

NEW AGE KUTLING - TEAM KUTLING

Hints and tips

- One game of four ends takes approximately 15 minutes.
- Start with teams of two and then move to teams of four.
- Two games can be played simultaneously on one badminton court.

Leadership and volunteering opportunities

- Officials could score and umpire the games.
- Equipment managers could mark out the courts and look after the equipment.
- Captain of teams decide the order of play and should discuss tactics with the team.

Officiating

- Mark out a badminton court using masking tape for delivery line, near hog line, far hog line and target line.
- Officials can ensure correct order of play and that 'dead' stones are removed from court.
- Officials could also study the abridged official rules.

Think inclusively (STEP)

Space

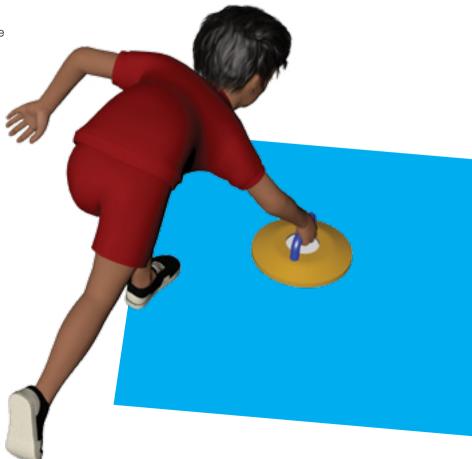
Shorten the length of the court for all players if reaching the target is a challenge.

 Players may deliver stones using hands (standing, kneeling or sitting); feet; a pusher.

Equipment

If short of equipment then for teams of two halve the number of stones per team.

Players with more severe impairments can use a ramp to deliver the stone.

















NEW AGE KUTLING TEAM RUTLING

Equipment required

- Half a badminton court.
- Eight kurling stones.
- Two kurling targets.
- Length adjustable pusher (optional).
- Kurling ramp (for the more severely disabled).

Health and safety

- Keep all equipment against the wall when not being used to prevent people tripping over.
- Shoes should be worn in case stones are dropped.
- Encourage players not to wave pushers in the air and not to run across court when the game is in progress.
- Do not stand on the targets as they are not fixed to the floor.

Quick rules

- A coin is tossed to decide which team (red or blue) starts.
- Teams take turns delivering a stone with players delivering in a certain order.
- A game consists of either four or six ends. An end is completed when all 8 stones have been played.
- A team scores one point for each stone that is closer to the centre than any opposition stone.
- Ends are played in alternate directions.
- Teams alternate in delivering the first stone of a new end.

