

NEW BRUNSWICK
JUNIOR CURLING DEVELOPMENT PROGRAM
SKILLS AWARDS PROGRAM

BRONZE LEVEL

New Brunswick Skill Awards Program

Bronze Level Exam

Name:	
Address:	

The objective of the Bronze level is to have the curler begin to think about and execute shots from a game situation perspective. The Bronze level also calls for the demonstration of effective sweeping strategies.

To successfully complete the Bronze level there is a written exam with 14 True or False questions on the rules of curling. All the exam questions must be answered and a 70% mark achieved in order to pass.

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Rules of Curling: True or False

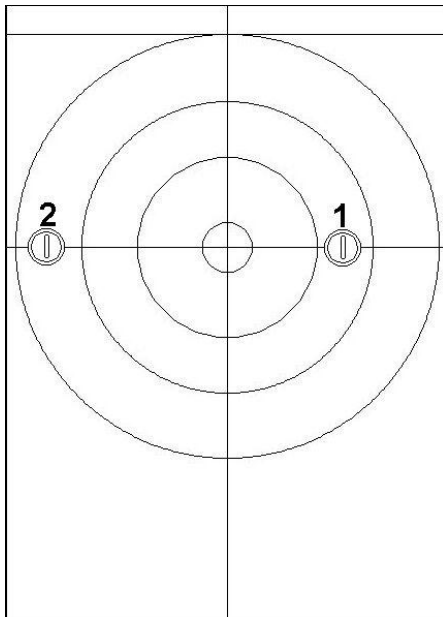
Circle “T” for True and “F” for False

1. T or F — No player shall use footwear or equipment, which may damage the surface of the ice.
2. T or F — If any player or equipment of the team to which it belongs touches a running stone; the stone is removed from play.
3. T or F — Right-handed players shall deliver from the hack on the left of the center line, and left-handed players shall deliver from the hack on the right of the center line.
4. T or F — Between the tee lines no player shall sweep an opponent’s stone.
5. T or F — The use of a measuring instrument, to determine who is closer, may be used before the completion of an end.
6. T or F — A team shall not start a game under any circumstances with more than four players.
7. T or F — If two stones covering the tee so that the measuring stick cannot be inserted, the two stones shall be declared tied, if a visual comparison cannot determine which stone is closer.
8. T or F — The rotation of play declared at the start of a game shall be followed throughout the game.
9. T or F — Only one player at any one time may sweep their own team’s stones behind the tee line.
10. T or F — A stone that has not been released from the player hand and not reached the nearer tee line, may be returned to the hack and redelivered.

11. T or F — When a curler who is delivering a stone has a long slide; the stone must be released from the hand before the player's hand crosses the nearer hog line.
12. T or F — The final brushing motion shall finish to either side of the stone.
13. T or F — A Skip may not limit their participation to directing the game only they must also deliver stones in each end.
14. T or F — If a player moves a stationary stone, it may be replaced wherever the non-offending team wishes to place it.

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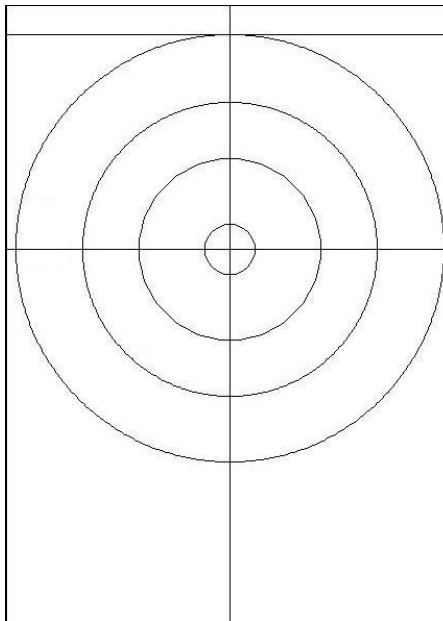
Shot #1: Drawing for the Point

Place the stone #1 in the 8-foot ring on the tee-line. Place stone #2 on the 12-foot ring on the tee-line.

Choice of turn.

