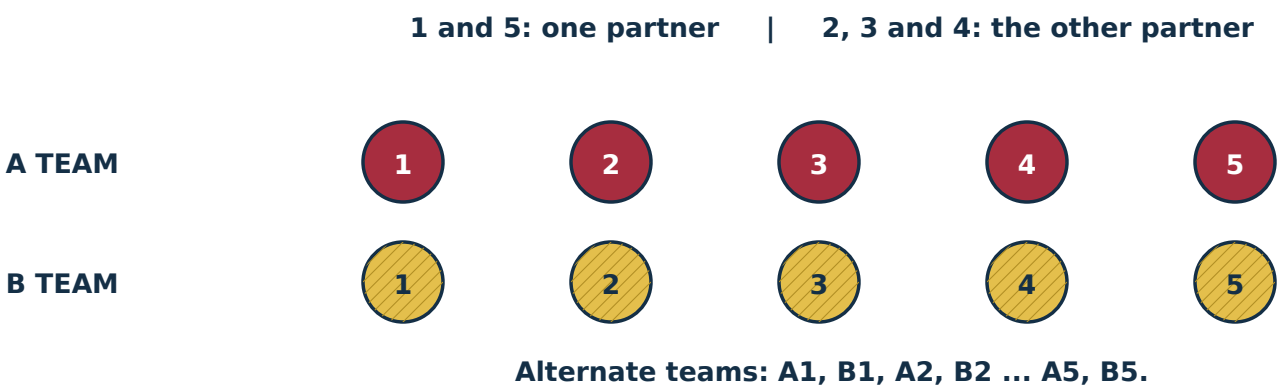
Mixed Doubles Explained

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Mixed doubles puts two players on each team. Before every end, one stone from each team is placed at the playing end. The teams then alternate five deliveries each. Those two positioned stones are part of the score, so the end begins with a tactical problem already on the ice.



Five deliveries and one placed stone

Each team has five deliveries per end and one positioned stone that can score. World Curling mixed doubles schedules eight ends. The players can swap their first-and-fifth / middle-three jobs for the next end.

The guard team starts

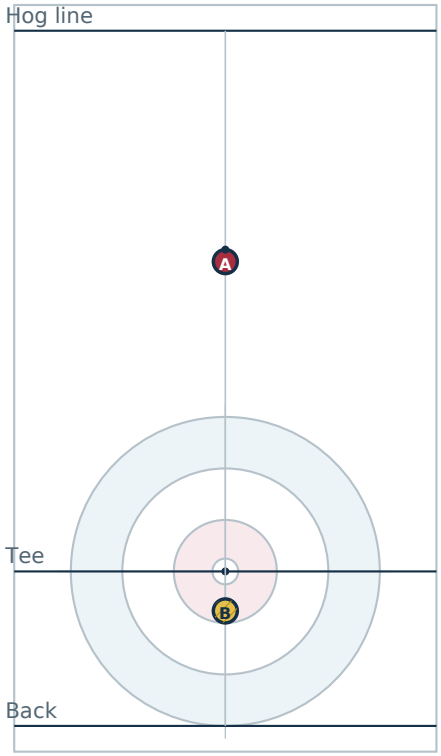
The team with placement choice picks A or B for its stone; the other team takes the remaining spot. The A team delivers first. The B team delivers second and has the final delivery, or hammer. After ten deliveries, agree on the score and reset.

Team eligibility: World Curling specifies one male and one female, with no alternate; both must play the whole game. An open-doubles club league is a local adaptation. Check your league's published conditions.

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Set the positioned stones

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A = guard; delivers first. B = in-house; has hammer. Example: point 2, house-side placement.

FOUR GUARD POINTS

1	4 ft 6 in / 1.372 m
2	6 ft 6 in / 1.981 m
3	8 ft 6 in / 2.591 m
4	10 ft 6 in / 3.200 m

Measured from the front edge of the 12-foot circle toward the hog line.

