


A COMPARISON OF TWO-PERSON TEAM CURLING

GAME	ENDS	ROCKS/ END/ TEAM	MAIN DIFFERENCES	DISADVANTAGES
Sturling	6	6	Two-person team sport of curling, bringing together stick, slide, and wheel chair curlers in fun-filled competitions, with no age or gender restrictions.	
Stick Curling	6	6	Requires use of a stick in the delivery. There is also a four-person team version.	Discriminates against slide delivery curlers, reducing maximum participation, and fostering dissention. Confusing, multiple use name.
Hack Curling	6	6	The stone must be clearly released from the delivery stick before either foot of the player delivering the stone has reached the tee line at the delivering end.	Mandates an unnecessarily difficult delivery, reducing the quality of play.
Iron Man Curling	6	6	Uses the 4-rock Free Guard Zone rule.	Allows more defensive, boring play, especially with just 6 rocks used, and reduces chances of a comeback in the shorter game.
Jack & Jill Curling	6	6	Each end, the lead throws 3 stones, then the skip throws 3 stones (6 for each team). The players are required to move from end to end.	Prohibits participation by those not able to easily move up and down the ice. Lengthens the game, adding time while no play is occurring.
Scotch Doubles Curling	6	6	Similar to Jack & Jill (above), except the throwing order must reverse each end (required to move end to end 12 times).	As above, but even more severe.
Doubles Curling	8	5 + 1 placed	Each team has one stone preplaced, then delivers 5 stones on each of eight ends. Each end, one player delivers the first and fifth stones, and the partner delivers the second, third, and fourth stones. End to end sweeping allowed.	The game is not shortened substantially from regular curling, and eliminates many participants with physical disabilities.
Mixed Doubles Curling (WCF)	8	5 + 1 placed	As Doubles curling (above), except no stick delivery is allowed. Teams must be one male, one female.	As above, but even more severe.
2 on 2 Curling	6	8	Each end, the lead throws 4 stones, then the skip throws 4 stones (8 for each team). The players are required to move from end to end, but are not allowed to meet to discuss strategy.	Prohibits participation by those not able to easily move up and down the ice. Lengthens the game, adding time while no play is occurring, plus increasing the number of rocks thrown.
Tuff Curling	4	8	Rules vary from club to club. Similar to 2 on 2 (above), except the skip may hold the target broom, or may sweep end to end. Each team is allowed just two takeout shots each end (not counting your own rocks).	As above, plus the harsh limitation on takeouts significantly changes the nature of the game.