

What is the Plan?

Learning how to plan an end and be more successful!

Every successful team meets to plan the next end at the conclusion of the previous end. The decision is made after considering the following:

HISEA - Hammer - Ice Conditions - Score - Experience - Ability

OR

SHEETZ - Score - Hammer - End - Environment - Team - FGZ

The best teams complete the process in under 30 seconds and develop a system that allows all team members to contribute and understand the goals for the next end. It takes deliberate practice and the following information can help you develop this skill.

Decisions to be made at the end of an end based on the info from above and then answering 3 questions:

What is our Goal?

What is Acceptable?

What must we Avoid?

What do we Want?

What are we OK with?

What Can't Happen?

How to play:

Create index cards, poker chips, or dice with the following info about the score and hammer.

1 Up With

1 Up Without

Down 1 With

Down 1 Without

Up 2 With

Up 2 Without

Down 2 With

Down 2 Without

Down 3 With or Without

Up 3 With or Without

An 8-sided die can be used to determine the end to be played.

Team members should take turns leading the discussion and teams should explore the best way to have everyone participate. Everyone is responsible to ask questions and ask “WHY” when they don’t understand something.

Variation: Separate cards, chips or die can be created for the score, the end, and who has the hammer.