

Draw Drill #1 – Progressive Hog Line

This drill starts with the lead throwing. One player holds the broom and two sweep. After the first stone comes to rest, it is kicked to the sideboards. The second stone must then come to rest beyond the positioning of the first stone and so on until each player has thrown two rocks. Any rock not coming to rest beyond the previous stone is kicked to the backboards. The team goal is to finish with all eight rocks beside the side board. Repeat four times in the order indicated.

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

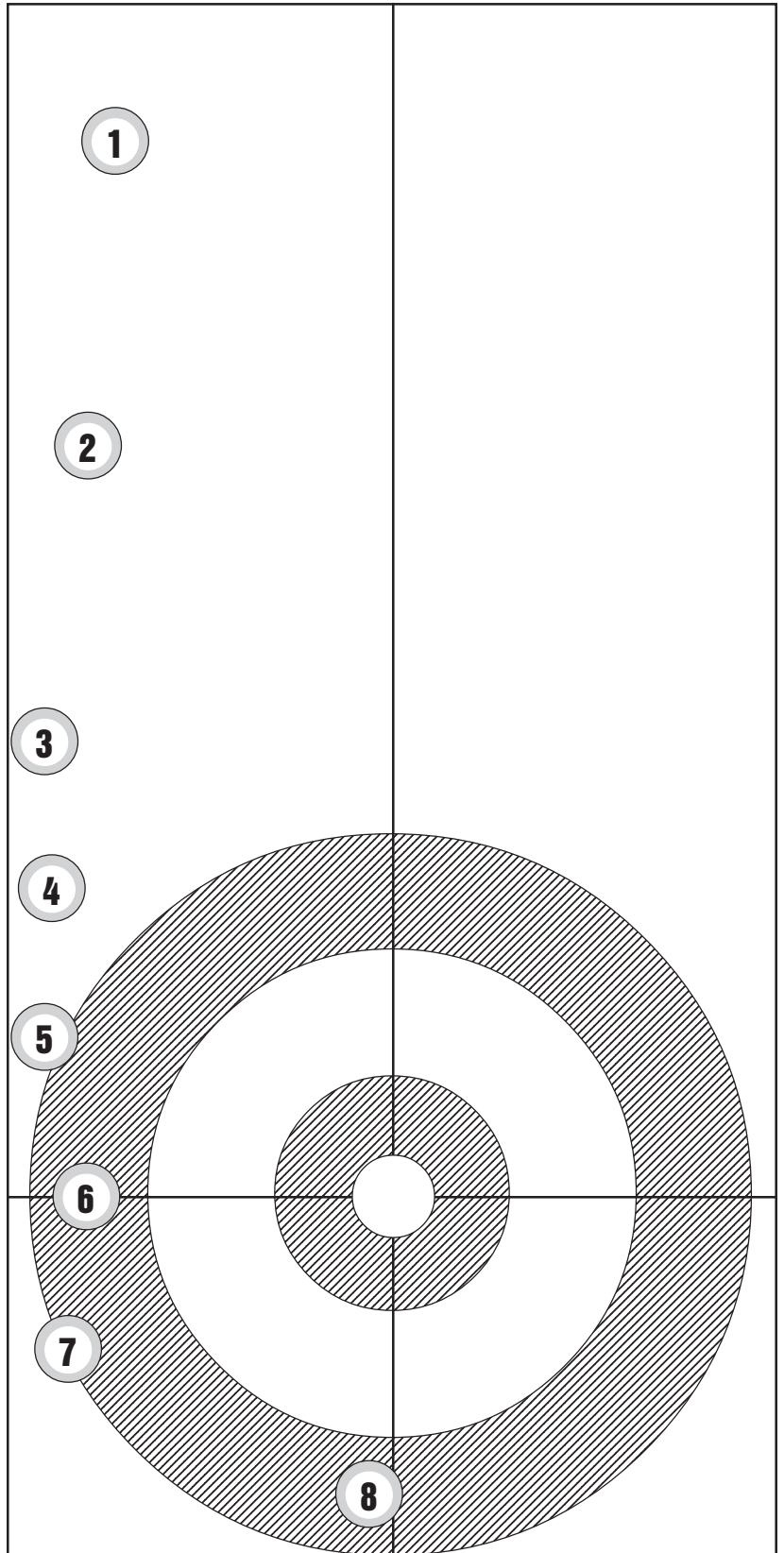
Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____



Draw Drill #2 – Line Dancing

The object of the drill is to deliver all eight stones and to have them all come to rest touching the centre line. One player holds the broom and two sweep. Delivered stones are to remain in play where they come to rest. A point is awarded for each stone (after all eight have been delivered) touching the centre line. Repeat four times in the order indicated.

