



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).

Ends 1 & 2

No rocks in play

Ends 3 & 4

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

Ends 5 & 6

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

Ends 7 & 8

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

Ends 9 & 10

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

Ends 11 & 12

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

Ends 1 & 2

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

Ends 3 & 4

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

Ends 5 & 6

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

Ends 7 & 8

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

Ends 9 & 10

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

Ends 11 & 12

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

Skills Recording Sheet

Skill Level	1 & 2	3 & 4	5 & 6	7 & 8	9 & 10	11 & 12
Player	Draw to the button button/4 r/t/g/r/2 r/f/n play 5/4/3/2/1 points	Around Guard button/4 r/t/g/r/2 r/f/n play 5/4/3/2/1 points	Hit & Roll roll to button/4 r/t/g/r/2 r/f/remove rock 5/4/3/2/1 points	Hit through a post roll to button/4 r/t/g/r/2 r/f/remove rock 5/4/3/2/1 points	Tap back tap to button/4 r/t/g/r/2 r/f/n play 5/4/3/2/1 points	Run back raised rock to button/4 r/t/g/r/2 r/f/n play 5/4/3/2/1 points
Trial	30	30	30	30	30	30
Moss	30	30	30	30	30	30
W/L						

a) Flip to determine who throws first
 b) player assumes 2 Overton Stick position
 c) follow the setup as outlined above
 d) track points scored for each end
 e) end winner (most points) throws first on the next end, if tied, treat as a blank end
 f) sweep your team's rocks, can not sweep the opposition rocks
 g) port width for end 7 & 8 width of gate
 h) Throw out worst end, Maximum points now 25