MISSOULA curling

Swurling Rules (Modified Sturling)

1. Team Composition

Each team is composed of two players. One member of each team stays at each end of the rink.

Cornhole-style formation. Teams are easy to form and coordinate. Everyone is always involved—either delivering or skipping.

---

2. Stone Delivery

The two delivering players alternately deliver 6 stones each per end, while their teammate skips that end. Roles are then reversed, and partners deliver the stones back.

This provides a great opportunity for players to throw multiple stones in succession and practice a variety of shot deliveries. It also gives less experienced players valuable time to learn skipping—strategy, ice reading, and shot calling.

---

3. Game Length & Scoring

All games are six ends. If an end is blanked, the hammer is retained.

With three ends of delivery × 6 stones per end, each person delivers 18 stones per game. Games progress quickly, remain engaging, and rarely become lopsided.

---

4. Free-Guard Zone / No-Takeout Rule

No stone may be removed from play until the delivery of the fifth stone of each end. If an infraction occurs, the delivered stone is removed and all others are returned to their original positions.

Note: The fifth stone is the third stone of the non-hammer team. With fewer stones and fewer ends, games tend to be more defensive. This rule increases offense and interest by effectively extending the free-guard zone from the hog line to the back line.

---

5. Sweeping

Only one player on the delivering team may sweep at any given time. One player may sweep partway, and the other may take over later.

Players can hand off sweeping duties at any point during the delivery. This maintains fairness for players with physical limitations while reducing sweeping influence by limiting sweeping to one player at a time.

---

6. Communication

Strategy may be discussed as teams see fit, but discussions must be kept brief in the interest of pace of play and out of respect for the opponents' time.

Unlike traditional Sturling rules, there are no restrictions on the amount of team communication or where those discussions may take place on the ice, encouraging teams to strategize together.

---

7. Tie Resolution

In the case of a tie, a skip-off is used, with each team choosing which player throws their one stone and the last scoring team throwing first.

A fast and fair way to resolve tied games.The skip of the delivering team may sweep their own stone only after it reaches the playing-end hog line, while the opposing skip may not sweep. If the skip-off stones are to collide, the stone already in play should be lifted briefly out of the incoming stone's path and then returned to its original position once the incoming stone has passed.

---

8. Standard Curling Rules

All other rules and etiquette of regular curling apply.

The good parts of the regular game are retained!