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

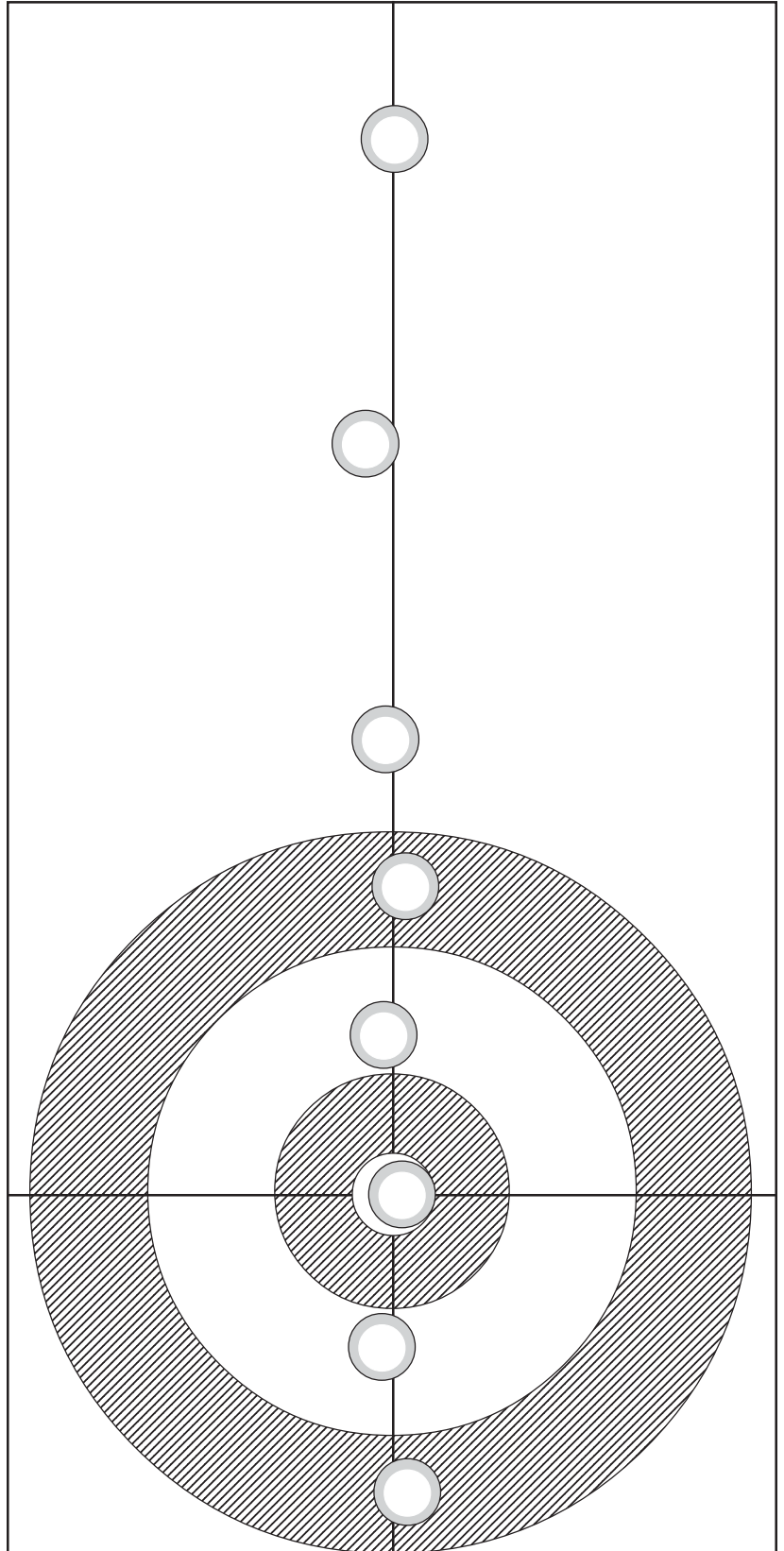
Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____



Draw Drill #3 – Grab the Button

The object of this drill is to draw the button. One player holds the broom and two sweep. The delivered stone is removed after it comes to rest. Points are awarded as follows: button = 5 points, 4 foot = 4 points, 8 foot = 3 points, 12 foot = 2 points, other (in play) = 1 point. Try the shot using one turn and then attempt with the other.

