Granite Seniors - Skins Game Rules

1) The five rock free guard zone rule applies, as do all other 'standard' curling rules except any registered team member is allowed to play any position for any end and the game is only 6 ends.

2) The team winning the coin toss shall choose either a) to throw first or second stone in the first end, or b) the rock colour they wish to use. The other option will go to the team losing the toss.

3) In a skins game, teams play to win the end not to accumulate a total score.

4) To win an end, the team that has the hammer must score at least 2 points. The other team may win the end by stealing one point or more.

5) To keep track of the skins winners, mark the end number beside your colour as if you scored one point. You didn't actually score one point, however you did win one end.

6) The loser of the previous end is awarded the hammer for the next end. For clarification, any team that scores a point on an end even without winning the skin, throws the first stone in the following end.

7) If the team with the hammer gets only one point, or the end is blanked, then the points associated with that end carries over to the next end. The team that had the hammer loses this advantage, and the hammer goes to the opposing team for the next end.

8) If there are unclaimed skins after the final end, then a draw to the button determines the winner. Any one person from your team can throw the stone. Each team throws a single stone to an empty house, with the stone coming to rest closest to the button winning. Sweepers are allowed for the throwing team only. The team with the hammer throws last. (Remember that if you blank the previous end, the hammer switches to the opposing team). If neither teams drawn into the house or the measurement is tied, then an additional draw to the button is performed. In the event of an additional draw to the button, each team must select a new thrower. In the event that multiple draws to the button need to be performed, each player on the team must have attempted a shot before a person can perform a second shot.

Skins	End 1 – 1 pt
	End 2 – 1 pt
	End 3 – 2 pt
	End 4 – 2 pt
	End 5 - 3 pt
	End 6 - 4 pt