



Stick Curling Strategy

Developed by Randy Olson

August/2018

Last Rock

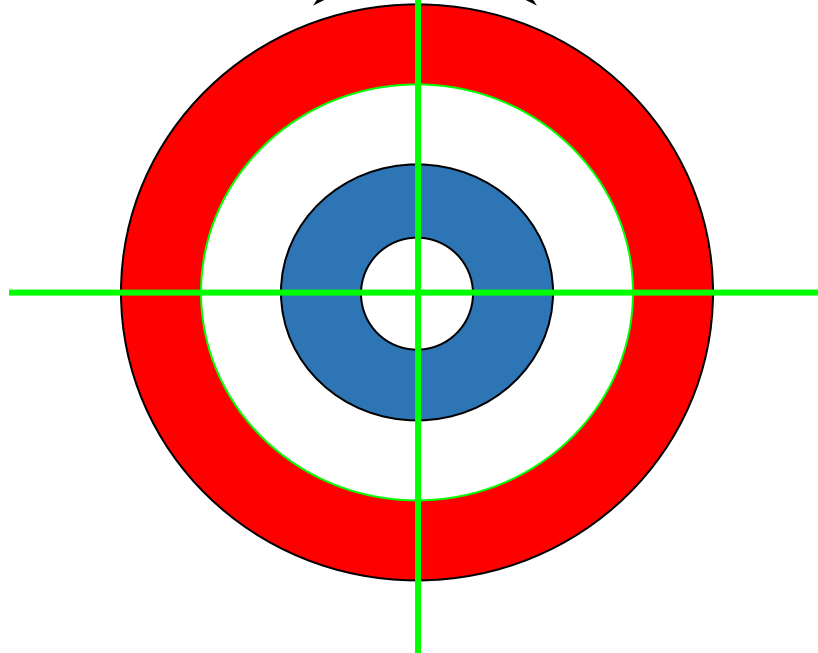
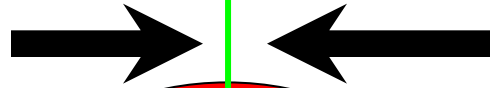
Score



With last rock



Without last rock

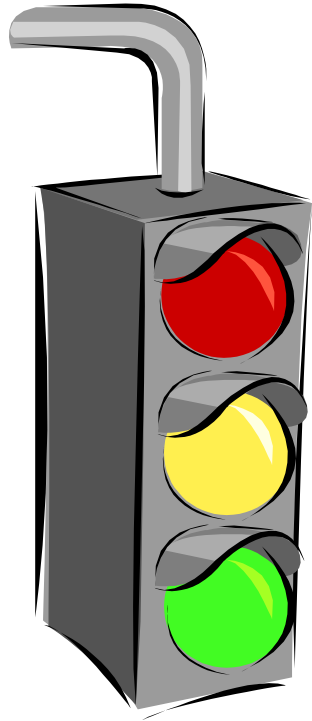


Down



Up

Two Basic End Plans



Red Light End Plan

"STOP OPPOSITION FROM SCORING MULTIPLE POINTS"

Green Light End Plan

"GO - GET LOTS OF POINTS"

Because all players don't shoot 100% you may have to switch from one to the other during the end.

End Strategies



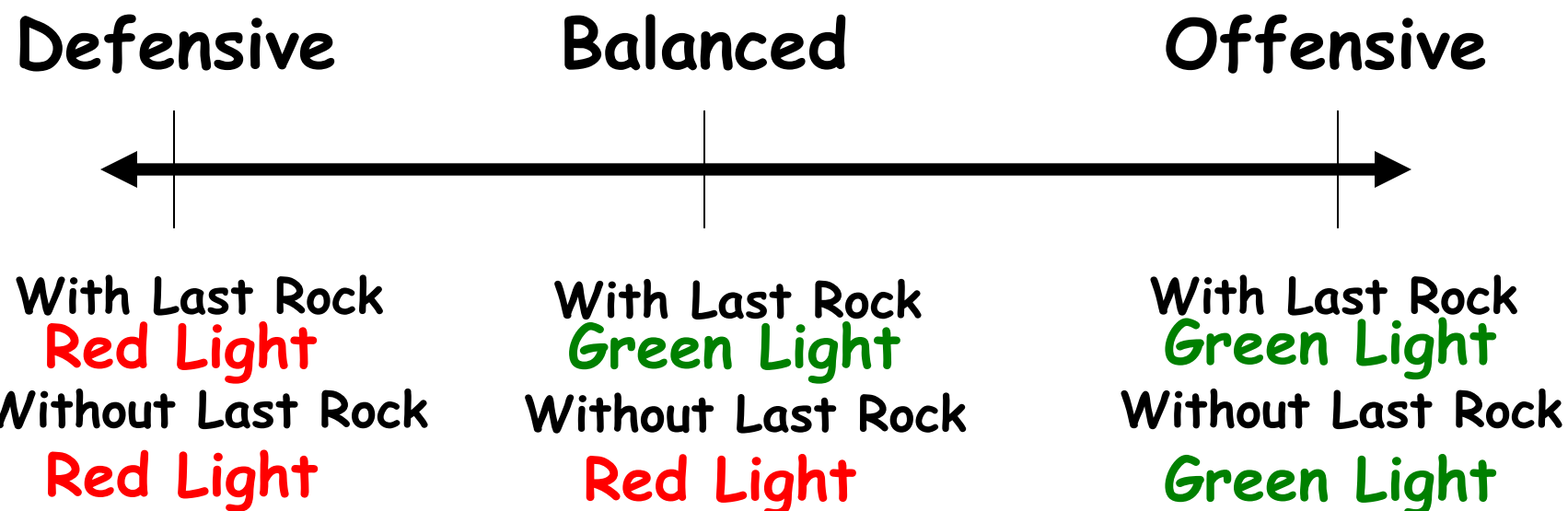
Last Rock

- A. Blank or Score one point**
- B. Score two or more points**

Without Last Rock

- E. Limit Opposition to a single point**
- F. Force Opposition to take a single point**
- G. Steal one or more points**

Strategy Summary





A. LAST ROCK STRATEGY – Blanking or Scoring one point

When to use this strategy?

- Maintaining control of game when up 2 or more in game. - Play with little or no risks so opposition won't get a chance to steal.
- Playing the last end when the score is tied.

How to play this strategy:

- Try to have no rocks in play.
- Tap first opposition rocks off rings until 4th rock of the end.
- Hit all rocks in play (as soon as allowed) and roll out.
- Use the last rock to hit and stay for one or hit and roll out of play to blank.

B. LAST ROCK STRATEGY – Scoring two or more points



When to use this strategy?

- Whenever you have last rock.

How to play this strategy:

- Use guards - Long and short guards, Corner guards
- Keep all rocks in play - Tap rocks to back of house. Try to set up a pocket behind the tee line.
- Freeze to any existing rocks. Rocks behind the tee or in front of the tee.
- Open draw in house on first stones.

E. WITHOUT LAST ROCK STRATEGY

– Limit Opposition to 1



When to use this strategy?

- Whenever you don't have last rock and you are winning or early in the game.

How to play this strategy:

- Keep shots as simple as possible.
- Play takeouts rather than draws.
- Takeout rocks in house behind tee and roll out of play.
- When no rocks in play - throw rocks through house.

F. WITHOUT LAST ROCK STRATEGY – FORCE Opposition to 1 point



When to use this strategy?

- Fifth end - when you want last rock in last end.

How to play this strategy:

- Freeze to rocks in the back of the house.
- Freeze to shot rock if in 4 foot and guards in play.
- When no rocks in play, draw to back of house. If opponent hits and stays, freeze to rock in back of house.
- Use the corner guards by going around them, forcing the opponent into a draw game.

G. WITHOUT LAST ROCK STRATEGY

– Steal 1 or more



When to use this strategy?

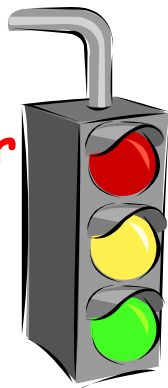
- Whenever you want to play aggressive
- Whenever you are down in the game
- Early in the game

How to play this strategy:

- Place a center guard short of the rings.
- Freeze to shot rock if in 4 foot and guards in play.