IN-TURN

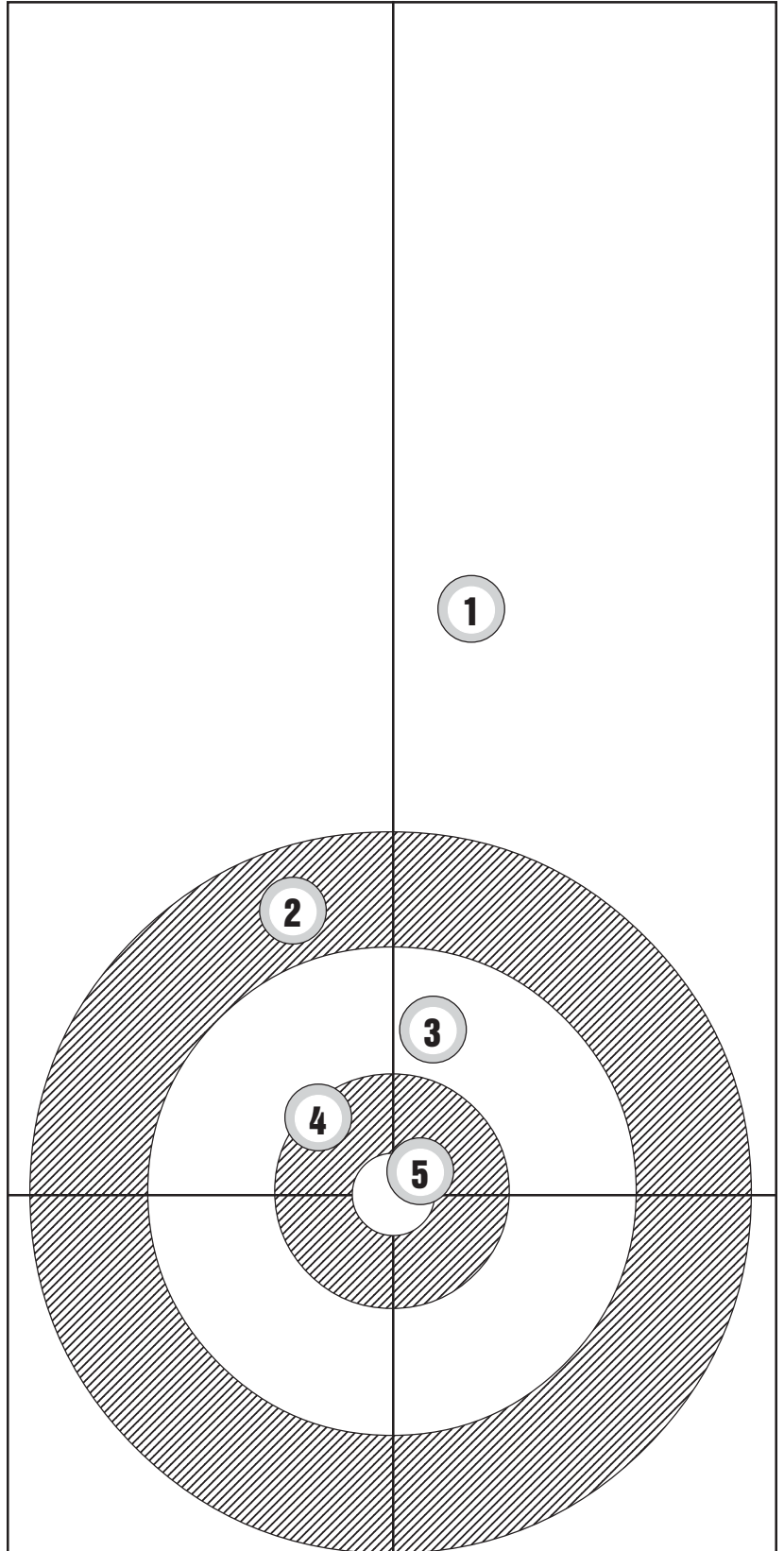
	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Team Total _____

OUT-TURN

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Team Total _____



Draw Drill #4 – Draw the Port

A port is created by placing two stones in front of the rings as shown. One player holds the broom and two sweep. The object of this drill is to draw through the port. The delivered stone is removed after it comes to rest and the guards are replaced if they are moved. Points are awarded as follows: button = 5 points, 4 foot = 4 points, 8 foot = 3 points, 12 foot = 2 points, other (in play thru the port) = 1 point, touch guard = 0. Try the shot using one turn and then attempt with the other.

