

Stick Curling 2 Person Team Rules - August 5, 2007

Download the 2 Person Team Rules (in Adobe PDF Format) in English RULES	COMMENTS
1. Each stone must be delivered with a curling / delivery stick, from a standing or sitting (in a wheelchair) position.	This provides equity for those physically unable to attain the sliding position. Skill is still required to attain both alignment (the stone is further in front, but also much below the line of site), and weight. It's also advantageous for newcomers to curling, since the complex technique of the slide delivery doesn't have to be mastered; yet the substantial mental aspects of the game are retained.
2. Sweeping/brushing is allowed only from the hog line to the back of the house at the playing end.	This provides fairness to those with physical limitations, unable to sweep/brush. It also increases the challenge, not having the extra advantage of sweeping/brushing to affect either line or weight in the initial travel of the stone.
3. Each team is comprised of two Curlers.	This rule follows from rule 2 (above); with no sweeping/brushing between hog lines, a four-member team would often have two people inactive. This way, everyone is always occupied, either delivering or skipping. Teams are easier to form and coordinate.
4. One member of each team stays at each end of the rink, and must not cross center ice.	This reduces movement up and down the ice, and increases the pace of the game. It also means responsibilities are equally shared by the two team members, and provides variety for each player.
5. The two delivering Curlers alternately deliver 6 stones each per end, while their teammate skips that end. Then roles are reversed, and the partners deliver the stones back.	This implies that each player is always occupied, doing something interesting. 18 stones are delivered per person each game, compared to 16 (8 ends) or 20 (10 ends) in regular curling.
6. All games are six ends. In case of a tie, an extra end is played, with each player delivering 3 stones (skips and deliverers exchange roles at the midpoint of an extra end).	Three ends of delivery times 6 stones per end means each person delivers 18 stones per game, about the same as regular curling. Games progress quickly and interest remains high, both for the players and spectators . The incidence and degree of lop-sided games is greatly reduced, and hardly ever does a team surrender before the end of the game.

<p>7. No stone in the free guard zone (FGZ) may be removed from play prior to delivery of the fourth stone of each end.</p>	<p>The regular curling FGZ rule does not allow removal of an opponents stone in the FGZ with any of the first 4 of 16 (1/4) of the stones of each end. Here, no stone in the FGZ may be removed by any of the first 3 stones delivered (3 of 12, still 1/4 of the stones), including your own teams' stone, to balance the advantage of defensive play arising from the reduced number of stones.</p>
<p>8. Except for wheelchair curlers, each delivery must begin with the right foot in the left hack, for right-handed curlers, or with the left foot in the right hack, for left-handed curlers. All stones must be released before reaching the hog line, and with some part of the stone within 2 feet of the centre line.</p>	<p>Since drastically changing the course of a stone mid-delivery is possible with a stick, this was added so the game wouldn't be changed unduly by releasing stones from near the sides of the sheet.</p>
<p>9. Other rules and etiquette of regular curling apply.</p>	<p>The good parts of the regular game are retained!</p>

Stick Curling Skins Rules - January 19, 2007

(Adapted from the rules of the Continental Cup)

Download the [Skins Rules in Adobe PDF Format](#).

1. The team that wins the coin toss, or that loses a skin, has their **choice** to throw first or last. On a carry-over, the team that just threw last, throws first.
2. The team that throws **first** has one of their stones placed on the center line, **midway between the house and the hog line**. The team that throws **last** has one of their stones placed on the **back of the button**, just touching the tee. Each team then alternately delivers five stones.
3. **No** stone may be removed from play until a total of five stones (including the placed stones) have come to rest (in or out of play) at the house end. (If that happens, the delivered stone is removed from play, and all displaced stones are restored to their original position.)
4. To win a skin, the team **throwing first must score one** (or more) and the team **throwing last must score two** (or more). Otherwise, the skin is carried over - added - to the skin for the next end.
5. If there is a carry-over on the sixth end, that skin is awarded to the

- team that draws a rock closest to the tee (of all four players).
6. Other rules of stick curling apply.

Stick Curling Stake Play - January 19, 2007

The following concept has been found to increase the "stake" in regular league curling, discouraging canceling or missing games, and adding a whole lot of interest!

Download the [Stake Play in Adobe PDF Format](#).

Before the beginning of each square draw, a "stake" is collected from each team wishing to participate in this competition (all teams are **not required** to enter) -- for example, \$20.00 per team (\$10.00 per person) -- the only input for the whole of that square draw. Then, whenever two **participating** teams play, **one-quarter** of the losing team's stake is transferred to the winning team (on paper only). Absent teams lose one-quarter of their stake. At the end of the draw, the collected money is distributed according to each team's final stake. When a non-participating team is played, your stake does not change.

As an example, consider an eight team square draw, with all teams participating, and follow a few hypothetical games.

Team	A1	A2	A3	A4	A5	A6	A7	A8	Total
Stake	\$20.00	\$20.00	\$20.00	\$20.00	\$20.00	\$20.00	\$20.00	\$20.00	\$160.00
Game 1	A1-A2	A1-A2	A3-A4	A3-A4	A5-A6	A5-A6	A7-A8	A7-A8	
Win/Loss	W	L	L	W	W	L	W	L	
Transfer	\$5.00	-\$5.00	-\$5.00	\$5.00	\$5.00	-\$5.00	\$5.00	-\$5.00	
Stake	\$25.00	\$15.00	\$15.00	\$25.00	\$25.00	\$15.00	\$25.00	\$15.00	\$160.00
Game 2	A1-A3	A2-A4	A1-A3	A2-A4	A5-A7	A6-A8	A5-A7	A6-A8	
Win/Loss	W	L	L	W	W	W	L	L	
Transfer	3.75	-3.75	-3.75	3.75	6.25	3.75	-6.25	-3.75	
Stake	\$28.75	\$11.25	\$11.25	\$28.75	\$31.25	\$18.75	\$18.75	\$11.25	\$160.00
Game 3	A1-A4	A2-A3	A2-A3	A1-A4	A5-A8	A6-A7	A6-A7	A5-A8	
Win/Loss	W	L	W	L	W	L	W	L	
Transfer	7.19	-2.81	2.81	-7.19	2.81	-4.69	4.69	-2.81	
Stake	\$35.94	\$8.44	\$14.06	\$21.56	\$34.06	\$14.06	\$23.44	\$8.44	\$160.00

