



Skin Doubles - Rules & Format

Doubles:

- Teams consist of 2 players - 1 male and 1 female, 2 males, or 2 females.
- Only 5 rocks are thrown by each team every end.
- 2 pre-placed stones are put in play before the start of an end.

Skins:

- Rather than earning points, teams win ends.
 - For every end won, the team earns the Skin which can be cash or prizes!
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The Choice:

- The winner of the coin toss or rock-paper-scissors can choose between having hammer or first stone for the first end (deemed "The Choice").
- In Doubles, placement of rocks may be part of strategy and may dictate the team's result of having hammer or first stone...
 - In other words... for strategic reasons you may wish to have your rock in the house meaning you have hammer;
 - Likewise... you may wish to have your rock as the guard meaning you have first stone.

Rock Placement:

- The team with the **hammer** places their rock (#6 / #7) in the **back 4-foot ring** with the back edge aligned with the back edge of the 4-foot ring and is bisected by the centre line.
- The team with **first stone** places their rock (#6 / #7) on the **centre line quarter** in front of the house.

Game Play:

- Teams will begin with the coin toss/rock-paper-scissors.
- Position the rocks in the correct placements depending on the coin toss/rock-paper-scissors.
 - Remember: Team with hammer at back 4-foot ring;
 - Remember: Team with first stone on centre quarter.
- The **player delivering the first rock (#1) for their team will also deliver the last rock (#5)** for their team; the **other player will deliver the second, third, and fourth rocks (#2, #3, #4)** for their team. *Note that players can switch positions from end-to-end.*
- The player delivering the stone may wish to sweep their stone while the other player holds the broom, however both are welcome to sweep; in place of the broom, aim at something else such as a number on the scoreboard or another rock in the rings.
- 6 ends are played.

Scoring:

- The team **with hammer** must score at least **2 stones** in order to win the end.
- The team **without hammer** must steal at least **1 stone** in order to win the end.
 - *Note: Strategy is important here when considering whether or not you want hammer... if you choose hammer, you must score 2 stones to win the end and remember that your pre-placed rock is in the house. If you believe that it would be easier to steal 1 stone to win the end, then choose first rock and put your pre-placed stone as the guard.*

“The Choice”

- The team that **did not win the end** will have “The Choice” in the next end.
 - If **neither team wins the end**, the team that **did not have “The Choice”** in the finished end will have “The Choice” in the next end. *Note: This means blanking may not be a good idea as “The Choice” switches teams, unlike in traditional curling where the team keeps hammer.*
 - If neither team wins the **last end**, a **draw-to-the-button** by the player of both teams who threw the fifth rock (#5) of the last end will determine the winner of that end.
- The team that wins an end will place the applicable scoreboard number for that end on the scoreboard next to their colour.

Modified Free Guard Zone:

- No stone in play including the pre-placed stones (guard and in house) can be removed from play until the delivery of the **fourth stone** of the end. This means the player throwing the fourth stone of the end can remove any stone from play.

Power Play:

- The Power Play gives the team with “The Choice” the option to place the stones in a different spot on the sheet instead of the regular centre line bisection.
- The rules for placement coinciding with hammer and first stone still apply (i.e. hammer = your rock in the house).
- The rock in the house (#6 / #7) is placed on the left or right side of the house halfway between the 8-foot ring and the 12-foot ring with the back edge aligned with the tee line.
- The guard rock (#6 / #7) is placed on the left or right quarter; it must be on the same side as the rock in the house.
- The Power Play may only be used once per team.