Takeout Weight Ladder

Connect the weight you call with the contact you make.

2-4 players | 15-20 minutes per thrower | 6 takeouts

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

SET UP

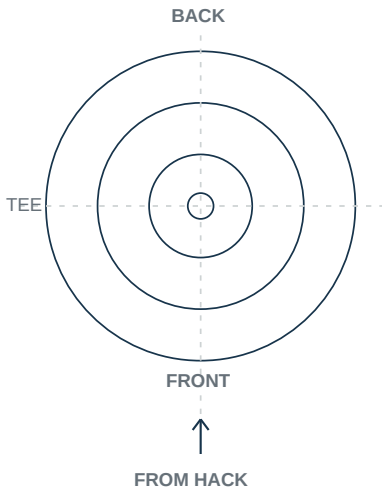
Put a target stone on the tee line inside the house, with an open approach. Agree on comfortable control, normal and peel weights for today's ice; these are team labels, not universal times. Clear the runout area.

RUN IT

1. For control and normal, call a nose hit with the shooter staying in the house. For peel, call a thin hit with both stones leaving play.

2. Throw the six-shot order below. Record the contact and actual shooter finish, not just whether the target moved. Reset the same target each time.

YOUR ICE SKETCH



Mark target, contact side and shooter finish. C = control; N = normal; P = peel. CW/CCW = clockwise/counterclockwise viewed from above.

HOUSECALL PRACTICE SCORING

Award 1 point each for: **called contact**, **target removed** and **called shooter finish**. Maximum 3 per shot. A miss scores only what it actually achieved; do not award contact for merely moving the target.

Easier Stick option: use two or three safe, team-agreed weights. Omit peel if control or balance suffers; never force speed.

Harder Keep safe weights; alternate turns and call a specific roll on normal-weight hits.

TRACK YOUR PRACTICE

Name / team _____ Date _____

Shot	Weight / turn	Contact	Target out	Shooter finish	Total /3
1	C / CW				
2	N / CCW				
3	P / CW				
4	C / CCW				
5	N / CW				
6	P / CCW				

Safe weights agreed today _____ Most repeatable weight _____

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.

Delivery-stick guidance: World Curling recreational recommendations

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

Learn the game. Love the game.