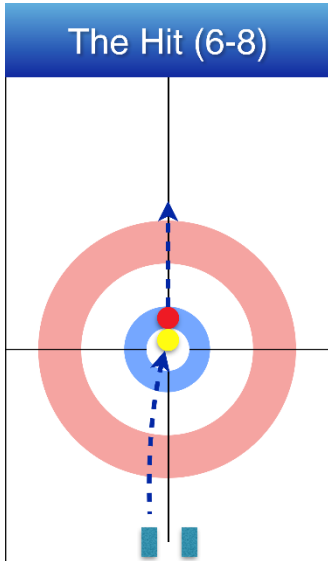
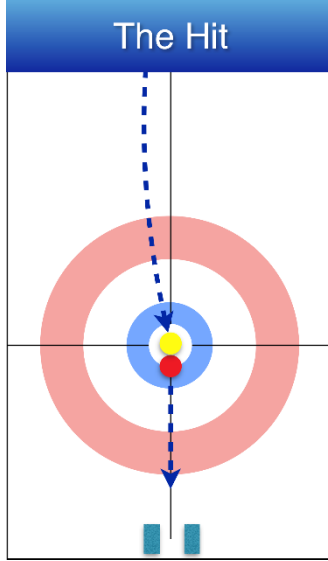


Curling Canada's Hit Draw Tap Championship Scoring Guidelines

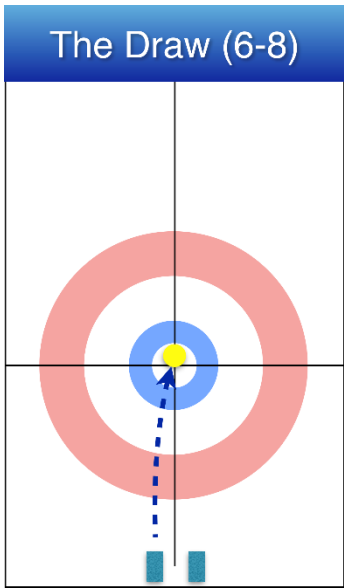
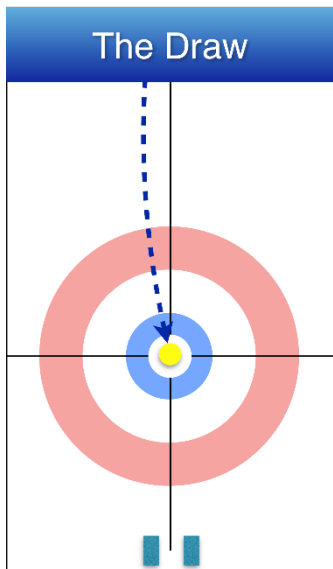
The "Hit"

Goal: Hit the positioned rock and stay in the rings.

Age Group	6-8	9-10, 11-13
Modification	Short Game	None
Special Rules	<ul style="list-style-type: none"> - 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 	<ul style="list-style-type: none"> - Contact with the pre-set stone must be made for the 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	<p>Points are assigned by where the thrown rock rolls to:</p> <ul style="list-style-type: none"> - 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 the rock is removed from play and the shooter rolls out of the rings. <p>**Contact with the pre-set stone must be made for any points to count. Stone does not have to be removed from play.</p>	
Diagram	 <p>The diagram shows a top-down view of the curling rink. A red stone is positioned in the center of the rings, directly on top of a yellow stone. A blue dashed arrow points upwards from the stones towards the button. Two blue blocks representing the button are shown at the bottom of the rink.</p>	 <p>The diagram shows a top-down view of the curling rink. A red stone is positioned in the center of the rings, directly on top of a yellow stone. A blue dashed arrow points downwards from the stones towards the button. Two blue blocks representing the button are shown at the bottom of the rink.</p>

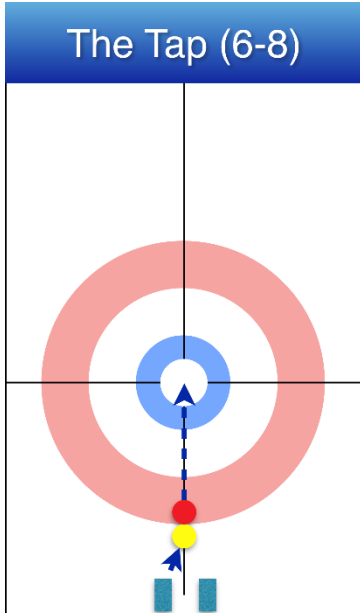
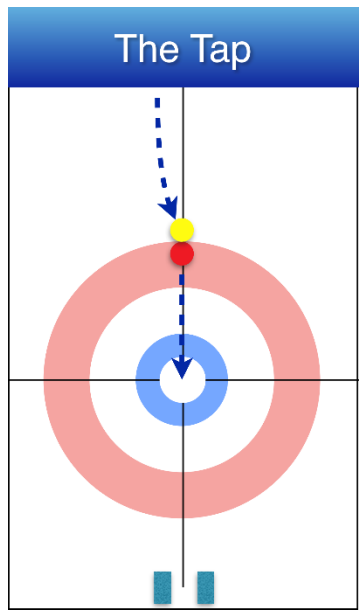
The “Draw”

Goal: Draw as close to the pin as possible.

Age Group	6-8	9-10, 11-13
Modification	Short Game	None
Special Rules	<ul style="list-style-type: none"> - Must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack) 	<ul style="list-style-type: none"> - 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: <ul style="list-style-type: none"> - 5 points if it fully 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 	Points are assigned by where the thrown rock stops: <ul style="list-style-type: none"> - 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 the rock stops in the free guard zone
Diagram	 <p>The Draw (6-8)</p>	 <p>The Draw</p>

The “Tap”

Goal: is to promote a rock from the 12-foot to the button.

Age Group	6-8	9-10, 11-13
Modification	Short Game	None
Special Rules	<ul style="list-style-type: none"> - Must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack) 	<ul style="list-style-type: none"> - 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: <ul style="list-style-type: none"> - 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 	Points are assigned by where the tapped stops: <ul style="list-style-type: none"> - 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	 <p>The Tap (6-8)</p>	 <p>The Tap</p>