



HIT, DRAW, TAP !

2026-2027 Guide

SKILLS COMPETITION

ABOUT

CurlION launched “Hit Draw Tap” in the 2015-2016 season. It was an instant success – over 450 kids participated in the first year! In 2018-2019, Curling Canada launched Hit Draw Tap (HDT) as a national program. It is a youth skills competition where kids aged 6 to 12 compete as individuals. The HDT competition groups kids into three age categories, and each athlete performs three different shots :

- A hit
- A draw
- A tap

The difficulty of the skills are modified based on the age of the child.



GENERAL INFORMATION

The competition is open to all boys and girls ages 6-12 and it is not mandatory to be a member of a club to participate. The three age classifications are based upon the child's age as of December 31, 2026. All participants may be asked to show proof of age at the provincial or territorial level of competition.

Participants may participate in multiple HDT competitions at different affiliated curling clubs in the province if permitted by the specific regulations of the respective clubs.

Registration fees may apply. If this is the case, they are set by the host club and must be paid directly to the club before the start of the competition. A legal guardian of the participant must complete the participation form and submit it to the club's activity coordinator before the start of the competition.

IF YOU WERE BORN IN:	YOU'RE IN GROUP:
2020, 2019	Age 6-7
2018, 2017	Age 8-9
2016, 2015, 2014	Age 10-12



CLUB REGISTRATION

Clubs interested in participating in the Hit, Draw & Tap program must register with Curling Québec by completing the required form before December 6th, 2026. There will be no club registration fees for this competition. Participating clubs will receive the following promotional material: posters, & participation certificates for all participants. Registered clubs must then determine an official date when the Hit, Draw, Tap program will be presented.

GOOD TO KNOW

The number of participants is unlimited during a HDT event presented in a club. The deadline for the presentation of the HDT activity in clubs is December 13, 2026. The results at the club level must be registered on the Curling Canada website. Please note that each club is responsible for recording the scores of each of its participants.

PARTICIPANTS

Participants are registered directly with the curling clubs. Registration fees may apply (at the discretion of the host club).

Reminder: a legal guardian of the participant must complete the participation form and submit it to the host club coordinator before the start of the competition.



RULES

- 1.No sweeping 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. The presence of a coach is not permitted.
- 4.All participants must wear head protection deemed appropriate by club organizers, clean running shoes or curling shoes.
- 5.Each participant is allowed two practice shots (participant can choose whether they practice draws or hits) prior to their shots being scored.
- 6.Participants will have to throw five (5) times for each of the three (3) proposed shots. A total of fifteen (15) shots will therefore be taken by each athlete and the cumulative score of all throws will be counted. If at any point a decision cannot be made as to the score of a shot, the decision shall always favour the participant.



PROVINCIAL FINAL

The top ten (10) participants per category + ties will be invited to the provincial final. A maximum of three (3) participants per age category per club will be able to participate in the provincial final. Invitations for the provincial final will be sent to participants no later than the week of December 14, 2026. Costs related to transportation and accommodations for the provincial final are to be assumed by the participant. Medals will be awarded to the first three positions in each category. Ties will be broken by “draws” that will be repeated as many times as necessary to break the tie between the participants involved.



