

SECURITY BANK \$1,000 DRAW TO THE BUTTON CHALLENGE

The **SECURITY BANK \$1,000 DRAW TO THE BUTTON CHALLENGE** is a friendly competition where curlers throw one rock down a sheet of curling ice to see who can get it closest to the pin. Each curler must do this without the assistance from others and without sweeping the rock. The curler who gets closest to the pin advances in the bracket until there is only one left. The last remaining curler will throw one rock for a chance at a \$1,000!

Rules of the Challenge:

- Must be registered in the Bemidji Curling Rocks Junior Bonspiel to be eligible.
- Players from both divisions of the event bonspiel will compete in the same Challenge.
- Only one rock will be thrown per player. There will be no practice or re-throws.
- Players may choose any rock of any color from that sheet.
- No assistance from others which includes holding a broom to aim.
- No sweeping of the rock.
- Rock must be delivered prior to crossing the hog line.
- Rocks will not be advanced or have their course changed by contact with another rock in play.
- If it is determined that a moving rock could come in contact with the hack, it will be stopped before contact occurs and eliminated from the Challenge.
- A rock that does not touch or stop in the house does not qualify and that player is eliminated from the Challenge.
- For those rocks that qualify, event officials will measure distance from the pin.
- Players who advance in the competition must be ready to participate in subsequent rounds during any time of the event. Challenge rounds could happen before or after scheduled matches of the event bonspiel. This includes matches that end earlier than the scheduled number of ends.
- Later rounds of the Challenge may be scheduled at specific times. Players who are not available to compete within 5 minutes of the scheduled time will be eliminated from the Challenge.



1st and 2nd Rounds

- Players will throw their rock at the conclusion of their event bonspiel match and measured by an official.
- The top closest measurements will move on in the Challenge
 - First round will bring the participants to 16 players the second measured throw will bring the field to 8.

Semifinal Rounds

- 1v1 bracketed competition.
- Pairings will be given sheet assignments.
- Order of throw will be assigned at random.
- 10:15 is down to 8 players, 12:30 down to 4 players and finals.
- If a player decides to leave before their semi final throw the next player in line will get the bracket slot.
- The first player's rock will be measured and put to the side. Then same to the second player.
 - Player who throws closest rock to the pin will advance in the Challenge.
 - Player who throws farthest rock to the pin will be eliminated from the Challenge
 - If both players throw a rock which is eliminated, winner will be determined by a coin flip



Final Round

- Only one rock will be thrown. There will be no practice or re-throws.
- Player may choose any rock of any color from that sheet.
- Rock must be delivered with at least one foot in the hack.
- No assistance from others which includes holding a broom to aim.
- No sweeping of the rock.
- Rocks that come in contact with bumpers will be disqualified.
- If the rock is “picked” there will not be a re-throw.
- Rock must completely come to a stop to determine winner.
 - Winning rock must completely cover the pin using views from multiple angles to win the **SECURITY BANK \$ 1,000 DRAW TO THE BUTTON CHALLENGE.**
 - If final competitor does not cover the pin they will receive \$ 100.



Good Luck Curlers!