

CURLSASK

TRIPLES CURLING

Pre-Game Practice: A coin toss takes place immediately before practice, with the winner choosing rock colour, receiving first practice and will have hammer in the first end. with the winner choosing rock colour. This consists of each player throwing 2 rocks up and 2 rocks back. This shall take no more than 5 minutes a per team.

Rules: The Free Guard Zone (5-rock rule) will be in effect. The No-Tick rule will not apply.

Game Structure: Triples games consist of 3 sets of 2 ends each. Each set is effectively a mini-game, with the team with highest cumulative score after 2 ends winning that set. However, if both teams have the same number of points, that set is considered tied.

Example 1: Team A scores 2 in End 1 of the Set, then Team B scores 1 in End 2 of the Set. The score is therefore 2-1 for Team A, so Team A wins the Set.

Example 2: Team A scores 2 in End 1 of the Set, then Team B scores 2 in End 2 of the Set. The score is now 2-2, so the Set is considered a tie.

Score Card: There is a specific Triples Curling scorecard, ensure that coaches fill out: Team Name, End score, Set score, point totals and hammer allocation. See score card on sheet 2

Hammer Allocation:

Set 1	Prior to the start of Set 1 a coin toss will be used to determine who has hammer in End 1. The winner of the toss receives the hammer in End 1. In End 2 Hammer will go to the non-scoring team.
Set 2	The hammer in End 1 Set 2 will be the reverse of End 1 Set 1. In End 2 Hammer will go to the non-scoring team.
Set 3	Hammer in End 1 of Set 3 goes to the team that is trailing the game. If the score is tied heading into Set 3, another coin toss is used to determine which team starts Set 3 with hammer. In End 2 Hammer will go to the non-scoring team.

Blank Ends: In Triples, blank ends are not allowed. This means that if a team inadvertently blanks End 1 of a set, hammer for End 2 is awarded to the other team.

Throwing Order: One of the defining features of the Triples discipline is that curlers are required to play a different position (i.e., lead, middle, and skip) for each set of the game. Teams can determine which player starts at each position in Set 1. However, from that point onward the rotation of players must be as follows:

Set 1: Player 1 = Lead, Player 2 = Middle, Player 3 = Skip

Set 2: Player 3 = Lead, Player 1 = Middle, Player 2 = Skip

Set 3: Player 2 = Lead, Player 3 = Middle, Player 1 = Skip

Positional Duties: The lead is required to throw the first 2 shots of the end for their team, and to sweep the next 4. The middle is required to sweep the first 2 shots of the end, to throw the next 2, and to hold the broom for the last 2. Finally, the skip is required to hold the broom for the first 4 shots of the end, and to throw the last 2.

Sweeping: Only 1 player (i.e., the current sweeper) is allowed to sweep rocks until the far hog-line. After that point, 1 of the other curlers (i.e., broom holder or thrower) can join in.

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Set Values: In order to ensure that a full Triples game is played, the value assigned to Set 3 is greater than it is for Sets 1 and 2. The specific set values are as follows:

- Set 1:** 2 Points Available (1 Point/Team if Set is Tied)
- Set 2:** 2 Points Available (1 Point/Team if Set is Tied)
- Set 3:** 4 Points Available (2 Points/Team if Set is Tied)

These differing set values ensure that all 3 sets are always required. That is, even if Team A wins Sets 1 and 2, and therefore leads the game 4-0, it is still possible for Team B to tie the game by winning Set 3 outright, since the score would now be 4-4.

Tied Games: If the game is tied after Set 3 a 'team shootout' is used. This involves each player throwing alternating draws with the other team. The throwing order and positional duties are the same as in Set 3, with the team that last had hammer throwing first in the shootout. The sweeping rules are also the same, except you cannot sweep opposition rocks behind the t-line. The scoring system is: 5-points if it covers the pin hole, 4-points if it touches the button, 3-points if it touches the four foot, 2-points if it touches the eight foot, 1-point if it touches the 12 foot

Bonspiels: In a Triples Curling Bonspiel the final pool standings will be determined using the following

1. Win – Loss record
2. In the event of a tie, Head to Head record
3. In the event of an unsolvable tie involving 3 or more teams, highest total cumulative end score (calculated from score cards)

Score Card

Team:							
End Score							
Set Score							
Ends	H: 1 H:	H: 2 H:	H: 3 H:	H: 4 H:	H: 5 H:	H: 6 H:	Total
Set Score							
End Score							
Team:							