

MOVING TIME

Purpose: improves accuracy and weight control on tick & peels, aids brushing

Equipment: none

Set up 1 guard intersecting the centre line and halfway between the hogline and the house. A helper times stones from hog-to-hog and keeps stones on sheet.

Throw 8 stones. Determine which will be peels and which will be ticks/pushes.

Peel

- Remove guard and roll the shooter out of play
- Helper will determine whether peel weight was thrown (usually 8-9 seconds)

Tick

- Move guard to the side of sheet and roll shooter to the other side of the sheet, both beyond 4 feet of centre line.
- Helper will determine whether hack weight was thrown (usually 11-12 seconds)

Scoring

1 point for any contact PLUS

Peel: 2 points for hit and rollout of both rocks

1 point for hit and roll beyond 4 feet of centre

Tick: 2 points for hit and roll both rocks beyond 4 feet

1 point for hit and roll both rocks beyond 2 feet

Maximum score is 24.