Situation #1 - Without Hammer

First stone, red rocks

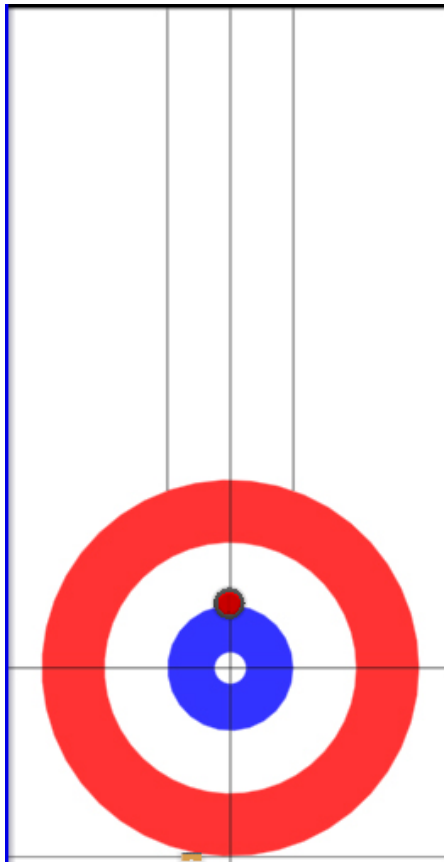


Initial End Plan

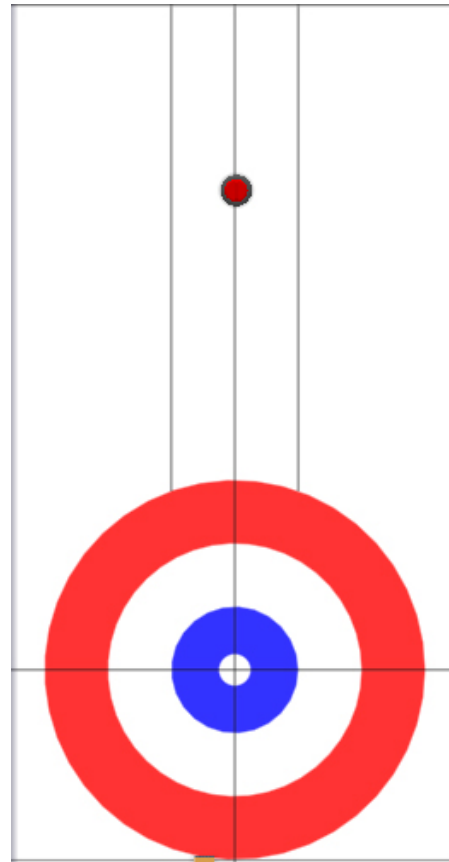
- E. Limit Opponent to 1 point.
- F. Force Opponent to take 1 point.
- Get last rock back.
- G. Steal 1 or more points.



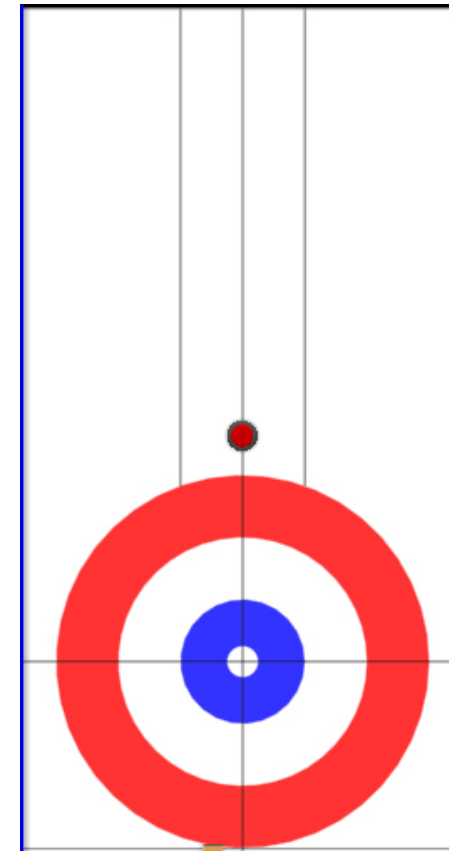
Options: A: Top 4



B: Long Guard



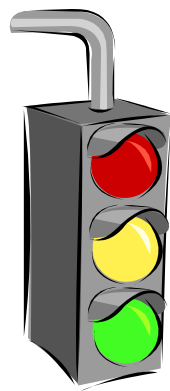
C: Short Guard



Situation A - With Hammer

Red Rock, Top Four

First stone, yellow rocks

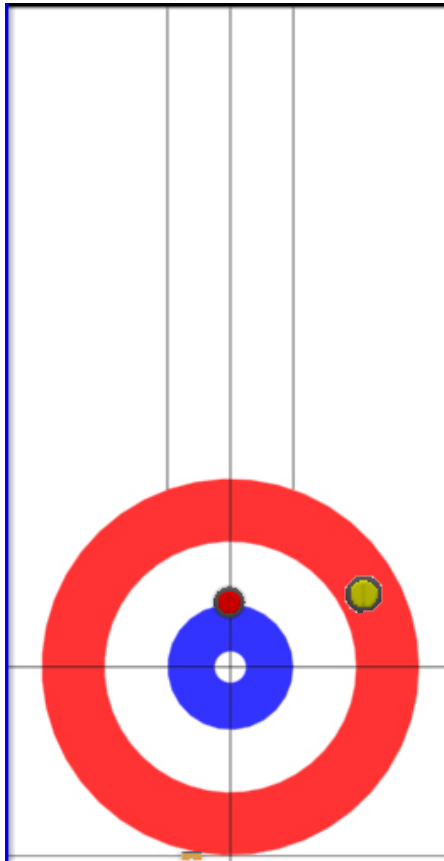


Initial End Plan

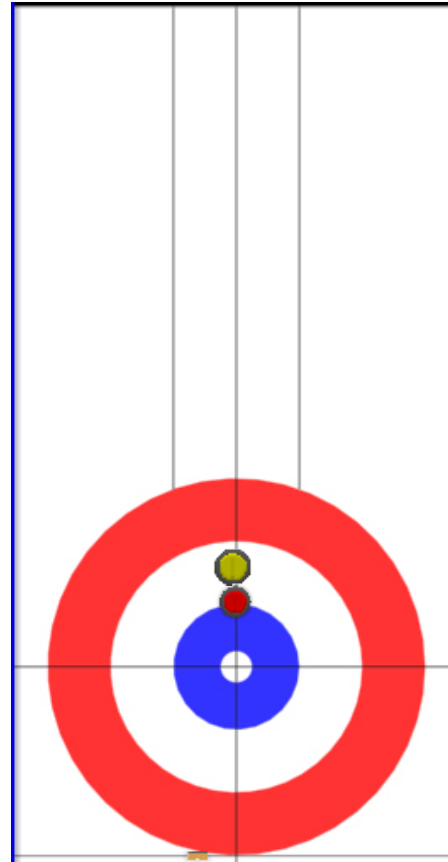
- A. Blank or score 1 point
- B. Score 2 or more Points.