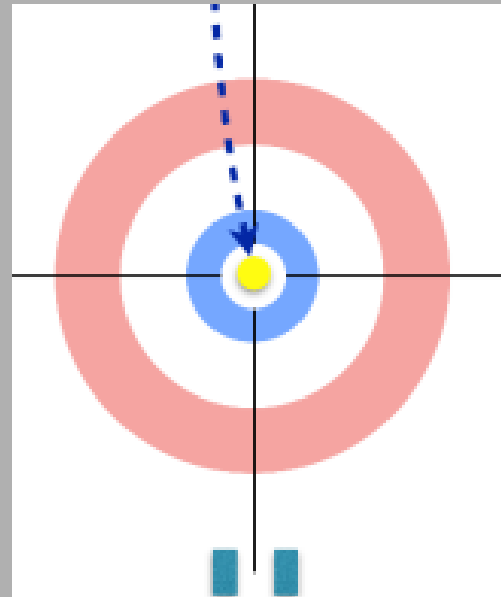
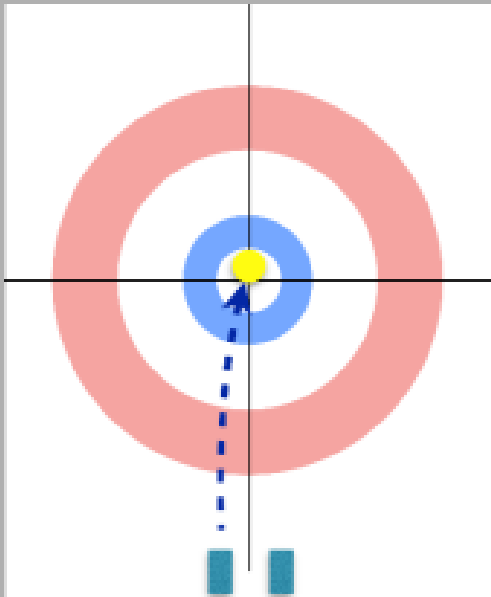
THE SHOTS

1. Draw
2. Tap
3. Hit



DRAW

Goal: Draw as close to the pin as possible.



6-7

Points are assigned by where the thrown rock stops:

- 5 points if it fully 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

Note: They must throw towards the nearest house and must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack).

8-10 and 11-12

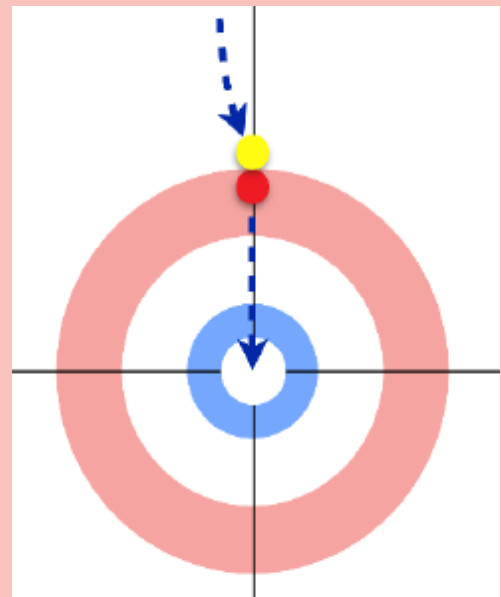
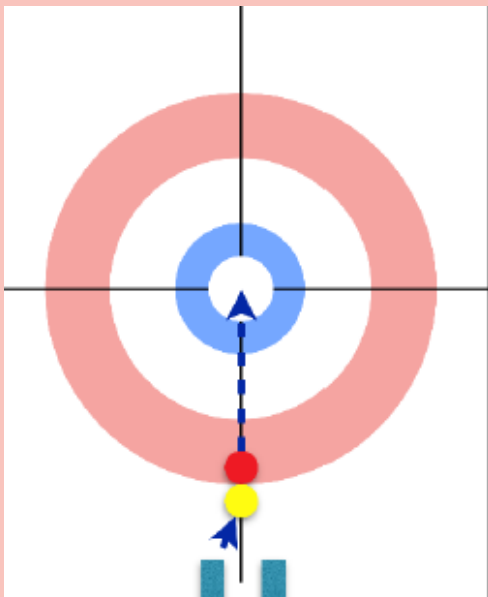
Points are assigned by where the thrown rock stops:

- 5 points if it touches the button
- 4 points if it touches the four foot
- 3 points if it touches the eight foot
- 2 points if it touches the 12 foot
- 1 point if the rock stops in the free guard zone

Note: Ages 8-9 must throw from 1/2 sheet using a removable hack. Ages 10-12 must throw full length.

TAP

Goal: Promote a rock from the 12-foot to the button.