2 Points - If shooter lies shot.

1 Point - If shooter lies second shot.



Shot #2: Corner Guard

No placed stones.

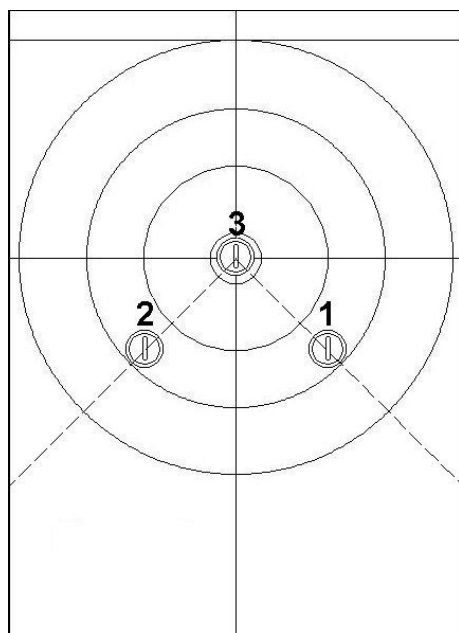
Choice of turn.

2 Points — If shooter comes to rest at least 3 feet from the center line and at least 3 feet in front of the House.

1 Point — If shooter comes to rest at least 2 feet from center line and in front of the rings.

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Shot #3: Double Take-out

Place the stone #1 and #2, 2 ½ feet from the button touching the back of the 8-foot on 45 degree lines. Stone #3 on the button.

Clockwise plays to stones #1 and #3.

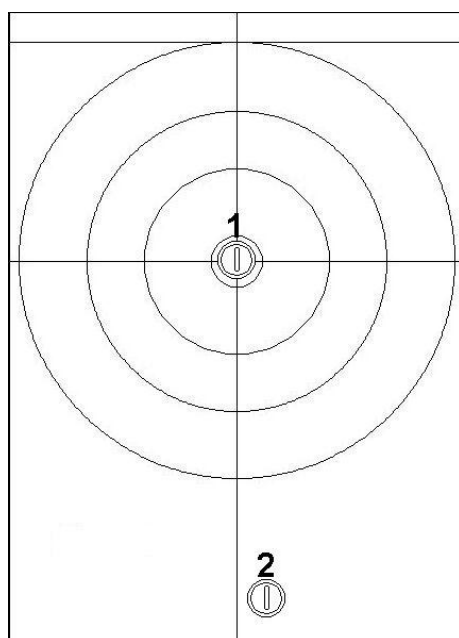
Counter-clockwise plays to stones #2 and #3.

Note: *This is opposite for left-handed curlers.*

Choice of turn.

2 Points — If contact is made with two stones, at least on rock removed from play.

1 Point — If contact and removal of one stone only.



Shot #4: Guarding

Place the stone #1 centered on the button. Place stone #2 2-feet in front of the House just off the center-line.

The guard must cross the hog-line, but not enter the rings.

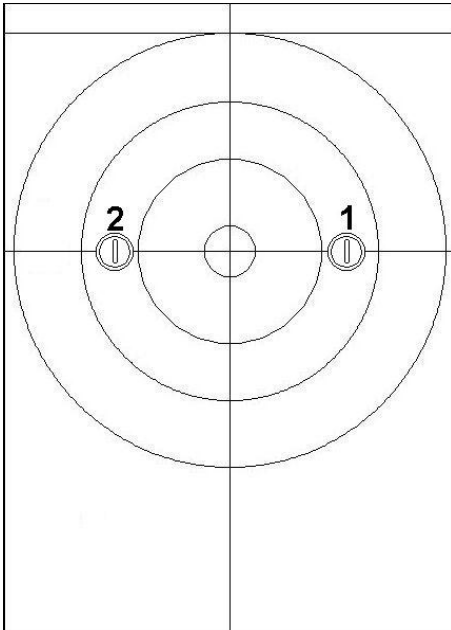
Choice of turn.

2 Points — If the guard is placed so there is no access to stone #1.

1 Point — If the guard is placed, but there is still access to stone #1.

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Shot #5: Chip and Roll

Place stones #1 and #2 on the tee-line, touching the 4-foot.

