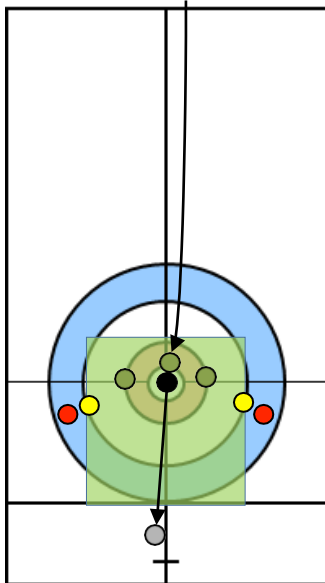


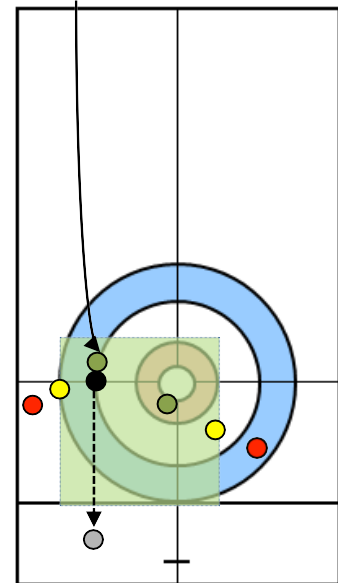
HIT & STAY (U15): the goal is to hit the target rock on the nose. However, in order to score the thrown rock needs to remain in the same area of the sheet that the target rock started in.



Centre Version

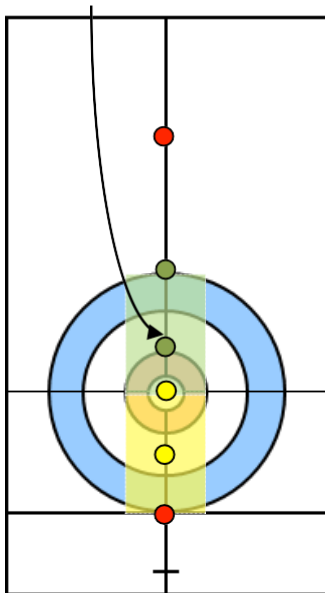
Shot Scoring Criteria

- **3 Points =**
Remove target rock, thrown rock remains fully within Green Area (8 feet wide).
- **2 Points =**
Remove target rock, thrown rock remains partially within Green Area.
- **0 Points =**
Don't remove target rock, or thrown rock stops fully beyond Green Area.



Side Version

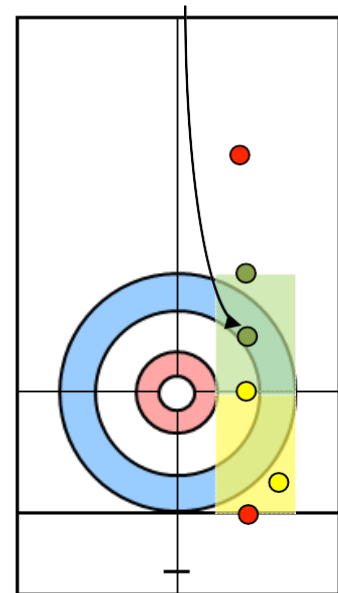
DRAW (U15): the goal is to draw a rock into the top half of the rings. However, in order to score the thrown rock needs to stop between top 12-Foot and the Back-Line depth.



Centre Version

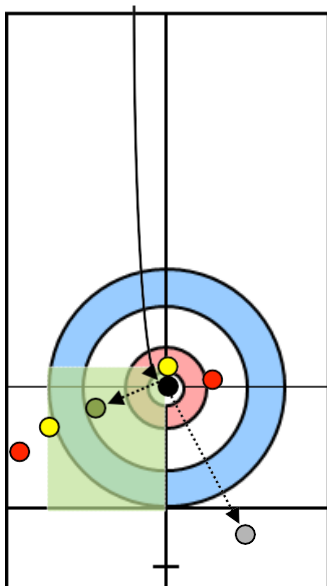
Shot Scoring Criteria

- **3 Points =**
Touching Green Area, but not touching Yellow Area.
- **2 Points =**
Touching or fully within Yellow Area, but not touching Back-Line.
- **0 Points =**
Not touching Green or Yellow Area, or touching Back-Line.



Side Version

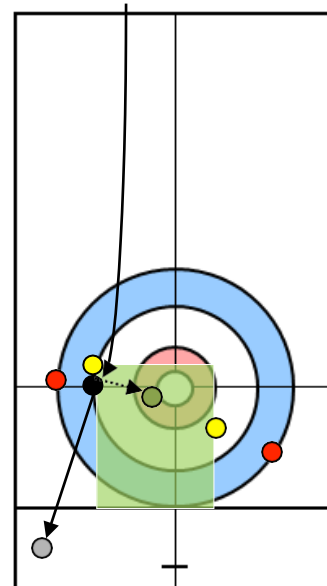
HIT & ROLL (U15): the goal is to remove the target rock and roll into the intended area of the rings. However, in order to score the roll must stop at least partially in that intended area.



Centre Version

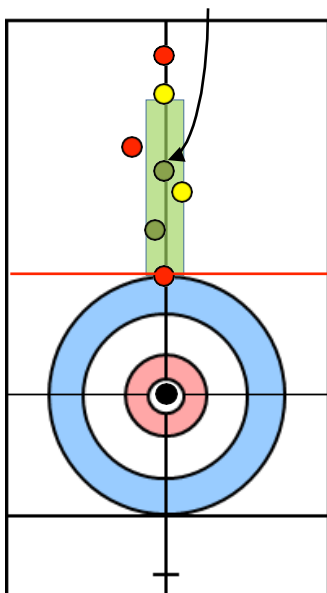
Shot Scoring Criteria

- **3 Points =**
Remove target rock, roll stops fully within Green Area (6 feet wide).
- **2 Points =**
Remove target rock, roll stops partially within Green Area.
- **0 Points =**
Don't remove target rock, or roll stops fully outside Green Area.