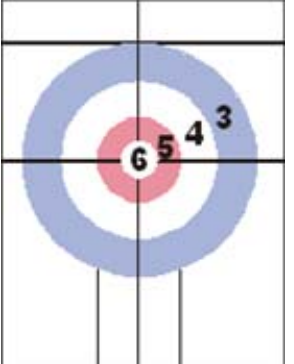
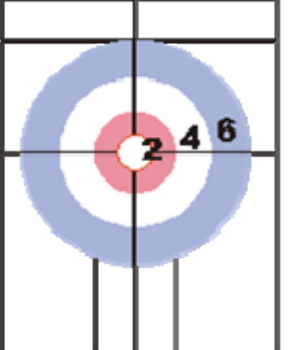
Note that no team's stake ever goes to zero, since only one-quarter of what they have *at the time* is ever deducted. Even with all seven games being lost,

that team would end up with \$2.00. The most that can be won depends on the amount the opposition has at the time they are played. In the above example, teams A1 and A5 have both had 3 consecutive wins, but have accumulated different amounts.

Stick Curling Skills Competition - January 19, 2007

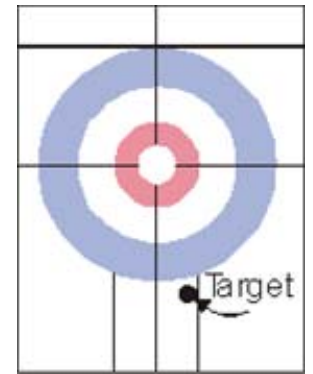
Below are eight possible shots to test a curler's skill. Each competitor will throw two rocks for each skill; and **only the score of the better of the two shots will be used**. **NO SWEEPING** is allowed. All shots will be toward the home end. Points will be awarded as outlined below, and accumulated for each individual. Each skill is worth a possible 6 points.

Download the [Skills Competitions in Adobe PDF Format](#).

<p>1 - DRAW TO THE TEE</p> <p>Draw into the house for points as indicated in the diagram. A rock biting any part of a higher valued circle earns the higher points.</p>	 A diagram of a curling target showing three concentric circles: a red center circle labeled '6', a white middle ring labeled '5', and a blue outer ring labeled '4'. A black line representing the tee is drawn across the target, and a rock is shown hitting the center circle.
<p>2 - DRAW THE EDGE</p> <p>Draw into the house for points as indicated in the diagram to the right. Any part of the rock in the 12 foot = 6 points; totally within the 8 foot = 4 points; totally within the 4 foot = 2 points.</p>	 A diagram of a curling target showing three concentric circles: a red center circle labeled '2', a white middle ring labeled '4', and a blue outer ring labeled '6'. A black line representing the tee is drawn across the target, and a rock is shown hitting the edge of the blue ring.

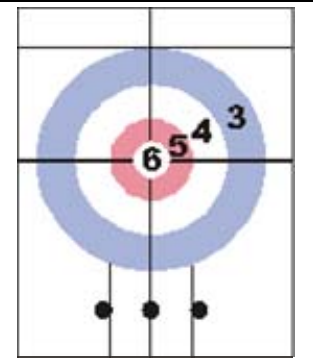
3 - SPLIT

Any one rock anywhere in the house = 2 points.
Both rocks anywhere in the house = 6 points.



4 - DRAW THE PORT

Place 3 guards as shown, about 2 feet in front of the house. Draw through the port for the points as indicated. Only the final position of the delivered stone is counted.



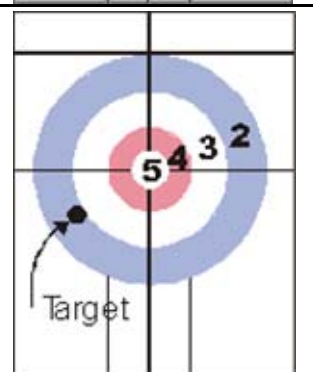
5 - HIT AND STICK

A target rock is placed as shown in the diagram, on the back half of the button, and must be completely removed from the house to get any points. If the target rock is removed, 1 point is awarded, plus the points shown for the ring in which the delivered rock comes to rest.



6 - HIT AND ROLL

A target rock is placed as shown in the diagram, and must be completely removed from the house to get any points. If the target rock is removed, 1 point is awarded, plus the points shown for the ring in which the delivered rock comes to rest.



7 - RUN BACK

Target 1 (yellow) is placed on the center line, just outside the house. Target 2 (red) is placed on the back of the button. Target 1 must be run back and must remove target 2 to get any points. If target 2 is removed from the house, **1 point** is awarded, **plus** the points shown for the ring in which target rock 1 comes to rest.



8 - DOUBLE TAKEOUT

Two target rocks are placed as shown. At least one target rock must be removed from the house to get any points. If one target rock is removed from the house, **1 point** is awarded; if the second target rock is removed from the house, an **additional 2 points** are awarded, **plus** the points shown for the ring in which the delivered rock comes to rest.

