

# Factors to Consider in Shot Selection

These factors should be considered together in selecting the shot to play. Defensive play refers to playing a take-out game; offensive is a draw game.

## FESRAIN:

- F** free guard zone (use it to develop offense; play rocks in rings with a significant lead)
- E** end in play (early – defensive; late - offensive, depending on other factors)
- S** score (up – defensive; down - offensive)
- R** last rock advantage (with - defensive; without - offensive, depending on score)
- A** abilities of teams (play to your team's strengths & their weaknesses)
- I** ice conditions (more defensive game on heavy ice, tap game on straight ice)
- N** number of rocks remaining in end (potential big end for opposition requires a freeze late in the end)

# Simple Strategy Summary

- team with last rock should direct play to the sides
- team without last rock should direct play into the control zone to steal
- team up in score should play in the house; team that's down should play in front