IN-TURN

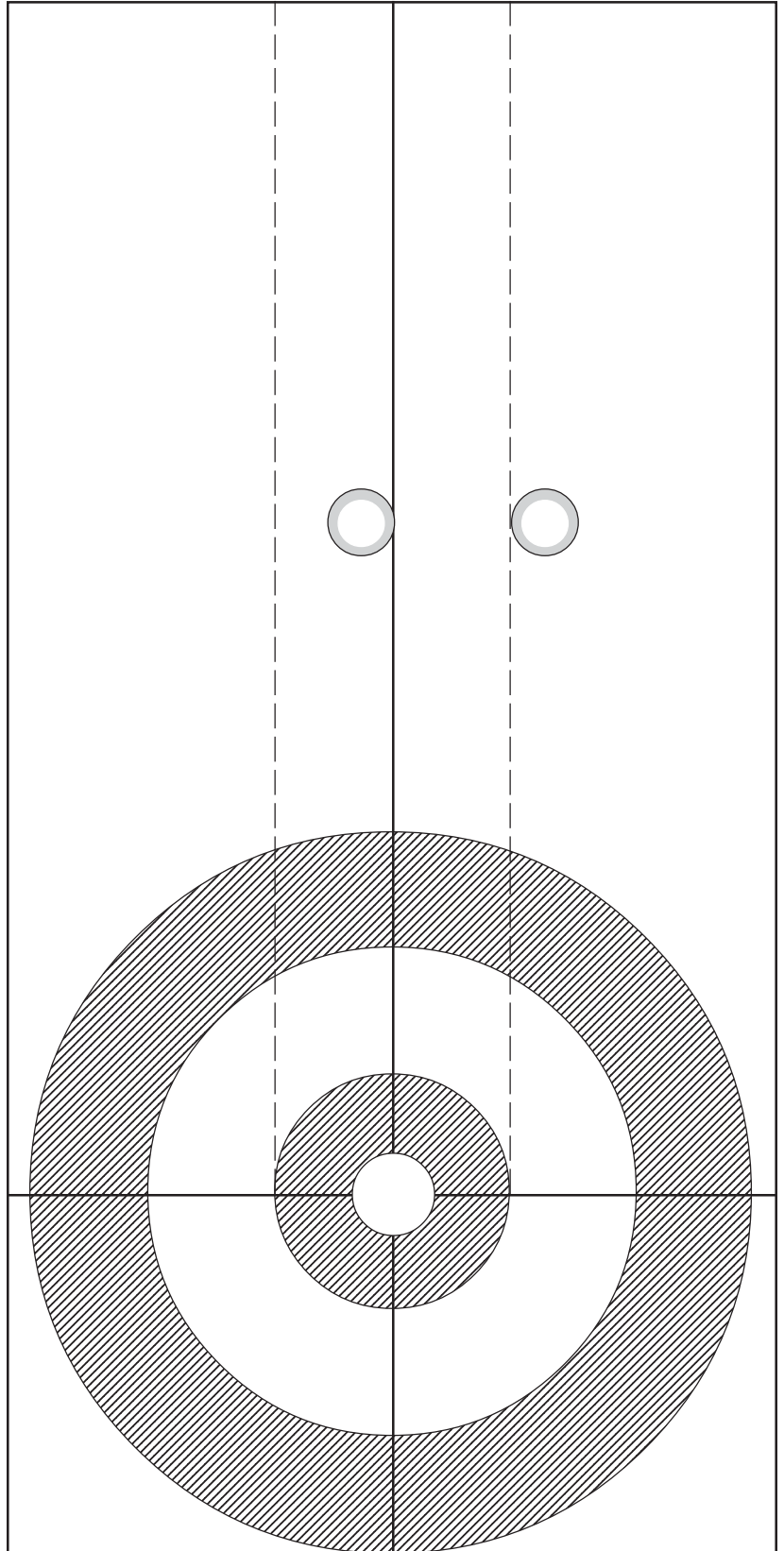
	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Team Total _____

OUT-TURN

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Team Total _____



Raise Drill #1 - Raise all Eight

All of the stones of one colour are placed on the centre line from the edge of the 12 foot toward the hogline (with the stones in contact with one another). One player holds the broom and two sweep. The object is to raise as many stones fro in front of the house onto the rings as possible. Shooting stones are removed from play when they come to rest. The team goal is to finish with all eight rocks in the house. Repeat four times in the order indicated.

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

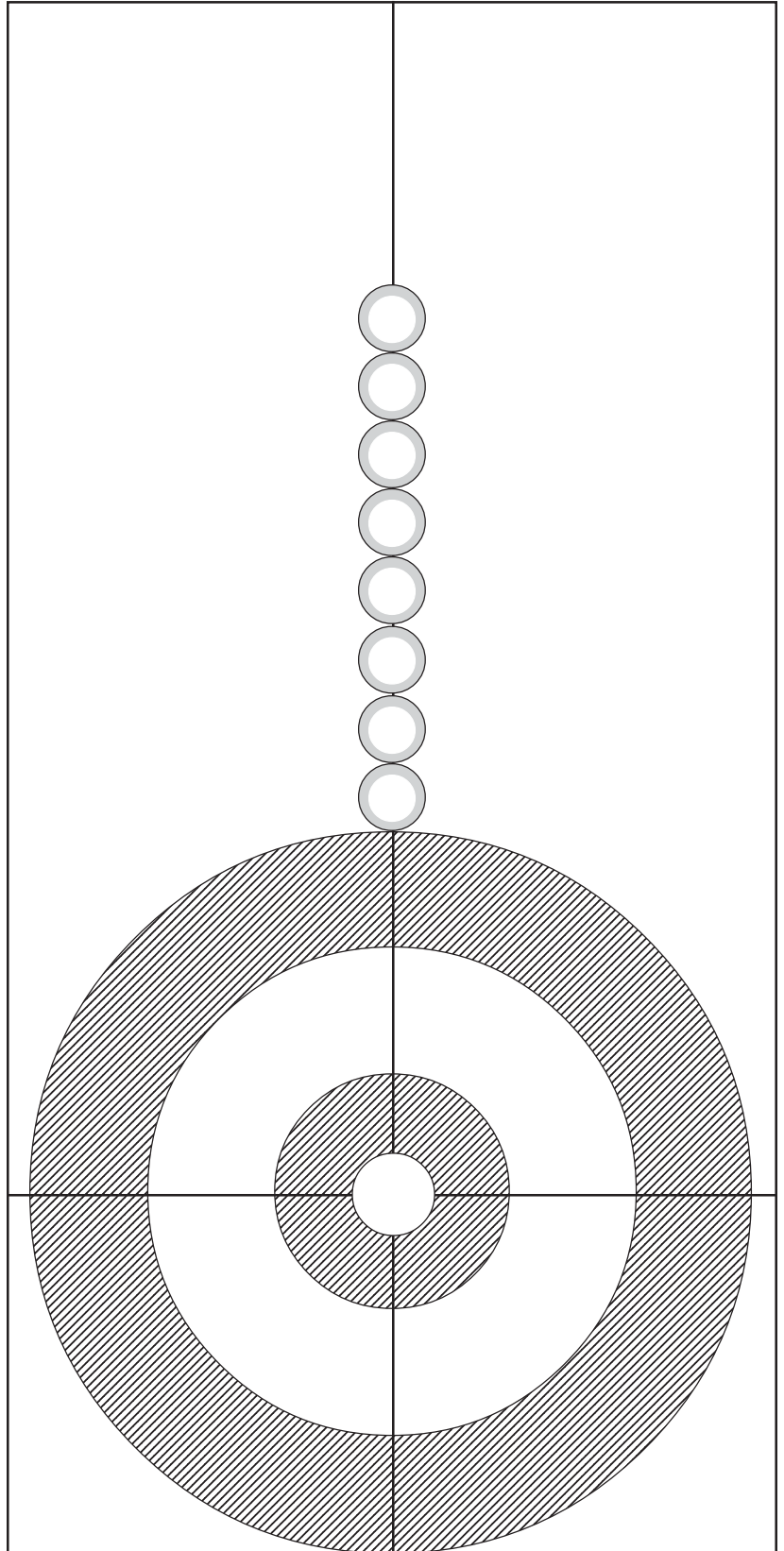
Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____



