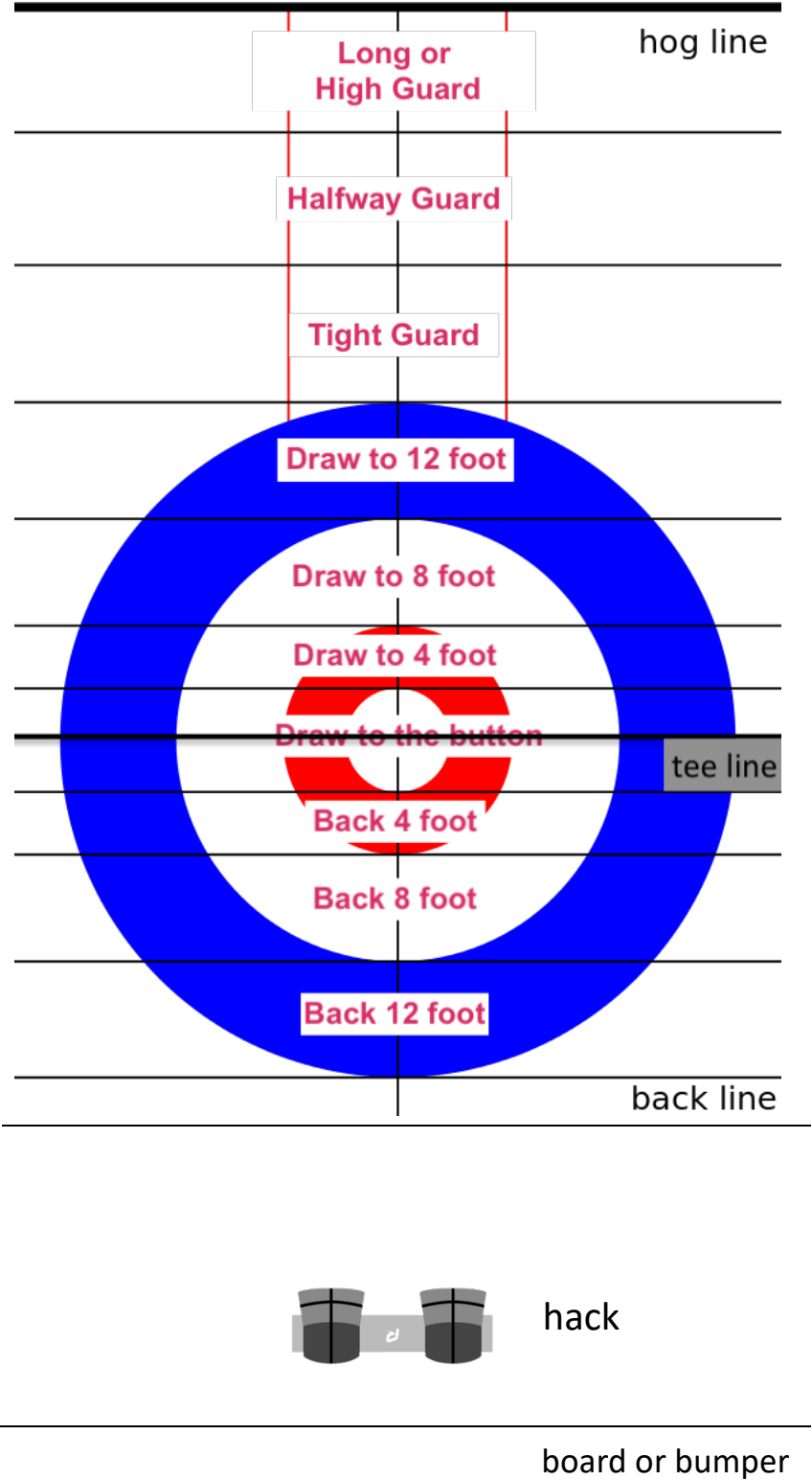


Curling Shot Terminology



The different shots

To execute a strategy, the skip will call for different shots. The different shots are mainly defined by the requested weight.

The three main categories of shots are:

- Guards
- Draws
- Take-outs

Guards

Generally, the goal is to place a stone that will come to rest between the hog line and the house. Players aim to place a stone that will ultimately be circumvented, or to protect one or more stones already well positioned. With the Free Guard Zone Rule (FGZ), this type of shot is often used at the beginning of an end. The first five (5) rocks of each end cannot be removed if they are in the FGZ.

