

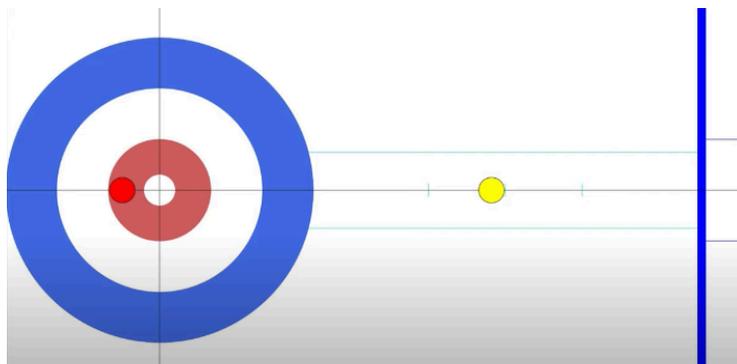
## Summary

- Two adult curlers of any gender. Coin toss establishes hammer for the first end.
- Two stationary stones (one from each team) are positioned before each end..
- Each team throws five stones (so, together with the stationary stone, a team will have as many as 6 rocks in play).
- Six-end games.
- Conventional scoring

## Rules

In order to promote a simpler, more club-friendly version of this format, the GCC has modified some of the formal rules. Please review these carefully, so you're aware of when they may differ from the rules as laid out by Curling Canada.

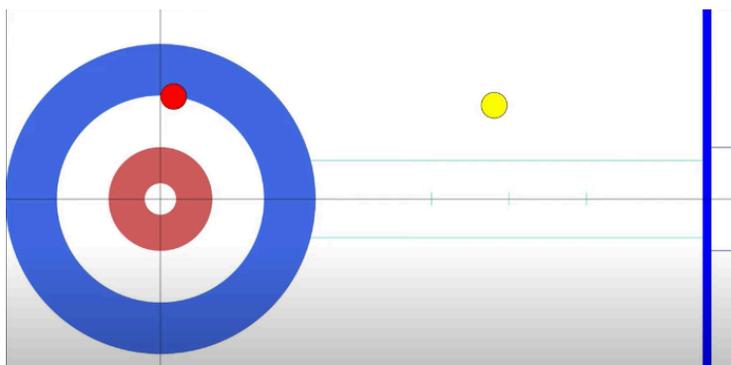
1. **Duration of Game.** Each game is scheduled for six (6) ends. There is no buzzer.
2. **Position of stationary stones.** Prior to the start of every end, the team with hammer places the stationary stones in the following positions:
  - a. **Stone of team without hammer:** placed as a centre guard bisecting the centre line, on the spot marked by the Club.
  - b. **Stone of team with hammer:** placed bisecting the centre line so that the back edge of the stone is in alignment with the back edge of the four foot.



3. **Stones Thrown per End and Rotation of Players.** Each team delivers five (5) stones per end. The player delivering the team's first stone of the end must also deliver the team's last stone of that end. The other team member delivers the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.
4. **Modified Free Guard Zone.** No stone in play, including the stationary stones, those in the house and a team's own stones, can be moved to an out-of-play position prior to the delivery of the **fourth stone** of an end. The fourth delivered stone is the first one that can "take out" any

stone. If there is a violation, the delivered stone is removed from play and any displaced stone(s) replaced to their original position by the non-offending team.

5. **Power Play Option:** Once per game, any team with the hammer can use the “Power Play” option to position the stationary stones differently:
  - a. The stone belonging to the team with hammer is placed on either side of the house, with its back edge in alignment with the T-line and half the stone in the 8-foot and half in the 12-foot.
  - b. The opponent’s stone is positioned as a “corner guard” on the spot marked by the Club.



6. **Scoring and Hammer.** At the conclusion of an end, all stones, including the original stationary stones, are eligible to be counted in the scoring. The scoring is the same as in a regular game of curling. The team that scores throws the first rock of the next end. If neither team scores in an end, hammer is lost.
7. **Position on Ice and Sweeping.** While a team is in the process of delivery, that team’s non-delivering player may be anywhere on the ice surface. After delivery, either or both players may sweep their delivered stone and any stones set in motion belonging to their team anywhere in front of the tee line at the playing end. This applies to all the team’s delivered stones. You may never sweep the opponent’s stones. The non-delivering team may not sweep their stones if they are set in motion by the opposing team.
8. **Stone Delivered Out of Rotation.** If a player delivers a stone out of proper rotation, that stone is removed from play and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of a subsequent stone, play continues as if the infraction had not occurred; however, the player who delivered the first stone of the end can deliver a maximum of two stones in that end.