

**Singles Curling** is an exciting new discipline that has been developed by Curling Canada. As its name suggests, curlers compete as individual throwers when playing Singles. However, like all other disciplines, Singles curlers still have the support of sweeper(s) and a line-caller to assist them in executing their shots.

Singles Curling involves a series of commonly played shots, with each shot being scored against pre-determined criteria. At the U15 level, the following 6 shots are included: **Hit & Stay, Draw, Hit & Roll, Guard, Peel, and Draw-Around**. Each of these shots is played with both turns, which generates 12 attempts for each Singles curler.

Beyond these 12 attempts, U15 curlers also get 2 ‘mulligans’ or re-throws. These mulligans can only be used after all 12 initial shots have been played. However, at this point each curler is able to re-throw 2 of their lowest scored shots. Please note that if there are 3 or more shots tied with the lowest score, the curler can choose to re-throw any 2 of them.

The scoring system for all shots is the same: **3 points** (executed as intended), **2 points** (executed within tolerance), and **0 points** (executed outside of tolerance). You will find the specific scoring criteria for each shot, along with corresponding diagrams, on the pages that follow. It should be noted that the scoring criteria get progressively more challenging at older ages and stages.

In an effort to help curlers build strong shot-making skills across the sheet, **Centre** and **Side** versions have been developed for each shot. For competition purposes, set combinations of Centre and Side versions are used. You will find 2 approved shot combinations on the Official Score Sheets (see last 2 pages of this document).

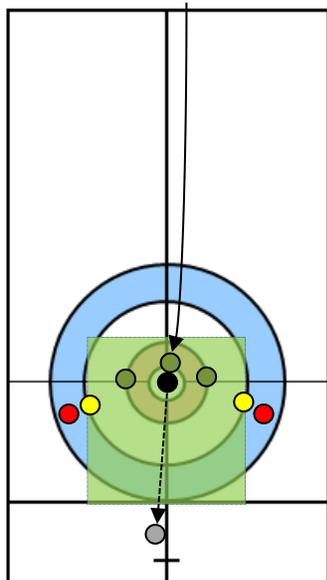
There are 2 official competition formats for Singles Curling: **4-Curler** and **2-Curler**. Under the **4-Curler Format** curlers remain in the same sweeping/line-calling roles throughout. However, they rotate throwing order after each shot (i.e., every 8 throws) as follows: Shot 1: Curlers A, B, C, D; Shot 2: Curlers B, C, D, A; Shot 3: Curlers C, D, A, B; Shot 4: Curlers D, A, B, C; etc.).

In the **2-Curler Format** curlers alternate as thrower and sweeper every 2 throws (i.e., Curler X throws twice while Curler Y sweeps, then Curler Y throws twice while Curler X sweeps). The curlers also switch who throws 1<sup>st</sup> at the halfway point (i.e., Shots 1-6: Curler X throws 1<sup>st</sup>, Shots 7-12: Curler Y throws 1<sup>st</sup>). Please note that a coach serves as the line-caller on all shots.

In order to allow all curlers to familiarize themselves with the playing conditions on the sheet, Singles is always preceded by a short practice session. During this practice session each curler will deliver a maximum of 2 shots up and 2 shots back. Please note that curlers (and coaches) are asked to work together to make this process as efficient as possible.



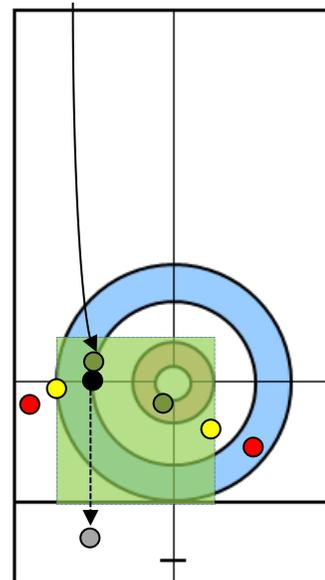
**HIT & STAY (U15):** the goal is to hit the target rock on the nose. However, in order to score the thrown rock needs to remain in the same area of the sheet that the target rock started in.



