

New Age Kurling — Challenge Card



Term 1

BETWEEN THE GATE

Quick Introduction

- In this challenge teams will push the stones between gates to score points.

Getting Started

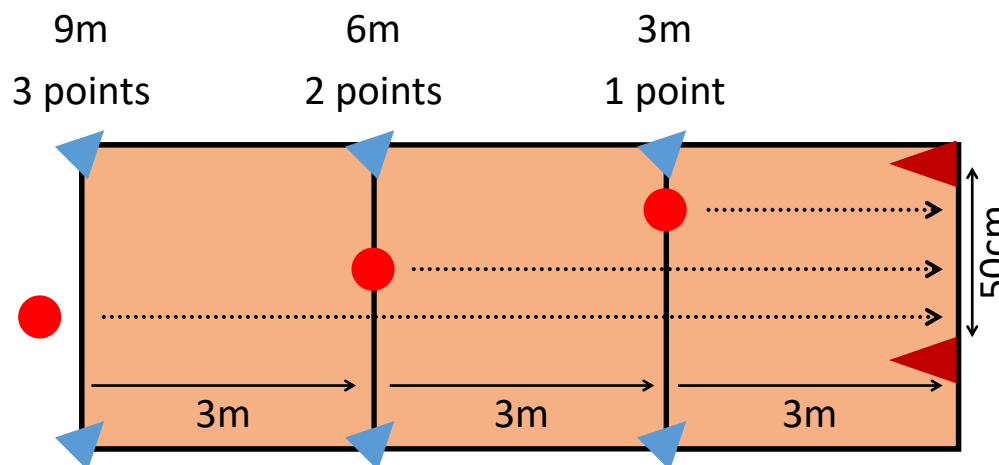
- Each player takes a turn to deliver 1 stone through a gate.
- Players can choose where to start from, the points they get for each go will depend on the start line
 - ⇒ 3m away from gate = 1 point
 - ⇒ 6m away from gate = 2 points
 - ⇒ 9m away from gate = 3 points
- The gate is set at 50cm wide.
- The team with the highest accumulative score at the end of the **10 minutes** wins.
- Teams of 4
- If the stone hits the cone it does not count as a point.
- Players retrieve their stone once it has either passed through the gate or has come to a stop.

Equipment Required

- 6 cones for set up
- 2 cones per team
- 1 stone per team
- Score sheet

Health and safety

- Play towards a wall and away from other players.
- Once a stone has been played it should be collected.
- When not in use store the stone upside down.



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