



STURLING SKINS RULES

As of 7 Sep 2009

RULES	EXPLANATION
1. The team that wins the coin toss, or that loses a skin, has their choice to throw first or last. On a carry-over, the team that just threw last, throws first.	Note that it is the loser of the toss, not the person to throw first, <u>necessarily</u> , who has choice of rock color.
2. The team that throws first has one of their stones placed on the center line, midway between the house and the hog line . The team that throws last has one of their stones placed on the back of the button , just touching the tee. Each team then alternately delivers five stones.	
3. To win a skin, the team throwing first must score one (or more) and the team throwing last must score two (or more). Otherwise, the skin is carried over – added – to the skin for the next end.	Use the scoreboard in the conventional manner, except record the number of skins won each end, not the number of points scored. The maximum each end will be one . A carry-over is recorded as a blank until eventually won, then the end number is moved to indicate which team won that skin.
4. If there is a carry-over on the sixth end, that skin is awarded to the team that draws a rock closest to the tee (of all four players).	
5. Other rules of sturling apply.	As in the regular game, no stone may be removed from play until delivery of the fourth stone of the end. In skins, because of the two pre-placed stones, this means there must be 5 (or more) stones at the playing end before a stone may be removed.

Questions? Contact: admin@sturling.net