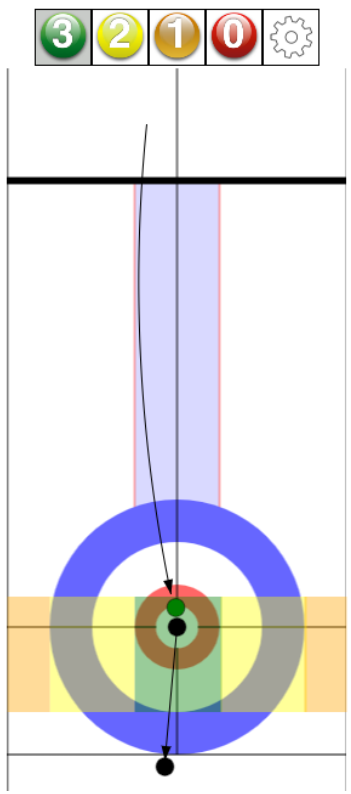
HIT & STAY

Centre | Side

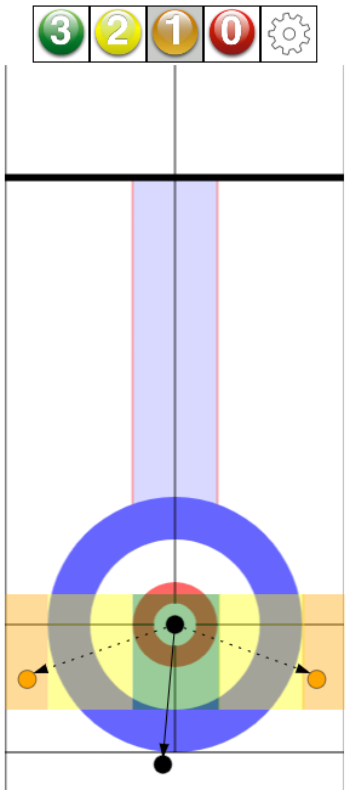
The goal is to remove the target rock, with the thrown rock remaining in the same area of the rings.

- Place a rock on the centre of the button (Centre Version), or at the intersection of the t-line and 8-foot ring (Side Version).
- 3 Remove target rock, thrown rock stops fully within Green Area (4-foot).
- 2 Remove target rock, thrown rock stops in the Yellow area, or stops partially in the Yellow Area (8-foot or 12-foot).
- 1 Remove target rock, thrown rock rolls out.
- 0 Don't remove target rock.

HIT & STAY - Centre



HIT & STAY - Centre



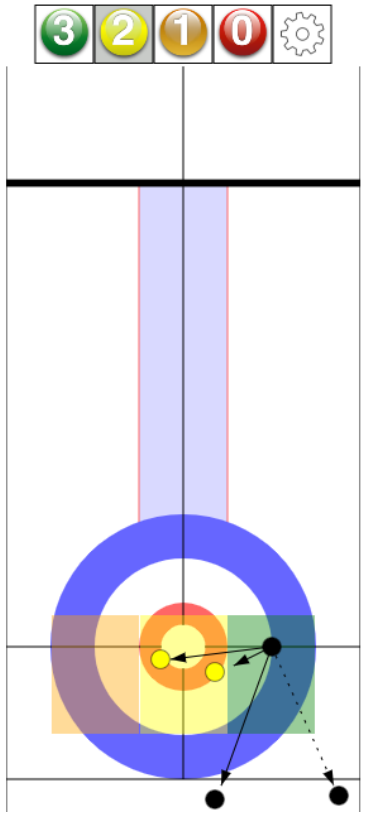
HIT & STAY

Centre | Side

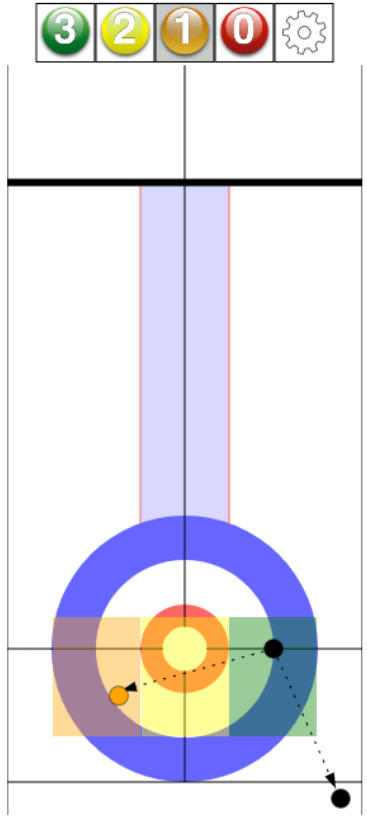
The goal is to remove the target rock, with the thrown rock remaining in the same area of the rings.

