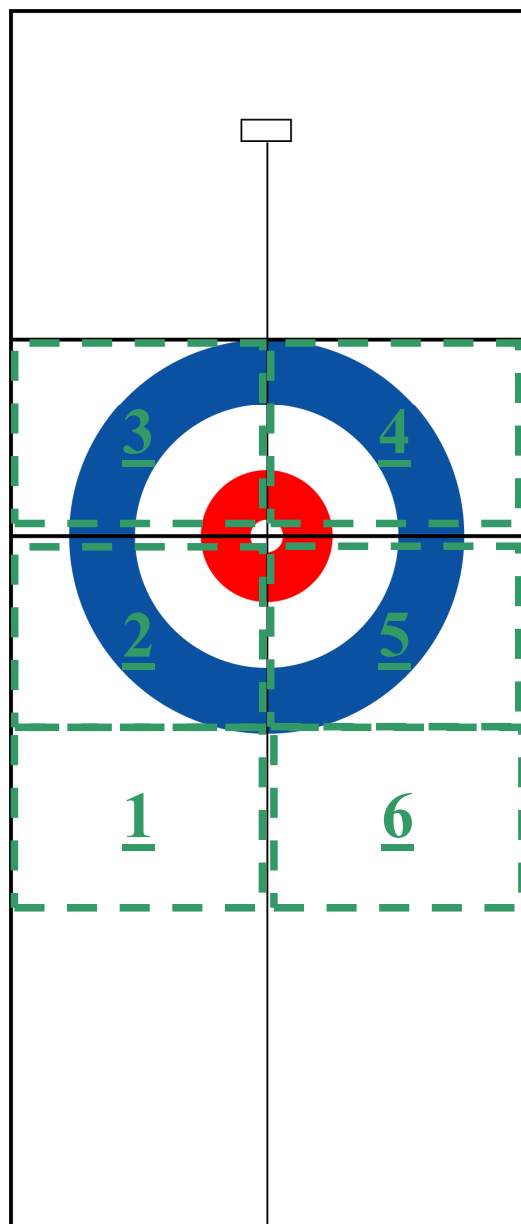


Round the Clock



Direction of play



% of rink required

Full Length

No of players

1 +

Difficulty level



Purpose

Weight control

Objective

Stones are played into each zone in turn.

Players cannot move on to the next zone until they achieve to previous. (like hopscotch!)

Stones can be removed from zones if they affect play

Scoring

One point is scored for every zone achieved

(extra points can be added if achieved with fewer stones)