

C.F.B. HALIFAX CURLING CLUB

Preventing Slow Play

BE ON TIME:

- Try to be on the Ice at least 5 minutes before game time for handshakes, practice slides, and hammer & stone selection.

BE READY:

- Pull your teammate's rock out and have it ready for them to throw.
- When the opponent's rock is released make your way to the hack and get ready to throw.
- The lead that throws first should find their #1 rock and get ready to throw. Let the other players clear the rocks & house.

SKIPS: Keep the pace moving:

- Keep it simple and think ahead. Be ready to make a call when the opposing team's shot is done.
- Make your call, be decisive and head down the ice to throw your rock.
- Front enders, have your skip's rock ready at the hack.

MATES: Lead By Example:

- Let the skip call your shot. Go to the hack and be ready to throw your rock when it's your turn.
- The skip calls the game. Too much input is not always helpful and slows down the game.
- The skip will ask for help on a call when and if it's needed.

PLAYERS: Gear Up:

- Make sure your equipment is at the right end of the sheet, chasing brooms, sliders stabilizers, grippers sticks, etc takes time from the game and slows play.
- All players are expected to be in the hack in a position to deliver their rock as soon as reasonably possible following the delivery of their opponent's stone.

15 MINUTES PER END

Any longer... please pick up the pace.