**Centre Version**

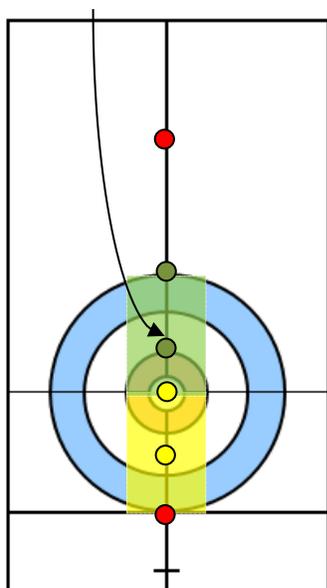
**Shot Scoring Criteria**

- **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**

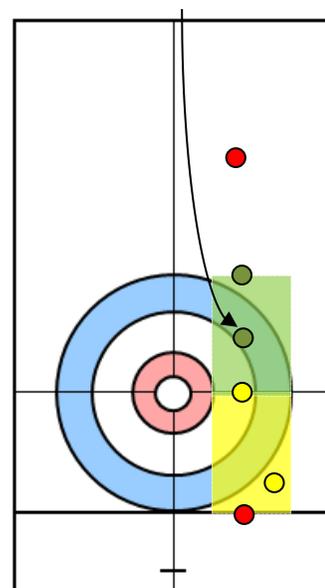
**DRAW (U15):** the goal is to draw a rock into the top half of the rings. However, in order to score the thrown rock needs to stop between top 12-Foot and the Back-Line depth.



**Centre Version**

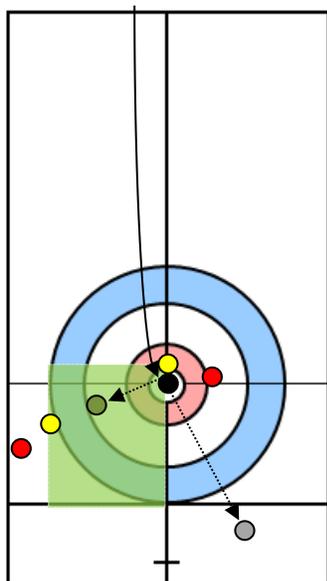
**Shot Scoring Criteria**

- **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**

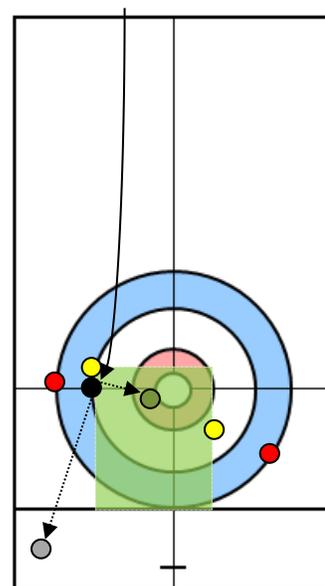
**HIT & ROLL (U15):** the goal is to remove the target rock and roll into the intended area of the rings. However, in order to score the roll must stop at least partially in that intended area.



