

## Communications

Suggest trying to use less time in discussing concepts/strategy/ice end-to-end and use various forms of communication to include your partner in the decision-making process of calling a shot/deploying a particular strategy.

### Weight Control

Players need to know what weight they are being asked to throw and what weight they actually threw. Some common watch time. Using a stop watch can be a good tool for assessing the speed of the ice and recognizing when the ice surface is changing. Knowing, the rock speed helps in understanding what is happening in various paths on the ice.

Using a stop watch is valuable in assessing how fast or keen the ice is. However, it is only one factor in reading the ice. In order to determine what the ice conditions are; a key factor or benchmark is how many seconds does a draw take to travel from hog line to hog when the rock stops on the tee line.

Hog to hog speed on most ice surfaces is 14 seconds. The following is based on hog-to-hog timing:

14 seconds	Generally common speed for a draw shot.
13 seconds	Rock most likely will be back 12 ft or back line
12 seconds	Rock most likely will reach the hack
11 seconds	Rock will most likely contact the back boards or bumper
10 seconds	Often referred to a control weight: this is the most common take out weight thrown. The thrown rock will bounce back a few feet after hitting the back boards. Control weight is generally used when only one rock is being removed from play. However, the weight is sufficient to make a double when rocks are relatively close together.
9 seconds	Often referred to as "normal". Not all players are strong enough to throw this amount of weight accurately.
8 seconds	The Maximum hit weight allowed by the Canadian Stick Curling Association at National events. It is referred to as Excessive weight and has been adopted for safety reasons
15 seconds	If draw weight is 14 seconds, then 15 seconds between the hog lines should stop close to or biting the front 12 ft.
16 seconds	Generally considered guard weight and should come to rest about half way between the hog line and the front of the house.
17 seconds	This will be a long guard probably 4 – 5 feet over the hog line
18, 19 or 20 seconds	a 20 second hog to hog shot seldom makes the hog line. 18 – 19 seconds will likely be just over.
	If hog to hog timing is 15 seconds for a rock to stop on the tee line, then your typical 14 seconds between the hogs will likely reach the back 12 foot.

Some common signals for take out weight



**Eight second** Hog-to-hog take out (Run back) **Head Level**

Maximum hog-to-hog time suggested by the Canadian Stick Curling Association (CSCA)



**Nine second** Hog-to-hog take out (normal take out weight) **Shoulder Level**



**Ten second** Hog-to-hog take out (Control take out weight) **Mid Chest Level**



**Eleven second** Hog-to-hog take out (Bumper or Board take out weight) **Hip Level**

Some possible signals for Hack/Draw/Guard weight (12 sec, 13 sec, 14 sec, 15 sec)

Start at the hip to signal an 11 second rock and then tap the hip to add a second. One tap implies 12 (11+1) seconds, two taps indicate 13 (11+2) seconds, 3 taps indicate 14 (11+3) seconds, 4 taps indicate 15 (11+4) seconds.

<https://youtu.be/n4euO5GfVsE>

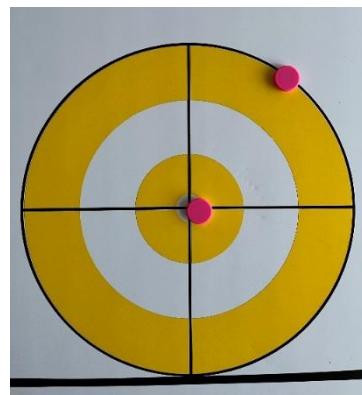
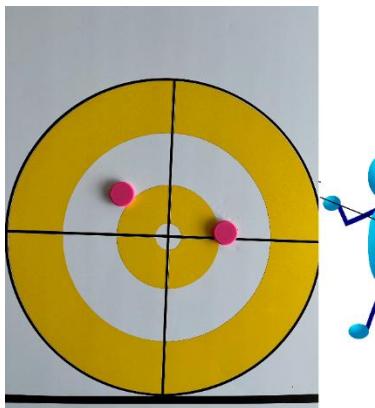
### **Rock Location/Spacing**

On occasion players will need to know the location and spacing of rocks in order to assist in the decision-making process/strategy.

#### Some possible signals for indicating the location/positioning of rocks



Holding your broom, indicate distance between the rocks by keeping your hands the same distance as the rocks are apart. Indicate the relative position of the rocks by holding the broom matching the angle between the rocks



### **Ice Reading/Mapping**

### *When using Draw weight*

When giving ice for draw shots, if possible, give the ice on the T-line and watch the path of the rock to completion. Things to watch as a draw progresses down the ice include: a) watching where the rock was released, b) where the rock begins to break from the thrown path, c) where the rock crosses the hog line and d) where the rock crosses the T-line.

### *When using Take out weight*

When giving ice for take out weight, if possible, give the ice beside the rock to be taken out/hit. Things to watch as a take out progresses down the ice include: a) watching where the rock was released, b) where the rock begins to break from the thrown path, c) where the rock crosses the hog line, d) where the rock strikes the rock to be taken out and e) how the struck rock behaves after being hit.

### *Some suggestions*

- a) It is suggested that you let the rock come to a complete stop and note the location (even if short of the hog line or through the house). Indicate to your partner the hog-to-hog time acquired for the thrown rock.
- b) Rock rotation can impact the amount of ice required for both a draw and a take-out. Note and indicate abnormal rotation (too few or too many rotations) to your partner.
- c) Watch your partner's setup in preparation for their delivery. If you see something abnormal (poor set-up, incorrect line, ...) indicate to your partner prior to the throw.
- d) Watch your partner's delivery path and release. Communicate that they were on the broom by lifting your broom and pointing it at your partner's release point. If your partner's release was not at your broom, did they miss the broom because of their line of delivery or their release (often referred to as a dumping or flaring on the release).
- e) On ice assistance (partner/friend/coach) can be very helpful in learning to map the ice and to strengthen delivery path and release mechanics. Have your partner watch or video your delivery path, release and rock path and vice versa.