


“What we have here is a failure to **Communicate!**”

by Denis Faubert



- **Team - Communicate** desired shot – sweepers talking to each other and shooter
BE ON THE SAME PAGE! Know what’s called, what’s acceptable and what isn’t.
- **Shooter – Communicate** line and weight on release (“pulled it, off-the broom, etc.).
- **Skip – Communicate** line; weight as shot nears the house (ie. hog line @ playing end).
- **Sweepers** – Judge weight on draw shots and **Communicate** with each other and skip
 - Interval timing *
 - There is NO substitute for good judgment
 - Who do you listen to shooter or skip?
 - Things to watch for – arm extension or pull-back
- **How to manage a situation** (More commonly known as “OH OH, I THINK WE’RE  !)
 - What do we need/want to achieve?
 - What is our best approach to this situation?
 - What kind of shot is required right now?
 - What can we live with? (Shot Tolerance - more about this later).
 - How do we want to play it? – turn, weight, line, sweep early?
 - Player support- what to say/do, what not to say/do, when to say it.
 - As the thrower in the hack, you do not play the situation; you play a precise shot so narrow your focus and simply ask yourself “what’s my target?”
 - Do not concern yourself with other factors beyond your immediate control.
- * **Interval Timing**
 - For those of you familiar with this timing technique, the following table may be helpful when judging rock weight and expected travel distance.
 - Keep in mind ice conditions will influence interval times and are subject to change for each game and will very likely vary with each end played.

Timing Systems (Draw to T-Line)

Ice Conditions	Near Hog-Line to Far Hog-Line	Near Hog-Line to Far T-Line	Near Back-Line to Far T-Line	Near Back-Line to Near Hog-Line
Slower	12.00 seconds	21.50 seconds	24.80 seconds	3.30 seconds
Slow	13.00 seconds	23.00 seconds	26.50 seconds	3.50 seconds
Normal	14.00 seconds	24.50 seconds	28.20 seconds	3.70 seconds
Fast	15.00 seconds	26.00 seconds	29.90 seconds	3.90 seconds

Take-Out Weights

Weight	Near Hog-Line to Far Hog-Line	Weight	Near Hog-Line to Far Hog-Line
Peel	7.0 - 8.5 seconds	Board	10.5 - 11.5 seconds
Normal	8.5 - 9.5 seconds	Hack	11.5 - 12.5 seconds
Control	9.5 - 10.5 seconds	Back-Line +	12.5 - 13.5 seconds

As always, may the curling gods smile upon you.

From the warm side of glass

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