TIC TAP TOC MC

PRÉSENTÉ PAR

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ABOUT TIC, TAP & TOC

The Ontario Curling Association (OCA) launched this unique program in 2015-16 and it was an immediate success with over 450 participants in the first edition.

Tic, Tap & Toc or "TTT," as we like to call it, is a youth skills competition where kids age 6-13 compete as individuals. TTT will group kids into three different age categories, and perform three different shots :

1- A Hit

2- A Draw

3- A Tap (raise)

The difficulty of the skills are modified based on the age of the child. The program is open to all types of players, whether experienced or not. In fact, it is not even mandatory to be a member of a curling club to participate.

Good luck to all participants!

GENERAL INFORMATION

1- The competition is open to all boys and girls ages 6-13. Boys and girls compete against each other, but in their appropriate age categories.
2- The three age classifications are based upon the child's age as of December 31st, 2021.
3- All participants will be asked to show proof of age at the Provincial Level of competition.
4- Participants can participate in several TTT competitions in different affiliated curling clubs in the province if the specific rules of the clubs in question allow it.
5- Registration fees may apply. If so, they are to be established by the host club and must be paid directly to the club before the start of the competition.
6- All participant's guardian must complete a TTT Participant Release of Liability form

AGE CATEGORIES

#	CATEGORY	BIRTH YEAR
1	6-8 ans	2013 – 2014 – 2015
2	9-10 ans	2011 – 2012
3	11-13 ans	2008 – 2009 - 2010

RULES

1- No brushing is allowed during the competition.
2- Regulation curling rocks (i.e. no Little Rocks or Lite Rocks) are to be used by all age categories.
3- Someone (parent, volunteer or other curler) can hold the broom for the thrower.
4- Coaches are not allowed.
5- All participants must wear head protection deemed appropriate by host curling clubs.
6- Each participant is allowed two practice shots (participant can choose whether they practice draws or hits) prior to their shots being scored.
7- Participants will be required to perform five (5) throws for each of the three (3) proposed shots. A total of fifteen (15) throws will therefore be made by all and the cumulative score will be calculated.
8- If at any point a decision cannot be made as to the score of a shot, the decision shall always favour the participant.

CLUB REGISTRATION

1- Clubs interested in participating in the TIC, TAP & TOC program must register with Curling Québec by completing the required form before December 1, 2021.
2- There will be no club registration fees for this competition.
3- Participating clubs will receive the following promotional material: posters, & participation certificates for all participants.
4- The number of participants at the club level is unlimited.
5- Registered clubs must then determine an official date when the TTT program will be presented.
6- Deadline date for a TTT program at the club level is December 12, 2021.
7- Results for each club event must be entered in the Excel document. Each club is responsible for entering their participants' scores.
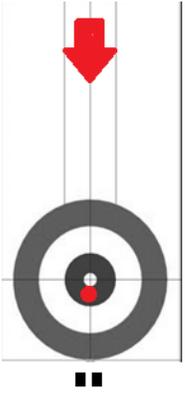
PARTICIPANTS REGISTRATION

1- Participants must register directly within the participating curling clubs.
2- Registration fees may apply (at the discretion of the host club).
3- Reminder: A legal guardian of the participant must complete the TTT release form and return it to the organizer before the start of the competition.

PROVINCIAL FINAL

1- Top ten results per category (and ties) will qualify for the Provincial Final. A maximum of three (3) participants per age category may represent each club in the Provincial Final.
2- Invitations for the Provincial Final will be sent to participants during the week of December 13, 2021.
3- Transportation and accommodation fees will not be covered by Curling Québec.
4- Medals will be awarded to the first three positions of each category. Ties will be divided by "draws to the button" which will be repeated as many times as necessary in order to declare a clear winner.
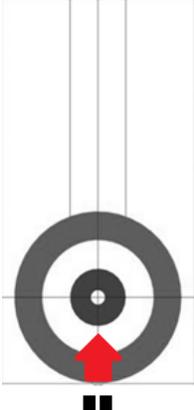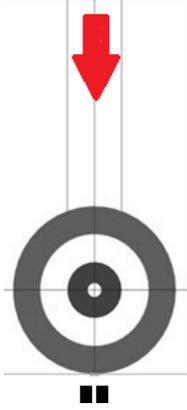
THE HIT

Goal: Hit the positioned rock and stay in the rings.

Category	6-8	9-10 & 11-13
Set-up	Rock to be hit, is set up just behind the button of the house nearest to the hack to be used by the participants	Rock to be hit, is set up just behind the button of the house at the other end of the sheet.
Rules	Participants do not slide and they must keep must keep their hack foot in their designated hack (i.e. right handed thrower uses left hack). Contact with the set-up stone must be made for the any points to count, the stone does not have to be removed from play.	Contact with the set-up stone must be made for the any points to count, the stone does not have to be removed from play.
Scoring	Points are assigned by where the shooter rolls to: - 5 points if it touches the button - 4 points if it rolls but touches the four foot - 3 points if it rolls touches the eight foot - 2 point if it rolls touches the 12 foot - 1 point if the rock is removed from play and the shooter rolls out of the rings.	
Diagram		

THE DRAW

Goal: Draw as close to the pin as possible.

Category	6-8	9-10 & 11-13
Set-up	None	None
Rules	Participants do not slide and they must keep must keep their hack foot in their designated hack (i.e. right handed thrower uses left hack).	None
Score	Points are assigned by where the shooter stops: - 5 points if it covers the pin - 4 points if it touches the button - 3 points if it touches the four foot - 2 point if it touches the eight foot - 1 point if the touches the 12 foot	Points are assigned by where the shooter stops: - 5 points if it touches the button - 4 points if it touches the four foot - 3 points if it touches the eight foot - 2 point if it touches the twelve foot - 1 point if the rock stops in the free guard zone
Diagram		

THE RAISE

Goal: is to promote a rock from the 12' to the button.

Category	6-8	9-10 & 11-13
Set-up	Rock is positioned bisecting the centre line, at the top of the rings (12 foot circle).	Rock is positioned bisecting the centre line, at the top of the rings (12 foot circle).
Rules	Participants do not slide and they must keep must keep their hack foot in their designated hack (i.e. right handed thrower uses left hack).	None
Score	Points are assigned by where the tapped rock stops: - 5 points if it touches the button - 4 points if it touches the four foot - 3 points if it touches the eight foot - 2 point if it touches the twelve foot - 1 point if contact is made but the rock goes through the rings	
Diagram		