- Place a rock on the centre of the button (Centre Version), or at the intersection of the t-line and 8-foot ring (Side Version).
- 3 Remove target rock, thrown rock stops fully within Green Area (8-foot or 12-foot) on the same side of the house.
- 2 Remove target rock, thrown rock stops fully within Yellow Area (either 4-foot).
- 1 Remove target rock, thrown rock rolls out, or thrown rocks rolls and stops touching Orange Area (8-foot or 12-foot) on the opposite side of the house.
- 0 Don't remove target rock.

HIT & STAY - Side



HIT & STAY - Side



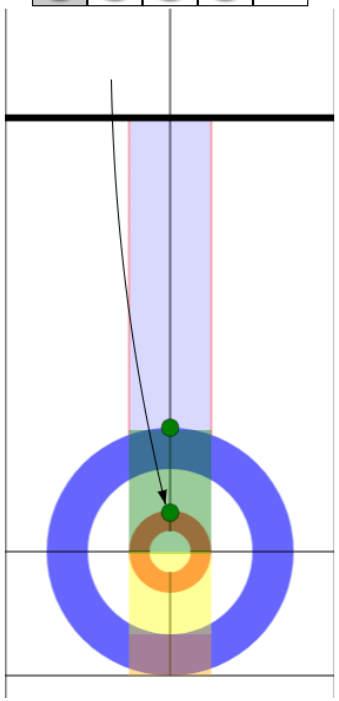
DRAW

Centre | Side

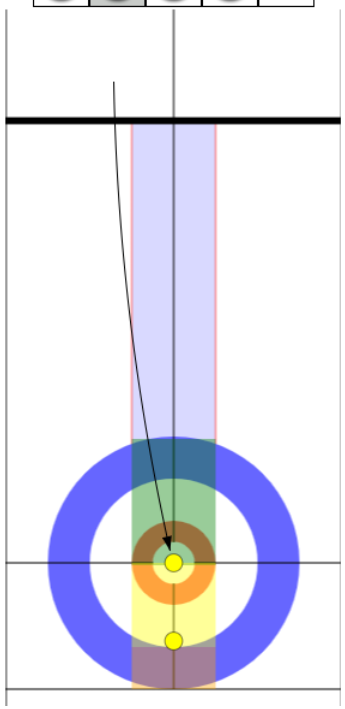
The goal is to have the thrown rock stop at a specified depth in the rings.

- None
- 3 Touching Green Area, but not Yellow Area.
- 2 Touching Yellow Area, but not Orange Area.
- 1 Touching Orange Area.
- 0 Not touching any area.

DRAW - Centre



DRAW - Centre



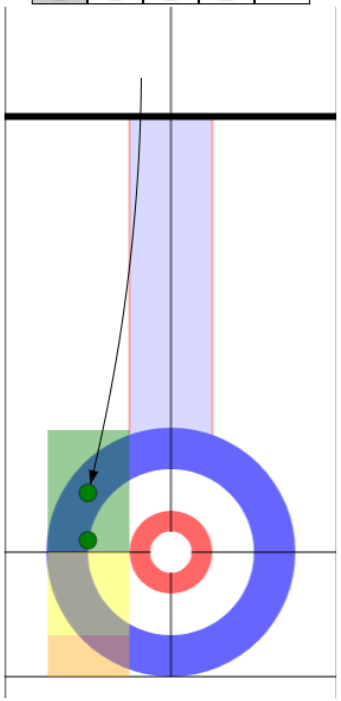
DRAW

Centre | Side

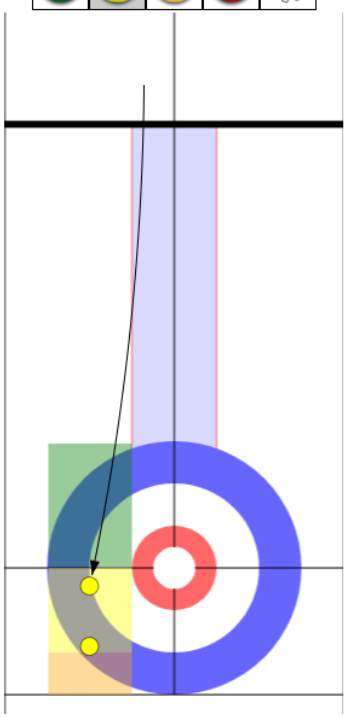
The goal is to have the thrown rock stop at a specified depth in the rings.