Side Version

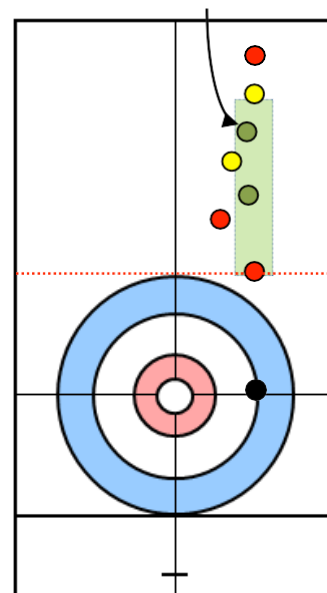
GUARD (U15): the goal is to establish a guard that protects the rock in the rings. However, in order to score the guard must offer at least some coverage and stop at the defined depth.



Centre Version

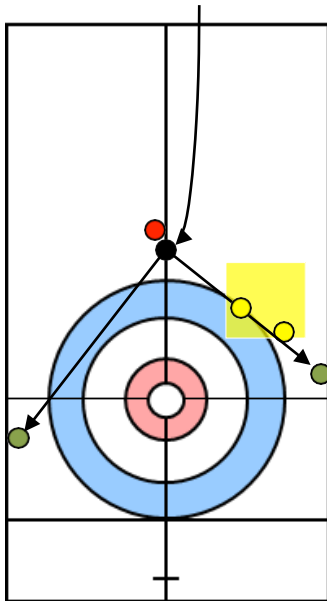
Shot Scoring Criteria

- **3 Points =**
Majority coverage and fully within Green Area (12 feet long and 2 rocks wide).
- **2 Points =**
Minority coverage and partially within Green Area, but not touching Red 'Top'-Line.
- **0 Points =**
No coverage/not touching Green Area, or touching Red 'Top'-Line.



Side Version

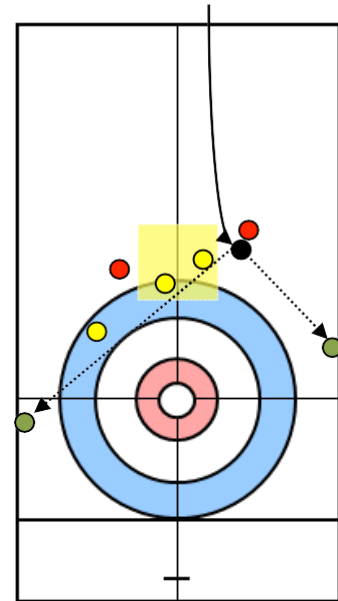
PEEL (U15): the goal is to hit the guard on the intended side and to roll the thrown rock out of play. However, in order to score the roll must at least stop in a less dangerous position.



Centre Version

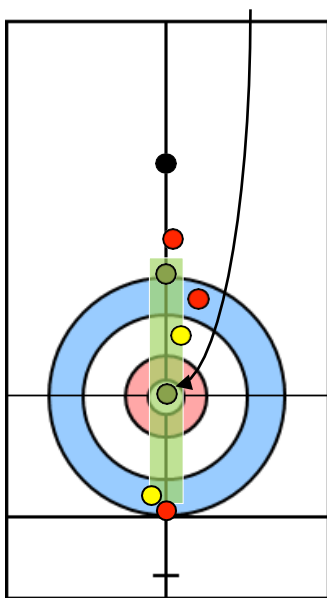
Shot Scoring Criteria

- **3 Points =**
Remove target rock, and roll completely out of play.
- **2 Points =**
Remove target rock, and roll fully within Yellow Area (4 feet wide), and/or onto rings.
- **0 Points =**
Don't remove target rock, or don't roll fully within Yellow Area and/or onto the rings.



Side Version

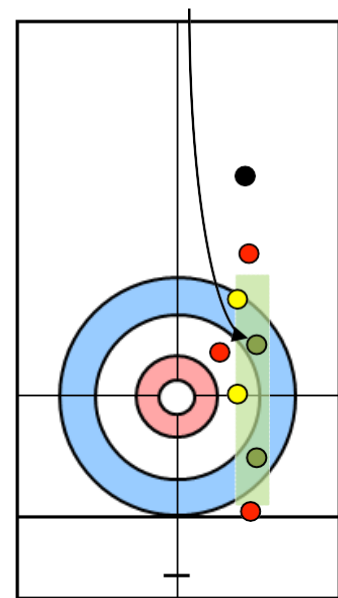
DRAW-AROUND (U15): he goal is to bury a rock behind a halfway guard. However, in order to score the thrown rock must end up at least partially buried at the defined depth.



Centre Version

Shot Scoring Criteria

- **3 Points =**
Majority buried and fully within Green Area (12 feet long and 2 rocks wide).
- **2 Points =**
Minority buried, partially within Green Area, not touching Back-Line.
- **0 Points =**
Not buried, and/or touching/ behind Back-Line.



Side Version



U15 SINGLES SCORING SHEET

Athlete Information:

DATE	
ATHLETE'S NAME	
GENDER	M F
BIRTHDAY	

Scoring:

	Centre		Side		Total
	Inturn	Outturn	Inturn	Outturn	
Hit and Stay					
Draw					
Hit and Roll					
Guard					
Peel					
Draw-Around					

TOTAL SCORE

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