

# Guiding Principles

(A concise collection of insights)

- If you need points: draw (offensive).  
*(think: guards. Why are you hitting when you want points?)*
- If you don't need points: hit (defensive).  
*(keep the house clean)*
- Take charge of the CONTROL ZONE, i.e.
  - if you don't have last stone, block it off.
  - if you have last stone, keep it open.*(a crowded control zone can creep up on you. Don't leave things until it's too late)*
- Avoid calling for a shot that the player can't make.  
*(don't ignore a player's limitations. It's discouraging when the shot is not even close)*
- Don't try a shot that you can't make.  
*(Oops, just isn't good enough!)*
- Be sure your team has a clear understanding about the shot to be played.  
*(it's noisy in there. Are your signals clearly understood by everyone?)*
- Avoid placing a guard on your opponent's stone.  
*(that will invariably work against you)*
- Avoid freezing on top of a freeze.  
*(a hit on the top stone will get rid of it along with the back stone. The middle stone will stay)*
- Opponent's stones behind the T-line are to your advantage.  
*(why sweep them right out of the house?)*
- Your stones behind the T-line are to your opponent's advantage.  
*(if you can draw to that position, so can your opponent)*
- Don't get greedy and risk giving your opponent an opportunity.  
*(been there, done that, won't do it again!)*