Raise Drill #2 – Tap thru the Port

A port is created by placing two stones in front of the rings as shown and one stone is placed on the centre line behind the button. One player holds the broom and two sweep. The object of this drill is to negotiate the port and remove the rock from play. The target rock must be completely removed from play and points are awarded as follows: button = 5 points, 4 foot = 4 points, 8 foot = 3 points, 12 foot = 2 points, other (in play thru the port) = 1 point, touch guard = 0. Try the shot using one turn, flip the port and then attempt with the other.

IN-TURN

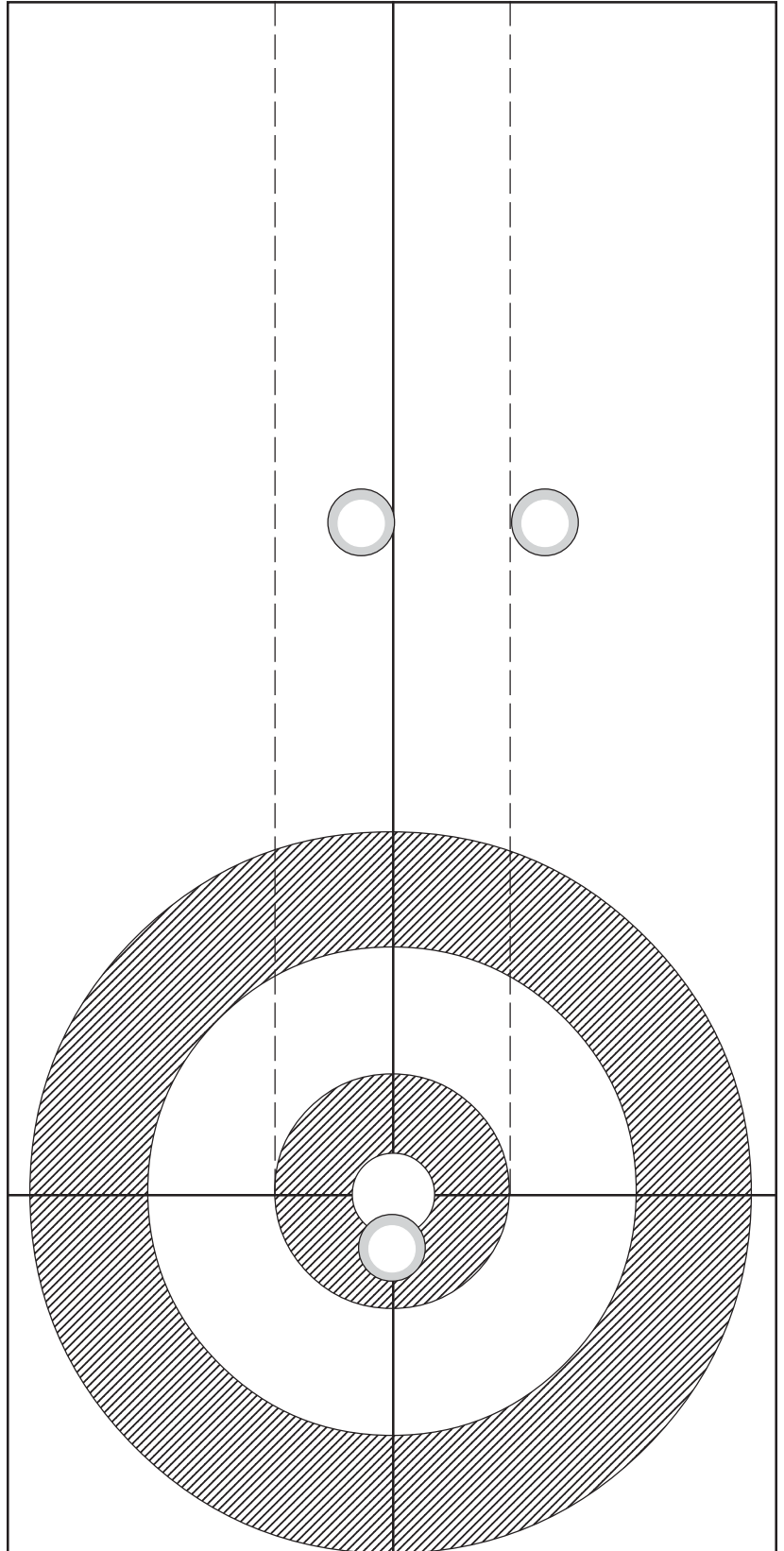
	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Team Total _____