**Centre Version**

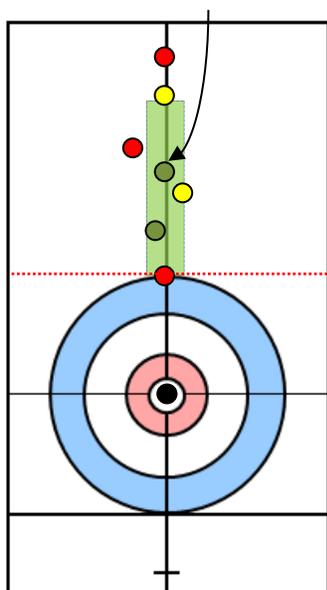
**Shot Scoring Criteria**

- **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**

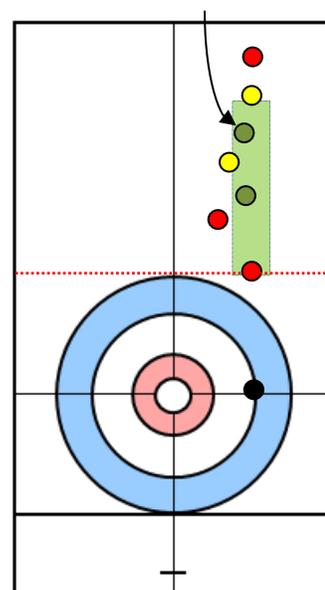
**GUARD (U15):** the goal is to establish a guard that protects the rock in the rings. However, in order to score the guard must offer at least some coverage and stop at the defined depth.



**Centre Version**

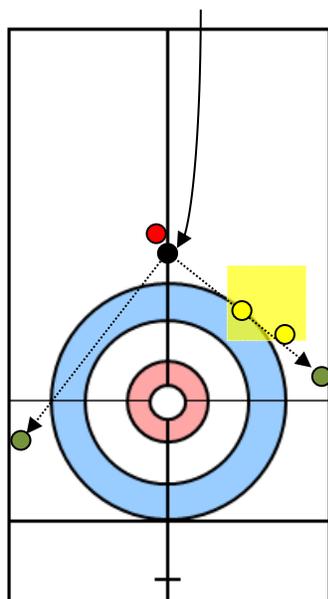
**Shot Scoring Criteria**

- **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**

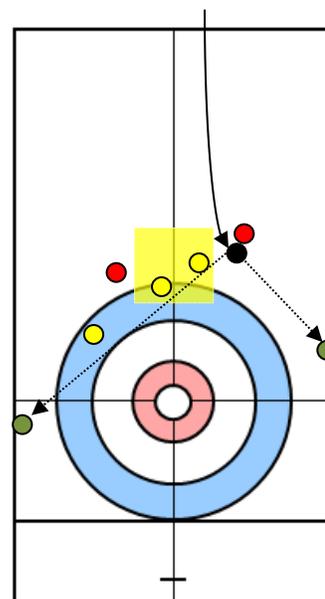
**PEEL (U15):** the goal is to hit the guard on the intended side and to roll the thrown rock out of play. However, in order to score the roll must at least stop in a less dangerous position.



**Centre Version**

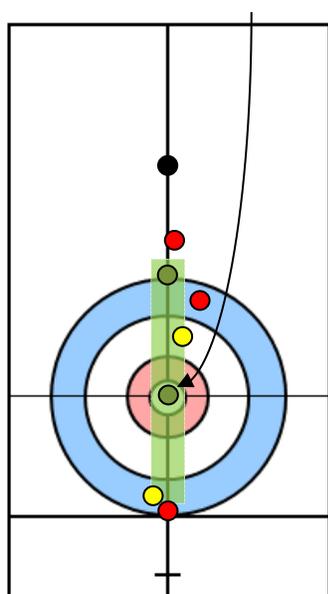
**Shot Scoring Criteria**

- **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**

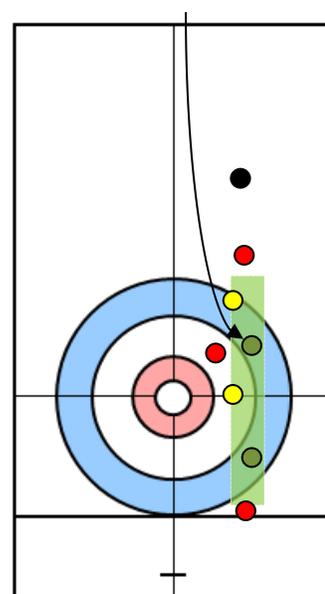
**DRAW-AROUND (U15):** the goal is to bury a rock behind a halfway guard. However, in order to score the thrown rock must end up at least partially buried at the defined depth.



