



# ***STURLING Doubles Rules***

As of 13 Apr 2018

Scoring is the same as regular Sturling curling – 6 end games.

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

A coin toss will determine which team gets hammer to start the game.

To start an end, each team will place one stone in either positions "A" or "B"

"A" Guard-bisecting the centre line one broom length from the top of the house.

The team delivering first will place their stone in position "A".

"B" House-bisecting the centre line and the back of the stone touches the outer 4 foot ring behind the button.

The team with hammer will place their stone in position "B" .

The team that scores in the end will place their stone in position "A" to start the next end and will deliver the first stone of the end.

No stones can be removed from play until the 4th delivered stone of the end.

(The 4th delivered stone of the end is the first stone that can remove any stone from play.)

If there is a violation, remove the delivered stone and replace any other stones to their original position.

In doubles a blanked end results in loss of hammer, (so even if the house is empty the team with the hammer will put their last rock in the house to settle for a single point)

or the hammer goes to the team that did not score like regular curling.

If the score is tied after six ends: an extra end is played. One player of each team will deliver two rocks and their partners will deliver the

last three; (similar to regular Sturling)

Other rules of Sturling apply: Visit the RULES page of [www.sturling.net](http://www.sturling.net)

