



EVENT HOSTING GUIDE

ABOUT:

Curling Canada's Hit Draw Tap Program, or "HDT", is a youth development **"skills competition"** where kids aged 6-12 compete as individuals. HDT will group kids into three different age categories, and perform three different shots: a "Hit," a "Draw" and a "Tap."

Step #1: Plan and Organize

- **Date, Time, and Number of Sheets:** Choose a suitable date and time. Ensure you have the appropriate amount of ice time (1-1.5 hours) and number of sheets.
- **Entry Fees/Registration:** Determine if there will be an entry fee and or registration process (*If this is going to be outside of your youth program). Use an online form or a simple email for sign-ups.
- **Equipment:**
 - Ensure all curlers have the necessary equipment: head protection, brooms, sliders, stretchy pants, and clean footwear.
 - Movable hack
 - Access to speaker to play music

Step #2: Contact your Provincial/Territorial Member Association

- Contact your **Member Association** to access additional resources (HDT logo, posters, hoodie graphics, certificates), or if you have questions on hosting a Hit Draw Tap qualifying or celebration event at your curling centre.

Step #3: Set-up on Event Day

- **Registration Desk:** Set up a registration table where parents/guardians can check their curlers in and receive event details. Ensure appropriate safe sport requirements are met (e.g. waivers).
- **Music:** For added excitement, play music during the competition. This will help provide a fun experience, keep the energy high!
- **Competition Scorers:** Ensure your Competition Scorers have the scoring, shot diagrams, and scoresheets (your Member Association will provide these documents to you).

Step #4: Execute the Event Competition

- **Warm-Up:** The Hit Draw Tap Event leader should lead a warm up before the competition starts with all curlers.
- **Pre-Competition Practice:** It is recommended that each curler be permitted a maximum of two practice shots or an open practice time (e.g. 10 minutes).
- **Scoring:** Each athlete will have **five attempts** at each shot. The score is cumulative. In all situations, if a score cannot be clearly determined, the decision shall be made in the favour of the curler (i.e. round up to the higher of the two scores).
- **Game/Sheet Modifications:**
 - **Ages 6-7 | Short Game** - From the hack to the near house in a “short game” format.
 - **Ages 8-9 | NEW - Half sheet length**
 - **Option #1:**
 - Placing a movable hack halfway down a sheet and throwing from it towards the house.
 - **Option #2:**
 - Pre-installed halfway house (throwing towards a full sized house, halfway down the ice)
 - *In both options, curlers must release the rock before the hogline.*
 - **Ages 10-12 | Full sheet length**

Step #5: Conclude the Event

- **Awards:** Announce winners in each age category. Consider giving out small prizes (e.g. Toques or hoodies) and or medals.
- **Socializing:** If time permits, organize a casual social (e.g. Pizza Party) after the competition to allow curlers the opportunity to build social connections.
- **Closing Remarks:** Thank all curlers and volunteers for attending.

Step #6: Add your curlers scores to the National Leaderboard

- Through access given by your Provincial/Territorial Member Association, add your curlers scores in the online portal on hdt.curling.ca

Tips for Success

- Visit hitdrawtap.ca for more information.
- Practice the shots before the event during your youth program.
- Communicate clearly with guardians and curlers before and during the event.