

**EXAMPLE 2: TAKEOUT AND ROLL BEHIND A GUARD**

Called shot: a takeout and roll behind a guard, third's last rock, mid game, well known ice path, several rocks out front near the centre path which the team can use to roll behind.

Called weight is board weight.

Both weight and line are important factors in this shot. The conversation could be complicated.

The conversation has to be quick; the stone might take 2 seconds to throw, then 10 seconds to travel hog to hog, then another few seconds for all rocks to come to rest.

**Call 1:** Line caller yells 'sweep' since the line of the throw is inside the desired line.

**When:** As soon as the thrower lets go of the stone

**Action:** the sweepers start to sweep

**Call 2:** One sweeper reports 'weight is up'

**When:** As soon as the sweepers hear the line call

**Actions:** The sweepers sweep while making this weight call; the sweepers are talking quietly about the weight/speed of the stone

**Call 3:** line caller: 'gotta go!'

**When:** after the initial weight call

**Actions:** the sweepers will continue sweeping and attempting to reduce the curl of the stone in this part of its travel

**Call 4:** line caller: 'line is getting better';

**When:** 1/2 way between the hog lines

**Actions:** sweepers continue sweeping;

**Call 5:** sweeper: calls 'firm' a more precise weight

**call When:** 1/2 way between the hog lines or before

**Actions:** sweepers keep sweeping

**Call 6:** line caller: 'line is good'

**When:** 3/4 of the way between the hog

**lines; Action:** sweepers continue sweeping

**Call 7:** Line caller: 'stop, line is good'

**When:** almost at the hog line

**Actions:** sweepers stop sweeping but stay close to the running stone

**Call 8:** Line caller: 'sweep the roll'

**When:** Before contact is made with a stationary stone

**Actions:** One sweeper begins to sweep/brush the rolling stone

**Call 9:** Line caller: 'stop'

**When:** when it appears the rolling stone will stop behind one of the front stones

**Actions:** the sweeper will stop sweeping

**Call 10:** Thrower: 'good job

**team' When:** as all rocks stop

**Actions:** smiles