- None
- 3 Touching Green Area, but not Yellow Area.
- 2 Touching Yellow Area, but not Orange Area.
- 1 Touching Orange Area.
- 0 Not touching any area.

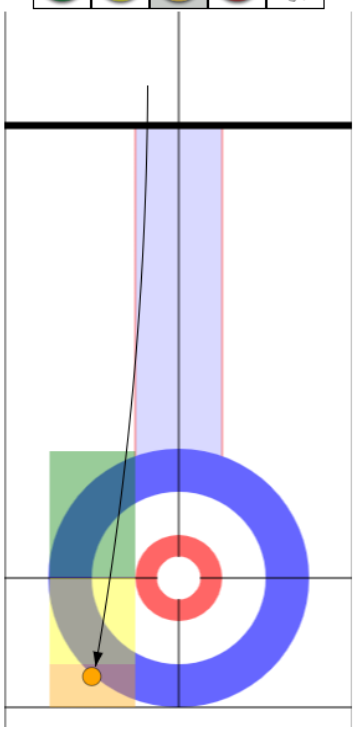
DRAW - Side



DRAW - Side



DRAW - Side



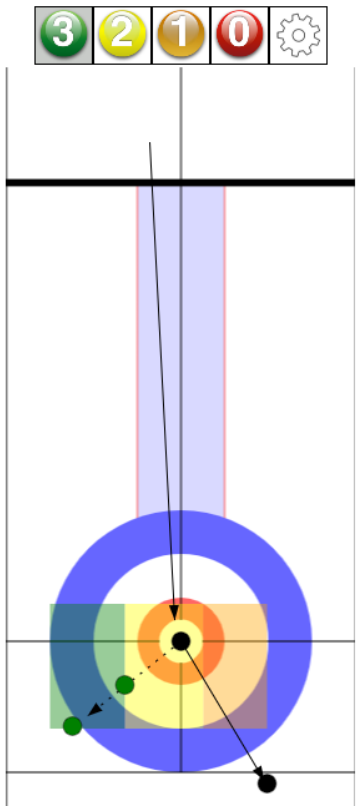
HIT & ROLL

Centre | Side

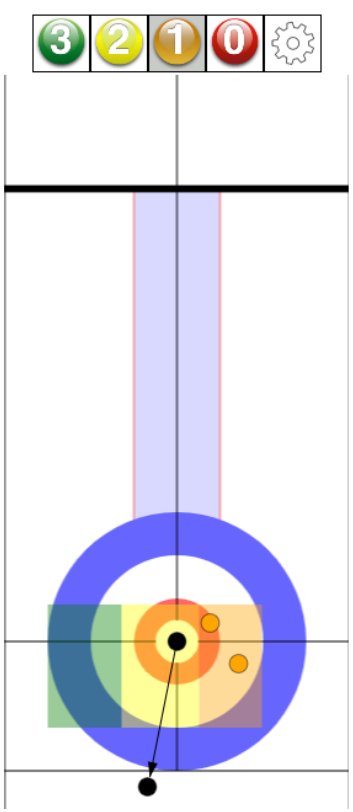
The goal is to remove the target rock, with the thrown rock rolling into a specified area of the rings.

- Place a rock on the centre of the button (Centre Version), or at the intersection of the t-line and 8-foot ring (Side Version).
- 3 Remove target rock, thrown rock stops fully within Green Area
- 2 Remove target rock, thrown rock stops within Yellow Area.
- 1 Remove target rock, thrown rock stops touching Orange Area.
- 0 Don't remove target rock from play.

