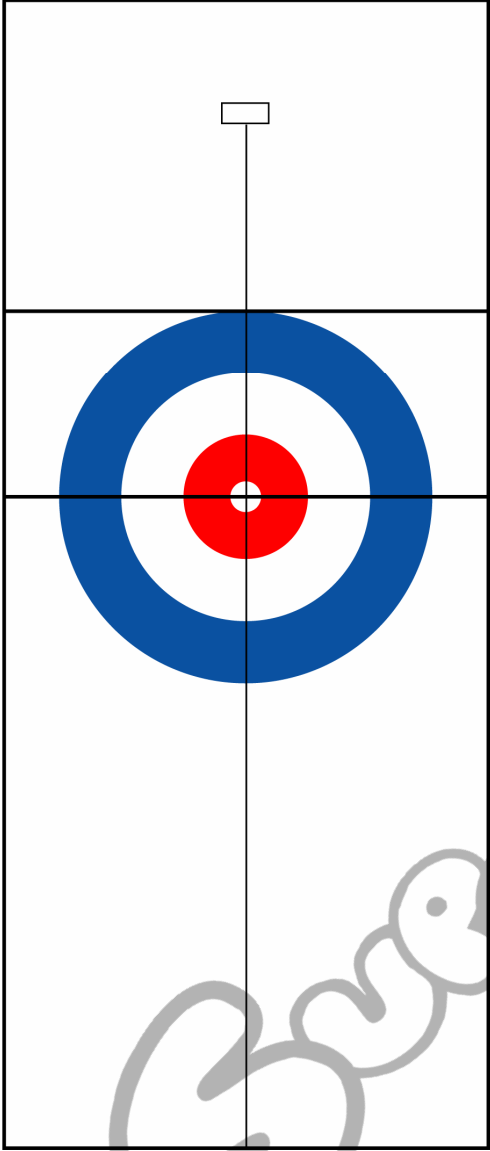


**CURLING**

Stamps

# Short Curling



### Objective

Think about tactics.  
Without sliding, stones are played from either the hack or near hogline to the house.

Basic rules.

Encourage team player to discuss shot options.

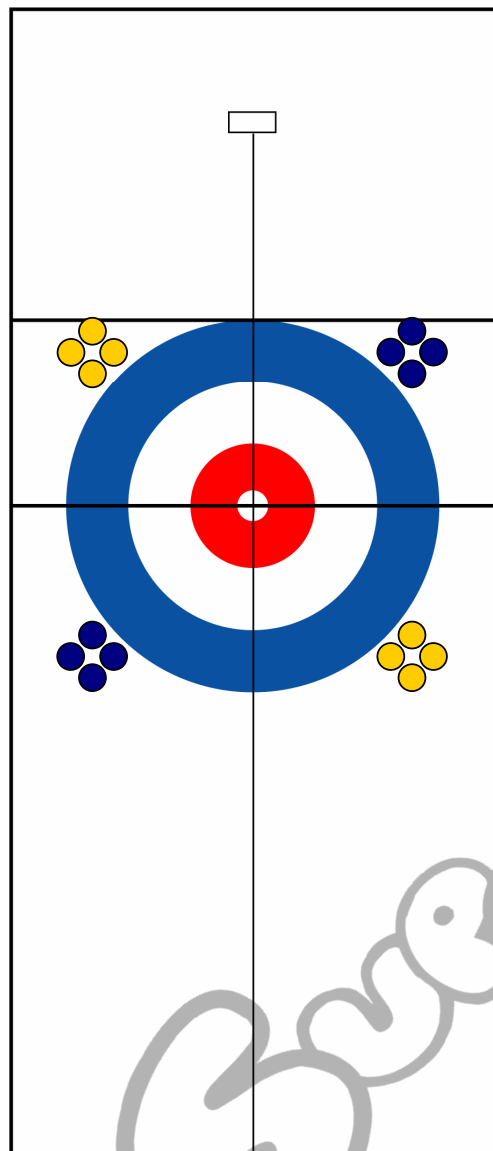
Tip – try to use hack mats, or similar, for players to kneel on and protect ice.

### Scoring

Closest to centre of house wins (as per a normal end of curling)

- Direction of play    OR
- % of rink required    Hack to house
- No of players    2 minimum
- Difficulty level    ★☆☆☆☆
- Purpose    Game play / Team roles

## Tic Tac curling



### Objective

Think about tactics, stones are played from four quadrants into the house. Basic rules.

Shots should be played one stone at a time, in a clockwise rotation.

Play from the edge of the house.

No one is allowed in house at any time

Opposition stones cannot be hit out, if so then the player's stone is removed and the opposition stone is replaced.

Encourage team player to discuss, across the house, shot options.

Tip – try to use hack mats, or similar, for players to kneel on and protect ice.

