



CLINIC #4 - INTERMEDIATE STRATEGY

UPDATED : SEPTEMBER 16 2026

Duration: 2 hours

This 2-hour off-ice clinic will address advanced strategy and would be appropriate for experienced curlers with vice/skip experience. This clinic will build on the basic concepts of strategy by introducing concepts like shot tolerance, end plans, game plans, angles, drag effect and will provide time to actively engage through discussions regarding different shot scenarios.

Item	Duration	Description	Supplies Needed/ Resources Available
Overview	10 minutes	Welcome • Introduction of facilitators and overview of clinic objectives and topics. • Ask participants if they have any particular questions regarding strategy they would like answered. Write these questions down and attempt to address them throughout the clinic or at the end. Clinic Topics • Strategy vs. tactics, types of strategy – characteristics, when to use, factors influencing shot selection, game plan/end plan/shot plan, shot tolerance, communication Clinic is an overview of intermediate strategy. This clinic is suitable for club curlers who have at least a basic	Chart paper and Markers



CLINIC #4 - INTERMEDIATE STRATEGY

UPDATED : SEPTEMBER 16 2026

		understanding of strategy and its related concepts and who wish to further explore strategy and higher level concepts. This clinic is appropriate for back end (or aspiring back end) players or those with a particular interest in strategy.	
Strategy vs. Tactics	5 minutes	Key difference (between strategy and tactics) • Strategy is the overall plan • Tactics are the methods you use to execute the overall plan)	PowerPoint
Review of FESRAIN	10 minutes	FESRAIN review • Factors influencing strategy/shot selection	FESRAIN handout
Types of Strategy	30 minutes (10 minutes per type)	Pursue, Protect, Probe (aka Offence, Defence and Balanced Attack) • Individually outline each and have the participants work with you to brainstorm: • What it means • The types of shots that would most often be used when employing this type of strategy • Why this type of strategy would be used	Chart paper and markers Reference Material
Plans and Tolerance	20 minutes	Discussion • Game plan, end plan, shot plan • Explanation of shot tolerance	



CLINIC #4 - INTERMEDIATE STRATEGY

UPDATED : SEPTEMBER 16 2026

		Importance of tactic of communication in execution and management of strategy (i.e. plans and tolerance)	
Optional Topics	20 minutes	The Tick Shot Drag Effect Angles (lay out some angles on strategy board) 5 Rock Rule – open discussion	The Tick Shot (resource) Strategy Board (set up different angles – talk about peels, doubles, etc) The Drag Effect (Pane in the Glass) 5-Rock Rule
Application of concepts/ discussion	20 minutes	Several options available: - Dice game (explanation and play an end) - YouTube (show some clips and discuss appropriate shot selection, factors, etc.) - Scenarios (provided in PowerPoint; discuss scenarios without paying particular attention to the end in play, discuss what the appropriate type of strategy would be in the circumstance, would it change if it were a different end?)	Strategy board (if dice game) PowerPoint (scenarios)



CLINIC #4 - INTERMEDIATE STRATEGY

UPDATED : SEPTEMBER 16 2026

Conclusion/ Questions	5 minutes	Revisit sheet with participants' questions done at the beginning of the clinic and make sure all questions have been appropriately addressed. Give participants some strategic resources for further review/application.	
----------------------------------	--------------	---	--

<https://www.youtube.com/watch?v=mhfVX-spJ1E> - Drag effect explained (video)

FESRAIN – FOCUS on END, SCORE, HAMMER