The rock is positioned bisecting the centre line, at the top of the rings.

6-7

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 points if it touches the 12 foot
- 1 point if contact is made but the rock goes through the rings

Note: They must throw towards the nearest house and must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack).

8-9 and 10-12

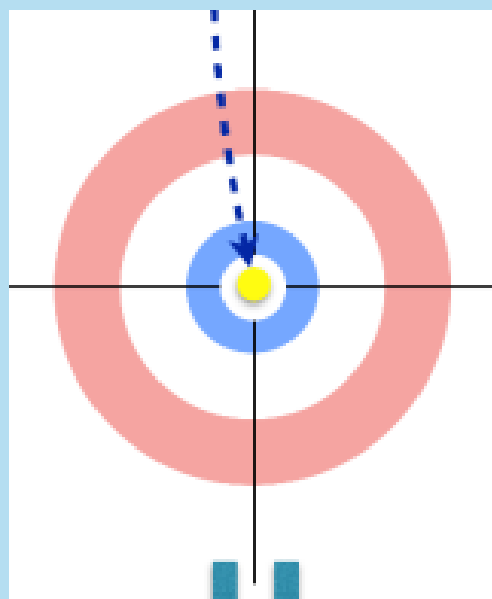
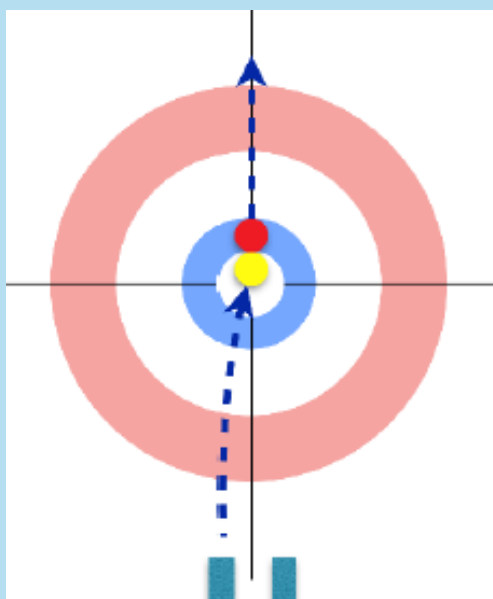
Points are assigned by where the tapped stops:

- 5 points if it touches the button
- 4 points if it touches the four foot
- 3 points if it touches the eight foot
- 2 points if it touches the 12 foot
- 1 point if contact is made but the rock goes through the rings

Note: Ages 8-9 must throw from 1/2 sheet using a removable hack. Ages 10-12 must throw full length.

HIT

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



The rock to be hit is set up just behind the button.

6-7

Points are assigned by where the thrown rock rolls to:

- 5 points if it touches the button
- 4 points if it rolls and touches the four foot
- 3 points if it rolls and touches the eight foot
- 2 points if it rolls and touches the 12 foot
- 1 point if the rock is removed from play and the shooter rolls out of the rings.

Note: They must throw towards the nearest house and must keep their hack foot in their designated hack (i.e. right-handed thrower uses left hack).

8-9 and 10-12

Points are assigned by where the thrown rock rolls to:

- 5 points if it touches the button
- 4 points if it rolls and touches the four foot
- 3 points if it rolls and touches the eight foot
- 2 points if it rolls and touches the 12 foot
- 1 point if the rock is removed from play and the shooter rolls out of the rings.

Note: Ages 8-9 must throw from 1/2 sheet using a removable hack. Ages 10-12 must throw full length.

General information : Contact with the pre-set stone must be made for any points to count, the stone does not have to be removed from play



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If you have any questions, please contact

Aline Fellmann : 514 252 3088 Ext. 3645

afellmann@curling-quebec.qc.ca

CURLING QUÉBEC

7665, BOUL. LACORDAIRE,
ST-LÉONARD (QUÉBEC) H1S 2A7

WWW.CURLING-QUEBEC.QC.CA