

Tuesday Skin's League Rules

- Games will be 6 ends.
- A coin flip will determine hammer and stone colour. The winning team can choose either hammer in the first end or stone colour.
- To win an end, the team who has hammer must score at least two point and the team without hammer must steal at least one point.
- If neither team wins an end, the skin is carried forward and added to the next end.
- To keep track of end winners, you must place a score marker on the colour and end won.
- If a team wins the end, the hammer goes to the other team in the next end.
- If no team wins the end, the hammer goes to the other team in the next end.
- If neither team wins the final end, a draw to the button will take place. Anyone can throw the draw to the button with sweepers and a broom holder.
- The 5 rock Free Guard Zone Rule applies as well as all other standard curling rules.

Scoring for each game:

Ends 1 – 5	\$5/end
End 6	\$6/end

