

2026 Funspiel Skills Competition

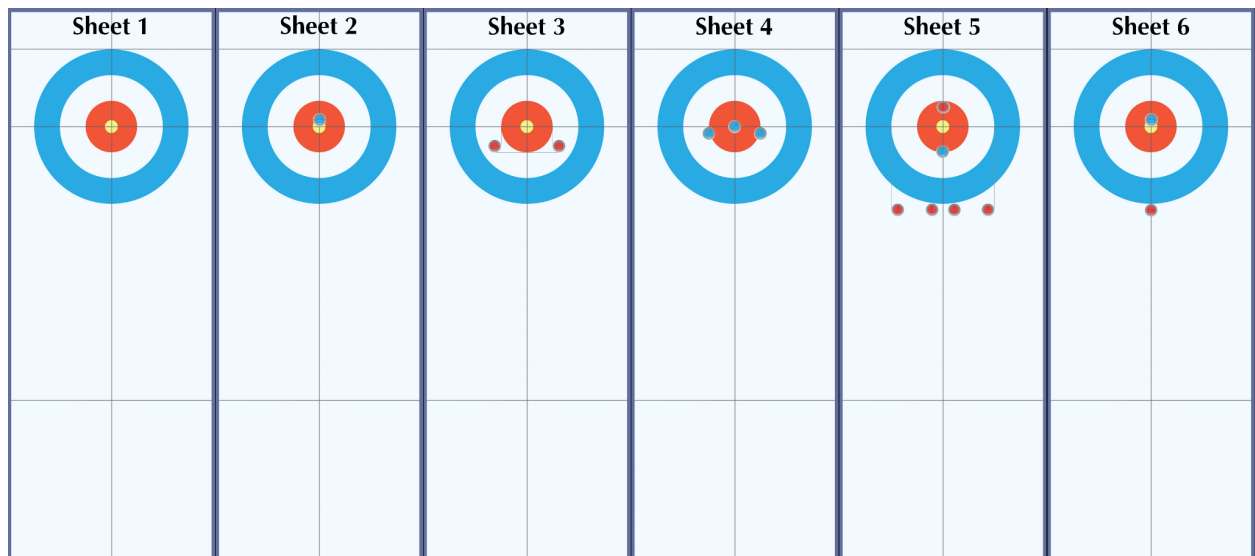
After your first game, you will participate in the PMCC Skills Competition, with prizes for the best scores.

As soon as you complete your first game (Draws 1 and 2), wait at your sheet. The skills competition will begin as soon as all the games are completed. Do not go back into the changing area.

IMPORTANT! Read through this information so that you are familiar with the competition.

How It Works

There are six stations, one on each sheet. Each station has a scenario and objective that the teams need to complete (ie. draw or takeout). All teams move from one station to the next in advancing order (Sheet 1 → Sheet 2 → Sheet 3 → Sheet 4 → Sheet 5 → Sheet 6). Circle around from Sheet 6 to Sheet 1 if you haven't completed all the stations.

