Come-Around Challenge

Clear the guard. Find the house. Learn to hide a stone.

2-4 players | 12-15 minutes per thrower | 6 draws

Equipment: 7 stones (or reuse 2), brooms, grippers, usual delivery aid and pencil.

SET UP

Place one guard on the centerline about 1.5 m in front of the house, fully beyond the far hog line. Aim for the top four-foot behind it. With two players, one throws and one holds the broom; add sweepers if available.

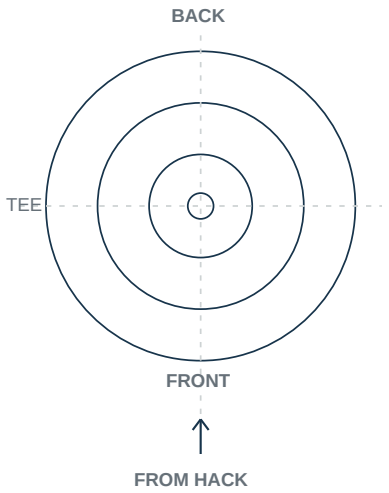
RUN IT

1. Throw six draws, alternating clockwise (CW) and counterclockwise (CCW) rotation as seen from above.

2. Agree on the broom and intended finish before each shot. Judge burial from the throwing hack.

3. Record the result, then remove the thrown stone and restore the same guard before the next attempt.

YOUR ICE SKETCH



Mark G for the guard, X for your target and an arrow for each turn.

HOUSECALL PRACTICE SCORING

Award 1 point each for: **clear** - passes the guard without contact; **house** - in or touching the house; **buried** - in the house and completely hidden behind the guard from the hack. Maximum 3 per shot, 18 per set.

Easier Try two open draws first, then use a longer guard farther from the house.

Harder Move the guard closer to the rings. Keep the same scoring.

TRACK YOUR PRACTICE

Name / team _____ Date _____

Shot	Turn	Clear /1	House /1	Buried /1	Total /3	Adjustment
1	CW					
2	CCW					
3	CW					
4	CCW					
5	CW					
6	CCW					

Set total ____ /18 Next broom or weight adjustment _____

Safety: use club-approved equipment and grippers. Stop delivery and let every stone stop before clearing or resetting. Keep hands, feet and spare stones out of moving-stone paths.

Technical reference: Curling Canada, Discover Curling

Original practice format and scoring; not competition rules. Follow your club rules.

Learn the game. Love the game.