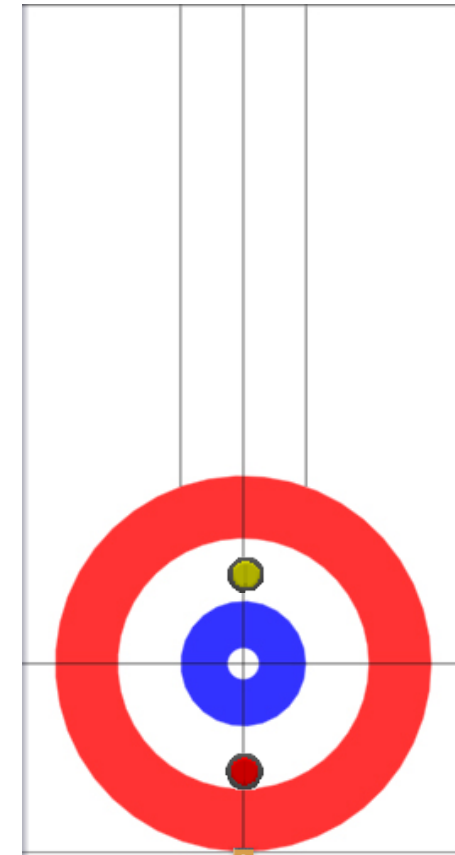
Options: A: Draw to Side



B: Freeze to Shot



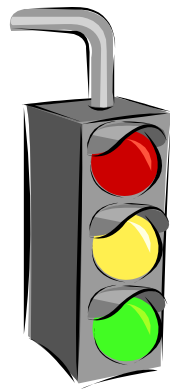
C: Tapback



Situation B- With Hammer

Red Rock, Long Guard

First stone, yellow rocks

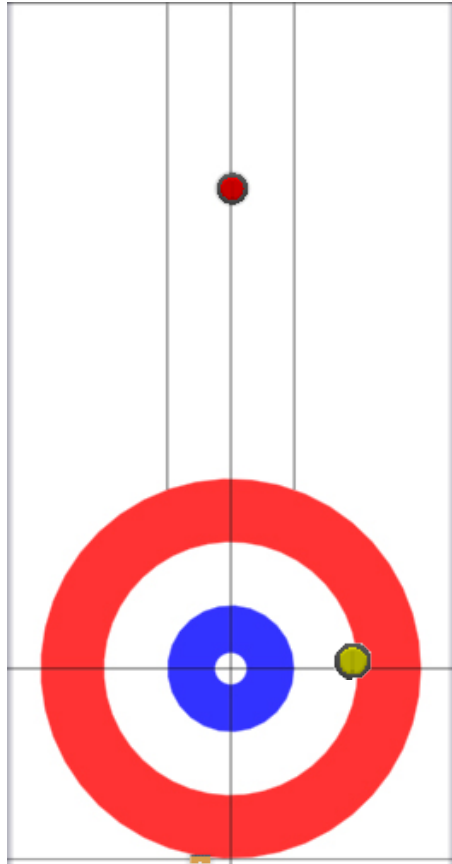


Initial End Plan

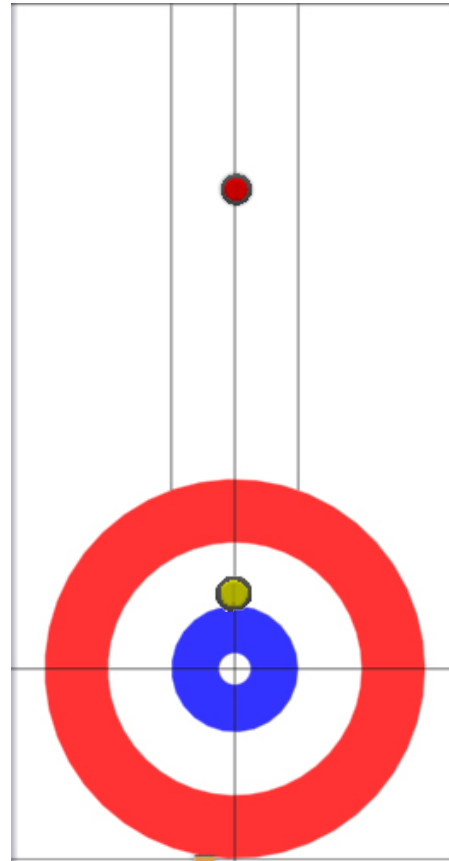
- A. Blank or score 1 point
- B. Score 2 or more Points.



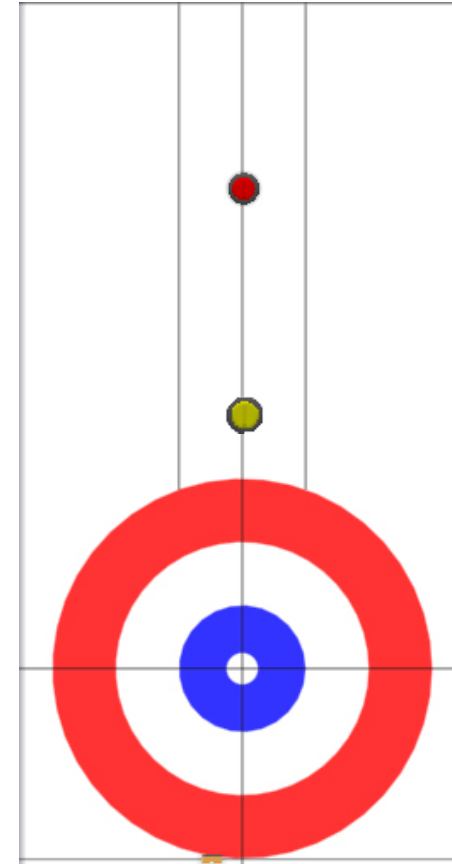
Options: A: Draw to Side



B: Draw Around Top Four



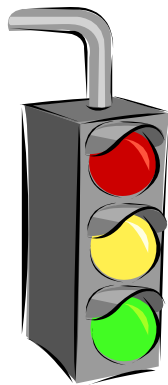
C: Short Guard



Situation C - With Hammer

Red Rock, Short Guard

First stone, yellow rocks

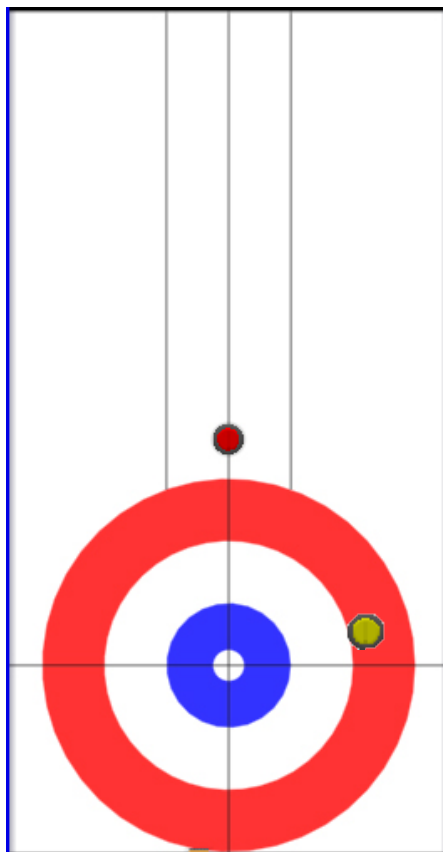


Initial End Plan

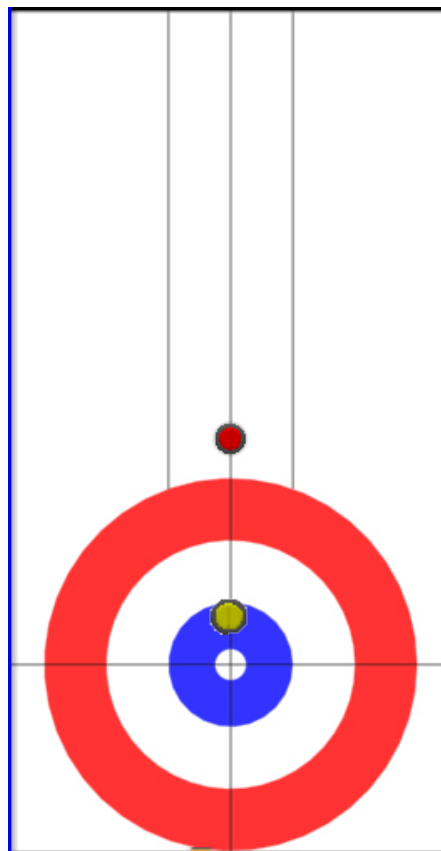
- A. Blank or score 1 point
- B. Score 2 or more Points.