OUT-TURN

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Team Total _____



Hit Drill #1 - Hit 4 Show, Draw 4 Dough

Four stones of one colour are placed on the rings as shown. One player holds the broom and two sweep. The object is to remove all target stones but retain all shooters. Score one point for each shooter on the rings but deduct one point for each target stone remaining. If all target stones are removed and there are shooting stones left, draw to the rings to improve your score. Repeat four times in the order indicated.

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

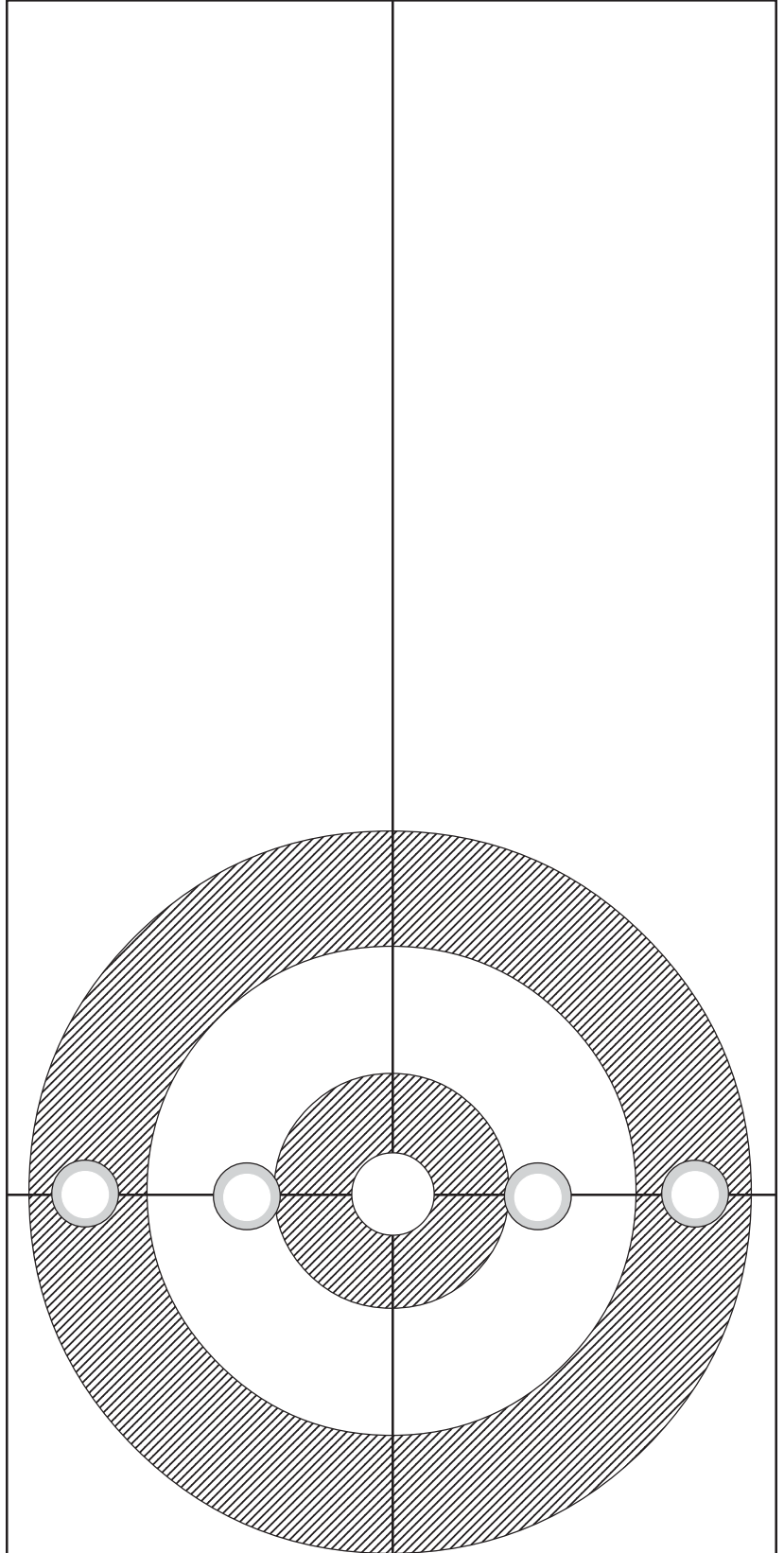
Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____