HIT & ROLL - Centre



HIT & ROLL - Centre



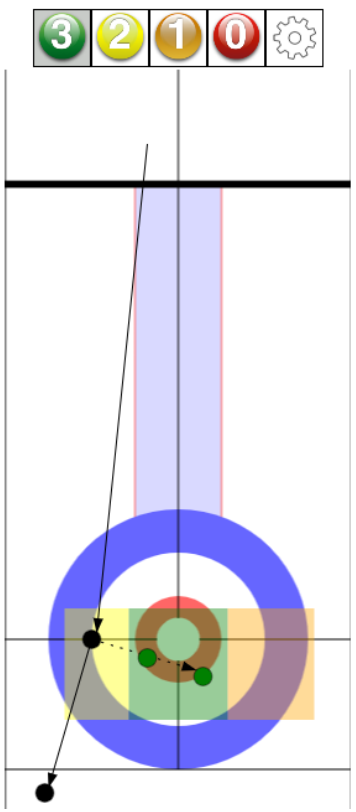
HIT & ROLL

Centre | Side

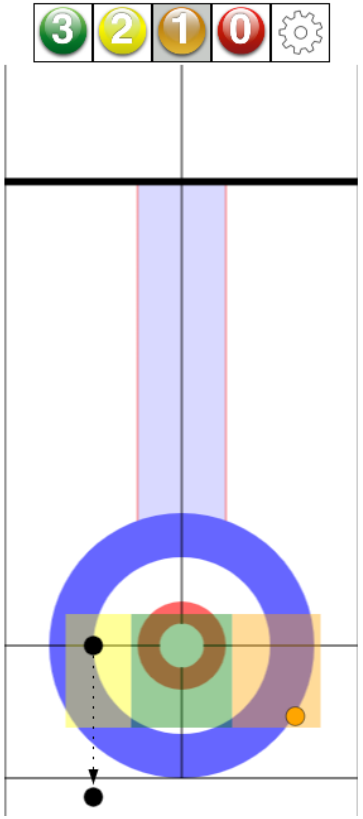
The goal is to remove the target rock, with the thrown rock rolling into a specified area of the rings.

- Place a rock on the centre of the button (Centre Version), or at the intersection of the t-line and 8-foot ring (Side Version).
- 3 Remove target rock, thrown rock stops touching Green Area
- 2 Remove target rock, thrown rock stops within Yellow Area.
- 1 Remove target rock, thrown rock stops touching Orange Area.
- 0 Don't remove target rock from play.

HIT & ROLL - Side



HIT & ROLL - Side



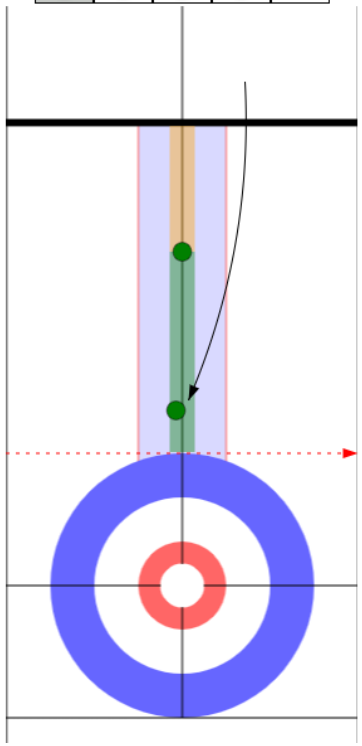
GUARD

Centre | Side

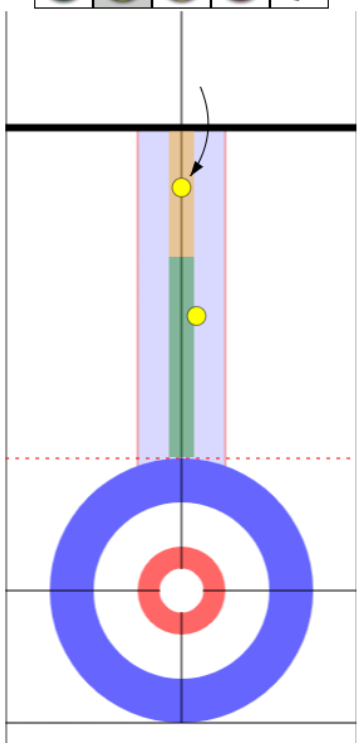
The goal is to have the thrown rock stop in the FGZ and directly in front of the rock in the rings.