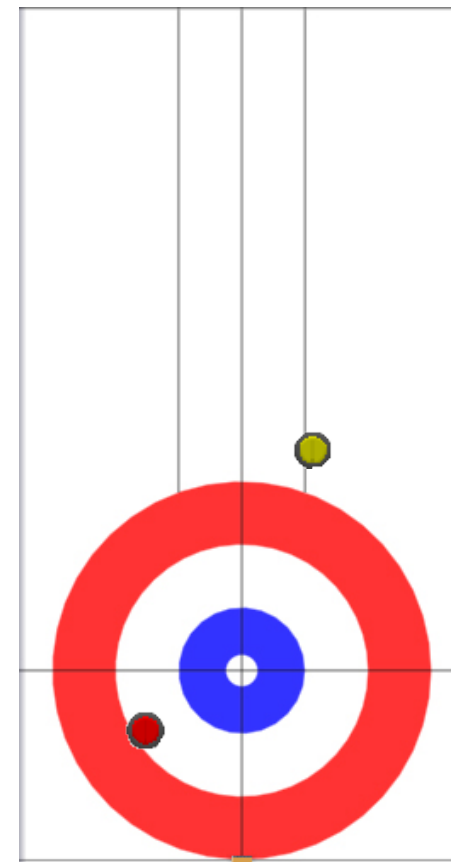
Options: A: Draw to Side



B: Draw Around Top Four



C: Chip/Split Guard

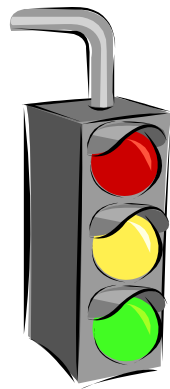


Situation A1-1 - Without Hammer

Red Rock, Top four

Yellow Rock, Draw to Side

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

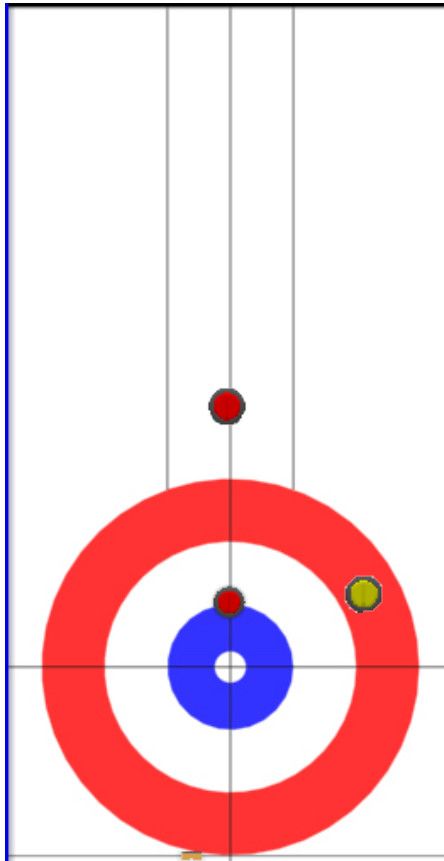
F. Force Opponent to take 1 point.

- Get last rock back.

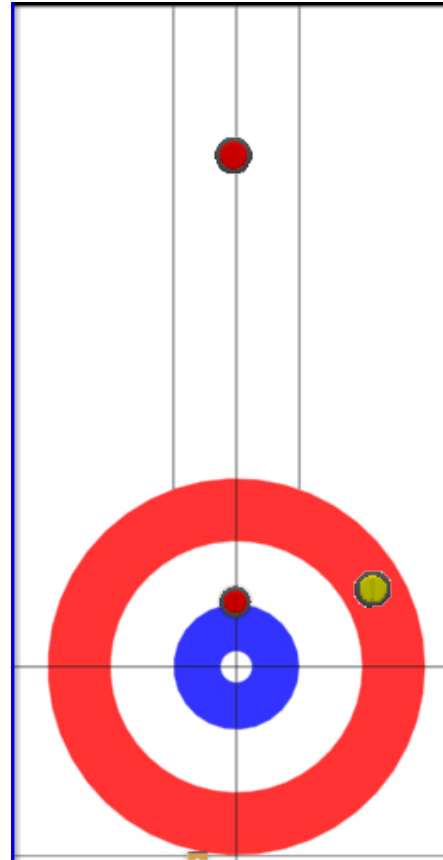
G. Steal 1 or more points.



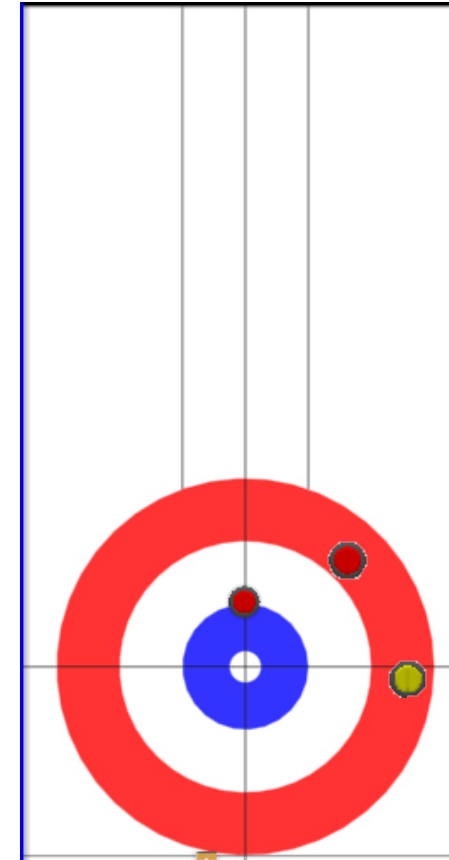
Options: A: Short Guard



B: Long Guard



C: Tapback

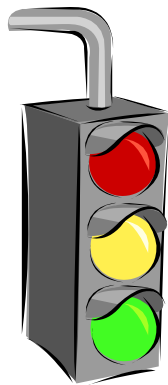


Situation A2-1 -Without Hammer

Red Rock, Top four

Yellow Rock, Freeze

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

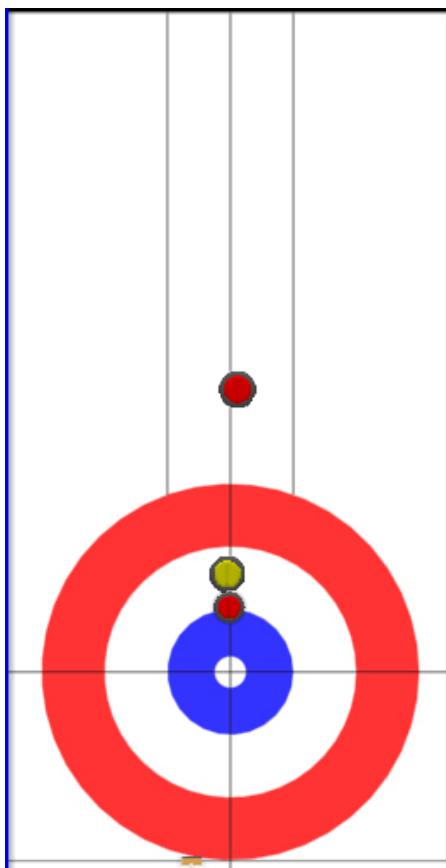
F. Force Opponent to take 1 point.

- Get last rock back.

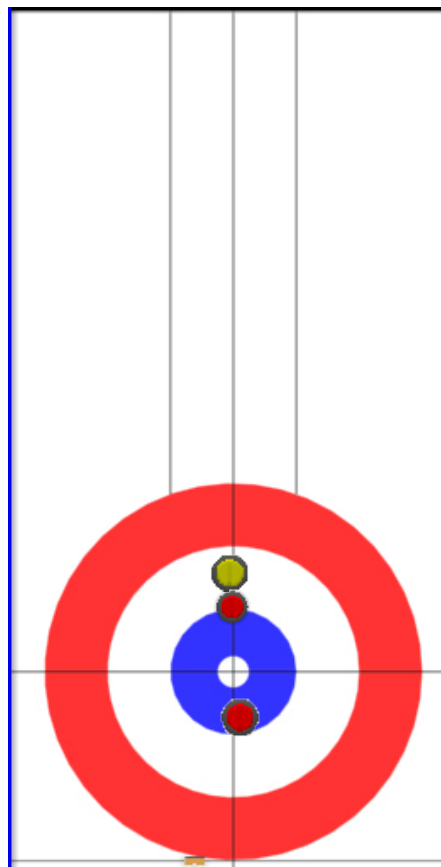
G. Steal 1 or more points.



