



RULES OF PLAY



1. Players can match up head to head (2 players) or in teams of 2 (4 players), with team players alternating play between ends (a player from each team plays from the opposite end of their team mate).
2. A coin toss determines which team has the hammer (last rock) for the first end. The hammer is retained until a team scores, and then is awarded in the ensuing end to the team scored against. The loser of the coin toss selects the rock colour to be played by each team.
3. All rocks must be thrown from the centre position of the playing surface (the hack). The rock's line may vary across the width of the playing surface, however the shot must originate from the hack position.
4. Scoring is determined when all 8 rocks from each team have been thrown, with the team's rock or rocks closest to the button each scoring one point.
5. If players are unable to determine which team's rock is closest to the button, the end is blanked (no score), the hammer is retained, and teams continue play to the next end.
6. The score is marked on the scoreboard by placing the number tile of the end played (#1 for the first end, #2 for the second end, etc.) in the scoring team's row (red or blue), in line with the stationary centre scoring number which correlates with the points scored in that end. For example, if the red team scores 3 points in the first end, the #1 (first end) tile is placed in the red team's row in line with the number 3 (points scored) in the centre scoring row. If the red team then scores another 2 points in the second end, the #2 (second end) tile is placed in the red team's row in line with the number 5 (the red team's total score) in the centre scoring row.
7. The winner is determined by the team with the most points at after the 10th end. Should there be a tie after 10 ends, extra ends are played until a team scores to determine the winner.
Enjoy Your Game!

