

ZONE SHOOTING

1. Scoring will be done **ONLY** after players have had a chance to **BRIEFLY** use the ice and make proper judgements.
2. Objective - Throw rock to a designated **ZONE** area of the House.
3. Zones 1 - Top Half FGZ 2 - Bot Half FGZ 3 - Top Hse 4 - Bot. Hse 5 - Past BkLine
4. Instructor will give target zone. Can Widely Vary Zones. Can Repeat Zone.
5. Score - 5 pts - in zone, 3 pts - "Oh So close", 2 pts - within **NEXT** zone, 1 pt - two zones away, 0 pts - miss
6. Result - Simple - Can you **CONSISTENTLY** judge the weight for the correct Zone??
7. Suggest players throw singles however two shots max. in a row.

NAME - SHOT #	1	2	3	4	5	6	7	8	9	10	Avg	1	2	3	4	5	6	7	8	9	10	Avg	

NAME - SHOT #	1	2	3	4	5	6	7	8	9	10	Avg	1	2	3	4	5	6	7	8	9	10	Avg	

Wt. judgement is a **LEARNED SKILL** - not "luck". All can get very accurate. **ADVANCED PLAYERS** - do it with your eyes shut. Line up your shot - close eyes, then throw. You will be amazed how accurate they can get. Teach your body the correct "feel" for various weights. Speed of your home ice becomes the benchmark wherever you play. elc/2006/rev. 2008