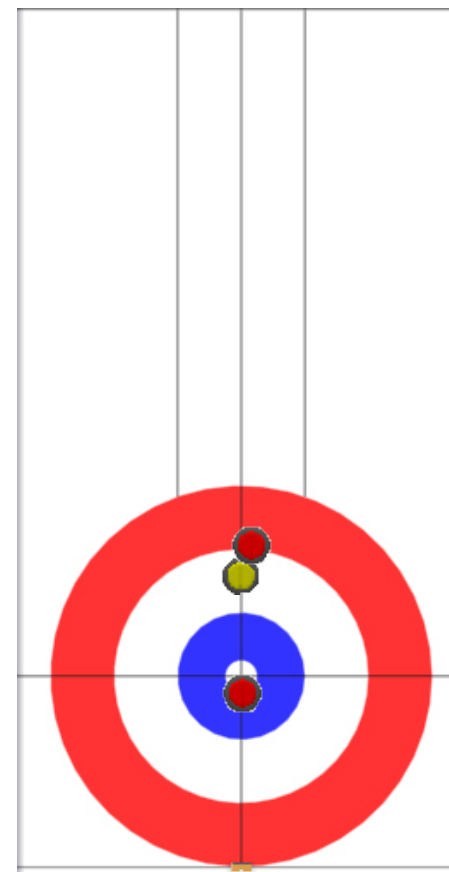
Options: A: Short Guard



B: Draw Around



C: Tap/Freeze

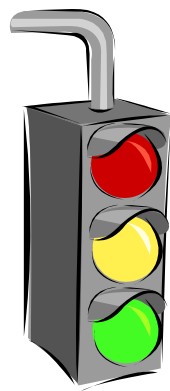


Situation A3-1 - Without Hammer

Red Rock, Top four

Yellow Rock, Tapback

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

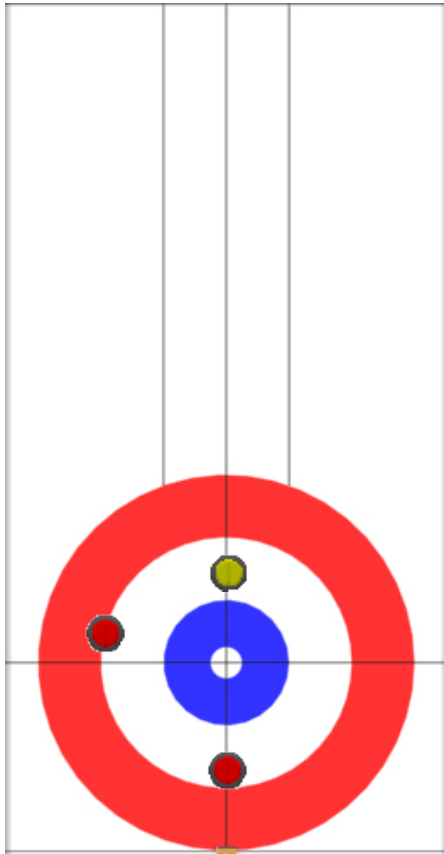
F. Force Opponent to take 1 point.

- Get last rock back.

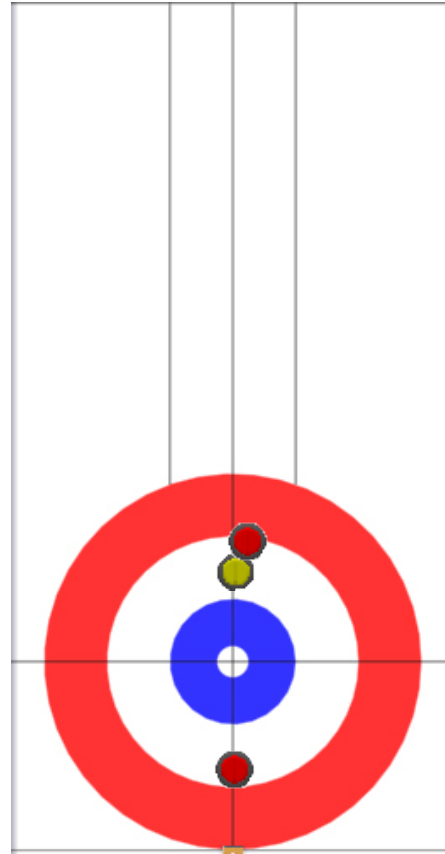
G. Steal 1 or more points.



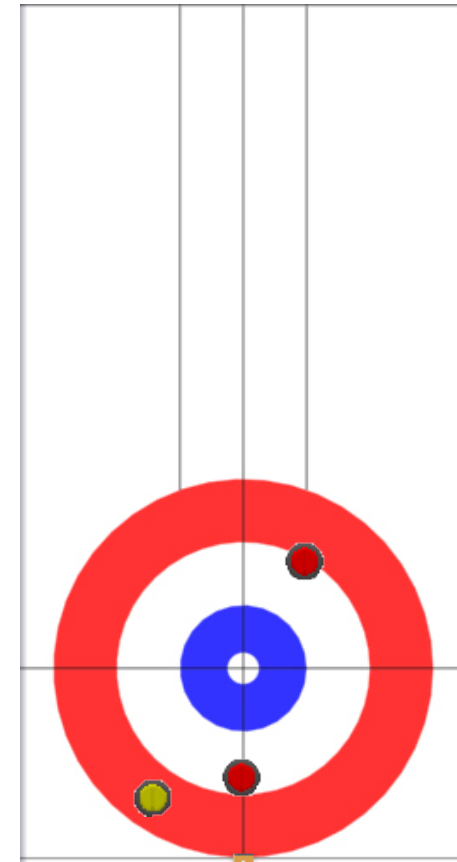
Options: **A: Draw to Side**



B: Corner Freeze



C: Tapback

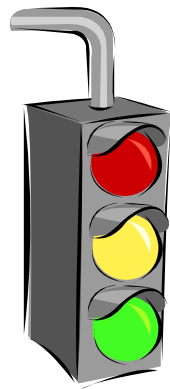


Situation B1-1 - Without Hammer

Red Rock, Long Guard

Yellow Rock – Draw to Side

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

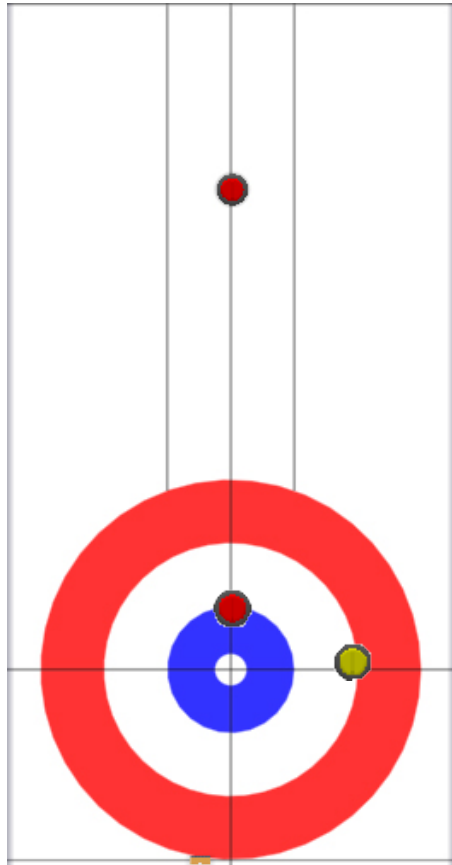
F. Force Opponent to take 1 point.

- Get last rock back.

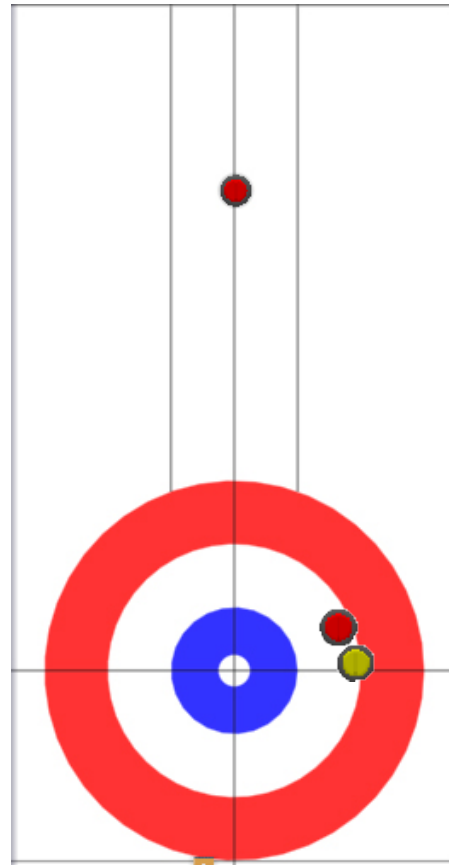
G. Steal 1 or more points.