Position B at the back of the 4-foot circle

Bisect B with the center line. Align its back edge with the back edge of the 4-foot circle. The stone sits inside that circle, behind the tee; its center is not on the circle's back boundary.

Position A at the agreed guard mark

Bisect A with the center line. Place it immediately to one side of one of the four marked points below: either on the house side of the point or on the hog-line side. The point meets the adjacent edge of the stone; it is not a mark for the stone's center. Four points therefore give eight permitted placements.
In officiated play, the Chief Umpire and Chief Ice Technician choose the specific placement for each sheet before pre-game practice. With no event official, the teams agree it before practice, based on the ice. Use that same placement for the entire game.

Fix setup errors promptly

If a wrong positioned-stone location is discovered after only the first delivery, replay the end. If it is discovered after the second delivery has been played, continue with the positions as they are. A replay preserves the original end's placement choices and throwing order.

2026 update: Four guard points, each with a house-side or hog-side placement. Older three-point diagrams are out of date.

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Protect the first three deliveries

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Count deliveries by both teams together. The positioned stones do not count toward this total. The first take-out is allowed on the fourth delivery of the end.



What is protected

On deliveries 1, 2 and 3, the delivered stone must not cause any previously delivered or positioned stone to leave play, directly or through another stone. This covers both teams' stones, including your own, and includes stones inside the house.

A tap, raise or sideways tick is allowed if every previously delivered or positioned stone stays in play. The newly delivered stone may itself roll out; that alone does not break this protection rule.

If an early removal happens

Remove the stone just delivered. The non-offending team restores all displaced stones to where they were before the violation. The offending stone is not replayed.

No tick restriction in this format

World Curling's center-line no-tick rule does not apply to mixed doubles. Moving a guard off the center line is legal if the initial no-removal rule is respected. Do not import the four-player five-stone protection sequence into this format.

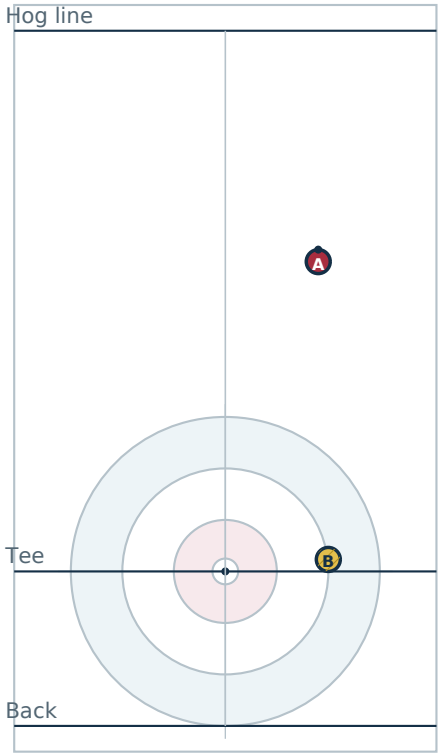
Work together after release

The non-delivering partner may be anywhere on your sheet during delivery, so a player holding a broom in the house is optional. After release, either or both partners may sweep your delivered stone and your own stones set in motion in front of the playing-end tee line. This also applies to the Last Stone Draw. Behind the tee line, only one player from each team may sweep at a time. An opponent's stone may be swept only after it reaches the playing-end tee line.

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Placement choice and power play

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A = guard; delivers first. B = in-house; has hammer. Example: point 2, house-side placement.

POWER-PLAY OFFSETS

Point 1	1.12 m from center
Point 2	1.10 m from center
Point 3	1.08 m from center
Point 4	1.07 m from center

Use the same agreed depth and side of the depth point. Mirror left or right using the official ice markings.

Who has placement choice

First end: Better Last Stone Draw result.
After a scoring end: Team that did not score.
After a blank: Team that delivered first in that end.
Equal-measure blank: The team that had placement choice keeps it.