Guards are often referred to as a 'high' guard, 'halfway' guard or 'tight' guard (see diagram above).

Draws

Draws are mainly used to position stones in specific areas of the playing surface. These shots are precise, they require good control and the right weight.

Different Types of Draws:

In the house	A stone that will come to rest in a specific area determined by the skip. Examples: button, tee line, 4-foot circle, 8-foot circle, etc. (see diagram above)
Biter	Only part of the stone will touch the house (coloured circle).
Come around	By curling, the delivered stone will come-around one or more stationary stones and hide behind them.
Freeze	Type of draw where the goal is to have the stone come to rest glued (or frozen) onto another stone. The ultimate goal is to make it difficult to take this stone out of play.
Raise	Stone that will hit a stationary stone and move it to a specific area. Also referred to as a "tap" or "tap back".

Take-outs

Take-outs are used to eliminate from play one or more stationary stones.

Depending on the expected result and the layout of the stones in play, the skip will call for take-outs with different weights.

Different Types of Take-outs:

Take-out and stay	The delivered stone will hit a stationary stone to eliminate it from play and will stay close to the area where the contact occurred.
Take-out and roll	The delivered stone will hit a stationary stone to eliminate it from play and will then move to one side or another while remaining in play.
Raise and take-out	The delivered stone will hit a first stationary stone which will move onto another stone and eliminate it from play.
Multiple take-outs	The intent is to eliminate from play more than one opposing stone. The angles and reactions of the stones must be well analysed.

Take-outs Weights:

Light	<p>This type of take-out is often used to maintain good control of the delivered stone in terms of its line of delivery and its reaction after impact (stay or roll).</p> <p>The skip will communicate the desired weight by indicating the area where the delivered stone should come to rest as long as it does not come into contact with any obstacle.</p> <p>For example:</p> <ul style="list-style-type: none">• Back line (throw the rock to reach the back line)• Hack (throw the rock to reach the hack)• Bumper or board weight (throw the rock to reach the board behind the hack)
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	The term “control” is also used to identify a take-out with a bit more weight than a “bumper”.
Normal	<p>Normal take-out weight may differ from one player to another depending on skills. This shot requires more weight than light take-outs, but the player must be able to be precise and repeat this type of shot regularly.</p> <p>It is important for the skip to know his players’ abilities.</p>
Heavy (sometimes called “Peel”)	<p>A heavy take-out will generally be used to move many stones, which requires more energy.</p> <p>This type of shot is also used to make sure the delivered stone travels a good distance after hitting another stone at a certain angle.</p> <p>Examples :</p> <ul style="list-style-type: none"> • to liberate the front of the house; • to generate a blank end with the last stone.

Signals

The skip communicates instructions verbally and/or with signals concerning the desired shot. Generally, the signal sequence will include three steps:

1. the expected reaction of the delivered stone and of the displaced stationary stones;
2. the weight of the requested shot in the case of take-outs;
3. the line of delivery and the desired effect.

Expected Reaction

The skip indicates, first with the broom, the expected reaction of the stones.

Draws

With the broom, the skip indicates the area where he or she would like the stone to come to rest.

In the case of a raise, the skip will indicate, with the broom, the stone to be moved and the area where it should end up. Some Skips will indicate the distance that the rock should be raised by indicating this distance along their broom handle with both hands.

In the case of a freeze, the skip will place the broom beside the stationary stone on which you want to freeze.

Take-outs

With the broom, the skip indicates the stone(s) to be eliminated from play and the area where the first contact should be made, as well as the expected reaction of the delivered stone after contact (stay or roll to one side or another).

Weight at Delivery

The weight of the desired take-out may be communicated in different ways:

- Verbally
- For light take-outs, by pointing to certain areas of play with the broom: back line, hack, bumper/back board, etc.
- By tapping a part of the body with your hand. The higher the body part, the higher is the weight required. Examples: the ankle/foot for hack weight, the chest for normal weight and the head for heavy/peel weight.

Line of Delivery and Desired Effect

Ultimately, the skip positions the broom head on the ice to indicate the line of delivery and by lifting an arm, identifies which rotation to apply.

- Right arm: clockwise rotation. Left to right effect.
- Left arm: counter-clockwise rotation. Right to left effect.

It is important that all members of the team know the signals used by the skip. In case of doubt, do not hesitate to verbally confirm your understanding.

Source: <https://curlingdescollines.ca/index.php/en/41-curling-info/300-different-shots-signals>