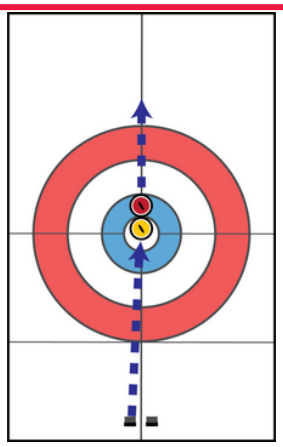
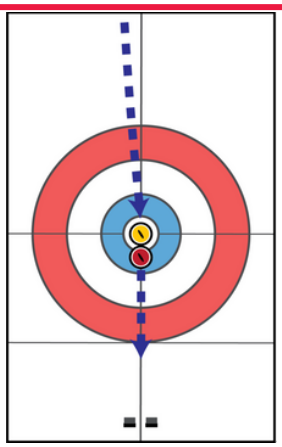
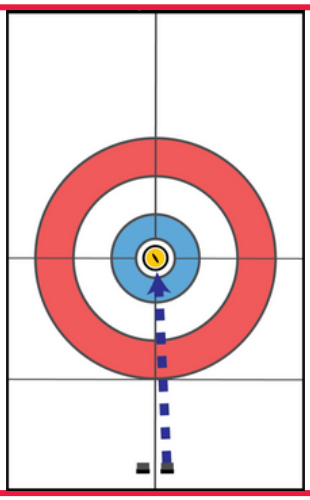
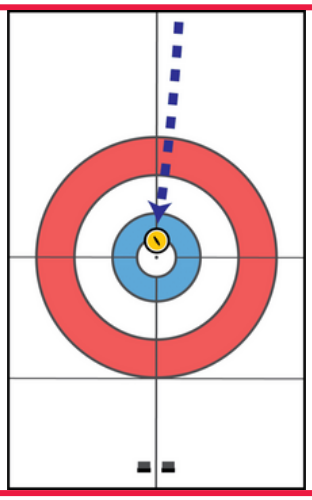


THE HIT

Goal	**Hit the positioned rock and stay in the rings**		
Age Group	Age 6-7	Age 8-9	Age 10-12
Modifications	Short Game	Half Length	Full Length
Special Rules	- Must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack) - Contact with the pre-set stone must be made for any points to count, the stone does not have to be removed from play		
Set-up	Rock to be hit, is set up just behind the button.		
Scoring	Points are assigned by where the thrown rock rolls to: • 5 points if it touches the button • 4 points if it rolls but touches the four foot • 3 points if it rolls touches the eight foot • 2 points if it rolls touches the 12 foot • 1 point if contact with the set stone is made. Stone does not have to be removed from play.		
Diagram			



THE DRAW

Goal	**Draw as close to the pin as possible.**		
Age Group	Age 6-7	Age 8-9	Age 10-12
Modifications	Short Game	Half Length	Full Length
Special Rules	- Must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack)		
Set-up	None		
Scoring	Points are assigned by where the thrown rock stops: • 5 points if it covers the pin hole • 4 points if it touches the button • 3 points if it touches the four foot • 2 points if it touches the eight foot • 1 point if the touches the 12 foot		
Diagram			

THE TAP



Goal	**Promote a rock from the 12' to the button.**		
Age Group	Age 6-7	Age 8-9	Age 10-12
Modifications	Short Game	Half Length	Full Length
Special Rules	- Must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack)		
Set-up	Rock is positioned bisecting the centre line, at the top of the rings.		
Scoring	Points are assigned by where the tapped rock stops: • 5 points if it touches the button • 4 points if it touches the four foot • 3 points if it touches the eight foot • 2 points if it touches the 12 foot • 1 point if contact is made but the rock goes through the rings		
Diagram	