THE “HIT”

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

|  |  |  |
| --- | --- | --- |
| AGE GROUP | 6-8Will be determined based upon registration | 9-15Will 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** |
| SCORINGPoints 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.**

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| --- | --- | --- |
|  |  |  |
| 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** |
| SCORINGPoints 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.** |
| SCORINGPoints 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.