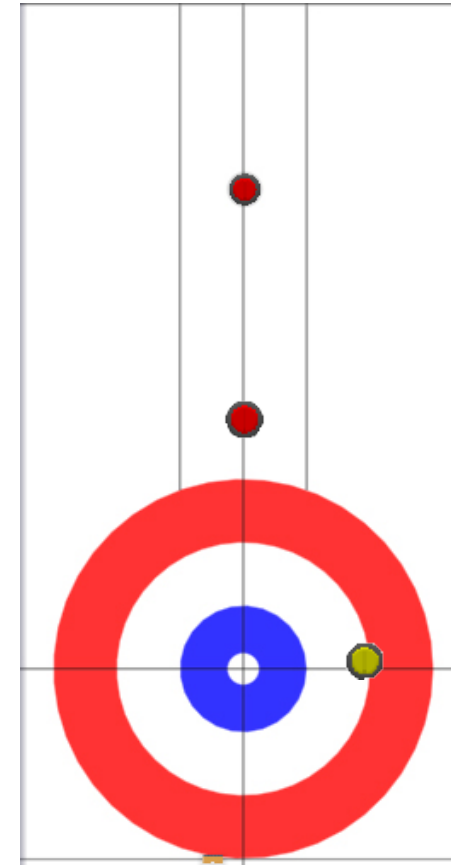
Options: A: Draw top Four



B: Freeze



C: Short Guard

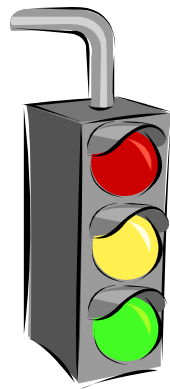


Situation B2-1 - Without Hammer

Red Rock, Long Guard

Yellow Rock – Draw top four

Second stone, red rocks - ?

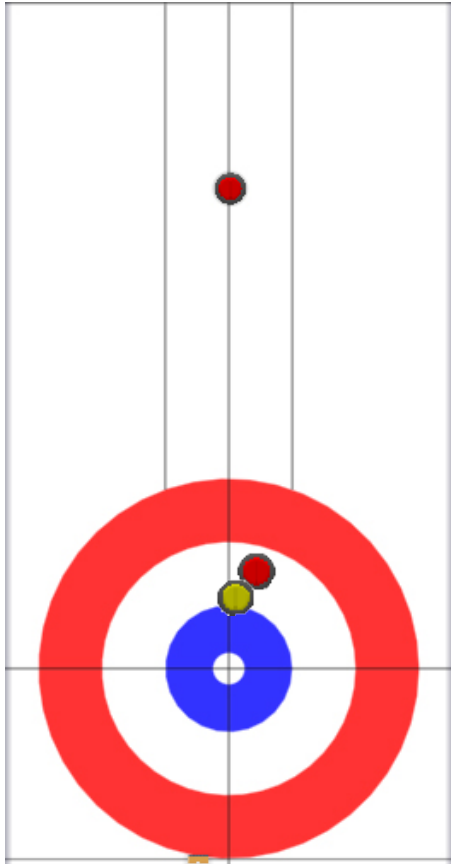


Initial End Plan

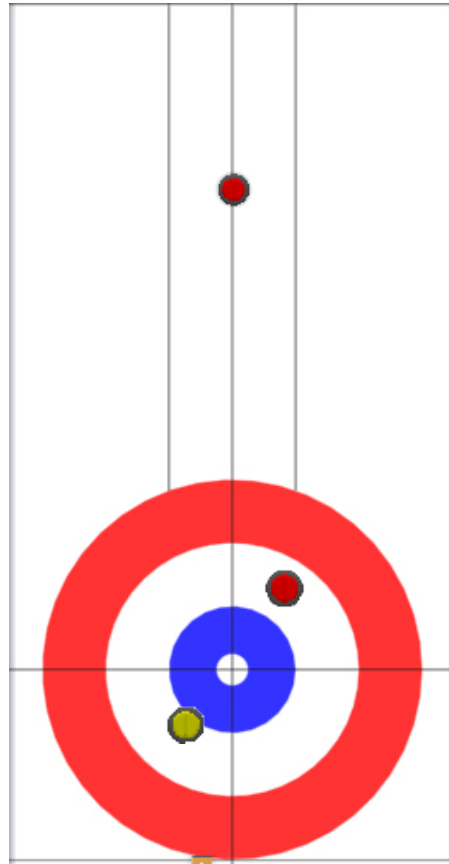
- E. Limit Opponent to 1 point.**
- F. Force Opponent to take 1 point.**
 - Get last rock back.
- G. Steal 1 or more points.**



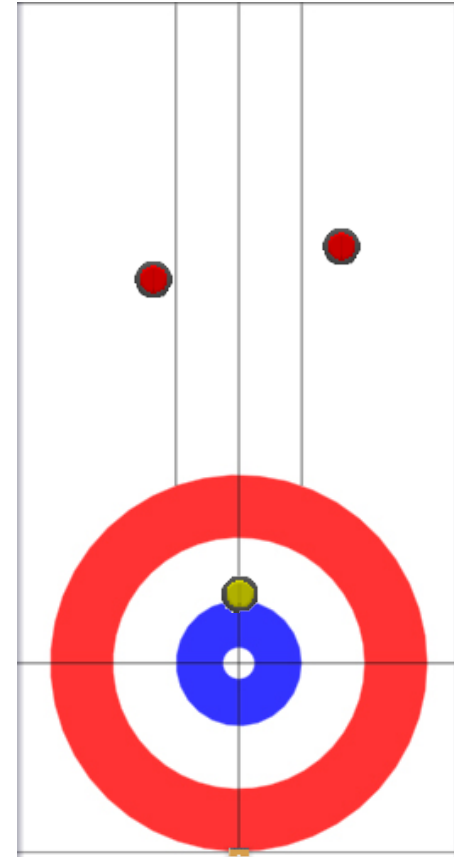
Options: A: Freeze



B: Tapback



C: Split/tick Guard

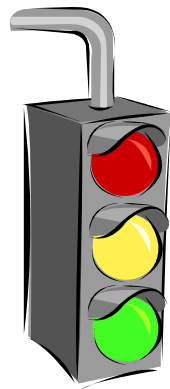


Situation B2-3 - Without Hammer

Red Rock, Long Guard

Yellow Rock – short guard

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

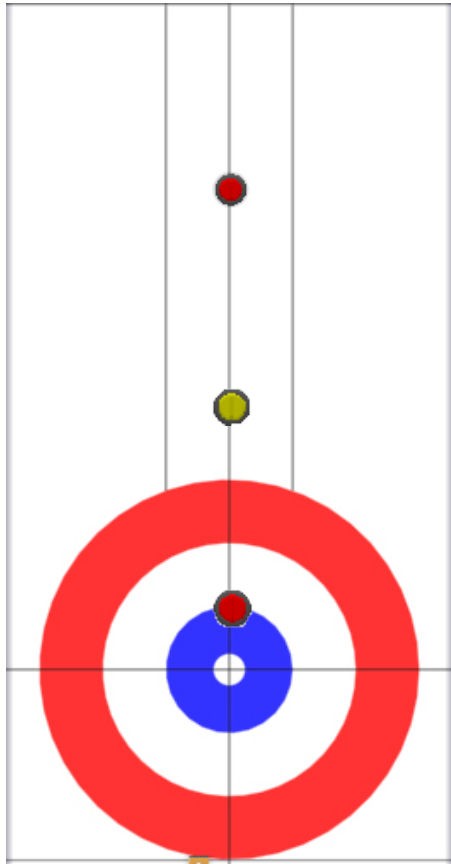
F. Force Opponent to take 1 point.

- Get last rock back.

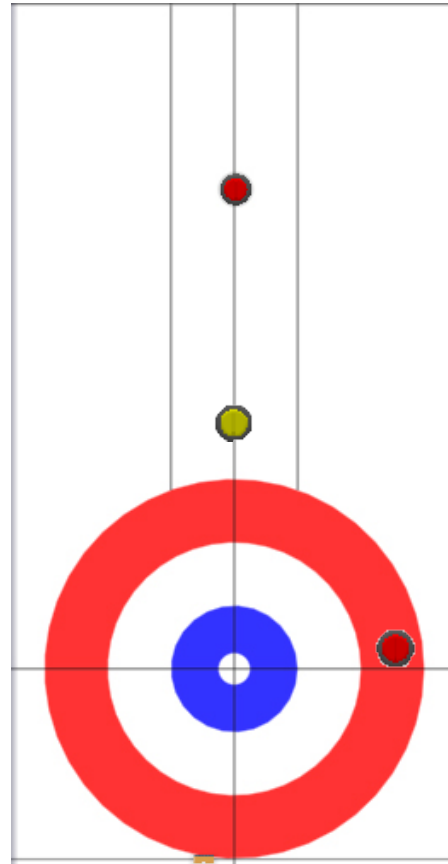
G. Steal 1 or more points.



