

SECONDARY INTRA-SCHOOL/LEVEL 1 RESOURCE

NEW AGE KURLING - TRADITIONAL

SCHOOL
GAMES

Quick introduction

This is the official competition game of New Age Kurling with players delivering stones to a target and engaging in exciting tactical play.

Getting started

- Each player delivers stones corresponding to their team colour, red or blue, towards the target at the opposite end of the court.
- Stones can be propelled using any part of the body or using a pusher, providing that the player is behind the delivery line on releasing the stone.
- Individuals/teams take it in turns to deliver the first stone of an end. The individual/team going first in the first end being determined by a toss of a coin.
- Each game consists of either four or six ends. An end is completed when all eight stones have been played.
- A team scores one point for each stone that is closer to the centre than any opposition stone
- At the completion of four / six ends, the points scored on each end are added together. The individual / team with the highest total score wins.

Think tactics

Can the stone be sent at the right pace to put a blocker in front of a scoring stone; to stop an opponent knocking it off the target?



NEW AGE KURLING – TRADITIONAL



Organising the game

- One set of kurling stones and two targets required
- Two games can be played simultaneously on one badminton court
- Agree the number of ends to be played (four or six)

Think inclusively

- Space – Shorten the length of the court for all players.
- Task – Play two ends per game.
- Equipment – Use a ramp to deliver stones.
- People – Team = one disabled and one non-disabled.

Keeping it enjoyable

- Shorten the length of the court to make games complete quicker and make it easier to knock opponents' stones off the target.

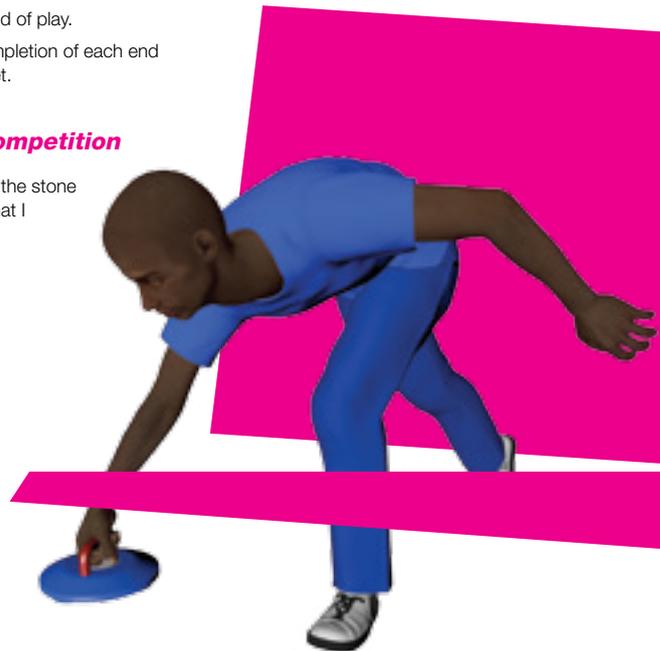
Officiating

- For league competitions score three points for a win and 1 point each for a draw. Use stones difference to separate tied teams, e.g. if a team wins 9-4 the stones difference for that game will be +/- 5.
- Ensure players deliver stones in the correct order.
- Remove 'dead' stones from field of play.
- Determine the score at the completion of each end and record it on the score sheet.

Spirit of the Games: *Excellence through Competition*



Do I always believe that the stone will go in the direction that I want it to?



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NEW AGE KURLING – STREET KURLING

Quick introduction

This is the 'street' version of New Age Kurling where teams deliver their stones from opposite ends of the court. There is a time limit on delivery so it really is a fast-moving street game.

Getting started

- Each player delivers red or blue stones corresponding to their team colour towards the target placed in the middle of the court.
- Teams deliver their stones from opposite ends of the court.
- Stones can be propelled using any part of the body or using a pusher, providing that the player is behind the delivery line on releasing the stone.
- Individuals/teams take it in turns to deliver the first stone of an end. The individual/team going first in the first end being determined by a toss of a coin.
- Each game will last for 10 minutes rather than a set number of ends. If at the end of 10 minutes an end is incomplete it will still be scored
- Players must initiate the delivery of their stone within 20 seconds of their opponent's stone coming to rest. Players exceeding the time limit will lose their stone.
- The individual/team with the most stones closest to the centre of the target at the completion of an end scores one point for each scoring stone. i.e. each stone closer than the opposing team's nearest stone.
- At the completion of 10 minutes the points scored on each end are added together. The individual / team with the highest total score wins.
- At the end of each game players collect their stones and start another end.
- The team that doesn't score starts the next end.



Think tactics

Can I send the stone at the right pace to knock an opponent's stone off the target and keep my stone on the target?

NEW AGE KURLING – STREET KURLING



Organising the game

- Two teams of two players – can also be played with teams of one
- One set of kurling stones and one target required
- Two stop watches required
- Two games can be played simultaneously on one Badminton court

Think inclusively

- Space - Shorten the length of the court for all players.
- Task – Reduce the length of the game.
- Equipment – Use a ramp to deliver stones.
- People – Team = one disabled and one non-disabled.
- People – Allow disabled players 30 seconds to deliver their stone.

Keeping it enjoyable

- Reduce the game time to 5 minutes.
- Reduce the time allowed to deliver a stone so that players have to be on their toes.

Officiating

- For league competitions score three points for a win and 1 point each for a draw. Use stones difference to separate tied teams – e.g. if a team wins 9-4 the stones difference for that game will be +/- 5.
- Ensure players deliver stones in the correct order.
- Remove “dead” stones from field of play or take away player’s stones if they exceed the time limit.
- Determine the score at the completion of each end and record it on the score sheet or keep time.

Spirit of the Games: *Excellence through Competition*



I need to knock as many of our opponents’ stones as possible off the target to give my team the best chance of winning.



NEW AGE KURLING – ARCHERY KURLING

Quick introduction

A simpler form of kurling with an emphasis on accuracy. Stones closest to the target score the most points.

Getting started

- Each player delivers red or blue stones corresponding to their team colour, towards a numbered target at the opposite end of the court.
- Stones can be propelled using any part of the body or using a pusher, providing that the player is behind the delivery line on releasing the stone.
- Individuals/teams take it in turns to deliver a stone.
- Team reaching score of 50 in the least number of shots wins.
- Scoring:
 - Accumulate team scores after every shot – leaves stones where they land so that the next player has to think about what shot to play.
 - Where stone overlaps two numbers count the highest.
 - If using red, white and blue target: centre white circle = 10 points, blue circle = 8, outer white circle = 6, red circle = 4, white border = 2.



Think tactics

Can you send the stone at the right pace to:

- land on the middle of the target?
- knock other stones off the target and keep your stone close to the centre?

NEW AGE KURLING – ARCHERY KURLING



Organising the game

- One set of Kurling stones and one target required.
- Two games can be played simultaneously on one badminton court.

Think inclusively

- Space - Shorten the length of the court for all players.
- Task – Reduce the target score to below 50.
- Equipment – Use a ramp to deliver stones.
- People – Team = one disabled and one non-disabled.

Keeping it enjoyable

- Remove stones from the playing area once they have been scored to give a clear path to the centre of the target.
- Change the scoring system so that points are only accumulated when both sides have delivered four stones each.

Officiating

- Determine the score after each stone has been delivered and record it on the score sheet.
- Keep a running total for each team so that instantly know when the target score has been achieved.

Spirit of the Games: Excellence through Competition



Do I always believe that I can get my stone to stop on the centre of the target?



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