guard in front of the red stone.

The reason

Make the direct takeout harder.

Yellow can still draw around the guard.



Draw: put a stone under cover

Early in the end. Red has hammer (last stone).
The house is empty; Red has a corner guard.

The call

Draw behind the corner guard.

The reason

Build a scoring chance under cover.

Too short stays out. Too deep may help Yellow.



All stones in play are shown.
Outline = planned finish

Takeout: remove a scoring threat

Yellow lies two.
Red has the final stone of the end.

The call

Hit the closer yellow and stay.

The reason

Remove shot stone and try to score one.

A roll-out leaves Yellow scoring one.



All stones in play are shown.
Red is still to deliver.

Ask what the shot is meant to do

What do we need this end?
Where do we want the stone?
Which miss can we live with?

The call depends on the score, hammer,
ice and the shots your team can make.

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