### Scoring

Closest to centre of house wins (as per a normal end of curling)

Direction of play



% of rink required

House only

No of players

4 minimum

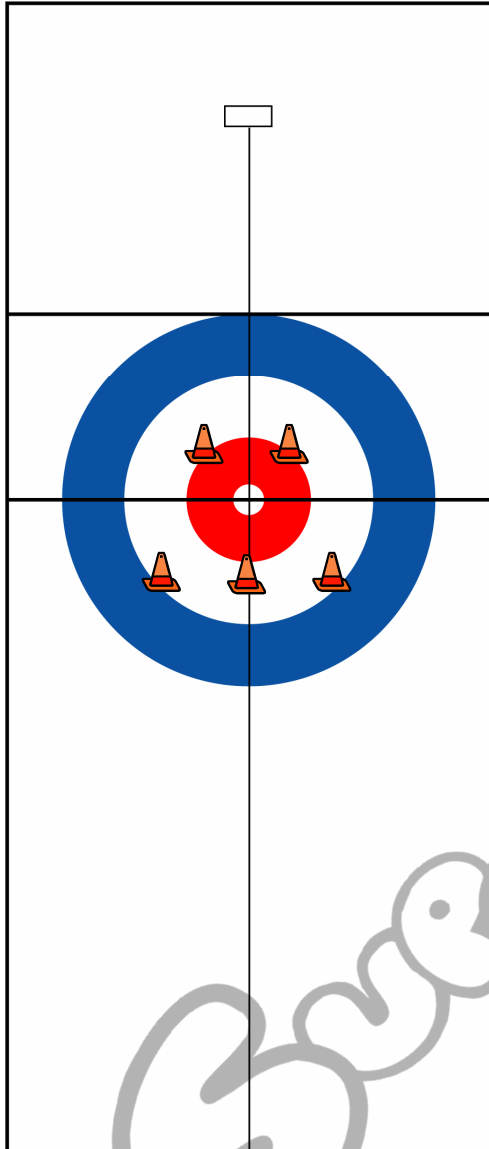
Difficulty level



Purpose

Tactics

## “W” control



Direction of play



% of rink required    Hack to house

No of players        Any

Difficulty level      ★☆☆☆☆

Purpose                 Line up & Direction

### Objective

Line up & Slide control.

Try to slide **to** each cone in turn. The player must try to touch cone with foot but not move cone. N.B light weight cones, cups etc should be used – do not use stones.

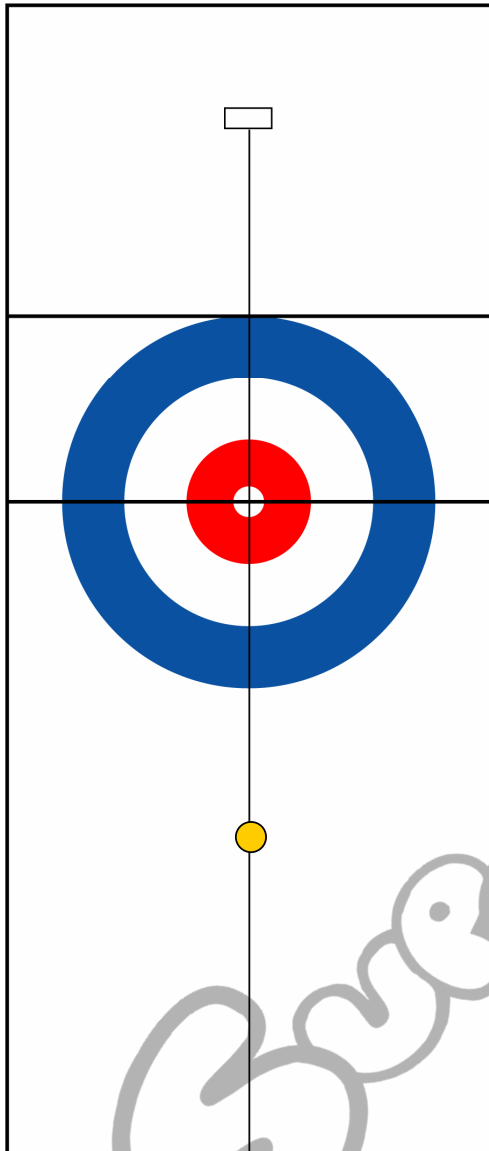
Encourage player to line up correctly for angles.

### Scoring

Points scored for every cone touched and not moved.

(can deduct points if they move any cones)

# Hide & Seek



Direction of play



% of rink required Full length

No of players 4+

Difficulty level ★★☆☆☆

Purpose Line & weight control

## Objective

Teams of two work best here. The object of this drill is to draw behind guards in an effort to prevent, or at least make it as difficult as possible for your opponents to remove your stone from play.

One team manually places a guard stone. That team then attempts to hide behind it.

The opposing team's task is to remove that stone from play.

If the drawing team fails to draw behind the guard, it's a simple matter of an open takeout.

If the draw behind the guard is successful, then we're talking a down weight takeout or possible a promotion of the guard onto the target stone.

## Scoring

A point to the hitting team if the drawn stone is removed from play but the drawing team scores the point if the hit is unsuccessful.