

HIT-DRAW-TAP YOUTH SKILLS CHALLENGE 2019



Finish Your Season with the Hit-Draw-Tap Youth Skills Challenge. USA Curling's Hit-Draw-Tap program is designed to introduce young curlers to competition in a positive environment that does not require travel outside of the home club. The competition focuses on the three main skills in the game of curling: the hit, the draw, and the tap.

The competition is open to all boys and girls ages 6-16 who curl in USA Curling member clubs. Age categories include: 6-8, 9-10, 11-13, and 14-16. Boys and girls compete against each other in their age appropriate categories. The three age classifications are based upon the child's age as of January 1, 2019.

Clubs seeking to participate must register prior to April 15, 2019, with USA Curling by [CLICKING HERE](#). There is no fee for participation. Clubs may host the HDT Youth Skills Competition during a regularly scheduled curling session or designate time specifically for the competition. Hit-Draw-Tap Club Champion patches will be distributed to registered clubs for distribution to the winner in each age category. All clubs that register have the opportunity to enter a random drawing for a youth-sized gripper package (value approximately \$500.00). Drawing will be held following the close of registration.

All clubs that host a competition will be asked to report the results of their top curler in each age category for which there is a minimum of two youth competing. Scores and photos of each winner (posing together – one photo per club) will be published in a summer edition of the *U.S. Curling News*. Scores and photos must be submitted by May 31, 2019 through a separate online form by [CLICKING HERE](#). For questions, contact Kim Nawyn at kim.nawyn@usacurl.org.

Patches will be mailed directly to clubs. It is the club's responsibility to ensure that the winners receive them.

Please see event rules below.

The Rules:

1. No brushing is allowed during the competition.
2. Regulation curling rocks (i.e. no Little Rocks or Lite Rocks) are to be used by all age categories.
3. Full sheet length (with the exception of ages 6-8) is to be used.
4. A parent, volunteer, or other curler can hold the broom for the thrower.
5. All participants must wear appropriate attire, including clean running shoes or curling shoes.
6. All participants' guardians must sign the club's waiver before participating in any Hit-Draw-Tap competition. All waivers must note that USA Curling is not responsible for injuries of any kind.
7. Each participant is allowed two practice shots (participants can choose whether they practice draws or hits) prior to their shots being scored.
8. The set-up for each shot is detailed below. All participants should follow these guidelines, with the exception of wheelchair curlers. Curlers who use wheelchairs should set up in a position appropriate to their age category, with ages 6-8 behind the hack.
9. Scores are cumulative, with each participant repeating each of the three skill shots four times.
10. Program administrators or volunteers will score the shots as listed in the materials below. No deviation from this scoring system is allowed.
11. Ties will be broken to determine 1st, 2nd and 3rd with a "sudden death" draw to the button – draw is repeated until winner is determined. Program administrators or volunteers at the club will measure the distance from the pin to determine the winner.
12. If, at any point, a decision cannot be made as to the score of a shot, the decision shall always favor the participant.
13. Clubs should print certificates for the top three scorers. A template will be provided to registered clubs by USA Curling. The top scorer (1st place) in each category will receive Club Champion patches supplied by USA Curling.
14. Clubs must register their results with USA Curling by May 31, 2019, for winners to be featured in a summer edition of the U.S. Curling News.

The "Hit"

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

Age Group	6-8	9-10
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 pre-set stone does not have to be removed from play 	<ul style="list-style-type: none"> - Must start with 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 pre-set 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 thrown rock rolls out of the rings. <p>**Contact with the set stone must be made for any points to count. Stone does not have to be removed from play.</p>	
Diagram	<p>The diagram for 'The Hit (6-8)' shows a target with concentric rings: an outer red ring, a middle blue ring, and an inner white ring. At the center is a yellow dot. A red dot is placed on the blue ring. A dashed blue arrow points from the center towards the red dot. A solid black arrow points from the red dot towards the center. Two blue rectangular blocks are positioned at the bottom of the target area.</p>	<p>The diagram for 'The Hit' shows a target with concentric rings: an outer red ring, a middle blue ring, and an inner white ring. At the center is a yellow dot. A red dot is placed on the white ring. A dashed blue arrow points from the center towards the red dot. A solid black arrow points from the red dot towards the center. Two blue rectangular blocks are positioned at the bottom of the target area.</p>

The “Hit” (Continued)