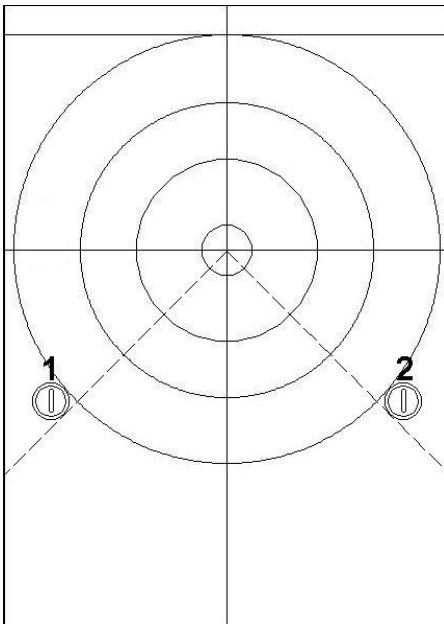
Play the clockwise turn to stone #1 and the counter-clockwise turn to stone #2.

Note: *This is opposite for left-handed curlers.*

Choice of turn.

2 Points — If shooter touches the placed stone and lies shot.

1 Point — If the shooter touches the placed stone and lies second shot.



Shot #6: Hit and Roll

Place stones #1 and #2 touching the outer edge of the 12-foot ring and the back edge of the 45 degree line.

Play the clockwise turn to stone #1 and the counter-clockwise turn to stone #2.

Note: *This is opposite for left-handed curlers.*

Choice of turn.

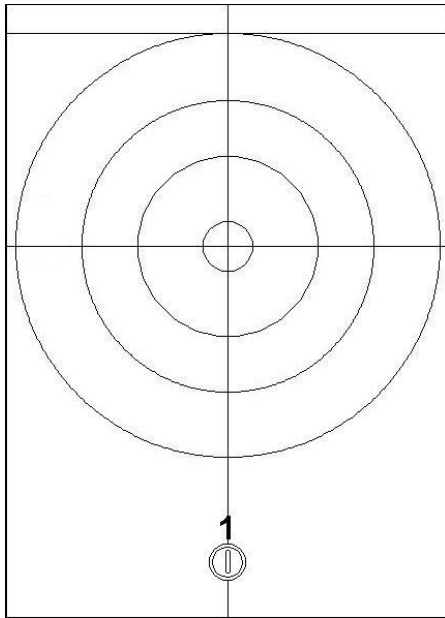
2 Points — If the shooter hits and rolls inside or touching the 8-foot ring.

1 Point — If shooter hits and rolls to the 12-foot or touching it.

Note: *The Shooter must lie shot.*

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Shot #7: Raising

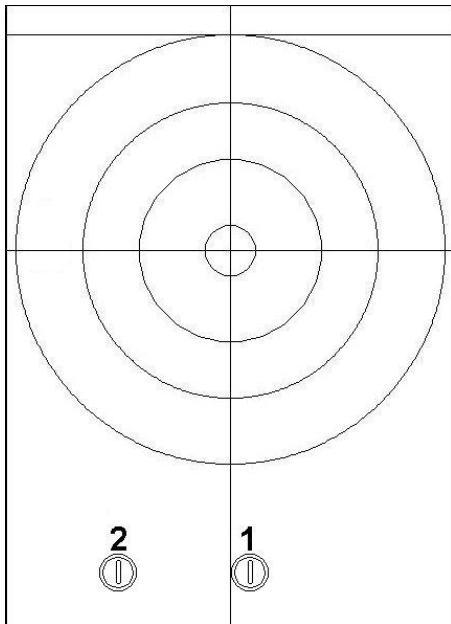
Place stone #1 so it is centered on the center-line with its back edge 2-feet from the 12-foot ring.

Play to stone #1.

Choice of turn.

2 Points — If the rock is raised into or touching the 8-foot ring or better.

1 Point — If the rock is raised into or touching the 12-foot.



Shot #8: Drawing the Port

Place stones #1 and #2 4-feet in front of the 12-foot ring. Place #1 so it is touching the center-line; the inside edge of #2 is 2-feet from the center-line.

