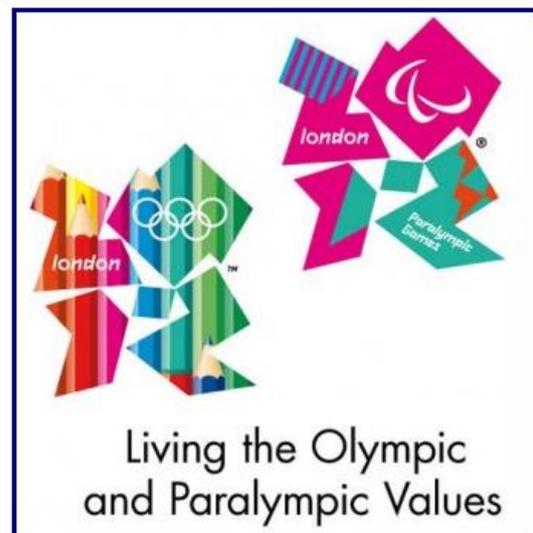


New Age Kurling

Basis of The Game:

- New Age Kurling consists of two teams of four players, the red side and the blue side, playing four 'ends'.
- An 'end' is when all 8 stones (four blue, four red) balls have been played;
- In New Age Kurling, each team plays four stones, one per player.
- Players send their stones with some part of their body on the floor behind the throwing line from whatever position they deem comfortable.
- Players take it turns to send their stone in order to get as many as possible nearer to the centre of the target than the opposition.
- Points are scored for each ball that is closer to the centre of the target than the oppositions' at the completion of the end.
- Teams can be made up of boys, girls or both.
- Ideally, the teams should comprise of those with SEN, or physical disabilities or be amongst the less able performers in the school.
- New Age Kurling players can be taken from any year in KS2.
- Paralympic values should be considered in team selection.



Video Link:

<http://www.youtube.com/watch?v=OkimoxxRppk>

Match Rules:

General

- The team colours are decided using a coin loss; the winning captain chooses to be red or blue.
- Players must have some part of their body touching the floor behind the throwing line at all times.

First end

- The red team always throws first in the first end.
- The captain chooses the player on their side to throw first.
- A player from the opposing side then propels their first stone.
- Teams take it in turns to throw their stones.
- The end is completed when all four stones from both sides have been played.
- The end is scored by awarding one point for every stone of the same colour closer to the centre of the target than the nearest opposing coloured stone.

Second end

- The blue side then starts the second end.

Third end

- The red side then starts the third end.

Fourth end

- The blue side then starts the fourth end.

Final Score:

- After all four ends ends have been completed the winning side is the team with the higher accumulative score from all ends.
- If the points totals are level at the end of the fourth end the match shall be deemed a tie.
- Winning teams will get 4 points
- Drawing teams get 2 points each
- Losing teams get 1 point.

The referees' decisions will be final.

It may be necessary for staff to help the throwers depending on their experience and age.