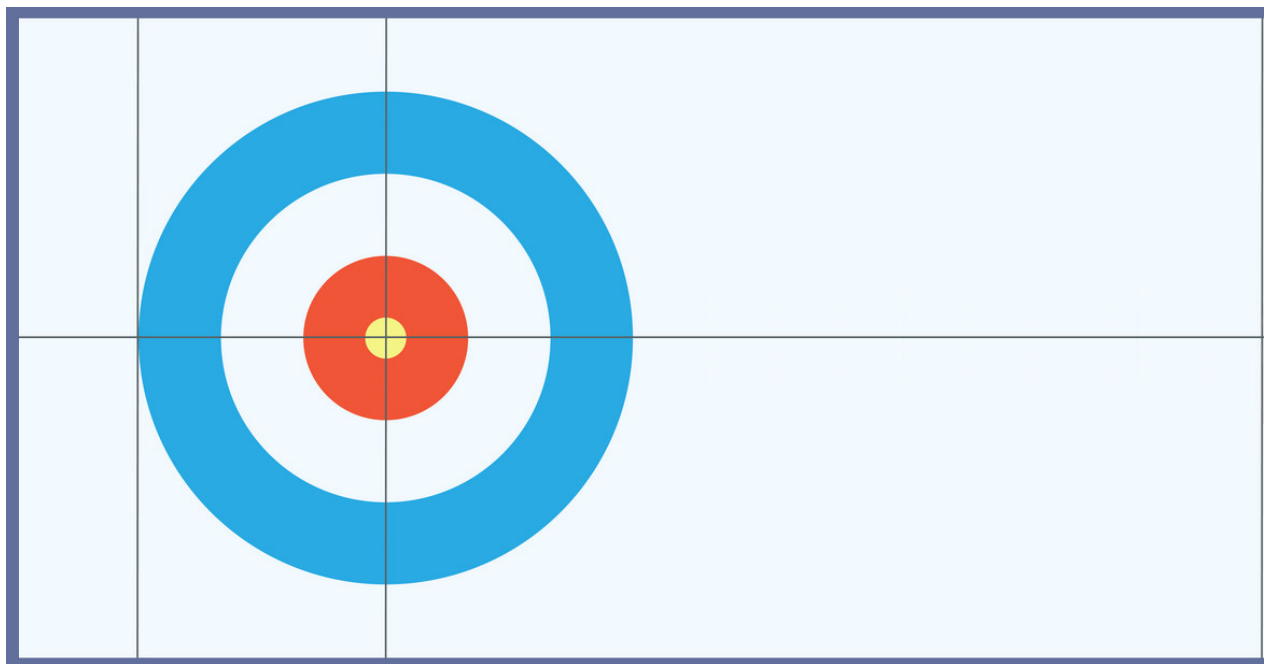


This is a team event, where all team members participate. At each station, a team gets two throws. Any two *different* team members can throw. If you wish, one team member can be in the house holding a broom. Sweeping is allowed. Teams can have the same two players throwing at all the stations, or you can change it up. You have the option to throw an in-turn or an out-turn for your team's two throws.

You score points based on how well you complete the scenario. Each throw can score between 0 and 5 points. With two throws and six stations, the maximum number of points a team can score is 60.

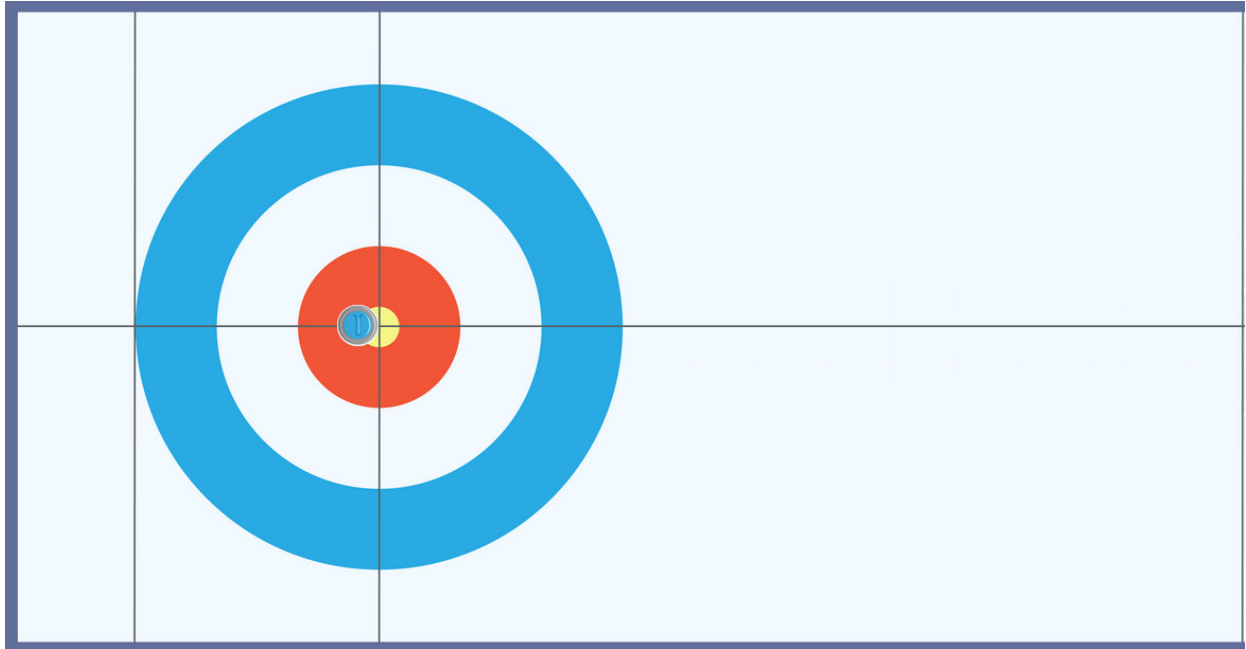
- 6 stations (1 per sheet)
- Two throws (different throwers) at each station with sweepers. You can use the same two throwers at each station or different throwers
- Teams can score a maximum of 5 points per throw
- Two teams at each station: take turns between throws
- You can have a team member holding the broom at the far end, sweepers are allowed
- Keep it moving: we need to complete the event in 45 minutes

