

# SPEEDING UP THE GAME!

KEY WAYS TO KEEP THE GAME MOVING AND TO PLAY ALL 8 ENDS

## 5 MINUTES



Be ready to go on the ice 5 minutes before your game is to start. This allows for handshakes, warm-up slides and the coin toss!

## ROCK READY!



If your teammate has to get their slider on, or your skip is coming down the ice, get the rock out for them while you're waiting.

## HACK IT!



As soon as the opposing player has released their stone, the next player to throw should move quickly to the hack. Clean the rock and set up so when your skip takes control of the house, you're ready to throw.

## LEAD ON



At the beginning of an end, if you do not have hammer, your lead should NOT help to put the rocks away. Instead, the lead should find their first rock, get in the hack, clean their rock and be prepared to throw as soon as the skip is at the other end.

## OUT OF ORDER



Rocks do NOT need to be put away in order. Simply putting the rocks neatly in the corners and not worrying about number order saves A LOT of time! If you are compulsive about putting rocks away in order, skips can help by putting rocks that are out of play in their appropriate place as the end progresses.

## STAY FOCUSED



Skips must stay focused on the next shot and not be chatting with the opposing skip or players on adjacent sheets.