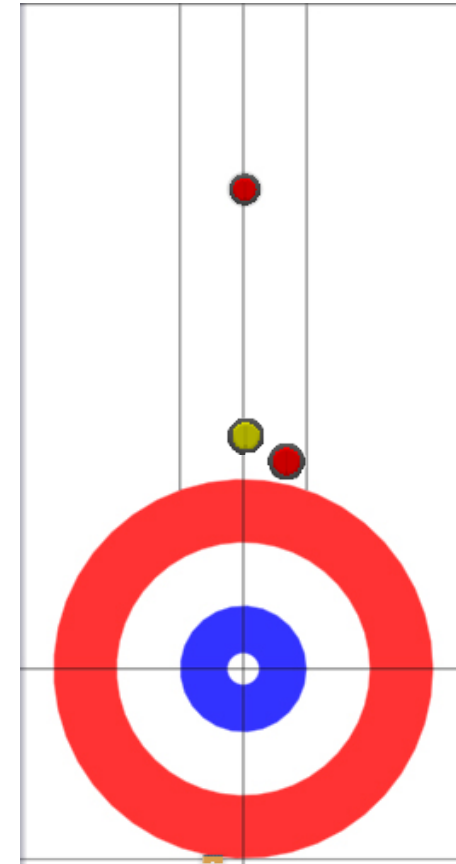
Options: A: Draw top Four



B: Draw to Side



C: Short Guard

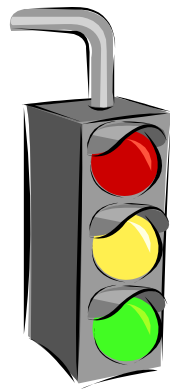


Situation C1-1 - Without Hammer

Red Rock, Short Guard

Yellow Rock – Draw around

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

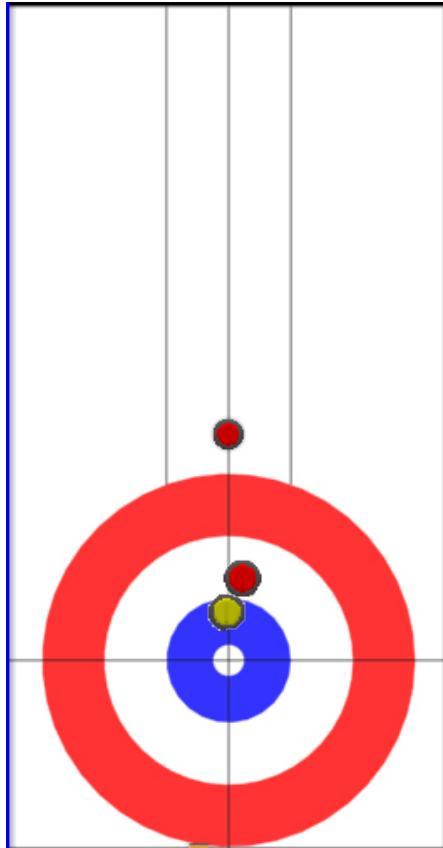
F. Force Opponent to take 1 point.

- Get last rock back.

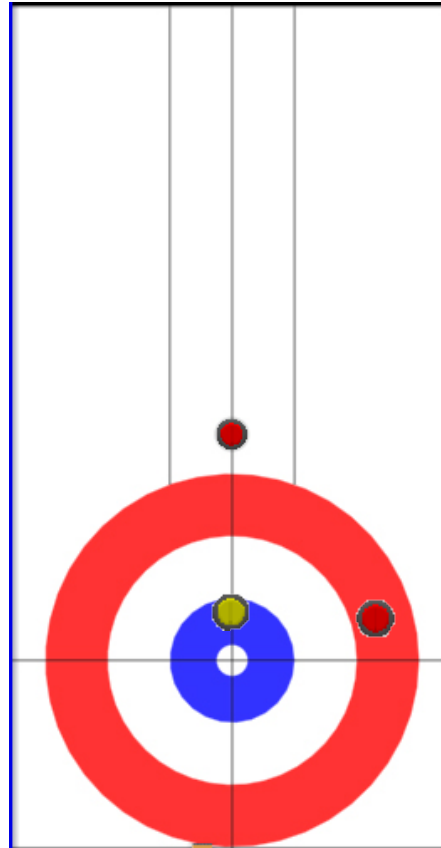
G. Steal 1 or more points.



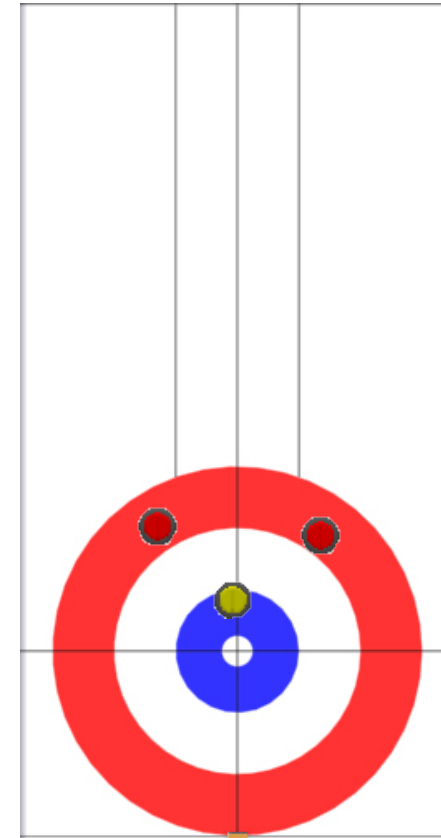
Options: A: Freeze



B: Draw to Side



C: Split Guard

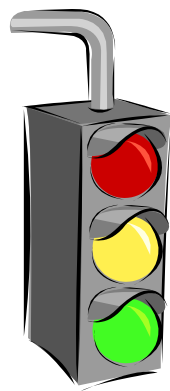


Situation C2-1 - Without Hammer

Red Rock, Short Guard

Yellow Rock, Draw to Side

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

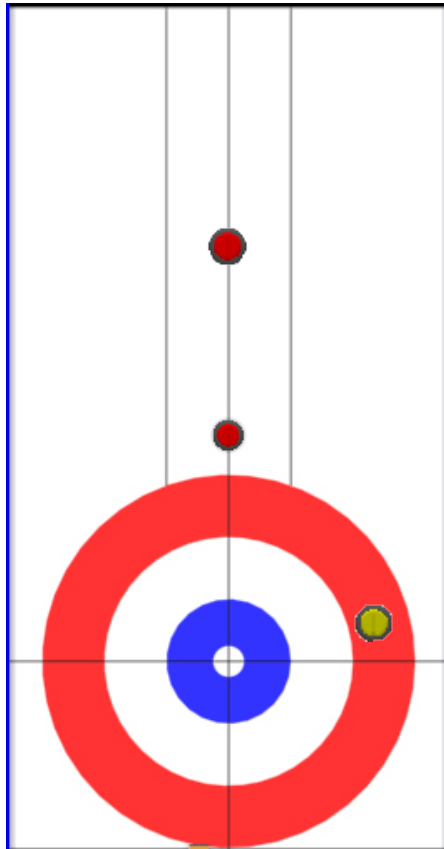
F. Force Opponent to take 1 point.

- Get last rock back.

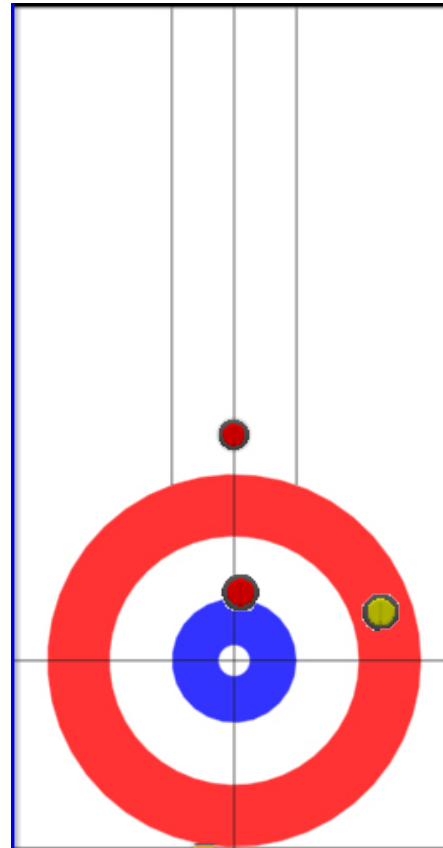
G. Steal 1 or more points.



