

# Cluster Skins #prcluster

Monday, March 5 at 6:45 pm

Sheet	Cluster Matches	Stones
2	Baileys on Ice Sweeping Disorder	Red
	Let's Measure Game of Stones	Yellow
3	Don't Curl for Me Argentina Curl Necklace	Red
	Let's Measure Game of Stones	Yellow
4	Don't Curl for Me Argentina Curl Necklace	Red
	Baileys on Ice Sweeping Disorder	Yellow
5	House Party Fresh Sheets	Red
	Sweeping Beauties Curl Jam	Yellow
6	House Party Fresh Sheets	Red
	Rocksuckerz HAMMER TIME	Yellow
7	Let's Make a Peel Slay the D	Red
	Rocksuckerz HAMMER TIME	Yellow
8	Let's Make a Peel Slay the D	Red
	Sweeping Beauties Curl Jam	Yellow

Divide your cluster into two mixed teams (two players from each original team) for a six-end skins curling game vs. another cluster. Build your cluster lustre and earn up to 28 cluster points.

## HOW TO PLAY SKINS CURLING

The Skins format differs from regular curling in that points are awarded for each end won, with the value for each end increasing as the game progresses. An end is won if the team with the hammer scores two or more points or the opposing team steals the end with at least one point. If neither of these occur the points are carried over to the next end and the total value at stake grows. This results in a very exciting offensive style of play where every end is like the final end of the game with teams going all out to win.

- The game will be six ends. Stone colours are pre-assigned. See above.
- A coin flip will determine the hammer. The team winning the coin flip can choose either:
  - The hammer in ends 1, 3 and 5, or
  - The hammer in ends 2, 4 and 6.
- In a skins game, teams play to win the end, not to accumulate a total score. To win an end:
  - The team that has the hammer must score at least two points.
  - The team without the hammer must steal at least one point.

If neither team wins the end, the end is blanked and the points carry over until an end is won.
- The hammer alternates between teams after every end.
- Marking the score: Each end has a specified point value. Mark the correct point value for the team that wins each end. Mark a "Blank End" if neither team wins. The points from a blanked end are carried over and added to the points in the next end won.
  - Ends 1 & 2 are each 1 point.**
  - Ends 3 & 4 are each 2 points.**
  - Ends 5 & 6 are each 4 points.**
- If neither team wins the sixth end, then the skips play a draw to the button (sweeping allowed) to determine the winner of that end. The team with the closest draw gets the accumulated points.
- Be sure to mark points on the scoreboard for all six ends.**
- The four-rock Free Guard Zone rule applies, as do all other standard curling rules.