RACC WOMEN'S DAYTIME DRAW LEAGUE – TEAM FORMATION PROTOCOL

Over the course of the curling season, the RACC Women's Daytime Draw League organizes 4 to 5 sessions each lasting approximately 4 to 6 weeks.

New teams are created for each session, with league members having an opportunity to sign up for multiple days/times during each session. Teams are created by the Match and Rules Committee with a focus on creating balanced teams in a fun and inclusive environment.

The following process is used for team formation for each session:

- Approximately 4 to 6 weeks before the beginning of each session, league members will receive an electronic invitation to sign up for the next draw.
- Members will be asked to indicate which days/times they wish to play in and their 1st and 2nd choice of position for each.
- Members may choose to select a different preferred position for each draw (e.g., Lead as 1st choice for Tuesday draw and Second as 1st choice for Thursday draw).
- Members will be provided an opportunity to indicate why they may only be able to play one specific position.
- New members will also be asked to provide a background of their curling experience.
- Once registration closes, the Match Committee reviews the number of players who have signed up and determines the number of teams to be formed for each draw. An electronic randomization process is used to create teams which are then adjusted based on input from Match & Rules Committee members to create balanced teams and, to the extent possible, on member's 1st choice position and then 2nd choice position.
- Once teams are finalized, team lists and draw schedules are distributed to league members. In addition, this information is posted on the RACC website approximately 1 week before the session begins.

Please make yourself familiar and comfortable with the following expected skill sets and responsibilities associated with each preferred position you indicate:

Lead

- The lead typically throws guard shots, which are designed to provide cover and protection to shots in scoring position and to block an opponent's shots. These shots will determine the course of the rest of the end, so accuracy with draw weight is important.

- Leads are less likely to be asked to take out an opponent's stone.

- The Lead should be a strong sweeper and a good judge of weight. The Lead must be able to make sweeping decisions and provide the Skip with information on the weight of the rock as it travels down the ice.

- Novice/recent Learn to Curl/Developmental League members can generally expect to be placed as Lead while they continue to hone their curling skills.

Second

- The Second may be asked to make the game's first offensive move, such as curling a stone around the guard(s) and into scoring position, so accuracy with draw weight is important.
- The Second should be strong at playing takeouts. The second should be able to adjust their takeout weight based upon the Skip's direction.
- The Second should be a strong sweeper and a good judge of weight. The Second must be able to make sweeping decisions and provide the Skip with information on the weight of the stone as it travels down the ice.

Third

- The Third must be able to accurately make virtually any type of shot.
- The Third sweeps for the Lead and the Second, and must be able to make sweeping decisions and provide the Skip with information on the weight of a rock as it travels down the ice.
- The Third advises the Skip on strategy and shot choice and is responsible for calling the shot (line) and directing sweeping when the Skip is delivering the final two rocks of an end.
- The Third confers with the opposing team's Third in order to confirm who scored how many points in each end. The Third must judge when use of a measuring device is warranted and be able to accurately operate the device.

Skip

- The Skip is the team captain and is responsible for strategy.
- The Skip must be able to execute difficult shots in high-pressure situations.
- The Skip must be able to call the shots for the rest of the team by signaling the desired type and weight of the shot, and using the broom as an aiming point for shots.
- Once a shot is released, the Skip must determine whether the shot was accurate and tell the sweepers when and how to sweep. The Skip must judge the line of a shot and call sweeping accordingly.

Note:

The RA runs several skill improvement clinics for members throughout the season. Members may ask their Skips for immediate feedback on their play and areas for improvement. The RA also makes practice ice available to members (see https://www.racentre.com for details)