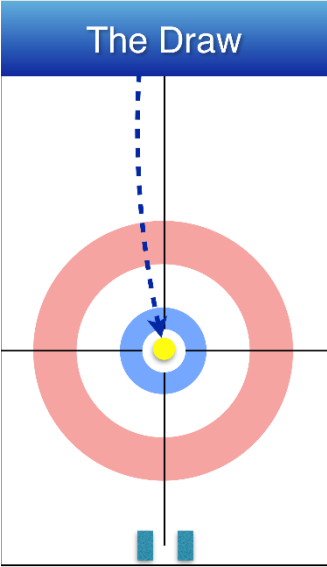
Age Group	11-13, 14-16
Modification	None
Special Rules	<ul style="list-style-type: none"> - Must start with their hack foot in their designated hack (i.e. right-handed thrower uses left hack) - Target stone must be removed from play for any points to be awarded - Two shots must be thrown with an in-turn and two shots with an out-turn
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"> - 7 points if it removes the target stone from the rings and completely covers the pin - 5 points if it removes the target stone from the rings but remains touching the button - 4 points if it removes the target stone from the rings and rolls to touch the four foot - 3 points if it removes the target stone from the rings and rolls to touch the eight foot - 2 points if it removes the target stone from the rings and rolls to touch the 12 foot - 1 point if it removed the target stone from play and the thrown rock rolls out of the rings <p>**Set stone must be removed from the rings in order for points to be awarded.</p>
Diagram	<p>The diagram, titled "The Hit", illustrates the target setup. It features a central yellow pin surrounded by concentric rings: an inner blue ring, a middle white ring, and an outer red ring. A red dot (the target stone) is positioned on the white ring, and a blue dot (the thrown rock) is positioned on the blue ring. A dashed blue arrow points from the top of the diagram down to the blue dot, and a solid blue arrow points from the blue dot down to the red dot. Below the target are two blue rectangular blocks representing the button.</p>

The “Draw”

Goal: Draw as close to the pin as possible.

Age Group	6-8	9-10
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 start with 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 covers the pin - 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 it 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 diagram shows a target with a yellow pin in the center, a blue button, and red concentric rings. A dashed blue arrow points from the bottom towards the pin. The target is divided into four quadrants by a vertical and a horizontal line. The title 'The Draw (6-8)' is at the top.</p>	<p>The diagram shows a target with a yellow pin in the center, a blue button, and red concentric rings. A dashed blue arrow points from the bottom towards the button. The target is divided into four quadrants by a vertical and a horizontal line. The title 'The Draw' is at the top.</p>

The “Draw” (Continued)

Age Group	11-13, 14-16
Modification	None
Special Rules	<ul style="list-style-type: none">- Must start with their hack foot in their designated hack (i.e. right-handed thrower uses left hack)- Two shots must be thrown with an in-turn and two shots with an out-turn
Set-up	None
Scoring	Points are assigned by where the thrown rock stops: <ul style="list-style-type: none">- 7 points if it covers the pin- 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 diagram illustrates the 'The Draw' shot in curling. It features a target with a yellow center (the pin), a blue ring (the button), and a red ring (the four foot). A dashed blue line with an arrowhead points from a blue box labeled 'The Draw' at the top down to the center of the target. Below the target, two small blue rectangles represent the feet of the thrower.</p>

The “Tap”

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

Age Group	6-8	9-10
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 start with 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 	
Diagram	<p>The diagram shows a target with three concentric rings: an outer red ring, a middle white ring, and an inner blue ring. A yellow rock is positioned at the bottom center, bisecting a vertical center line. A blue arrow points upwards from the rock towards the center of the target.</p>	<p>The diagram shows the same target as the previous diagram. A yellow rock is positioned at the top center, bisecting a vertical center line. A blue dashed arrow points downwards from the rock towards the center of the target.</p>

The “Tap” (Continued)

Age Group	11-13, 14-16
Modification	None
Special Rules	<ul style="list-style-type: none"> - Must start with their hack foot in their designated hack (i.e. right-handed thrower uses left hack) - Two shots must be thrown with an in-turn and two shots with an out-turn
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"> - 7 point if it covers the pin - 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 diagram, titled "The Tap", illustrates the setup for a rock tapping shot. It shows a target with a blue center, a white ring, and a red outer ring. A vertical center line is drawn through the target. A yellow dot is positioned at the top of the target, bisecting the center line. A red dot is positioned just below the yellow dot, indicating the rock's path as it moves down. A blue dashed arrow points from the yellow dot down to the red dot. At the bottom of the target, two blue rectangular blocks are shown, representing the hack feet.</p>