**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**

**OFFICIAL SCORESHEET (U15) – SHOT COMBINATION #1**

<b>Today's Date</b>		<b>Club and Sheet</b>	
<b>Athlete Name</b>		<b>Curl to Centre (Feet)</b>	
<b>Male <u>or</u> Female</b>		<b>Curl to Sides (Feet)</b>	
<b>Birthdate (D/M/Y)</b>		<b>Speed (Hog to Hog)</b>	
<b>Right <u>or</u> Left Handed</b>		<b>2 <u>or</u> 4 Curler Format</b>	
<b>Team Affiliation</b>		<b>Scorer Name</b>	

<b>SHOT COMBINATION #1</b>				<b>Miss Type: (0's and 2's) – Choose Only One</b>				<b>Score</b>
#	Shot	Version	Turn	Over-Curl	Under-Curl	Light	Heavy	3,2,0
1	Hit & Stay	Side	CW					
2	Hit & Stay	Side	CCW					
3	Draw	Centre	CW					
4	Draw	Centre	CCW					
5	Hit & Roll	Side	CW					
6	Hit & Roll	Side	CCW					
<b>Change First Turn Thrown Now. Also, if Using 2-Curler Format, Change Thrower Order Now.</b>								
7	Guard	Centre	CCW					
8	Guard	Centre	CW					
9	Peel	Side	CCW					
10	Peel	Side	CW					
11	Draw Around	Centre	CCW					
12	Draw Around	Centre	CW					
<b>Mulligans: Re-Throw 2 Lowest Scored Shots of Player's Choice (Cross Out Original Shot Scores)</b>								
13								
14								
<b>Maximum Score 36 Points (12 Shots x 3 Points/Shot) - Record Total Points Here &gt;&gt;&gt;&gt;&gt;</b>								

- At the U15 level, if there is a clear sweeping or line-calling error on a shot, the Coach/Scorer assigned to the sheet has the full latitude to award the point(s) that would have been scored had the error not occurred.
- The Coach/Scorer assigned to the sheet is also the official judge of all final rock positions. This includes the degree to which a rock provides coverage, or is buried. Please note that such judgments should not consider thrower handedness.



**OFFICIAL SCORESHEET (U15) – SHOT COMBINATION #2**

<b>Today's Date</b>		<b>Club and Sheet</b>	
<b>Athlete Name</b>		<b>Curl to Centre (Feet)</b>	
<b>Male <u>or</u> Female</b>		<b>Curl to Sides (Feet)</b>	
<b>Birthdate (D/M/Y)</b>		<b>Speed (Hog to Hog)</b>	
<b>Right <u>or</u> Left Handed</b>		<b>2 <u>or</u> 4 Curler Format</b>	
<b>Team Affiliation</b>		<b>Scorer Name</b>	

<b>SHOT COMBINATION #2</b>				<b>Miss Type: (0's and 2's) – Choose Only One</b>				<b>Score</b>
#	Shot	Version	Turn	Over-Curl	Under-Curl	Light	Heavy	3,2,0
1	Hit & Stay	Centre	CCW					
2	Hit & Stay	Centre	CW					
3	Draw	Side	CCW					
4	Draw	Side	CW					
5	Hit & Roll	Centre	CCW					
6	Hit & Roll	Centre	CW					
<b>Change First Turn Thrown Now. Also, if Using 2-Curler Format, Change Thrower Order Now.</b>								
7	Guard	Side	CW					
8	Guard	Side	CCW					
9	Peel	Centre	CW					
10	Peel	Centre	CCW					
11	Draw Around	Side	CW					
12	Draw Around	Side	CCW					
<b>Mulligans: Re-Throw 2 Lowest Scored Shots of Player's Choice (Cross Out Original Shot Scores)</b>								
13								
14								
<b>Maximum Score 36 Points (12 Shots x 3 Points/Shot) - Record Total Points Here &gt;&gt;&gt;&gt;&gt;</b>								

- At the U15 level, if there is a clear sweeping or line-calling error on a shot, the Coach/Scorer assigned to the sheet has the full latitude to award the point(s) that would have been scored had the error not occurred.
- The Coach/Scorer assigned to the sheet is also the official judge of all final rock positions. This includes the degree to which a rock provides coverage, or is buried. Please note that such judgments should not consider thrower handedness.