Station 1: Draw the Button



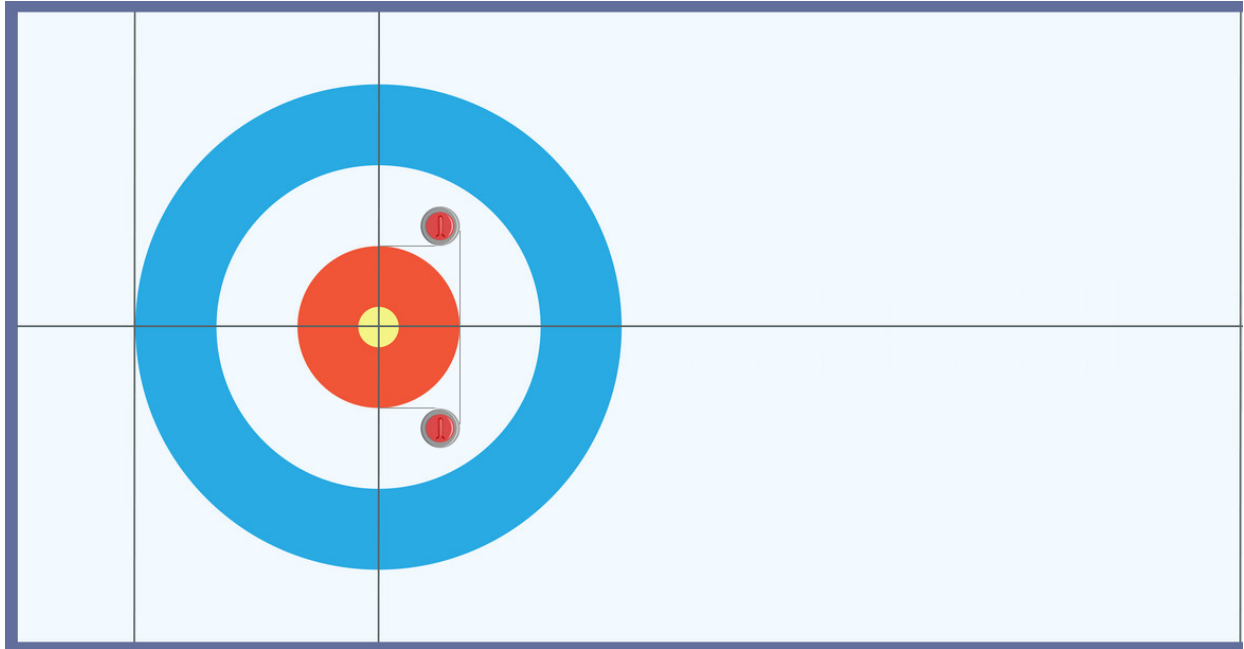
- Scenario: No rocks in play
- Objective: Draw the button
- Scoring
 - 5 points if the thrown rock is touching the button, 4 points if touching the four-foot, 3 points if touching the eight-foot, 2 points if touching the twelve-foot, 1 point if the rock is in play