- Place a rock on the centre of the button (Centre Version), or at the intersection of the t-line and 8-foot ring (Side Version).
- 3 Majority coverage and touching Green Area (9 feet deep), but not touching Red Top-Line.
- 2 Minority coverage and touching Green Area (but not Red Top-Line), or majority coverage and touching only Orange Area.
- 1 Minority coverage and touching only Orange Area (6 feet deep), but over hog-line.
- 0 No coverage, hogged, or touching any ice deeper than Red Top-Line.

GUARD - Centre



GUARD - Centre



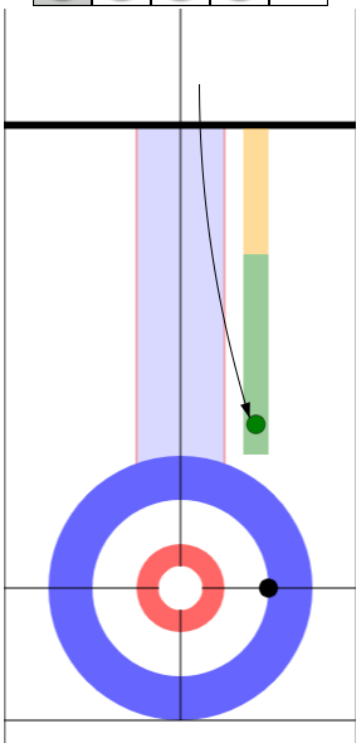
GUARD

Centre | Side

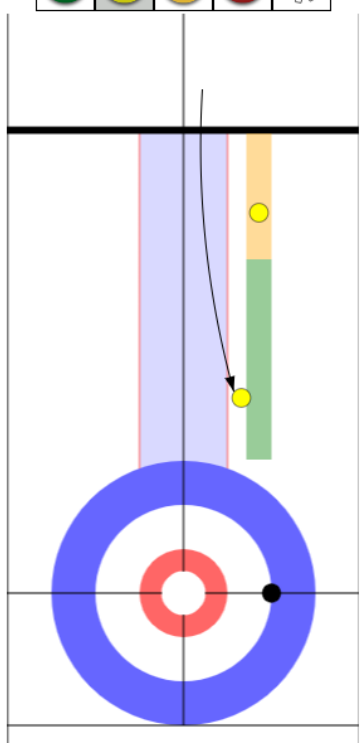
The goal is to have the thrown rock stop in the FGZ and directly in front of the rock in the rings.

- Place a rock on the centre of the button (Centre Version), or at the intersection of the t-line and 8-foot ring (Side Version).
- 3 Majority coverage and touching Green Area (9 feet deep), but not touching Red Top-Line.
- 2 Minority coverage and touching Green Area (but not Red Top-Line), or majority coverage and touching only Orange Area.
- 1 Minority coverage and touching only Orange Area (6 feet deep), but over hog-line.
- 0 No coverage, hogged, or touching any ice deeper than Red Top-Line.

