

Panathlon New Age Kurling

Tuesday 6th February 2024 at John Leggott College, Scunthorpe

GET AHEAD
PARTNERSHIP

EDUCATION. SPORT. WELLBEING

Teams/Gender:	A team consists of four players who must all be on the SEND Register. If capacity allows schools may bring more than one team. A team of 2 or 3 players will involve some players pushing two stones. This should rotate fairly between players in each End.
Spirit of the Game	It is encouraged that the players on court make all the tactical decisions between themselves.
Captains / Coin Spin	A captain must be named for each game. The role of the captain is to be involved in the coin toss at the beginning of a match to decide the colour of stones (red or blue) that each team will use throughout the match.
Rules and Game Play	<ul style="list-style-type: none">• There are 4 stones pushed per team. A team of 2 or 3 people will involve some players pushing 2 stones. This should rotate fairly between players in each End.• The red team pushes the first stone of the first match, after which the colours alternate until all eight stones have been pushed• Stones are pushed from any position behind the 3m throwing line.• Stones can be delivered in a variety of techniques and pushed with any part of the body: using their hands, or feet.• Players can push the stones in any position, seated, sitting, kneeling or standing.• Assistive devices (ramps and pushers) may be used to enable all players accessibility to the sport.• The stones must be pushed along the surface of the floor, not thrown.• A foul throw is recorded if any part of the body is touching the ground in front or beyond the sides of the throwing line. The foul stone is removed from play and is not played again. A warning may be given to the player the first time this happens.• Retake the throw if the stone rolls onto its side or falls upside down.• Only stones on the round target area will score. If there are no stones on the round target area at the end of the game, the score is 0 - 0.• Stones closer to the centre of the target than the opponent's stones score one point each. For example, if four reds are on the target and closer to the centre than all the blue stones, the reds score 4-0. The highest possible score for one end is 4 points.• If there are 2 equidistant stones closest to the centre of the target, both stones are scored 1-1.• Leaders scoring process: Score the end. Present the score to players. Return the stones.• The blue team starts the second end, red team starts the third and the blue team the fourth.• Over a match the scores are cumulative. For example first end scores 1-0 reds. The second end scores 2-0 blues. The third end scored 2-0 reds. The current score is 3-2 to the Reds going into the fourth and final end.• Notes to Ramp Assistants: A player can receive assistance to aid with the ramp. The end of the ramp and the player must both be behind the throwing line. The assistant must look at the player and not in the direction of the target, with the player instructing the height and direction they wish the ramp to face. A Pusher can also be used by the player from behind the line• The Distance to the target can be decreased to 3 or 4 metres for Primary aged teams

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Results:	These will be calculated on the day and presentations take place at the end of the event.
Health & Safety:	Students must wear suitable clothing and footwear (trainers) for indoor physical activity.
Target Group:	Any child on the SEND register.
Intent:	ENGAGE: Develop physical and sport specific skills; foster social connections, support individual development in sport, target young people who would benefit from being more physically active. COMPETE: This is also a pathway event in which the top team(s) will be invited to compete in the Humber Finals at a later date.

The dimensions of the court will be determined by the space available at the host venue.

But these are the dimensions we will aim to follow for all events.

The distance to the target can be decreased to 3 or 4 metres for primary aged teams

