New Age Kurling

* Each team will consist of 2 or 3 players
* The game will start with the toss of a coin
* The person winning the toss will have the option of deciding to play first or to choose the colour stones they wish to play with.
* During an end, players will take it in turns to deliver their stones until all stones have been delivered. The stones may be delivered by the use of a pusher, by hand or by use of a ramp.
* The stone which is within the scoring zone and closest to the centre of the target is deemed to be ‘scoring’. Other stones of the same colour will also score if they are in the scoring zone and are closer to the centre than any of the opponents stones.
* Stones stopping on the white part of the target will not score.
* Pupils will play best of 2 ends. Points will be given 3 for a win and 1 for a loss
* Please can staff check the scorecards before giving to the scorer.