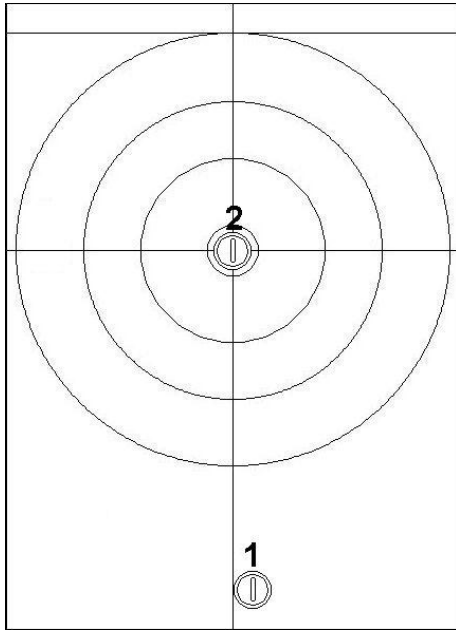
Choice of turn.

2 Points — If the delivered stone is in or touching the 8-foot ring or better.

1 Point — If the delivered stone is in or touching the 12-foot ring.

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Shot #9: Tap Back

Place stone #1 4 feet in front of the 12-foot ring touching center.
Place stone #2 on the button.

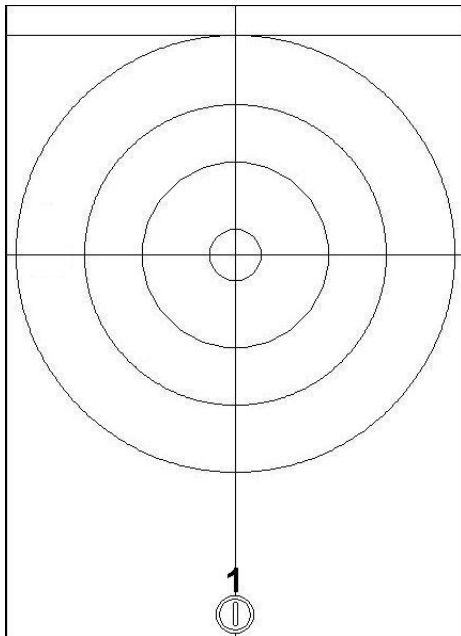
Play clockwise turn to #1.

Note: *This is opposite for left-handed curlers.*

Choice of turn.

2 Points — If shooter touched #2 and lies shot.

1 Point — If shooter touches #2 but does not lie shot.



Shot #10: Peeling the Center Guard

Place stone #1 so it is center on the line 4-feet in front of the 12-foot ring.

Choice of turn.

2 Points — If one rock is completely removed from play and other rock lies within 1-foot of boards.

1 Point — If one rock is removed from play and the other rock lies within 3-feet of the boards.

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To successfully complete the Bronze level curlers must select five shots at random they wish to attempt out of a possible ten shots. The curlers should be given time to practice all 10 shots and then choose the five they wish to attempt. The curlers are allowed two attempts on each shot; the highest score is then recorded for each shot.

Each shot will receive a score of 0, 1 or 2; an accumulation of 7 points out of 10 is required to pass.

1. Shot # _____.
a. First Attempt _____.
b. Second Attempt _____.
2. Shot # _____.
a. First Attempt _____.
b. Second Attempt _____.
3. Shot # _____.
a. First Attempt _____.
b. Second Attempt _____.
4. Shot # _____.
a. First Attempt _____.
b. Second Attempt _____.
5. Shot # _____.
a. First Attempt _____.
b. Second Attempt _____.

Total Accumulated Points: _____.
(Must accumulate a minimum of 7 points to pass)

Demonstrate effective sweeping for the following shots — (choice of brushing device).

- a. Draw Weight: _____.
- b. Take-out Weight: _____.

Rules of Curling Quiz:

- a. _____ out of 14. 70% (10 out of 14) is the pass mark.

Examiner's Signature: _____	Curler's Name: _____ Address: _____
Test Location: _____	_____
Date: _____	_____