

7. Friends and enemies:

Know the rocks which are your friends and which are your enemies.

Friends are stones that can be used as part of your current end plan.

Don't hurt your friends.

Don't make a friend into an enemy.

Teams get to know which stones in which positions are likely to lead to good results.

If your team has last rock: (mid game score close, taking a low risk approach)

Friends:

Any rocks behind the T-line.

Any corner guards belonging to either team.

All opposition rocks which have gone through the rings.

Enemies:

Opposition centre guards.

Opposition stones in the front part of the house.

How to make an enemy into a friend:

Play tick shot on centre guards and open the centre path.

Bump opposition rocks from the front of the house to the back of the house.

How to make a friend into an enemy with last rock (avoid this):

Playing a draw around your corner guard but hitting the corner guard and leaving a centre guard

Centre guards are rocks that can be used as part of an end plan lead to complicated or risky situations. Teams looking to avoid risk will view centre guards as their enemy.

Corner guards are often used as a part of a lower risk attack by the team having last rock. They are the enemy of the team without last rock.

The team having last rock can use any rocks in the back of the rings as a saving wall late in the end.

Rocks in the back of the rings may not be risky but teams playing their very low risk end plans may view them as a danger and may want to eliminate them.