



FLOOR CURLING COMPETITION

Scottish Curling are looking to work with ice rinks to encourage local primary schools to enter our new Floor Curling competitions.

Currently, children from Primary 6 and 7 attend Curling's Cool at many ice rinks across the country. This project would be targetted more toward younger school children from Primary 4 and 5. Floor Curling is an ideal activity to teach the basic rules and objectives, and build a young person's confidence before they take to the ice.

Each school will send two teams to represent them and compete against other primary schools within the same secondary school cluster. The top two teams from each cluster would then progress to represent their future secondary school at a council wide championship.

The main benefits for young people taking part in floor curling, and a floor curling competitions are:

- Learning the basic skills needed to Curl
- Learning the Rules of Curling
- Learning how to calculate the scores in Curling
- Learning about curling etiquette and sportsmanship
- Taking part in healthy competition, putting all player on an even playing ground
- Taking part in teamwork

THE COMPETITION

Each game will have three skills involved. Reference for each skill can be found in the Floor Curling coaching cards.

Skill 1 – Deliver A Stone Through a Gate

Set up two cones, four stone widths apart. Players deliver their stone between the two cones. After each player throws, narrow the gap by a stone width. Each team member takes one shot at each gate width.



Skill 2 – Removing Stones

Each player will take turns to remove as many of preset target stones as they can.

Stones will be reset if all stones are removed before everyone has thrown.

For example, if the first player removes one of three stones, and the second player removes the other two, the three stones will be reset before the third player takes their turn.

Round 1 - One target stone. (Maximum 4 points)

Round 2 - Two target stones. (Maximum 8 points)

Round 3 - Three target stones. (Maximum 12 points)



Skill 3 – Game

Teams will take alternating turns. Games will consist of 8 'ends'. An 'end' is completed when all the stones have been played.

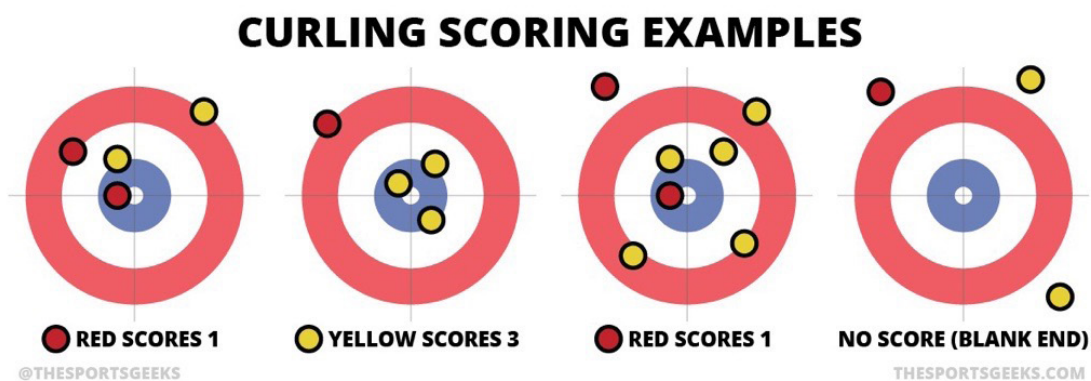
Players must try each position twice within the 8 ends.

The positions are:

- **Lead (1st)**
- **2nd**
- **3rd**
- **Skip (4th)**

When each end is completed, points will be awarded to the whose stones are closest to the middle of the rings (House). They will get points for the number of stones they have left in the House. The other team should write down a score of 0 for that end.

Here are some examples from The Sports Geeks of how scoring works:



Final game(Skill 3) scores will be added to each teams Skill 1 and 2 total. Whichever team has the highest score after all three skills have been added up is the winner.

SCORE CARD

Team Name	Player Name				Player Name				Player Name				Player Name			
Skill 1																
	Gate 1				Gate 2				Gate 3				Gate 4			
Total																

Skill 2						
Round 1	1 Stone		Stones Removed			
Round 2	2 Stones		Stones Removed			
Round 3	3 Stones		Stones Removed			

Skill 3									
Team 1									
Ends	1	2	3	4	5	6	7	8	Total
Team 2									

Team Final Score	
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