Station 2: Hit and Stick



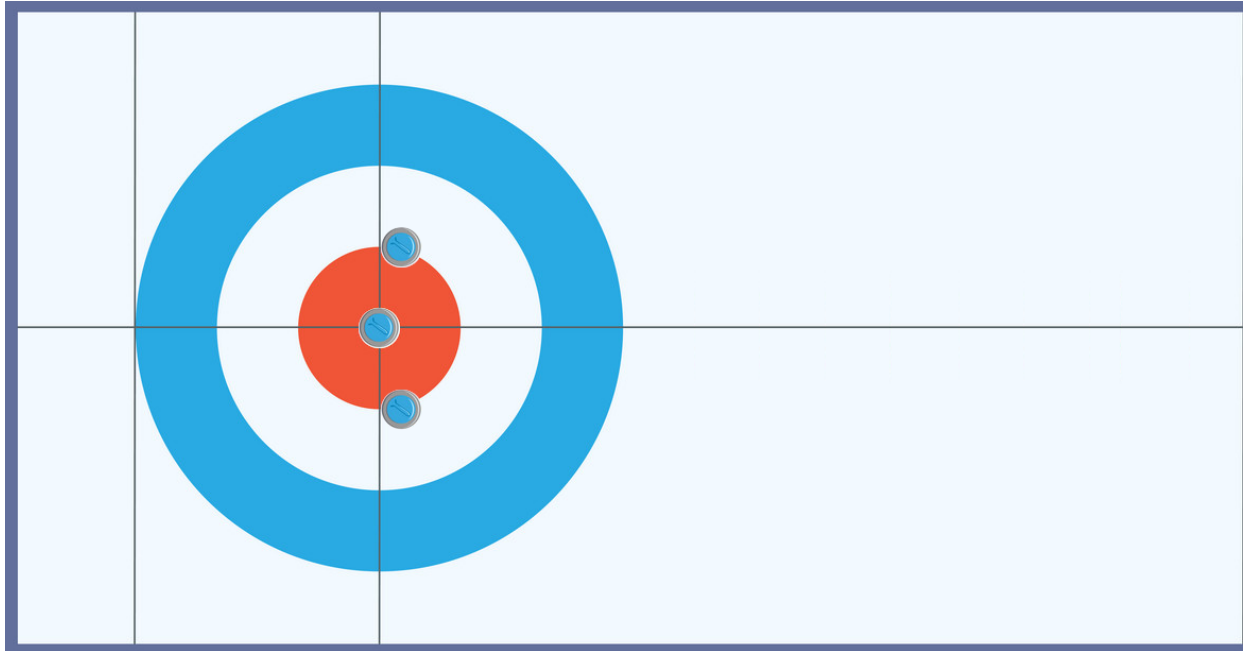
- Scenario: One opponent rock in play on the button at the back the T-line
- Objective: Remove the rock and stick the shooter
- Scoring:
 - 1 point for completely removing the opponent's rock from play, plus
 - 4 points if the thrown rock is touching the button, 3 points if touching the four-foot, 2 points if touching the eight-foot, 1 point if touching the twelve-foot

Station 3: Hit and Roll



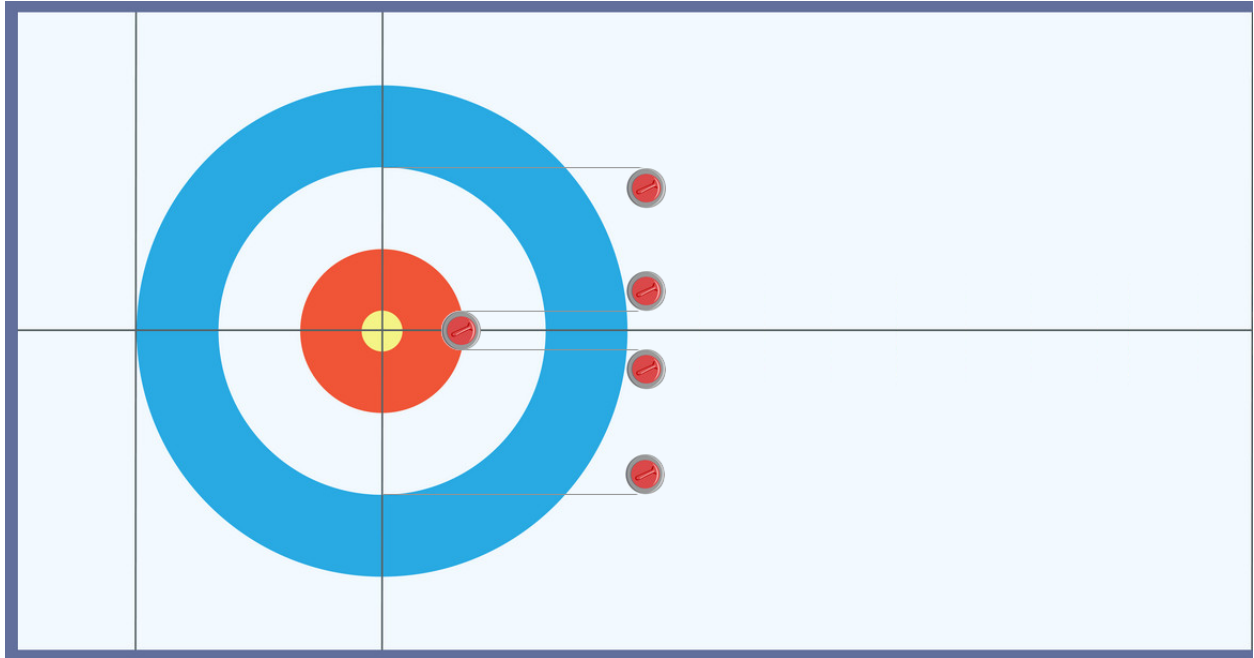
- Scenario: Two opponent rocks in play in the 8-foot
- Objective: Hit an opponent rock and roll your shooter to the button
- Scoring:
 - 1 point for completely removing one opponent's rock from play, plus
 - 4 points if thrown rock is touching the button, 3 points if touching the four-foot, 2 points if touching the eight-foot, 1 point if touching the twelve-foot