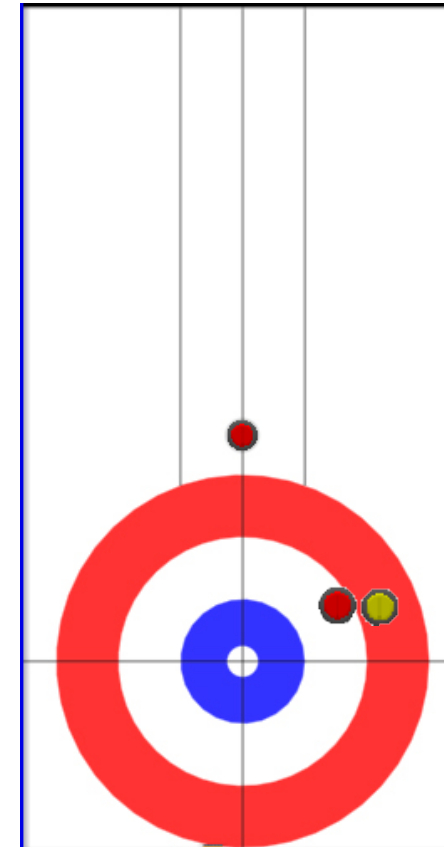
Options: A: Long Guard



B: Draw top four



C: Freeze/ Draw beside shot rock

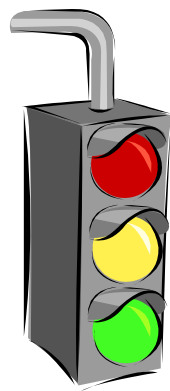


Situation C3-1 - Without Hammer

Red Rock, Short Guard

Yellow Rock, Split/Chip Guard

Second stone, red rocks - ?



Initial End Plan

E. Limit Opponent to 1 point.

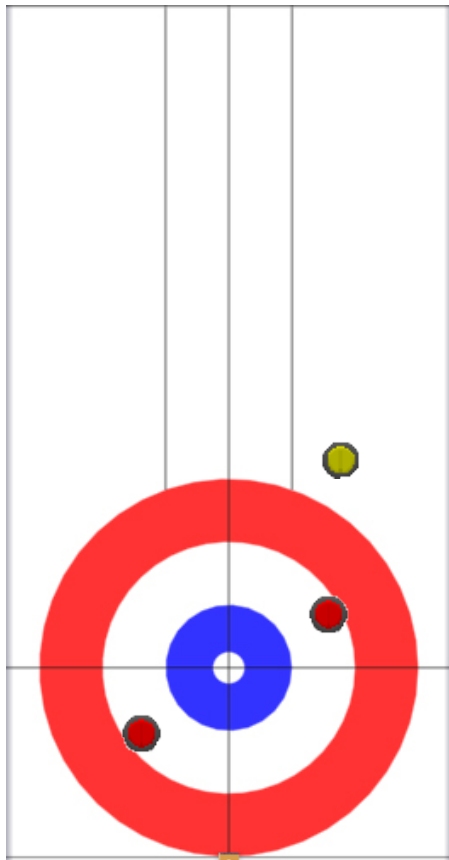
F. Force Opponent to take 1 point.

- Get last rock back.

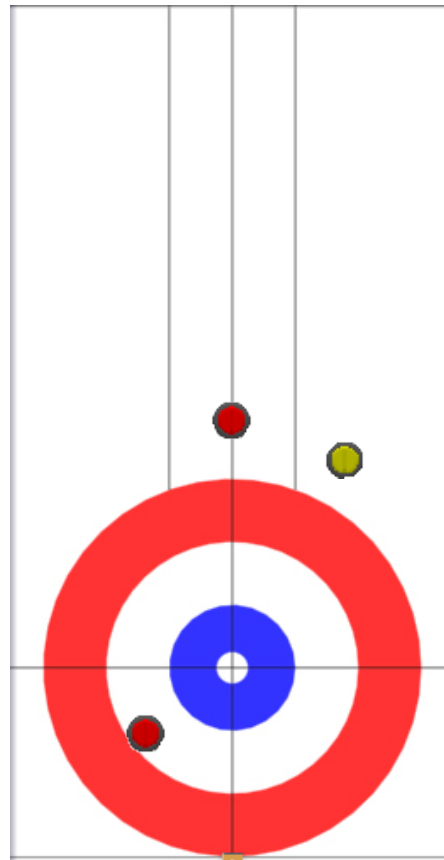
G. Steal 1 or more points.



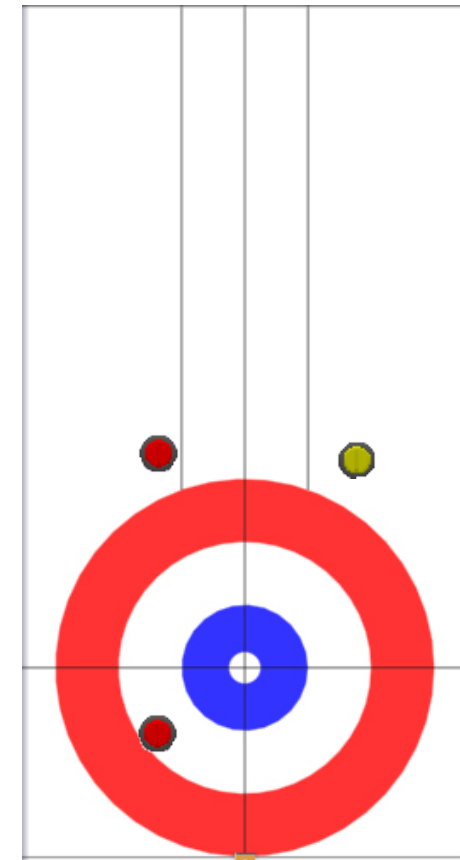
Options: A: Split house



B: Short Center Guard



C: Guard shot rock



Improving Your Chances of Winning Games



- Learn how to read ice in relation to weight of rock thrown
- Knowing angles and how rocks will react
- Hitting the Broom
- Throwing the Rock with consistent rotation

- Find someone to watch your game and give you feedback afterwards.

Last Rock

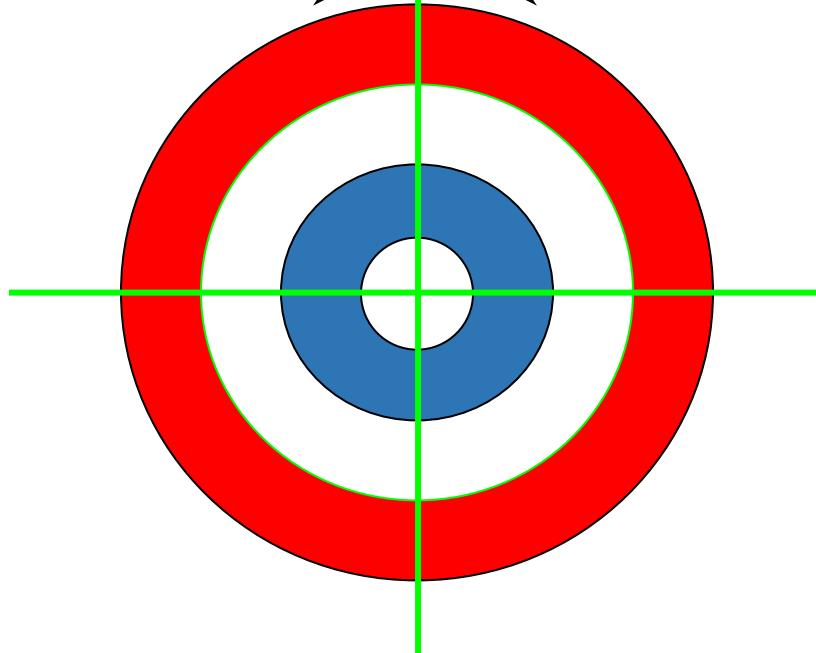
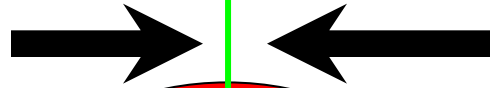
Score



With last rock



Without last rock



Down



Up