GUARD - Side



GUARD - Side



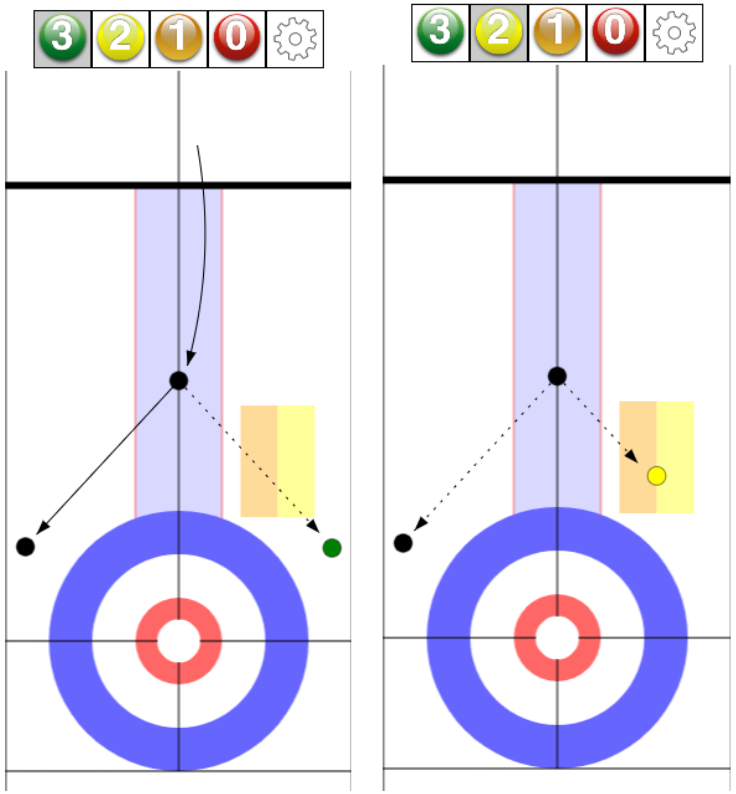
PEEL

Centre | Side

The goal is to remove the target rock, with the thrown rock rolling out of play. Target rock must be hit on the intended side with the thrown rock.

- Place a rock 6 feet above the rings on the centre-line (Centre Version), or 4 feet off the centre line (Side Version).
- 3 — Remove target rock, thrown rock rolls completely out of play on intended side
- 2 — Remove target rock, thrown rock stops partially within Yellow Area
- 1 — Remove target rock, thrown rock stops fully within Orange Area
- 0 — Don't remove target rock, or don't roll to touching Yellow Area, and/or onto the rings.

PEEL - Centre



PEEL - Centre

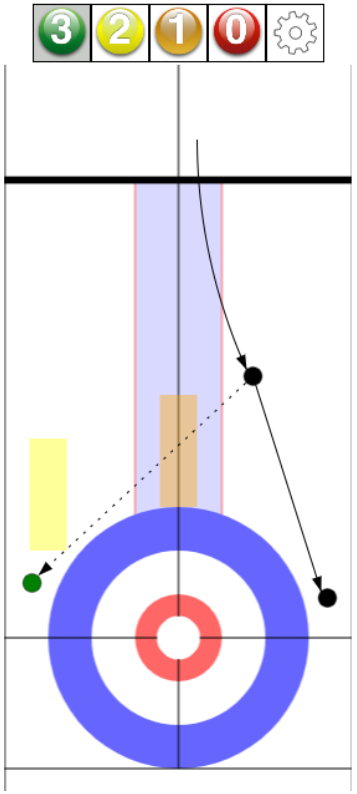
PEEL

Centre | Side

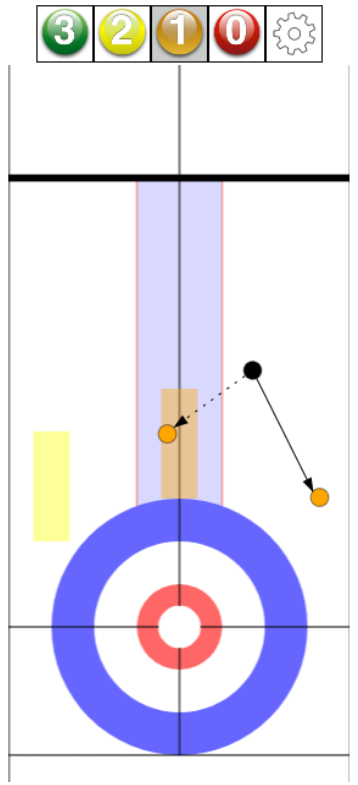
The goal is to remove the target rock, with the thrown rock rolling out of play. Target rock must be hit on the intended side with the thrown rock.

- Place a rock 6 feet above the rings on the centre-line (Centre Version), or 4 feet off the centre line (Side Version).
- 3 — Remove target rock, thrown rock rolls completely out of play on intended side
- 2 — Remove target rock, thrown rock stops partially within Yellow Area
- 1 — Remove target rock, thrown rock stops fully within Orange Area
- 0 — Don't remove target rock, or don't roll to touching Yellow Area, and/or onto the rings.

