

Avonair Doubles Curling Rules and Format

Coin toss

- The winner can choose hammer or first stone for the first end (the “decision-making process”)
- In Doubles, placement of rocks may be part of strategy and may dictate the team’s choice of 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
- **Hammer**
 - The team with hammer plays the last rock (and the second rock) of the end
 - The team with hammer places their rock (#6) 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
- **First Stone**
 - The team with first stone plays the first rock (and the second-last rock) of the end
 - The team with first stone places their rock (#6) on the centre Avonair logo (bisected by the centre line)

Power Play

- The power play gives the team with the decision-making process 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 house)
- The rock in the house (#6) 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) is placed on the left or right Avonair logo; it must guard the rock in the house

Teams

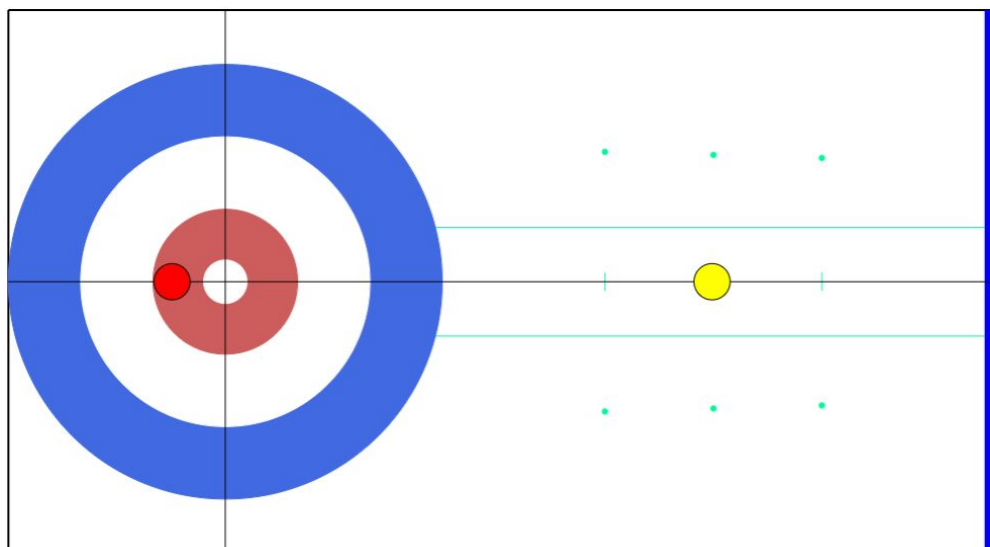
- Teams consist of 2 players - 1 male and 1 female, 2 males, or 2 females
- If needed, alternates are permitted to take the place of a player

Game play

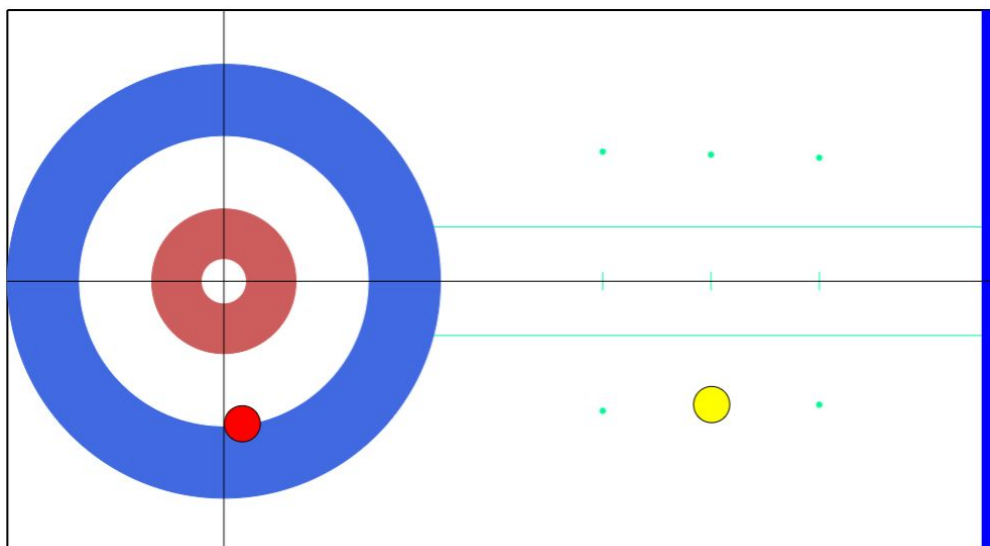
- Teams will begin with the coin toss
- Position the rocks in the correct placements depending on the coin toss
 - Remember: Team with hammer at back 4-foot ring
 - Remember: Team with first stone on centre Avonair logo
- The player delivering the first rock (#1) for their team will also deliver the last rock (#5) for their team; the other player will deliver the second, third, and fourth rocks (#2, #3, #4) for their team
- 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
- After an end, the team that did not score will have the option of placement of rocks / hammer or first stone next end
 - Remember: If you choose hammer, your rock goes at the back of the 4-foot ring. If you choose first stone, your rock goes on the centre Avonair logo.
- After an end where neither team scores, the team that did **not** make the decision of placement of rocks / hammer or first stone will have the option of placement of rocks / hammer or first stone in the next end (i.e you can lose the hammer)
- No rocks in play may be taken out until the **fourth rock** (i.e the fourth rock may be used to take-out)
- The Power Play may only be used once per team
- Games will conclude after **4 ends** have been played (approximately an hour)
 - Ties are allowed and will be tallied as 1 point; wins are 2 points, and losses are 0 points
 - After Game A, teams will move based on the schedule to begin Game B
- IF NOT STATED, ALL REGULAR CURLING RULES APPLY

NOTICE: *Some rules have been altered for club play.*

Some examples of rock placement:



- Red team has hammer
- Yellow team has first stone



- Power Play is in use
- Red team has hammer
- Yellow team has first stone