Hit Drill #2 - Crazy Eights

All of the stones of one colour are placed on the rings as shown. One player holds the broom and two sweep. The object is to remove all target stones but retain all shooters. Score one point for each shooter on the rings but deduct one point for each target stone remaining. If all target stones are removed and there are shooting stones left, draw to the rings to improve your score. Repeat four times in the order indicated.

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

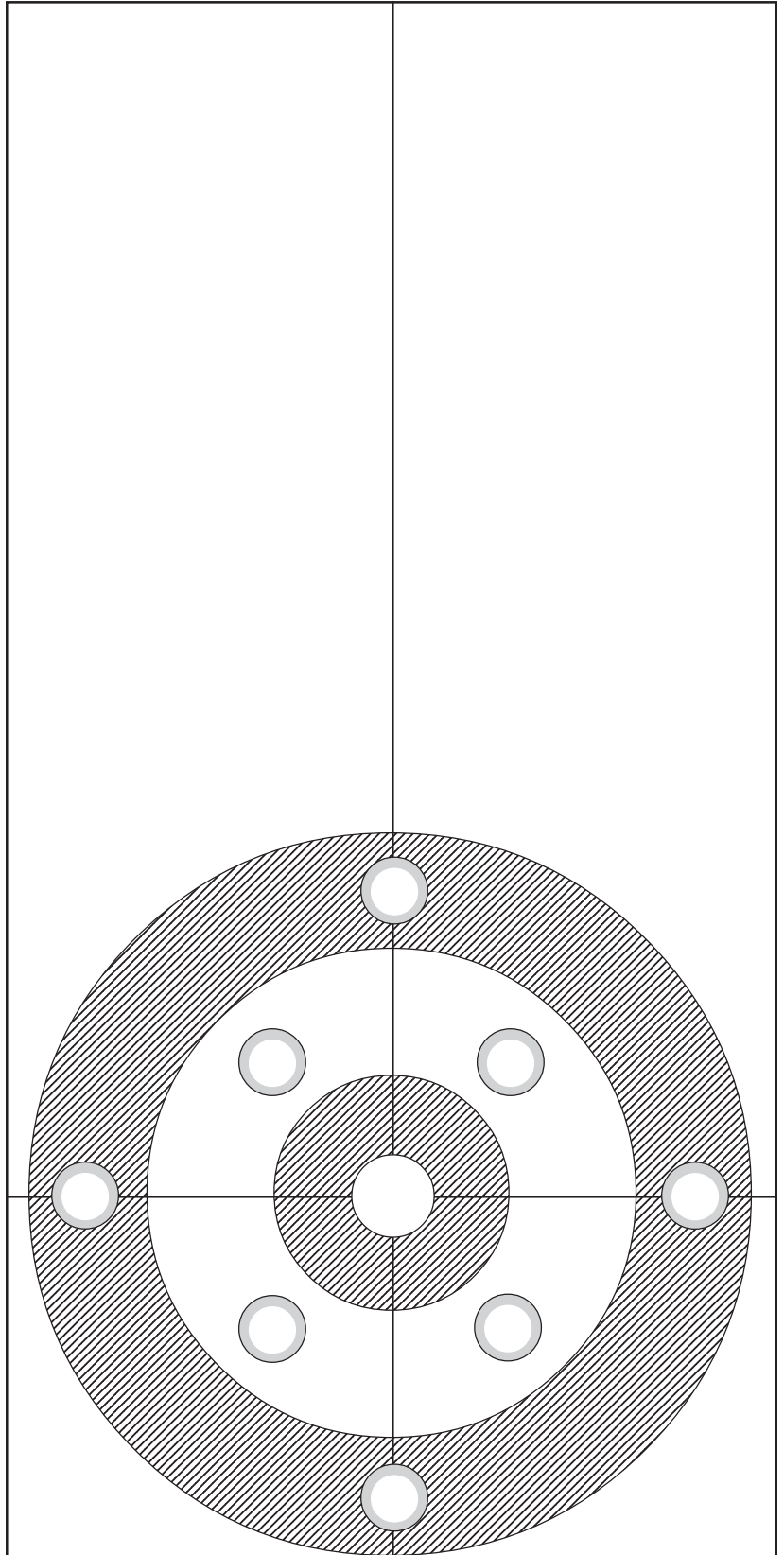
Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____



Hit Drill #3 - Run Back

Place a stone on the four foot and a guard in front of the house in one of the positions shown. One player holds the broom and two sweep. The object is to remove the stone on the button by running back the guard. Score one point for each time the target stone is removed from play. Replace the stones until everyone has attempted the shot twice. Try the shot using one turn and then attempt with the other.