PEEL - Side



PEEL - Side



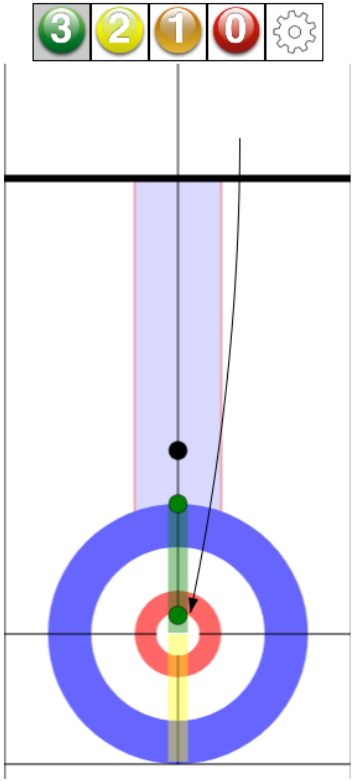
DRAW-AROUND

Centre | Side

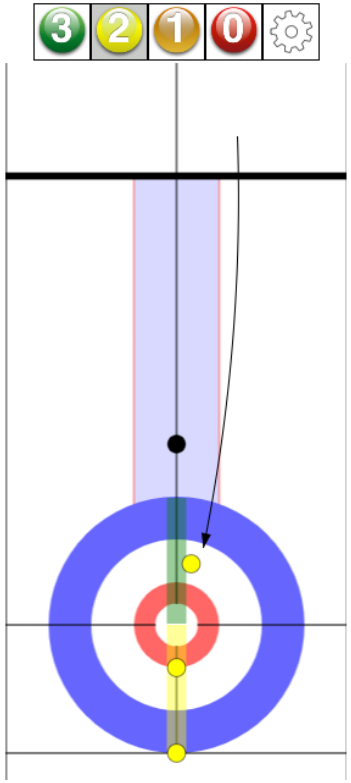
The goal is to have the thrown rock stop in the top half of the rings, and fully buried behind the guard.

- Place a rock 6 feet above the rings on the centre-line (Centre Version). For the Side Version move the rock 4 feet off the centre-line.
- 3 Majority buried and touching Green Area, but not touching Yellow Area.
- 2 Minority buried and touching Green Area, but not Yellow Area, or majority buried and touching Yellow Area.
- 1 Minority buried and touching only Yellow Area.
- 0 Not touching any area.

DRAW-AROUND - Centre



DRAW-AROUND - Centre



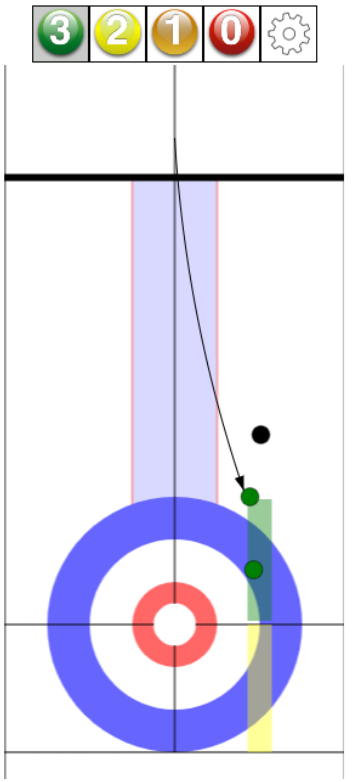
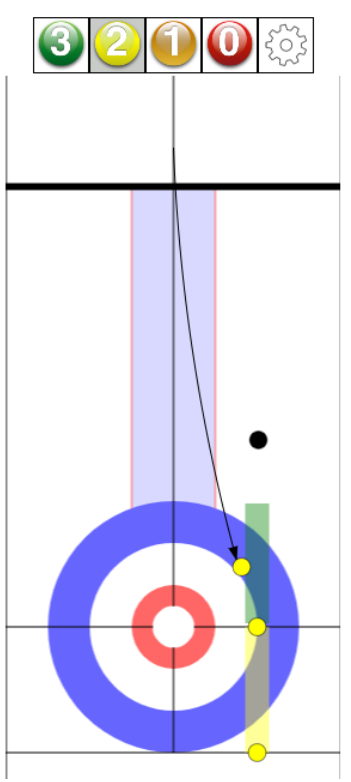
DRAW-AROUND

Centre | Side

The goal is to have the thrown rock stop in the top half of the rings, and fully buried behind the guard.

- Place a rock 6 feet above the rings on the centre-line (Centre Version). For the Side Version move the rock 4 feet off the centre-line.
- 3 Majority buried and touching Green Area, but not touching Yellow Area.
- 2 Minority buried and touching Green Area, but not Yellow Area, or majority buried and touching Yellow Area.
- 1 Minority buried and touching only Yellow Area.
- 0 Not touching any area.

DRAW-AROUND - Side



DRAW-AROUND - Side