

Summerland Sturling Cash Spiel

Saturday, December 2, 2017

Entry is \$60 per two person team.

First draw at 8am and last draw at 4pm.

Four games guaranteed plus your lunch.

Sixteen teams.

Sturling.net rules apply

Call or email John Gregg to register – 250-494-1497 or jgregg@vip.net or call the Curling club – 250-494-9322



Summerland Curling Club

8820 Jubilee Rd. East, Summerland, BC

See page 2 for the rules.

Note: Any type of delivery, stick, slide or wheelchair is now permitted for Sturling.

STURLING RULES

As of 26 Nov 2014

RULES	EXPLANATION
1. Sweeping/brushing is allowed only from the hog line to the back of the house at the playing end.	This provides fairness to those with physical limitations, unable to sweep/brush. It also increases the challenge, not having the extra advantage of sweeping/brushing to affect either line or weight in the initial travel of the stone.
2. Each team is comprised of two players.	This rule follows from rule 1 (above); with no sweeping/brushing between hog lines, a four-member team would often have two people inactive. This way, everyone is always occupied, either delivering or skipping. Teams are easier to form and coordinate.
3. One member of each team stays at each end of the rink, and must not cross center ice.	This reduces movement up and down the ice, and increases the pace of the game. It also means responsibilities are equally shared by the two team members, and provides variety for each player.
4. The two delivering players alternately deliver 6 stones each per end, while their teammate skips that end. Then roles are reversed, and the partners deliver the stones back.	This implies that each player is always occupied, doing something interesting. 18 stones are delivered per person each game, compared to 16 (8 ends) or 20 (10 ends) in regular curling.
5. All games are six ends. In case of a tie, an extra end is played, with each player delivering 3 stones (skips and deliverers exchange roles at the midpoint of an extra end).	Three ends of delivery times 6 stones per end means each person delivers 18 stones per game, about the same as regular curling. Games progress quickly and interest remains high, both for the players and spectators. The incidence and degree of lop-sided games is greatly reduced, and hardly ever does a team surrender before the end of the game.
6. No stone may be removed from play prior to delivery of the fourth stone of each end. If that should happen, the delivered stone is removed from play and all other stones are returned to their original positions.	With fewer stones used, and fewer ends, the stick game tends to be more defensive than the regular game. This rule makes the game more offensive, thus more interesting for competitors and fans. In effect, this rule extends the free guard zone to include the area from the hogline to the backline, as the FGZ was originally proposed.
7. The delivery may begin with (a) either foot in either hack, or (b) from anywhere inside the near hog line with the stone touching the centre line. All stones must be released before reaching the hog line.	The Canadian Curling Association delivery rule (8.(1)) is overly restrictive regarding the stick delivery, and fails to address the two-handed delivery.
8. Other rules and etiquette of regular curling apply.	The good parts of the regular game are retained!

Questions? Contact: admin@sturling.net

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