Once per game, when you have choice

Call a power play to move the two positioned stones to one side. You take B and hammer. Choose left or right. No power plays are allowed in extra ends.

Set B by its back edge

B’s back edge touches the tee line at the boundary between the 8-foot and 12-foot rings. The whole stone is on the front side of the tee line. Its center is not on the tee line.

A is not directly in front of B

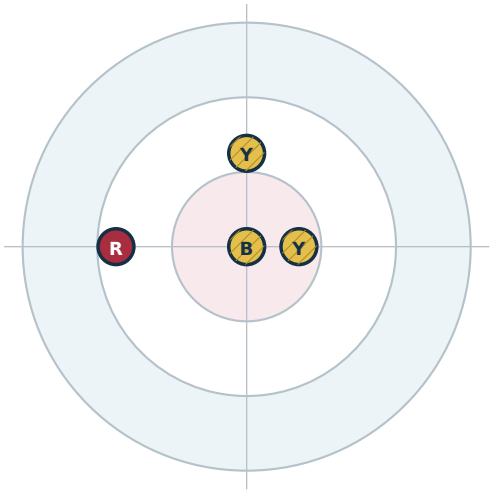
Keep the agreed guard depth and the same side of its depth point. Use the official side mark. Its offset from center depends on the guard point, as listed at left. The example uses point 2 at 1.10 m from center.

Placement choice is a choice of stones and delivery order. Do not treat every blank as an automatic change of hammer.

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Score the end and reset

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YELLOW SCORES 3

B is the positioned stone. It counts with the two closer delivered Y stones. All three beat the nearest R.

Positioned stones can score

Use regular curling scoring. Count only your stones in or touching the house that are closer to the tee than every opponent stone. One point per stone. Five delivered stones plus one positioned stone make six the maximum score.

If a measure cannot separate them

A tie for shot stone blanks the end, and the placement-choice team keeps its choice. A tie for an additional point counts only the stones definitely closer than the tied pair. Agree the score before moving stones.

Before the next end

Record the score. Identify who has placement choice. Check whether that team wants an available power play. Set both stones at the correct edges and markings. Confirm each partner’s delivery role. The A team starts.

Tied game

The World Curling format schedules eight ends. If tied after the scheduled ends, play extra ends until a team scores. Power plays cannot be used in extra ends. Check any published local league tie procedure before the game.

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Your mixed doubles checklist

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Keep the right stones and roles

If a clearly marked positioned stone is delivered by mistake, remove that team's last-delivered stone as soon as the error is found; a repeat in the same competition means forfeiture (R17(j)). For delivery violations, use R17(m): remove the delivered stone and restore displaced stones. If discovered only after a subsequent delivery, play stands, but the first-stone player may deliver no more than two stones in that end.

Timed competitions

World Curling competition timing provides 22 minutes of thinking time per team and 3 minutes for each extra end. Thinking time is not elapsed game time. Announce a power play by the end of the initial 60-second break or 4½ minutes into the mid-game break; a delay starts your clock. Each team places its own stone (R17(k), C6).

Check local arrangements

Confirm eligibility, game length, clocks, substitutes and first-end placement choice. A club coin toss or open-doubles entry policy is a local arrangement, not standard R17. Wheelchair mixed doubles follows its specific R15 adaptations, including no sweeping.

Sources and scope

HouseCall is an independent learning resource, not a governing-body publication or endorsement. The event rulebook and the official ruling control. Local leagues may adopt different procedures.

Primary rules: World Curling, *The Rules of Curling and Rules of Competition*, 1 September 2026 edition, checked 8 October 2026. Open the official rulebook | Current rules page

Print-friendly source: worldcurling.org/rules/
Core format: R17, pages 25-30. Figures 1 and 2 give the normal and power-play markings. Scoring: R12. No-tick exception: R7(c). Timing: C6.

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