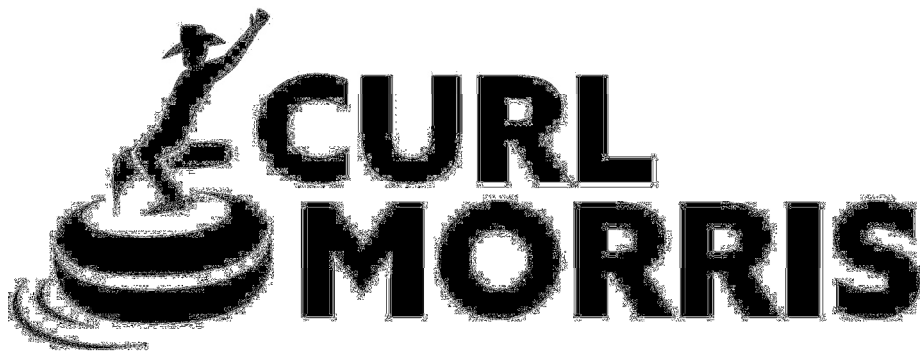




2-PERSON STICK CURLING RULES OF PLAY

The game is played with six rocks per side and is a 6-end game.

Each player on the team plays ALL SIX rocks in the same direction - each player is the “skip” on three ends and is the “thrower” on three ends.

Standard rules of curling apply EXCEPT:

- 1) Instead of the standard free-guard zone, no stone (anywhere in the rings OR in front) may be removed from play until the fourth shot of the end.
 - In other words, the team with last stone may play a hit with their second shot of the end. After that hits can be played by both teams at any time.
 - If a stone is accidentally removed from play with the second or third stone of the end, it is to be replaced and the delivered stone removed from play
- 2) Sweeping is NOT ALLOWED between the hoglines. When the delivered stone gets to your hogline, you may sweep it into the rings.
 - All other standard rules of sweeping apply.
- 3) Two “time-outs” are allowed for each team in a game.
 - The team which called the “time-out” is allowed to meet at the house to look at the stone placement.
 - The team which did not call the “time-out” may meet at about centre ice at the same time.
- 4) As with regular curling, a player who starts at the hack must play from the left-side hack if throwing right-handed OR from the right-side hack if throwing left-handed.
 - It is not required to start from the hack. A player may choose to start from any position out to the hogline but MUST start with the stone touching the centre line.
 - No matter the start point of the delivery, the stone must be released (separated from the stick) before it reaches the delivering end hogline.