



## Croki curl Questions and Answers

### Croki curl Lingo

**Quadrant:** The croki curl rink is divided into four quadrants as delineated by breaks in the blue ring.

**Starting line:** This is the outside of the blue ring. Players shall not cross the starting line while shooting a rock.

**End:** An “end” is one round of croki curl consisting of shooting eight rocks, four per team.

**Rink:** A “rink” is the ice playing surface for croki curl—the court.

**Rings:** “Rings” refer to the concentric rings around the button used for scoring.

**Posts:** The ring of posts around the center of the rink.

**Button:** The “button” is the center of the croki curl rink consisting of a five gallon pail frozen into the ice.

**Rocks or stones:** These are the playing pieces for croki curl that are slid onto the ice.

**Miss:** This is a croki curl shot that misses the other team’s rock.

**Take out:** Removing another team’s rock from play.

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### Croki curl FAQ

#### **How is a croki curl match started?**

To start, players determine if the game will be one vs. one or two vs. two. A coin is flipped to determine the order of play for the first end. The winner of the coin toss picks whether they want to go first or second in the first end.

#### **Where do players shoot their rocks from?**

If the match is one vs. one, players stand across from each other in opposing quadrants and must stay within their assigned quadrant when they shoot. If the match is two vs. two, players on the same team stand across from each other in opposing quadrants and play rotates clockwise beginning with the first player.

#### **What is the object of the game?**

The object of the game is to score the most points in an end (round) or match. Points are determined by where the rocks land after an end. The closer the rocks are to the button, the higher the assigned points. A rock landing in the button scores twenty. A rock touching any portion of the red ring scores 15. A rock touching any portion of the white ring scores 10 and a rock touching any portion of the blue ring scores 5.

#### **What happens when a rock lands in the button?**

If a rock lands in the button, it must be removed immediately and the team with the rock in the button receives 20 points following the end.

#### **What happens if a player misses the button?**

If the first shot misses the button the rock remains in play as long as it touches or is inside the outside edge of the red ring. If it is outside of that boundary the rock is removed from play.

### What about the second and subsequent shots?

If the first shot lands in the button, it is removed and the next player shoots for the button. If the first or subsequent rocks do not land in the button, all following shots must hit one of the other team's rocks to remain in play. If a shot misses the other team's rock it is removed from play immediately.

### Which team goes first in each end after the first end?

The team that loses an end gets to determine which team goes first in the next end.

### How is the winner of a match determined?

A match may be played in one of two ways. Teams can decide to play to a specific point total (with the most common being 200), or they can play a "best of" match, meaning the team that wins 2 out of 3, 3 out of 5 or 5 out of 7 ends wins the match. A standard match is 3 out of 5.