Station 4: Double Takeout



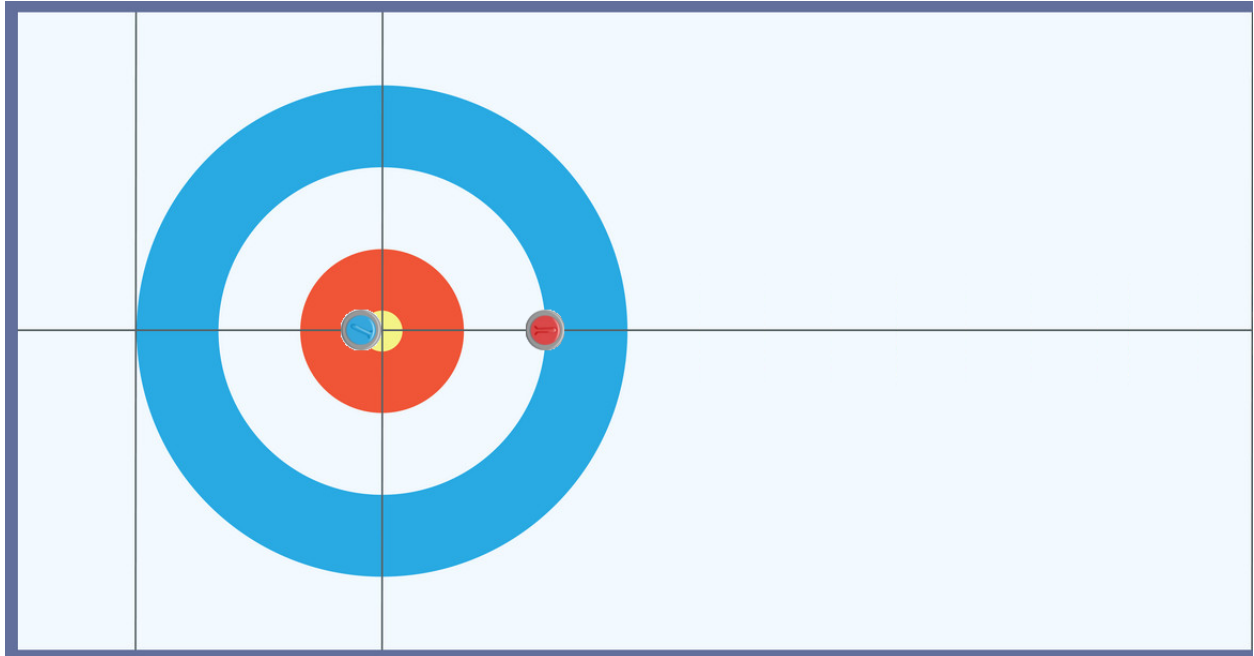
- Scenario: Three opponent rocks in play
- Objective: Remove two rocks and keep your shooter in the rings
- Scoring:
 - 1 point for removing one opponent rock, plus
 - 1 point for touching a second opponent rock, plus
 - 1 point for removing a second opponent rock
 - If two opponent rocks are removed from play, then score an additional 2 points if the thrown rock is touching the button or four-foot, or 1 point if touching the eight-foot or twelve-foot

Station 5: Thread the Needle



- Scenario: A series of rocks in play creating a narrow draw path
- Objective: Throw a draw that avoids all opponent rocks
- Scoring:
 - 5 points if the thrown rock is touching the button, 4 points if touching the four-foot, 3 points if touching the eight-foot, 2 points if touching the twelve-foot
 - Subtract 1 point for every opponent rock that is touched by the thrown rock

Station 6: Raise Takeout



- Scenario: An opponent rock is completely covered by your own rock in the eight-foot
- Objective: Raise your rock to remove the opponent's rock
- Scoring:
 - 1 point if the shooter touches your rock, plus
 - 1 point if your raised rock touches the opponent's rock, plus
 - 1 point if your raised rock removes the opponent's rock from the house
 - If the opponent's rock is completely removed from the house, score an additional 2 points if the raised rock is touching the button, or 1 point if the raised rock remains anywhere in the rings