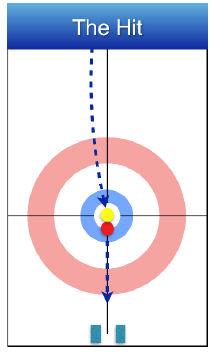
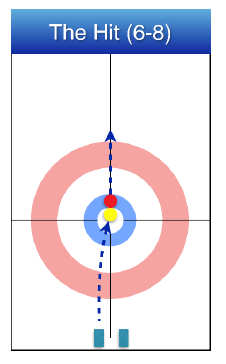
THE “HIT”

**GOAL: Hit the positioned rock and stay in the rings.**

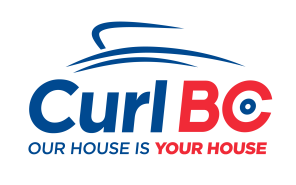
|  |  |  |
| --- | --- | --- |
| AGE GROUP | 6-8  Will be determined based upon registration | 9-15  Will be determined based upon registration. |
| MODIFICATION | **SHORT GAME** | **NONE** |
| SPECIAL RULES | * Must keep their hack foot in their designated hack (ie: right handed throwers use left hack) * Contact with the pre-set rock must be made for any points to count. * The pre-set rock DOES NOT have to be removed from play | * Contact with the pre-set rock must be made for any points to count, the pre-set rock DOES NOT have to be removed from play |
| SET-UP | **Rock to be hit is set-up behind the button** | |
| SCORING  Points are assigned based upon where the THROWN ROCK rolls to.  Scoring for all age groups is the same. | **5 points:** if the thrown rock touches the button  **4 points:** if the thrown rock rolls and touches the 4 foot  **3 points:** if the thrown rock rolls and touches the 8 foot  **2 points:** if the thrown rock rolls and touches the 12 foot  **1 point:** if the thrown rock makes contact and rolls out of the rings.  \*Contact with the pre-set rock must be made for any points to count.  \* the pre-set rock does not have to be removed from play. | |



The Hit (6-8) is the modified version set-up using the close house to the hack.

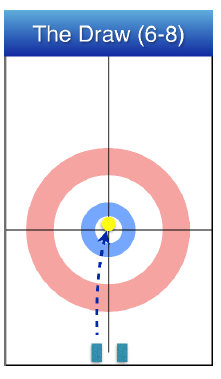
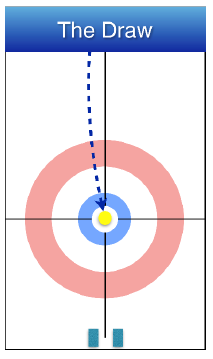
The modified version will be used if there is a 6-8 category, based upon the registrations that we receive.

The regular hit set-up uses the entire length of the ice.

THE “DRAW”

**GOAL: Draw as close to the pin as possible.**

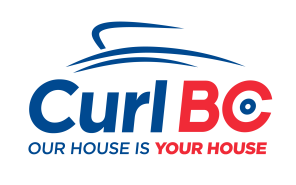
|  |  |  |
| --- | --- | --- |
|  |  |  |
| MODIFICATION | **SHORT GAME** | **NONE** |
| SPECIAL RULES | * Must keep their hack foot in their designated hack (ie: right handed thrower use left hack) | * Must keep their hack foot in the designated hack (ie: right handed thrower use left hack) |
| SET-UP | **No Set-Up** | |
| SCORING  Points are assigned based upon where the thrown rock stops.  \*Scoring is different for the 6-8 group than the 9-15 group(s) | **5 points:** the rock fully covers the pin  **4 points:** if the rock touches the button  **3 points:** if the rock touches the 4 foot  **2 points:** if the rock touches the 8 foot  **1 Point:** if the rock touches the 12 foot | **5 points:** the rock touches the button  **4 points:** the rock touches the 4 foot  **3 points:** the rock touches the 8 foot  **2 points:** if the rock touches the 12 foot  **1 Point:** if the rock stops in the free guard zone |



The Draw (6-8) is the modified version set-up uses the close house to the hack.

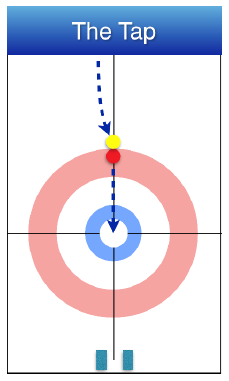
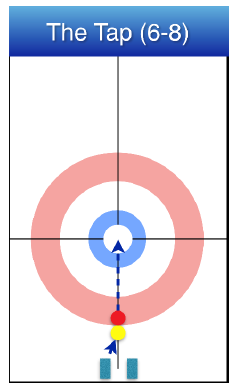
The modified version will be used if there is a 6-8 category, based upon the registrations that we receive.

The regular draw shot uses the entire length of the ice.

THE “TAP”

**GOAL: Is to promote a rock from the 12 foot to the button.**

|  |  |  |
| --- | --- | --- |
|  |  |  |
| MODIFICATION | **SHORT GAME** | **NONE** |
| SPECIAL RULES | * Must keep their hack foot in their designated hack (ie: right handed thrower use left hack) | * Must keep their hack foot in the designated hack (ie: right handed thrower use left hack) |
| SET-UP | **Rock is positioned bisecting the centre line at the top of the rings.** | |
| SCORING  Points are assigned based upon where the tapped rock stops.  \*Scoring is the same for all groups. | **5 points:** if the tapped rock touches the button  **4 points:** if the tapped rock touches the 4 foot  **3 points:** if the tapped rock touches the 8 foot  **2 points:** if the tapped rock touches the 12 foot  **1 Point:** if the tapped rock goes through the rings after contact. | |



The Tap (6-8) is the modified version set-up where the pre-set rock is placed at the top of the rings closes to the hack.

The modified version will be used if there is a 6-8 category, based upon the registrations that we receive.

The regular tap shot uses the entire length of the ice.