



## SKILLS COMPETITION RULES

Below are eight possible shots to test a curler's skill. Each competitor will throw two rocks for each skill; and **only the score of the better of the two shots will be used**. **NO SWEEPING** is allowed. All shots will be toward the home end. Points will be awarded as outlined below, and accumulated for **each individual**. Each skill is worth a possible 6 points.

<p><b>1 – DRAW TO THE TEE</b>            Draw into the house for points as indicated in the diagram. A rock biting any part of a higher valued circle earns the higher points.</p>	
<p><b>2 – DRAW THE EDGE</b>            Draw into the house for points as indicated in the diagram to the right. Any part of the rock in the 12 foot = 6 points; totally within the 8 foot = 4 points; totally within the 4 foot = 2 points.</p>	
<p><b>3 – SPLIT</b>            Any one rock anywhere in the house = 2 points. Both rocks anywhere in the house = 6 points.</p>	
<p><b>4 – DRAW THE PORT</b>            Place 3 guards as shown, about 2 feet in front of the house. Draw through the port for the points as indicated. Only the final position of the <b>delivered</b> stone is counted.</p>	



## SKILLS COMPETITION RULES (Cont.)

<p><b>5 – HIT AND STICK</b>          A target rock is placed as shown in the diagram, on the back half of the button, and must be completely removed from the house to get any points. If the target rock is removed, <b>1 point</b> is awarded, <b>plus</b> the points shown for the ring in which the delivered rock comes to rest.</p>	
<p><b>6 – HIT AND ROLL</b>          A target rock is placed as shown in the diagram, and must be completely removed from the house to get any points. If the target rock is removed, <b>1 point</b> is awarded, <b>plus</b> the points shown for the ring in which the delivered rock comes to rest.</p>	
<p><b>7 – RUN BACK</b>          Target 1 (yellow) is placed on the center line, just outside the house. Target 2 (red) is placed on the back of the button. Target 1 must be run back and must remove target 2 to get any points. If target 2 is removed from the house, <b>1 point</b> is awarded, <b>plus</b> the points shown for the ring in which target rock 1 comes to rest.</p>	
<p><b>8 – DOUBLE TAKEOUT</b>          Two target rocks are placed as shown. At least one target rock must be removed from the house to get any points. If one target rock is removed from the house, <b>1 point</b> is awarded; if the second target rock is removed from the house, an <b>additional 2 points</b> are awarded, <b>plus</b> the points shown for the ring in which the delivered rock comes to rest.</p>	