

Human Curling @ RMMC

1. Participants choose two teams of 4 with red and blue tubes. A coin toss or rock/paper/scissors is used to determine which team gets the “hammer”. The “hammer” represents the final shot of each “end” and corresponding advantage.
2. Alternate between teams till all players have gone.
3. Holding tube in front of you, take several steps on the starting pad and launch headfirst onto the tube towards the “button” in the center of the “house” (large circle at opposite end) or toward another “stone” (yours or opposing team) to increase chance of points.
4. Feet must be in the air after the wood plank and may not touch the ice at any point until you are stopped.
5. No shuffling is allowed once your tube has stopped. You may flip to your backside and put your feet out of the way for incoming players.
6. Players must pass the “hog line” (halfway down the “sheet”) to not be “swept off” and out of play.
7. Scoring is done after each “end”. The team closest to the center of the “house” is awarded a point. Further points are awarded for each “stone” of their color that is closer than the next closest “stone” of the opposing team. In order to score any points, at least one “stone” must be “in the house” (touching any part of the large outer circle).
8. The scoring team begins the next “end” to offer “hammer” privileges to the other team.
9. The order of players for each team remains the same for each of the 5 “ends” in the game. The order of who goes first for the 5 “ends” however is rotated. The player who goes 1st for the team on the 1st “end” then goes 2nd for the 2nd “end” and so on until for the 5th “end” where all players return to the same order that they began the game in (i.e. the same player on a team doesn’t always go first or go last “the hammer”). Choose your order well!
10. The team with the most points after 5 ends is the winner.

