

# HIT ME BABY

Purpose: improve take outs, brushing effectiveness, ice reading

Equipment: None

One stone is set-up on the button to start.

Each player throws one stone in their normal order with brushers brushing. To start, one stone is placed on the button. The lead must then take out that stone and hold the shooter in play. The second then must remove the stone the lead threw, again holding the shooter. The goal is to see how many consecutive hits can be thrown without rolling out of play. The shooting stone may roll anywhere within the legal playing area. If the shooter rolls out the team starts again with a stone at the button. If the take out misses completely or rolls out the count starts over. As with "Four in the Four" you can set a standard for how many shots the team must accomplish before moving on and increase the number as the team improves.

## Advanced Variation

A variation of this is to start at the button and direct play to prescribed areas on the sheet by rolling the shooter. For example, the team identifies where the last takeout must end up (e.g. top eight foot on the right side). The rolls then must be made to move the play to that area of the house. In this case the score is the number of shots required to get a shooter into the desired position.