GUARD 1

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

GUARD 2

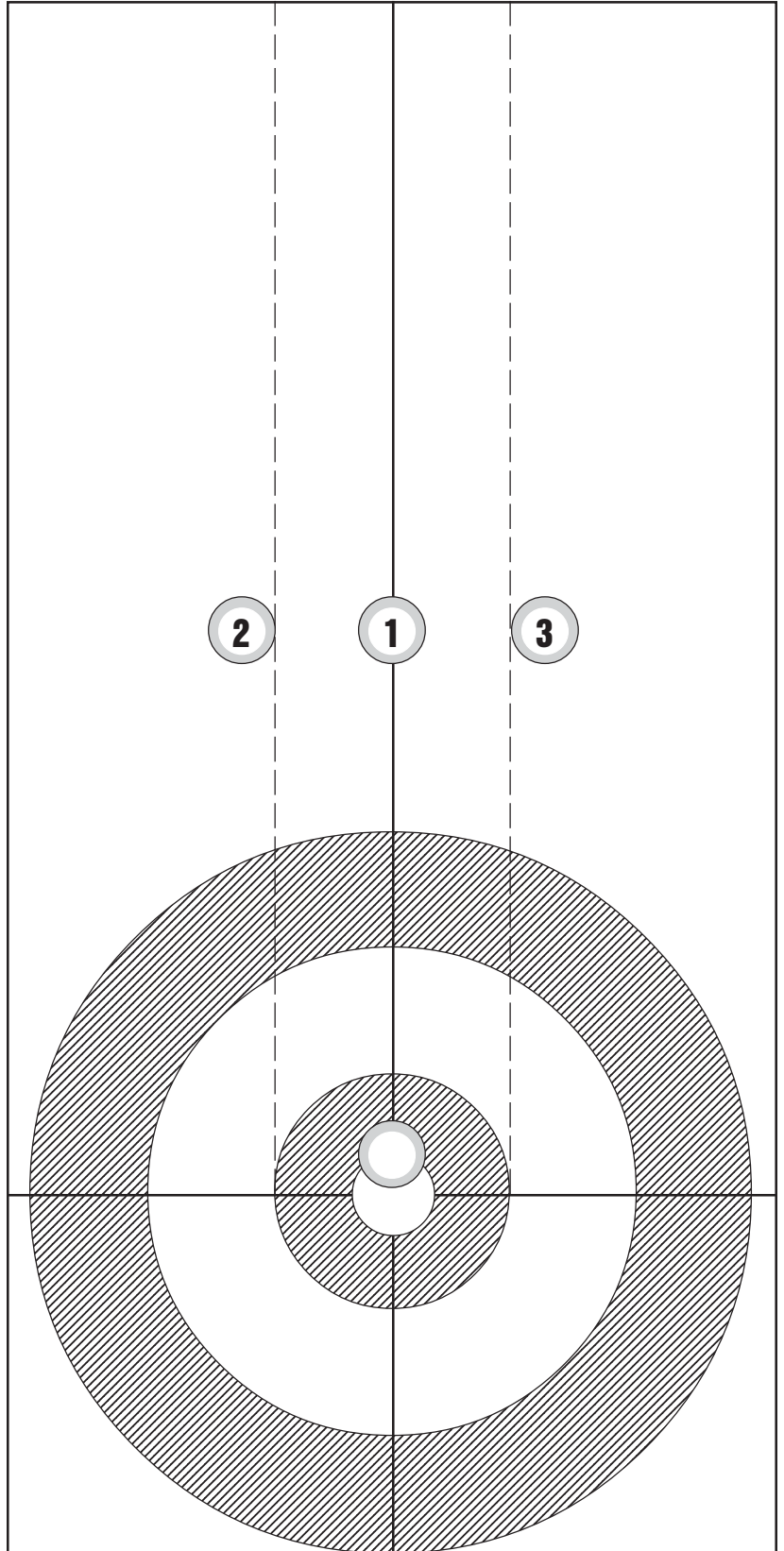
	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____

GUARD 3

	1	2	3	4	5	6	7	8
LEAD								
SECOND								
THIRD								
SKIP								

Score _____



Hot Shots

This diagram demonstrates the rock positioning for the clockwise portion of the drill/competition. Each of the six scenarios is setup individually for each player. One player holds the broom and two sweep. Points are awarded as follows: button = 5 points, 4 foot = 4 points, 8 foot = 3 points, 12 foot = 2 points, other = 1 point. Try all shots using one turn and then attempt with the other.

IN-TURN

	1	2	3	4	5	6	TOTAL
LEAD							
SECOND							
THIRD							
SKIP							

Team Total _____

OUT-TURN

	1	2	3	4	5	6	TOTAL
LEAD							
SECOND							
THIRD							
SKIP							

Team Total _____

