



STURLING SKINS RULES

Jan. 22, 2023

Each team will alternately deliver five stones by one team member against their opponent.

A coin toss will determine which team gets the hammer and the placement of rocks to start the game. To start an end, each team will place one stone in either positions "A" or "B"

The team delivering first will place their stone in position "A": in a Guard position-bisecting the center line 7 feet 6 inches from the top of the house.

The team with hammer will place their stone in position "B": in the House-bisecting the center line and with the back of the stone touching the outer 4 foot ring behind the button.

The team that has their rock positioned in-front of the house is trying to steal the skin by getting one rock closest to pin. The team that has their rock at back of 4 foot must get two rocks closest to pin to win the skin (they already have one set in the house)

Note: following the first end, the team that **lost** the skin shall have the choice to score one or two rocks closest to the pin in the next end.

If a team does not win the skin it is called a carry over and that **end marker** is placed as a blank on score board (strategy: if you can not win the skin then force a carry-over)

Team that wins the next skin; collects the carry overs and adds them to their side of score board
Score board is just there to record the number of skins won and which ones
(note the skins value increases as the game progresses)

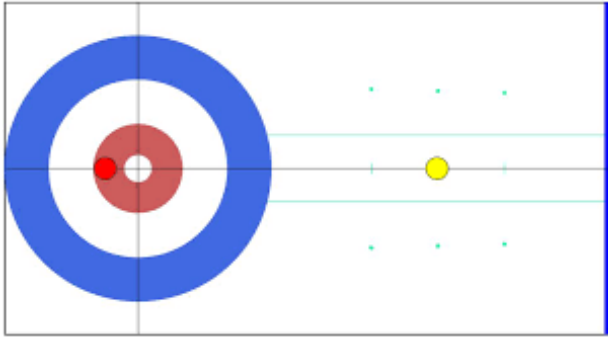
If there is a carry over then the rocks are set up in the opposite order and the team that had to score one now has to score two rocks closest to the pin to win the skin and collect the carry-overs.

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)

To begin the next end of play; one rock from each team is sent back to the other end to be set in place to start a new end (each end is like a new game)

Modified Free Guard Zone: **no stone** in play, including the "positioned" stones and those in the house, can be moved to an out-of-play position prior to delivery of the fourth stone of the end. If there is a violation, without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

Other rules of Sturling apply: visit the Rules page at www.sturling.net



	Draw Time:			Ice:		
Names	and					
X-->						
End Skin	1	2	3	4	5	6
	\$4.00	\$4.00	\$5.00	\$5.00	\$7.00	\$8.00
X-->						
Names	and					
Mark (with an X) the skins won by each team. Divide the contained prize money.						
PLEASE RETURN ENVELOPE TO DRAWMASTER						