SKILLS Development Module

A set of technical curling shots designed to involve 4 individuals. The six shots include a) draw to the button, b) draw around a centre guard, c) hit and roll, d) hit through a port, e) tap back and f) run back. Two teams of 2 players throw each of the six shots from the traditional 2 Person Stick Curling positions. Points (5/4/3/2/1/0) are awarded/recorded based on the outcome of each shot (see Skills Recording Sheet). Upon completion of the six shots by each participant, the teams' results are totalled to determine a winning team.

Time to play

Including set-up, throwing the rocks and scoring the shots, a session should take no more than 30 minutes.

Set-up & Rock Placement

Each end requires a different set-up (see Skills Recording Sheet for more detail).

1st Shot- Player 1 & Player 2

No rocks in play

2nd Shot- Player 1 & Player 2

Rock placed on the centre line, half way between the hog line and the top of the house

3rd Shot- Player 1 & Player 2

Rock placed one rock in front of the tee line with projected edge touching the edge of the eight foot ring

4th Shot- Player 1 & Player 2

Two rocks placed at the top of the house and spaced apart by the width of a traditional gate (24 inches) and a third rock placed on the centreline, touching the back edge of the four foot ring

5th Shot- Player 1 & Player 2

One rock placed on the centreline, 1 inch in front of the rings

6th Shot- Player 1 & Player 2

One rock placed on the centreline, 1 inch in front of the rings and a second rock placed on the centreline and touching the back edge of the four foot ring

Scoring

1st Shot

Draw to the button
button/4 ft/8ft/12 ft/in play
5/4/3/2/1 points

2nd Shot

Around Guard
button/4 ft/8ft/12 ft/in play
5/4/3/2/1 points

3rd Shot

Hit & Roll
roll to button/4 ft/8ft/12 ft/remove rock
5/4/3/2/1 points

4th Shot

Hit through a port
roll to button/4 ft/8ft/12 ft/remove rock
5/4/3/2/1 points

5th Shot

Tap back
tap to button/4 ft/8ft/12 ft/in play
5/4/3/2/1 points

6th Shot

Run back
raised rock to button/4 ft/8ft/12 ft/in play
5/4/3/2/1 points

Skills Recording Sheet

Player	1st Shot Draw to the button button/4 ft/8ft/12 ft/in play 5/4/3/2/1 points	2nd Shot Around Guard button/4 ft/8ft/12 ft/in play 5/4/3/2/1 points	3rd Shot Hit & Roll roll to button/4 ft/8ft/12 ft/remove rock 5/4/3/2/1 points	4th Shot Hit through a port roll to button/4 ft/8ft/12 ft/remove rock 5/4/3/2/1 points	5th Shot Tap back tap to button/4 ft/8ft/12 ft/in play 5/4/3/2/1 points	6th Shot Run back raised rock to button/4 ft/8ft/12 ft/in play 5/4/3/2/1 points	Total	Max	W/L
								30	
								30	
								30	

Setup & Scoring

a) flip to determine who throws first
b)players assume 2 Person Stick positioning
c)) follow the setup as outlined above
d) track points scored for each end
e) Shot winner (most points) throws first on the Shot, if tied, treat as a blank end
f) sweep your teams rocks, can not sweep the opposition rocks
g) port width for 4th Shot-width of gate (24 Inches)
h) Throw out worst end, Maximum points now 25