MISSOULA curling

Missoula Open Doubles Rules

1. Team Composition & Stone Delivery

Each team is composed of two players. Each team delivers five stones per end, rather than the traditional eight.

---

2. Stone Delivery

The player delivering the first stone of an end must also deliver the fifth and final stone. **This player is known in Missoula as the Cookie.**

The player delivering the second stone must also deliver the third and fourth stones. **This player is known as the Cream.**

This format gives both players distinct roles while ensuring that each team delivers five stones per end. The throwing order may change between ends, but cannot change during an end.

---

3. Game Length & Scoring

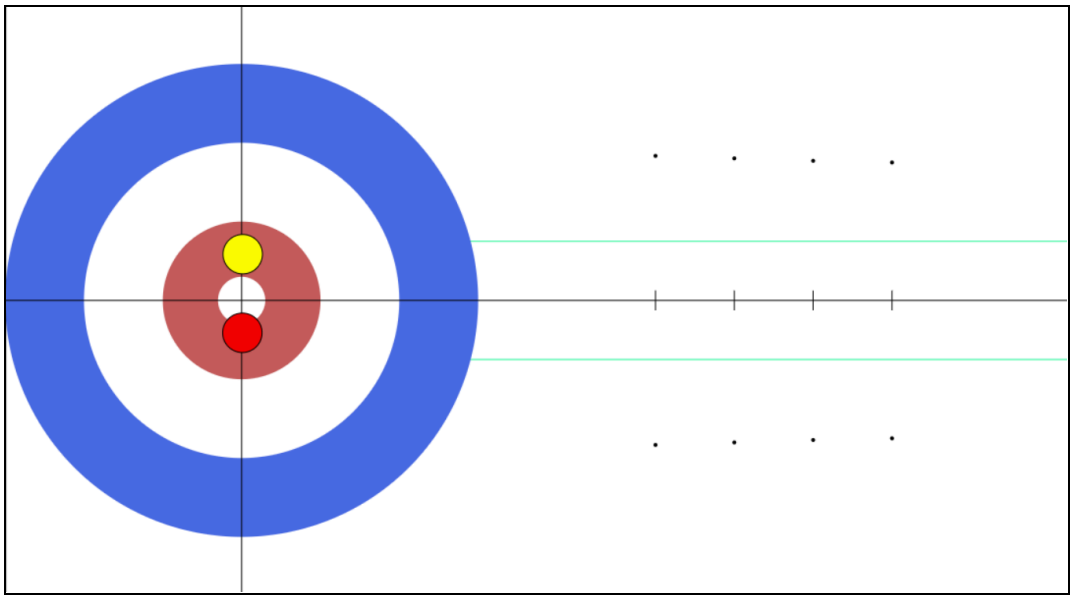
All games are six ends. If an end is blanked, the hammer is retained.

---

4. Starting an End: Placed Stones

Two stones are positioned in the house before the start of each end, one on either side of the button.

- **Hammer team:** Their stone is placed 75% in four-foot, just biting the button ring. This stone begins the end as shot rock.
- **Non-hammer team:** Their stone is placed fully within the four-foot, approximately one inch away from biting the button ring.



Placed Stones Example: Red is Hammer and Yellow is Non-Hammer

The team without hammer gets to choose which side of the house each placed stone occupies (left or right).

This gives the non-hammer team a small strategic advantage, allowing them to choose their preferred side based on the ice conditions.

---

5. Takeout rule: Cookie, Cookie, Cream, Take-out

No stones may be removed from play until the delivery of the fourth overall stone of an end.

This means the first three stones must be played without removing any stones already in play. The fourth stone is the first opportunity for either team to make a takeout.



The rule can be remembered as:

Cookie, Cookie, Cream, Take-out!

- Stone 1: First Cookie delivers.
- Stone 2: Second Cookie delivers.
- Stone 3: First Cream delivers.
- Stone 4: Second Cream delivers and may now remove any stone in play.

If a stone is removed before the fourth delivery, the delivered stone is removed from play and all other stones are returned to their original positions.

This rule encourages a draw-focused game, with teams attempting to crowd the house and build scoring opportunities around the button before takeouts become legal.

---

5. Sweeping

With only two players on each team, there are no traditional sweepers.

Teams may choose how to manage sweeping during delivery:

- The delivering player may sweep their own stone.
- The non-delivering player may sweep. The non-delivering player may also stand in the house to hold the broom and help direct the shot.

This allows teams to decide how best to work together and manage their stones.

---

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!

.