

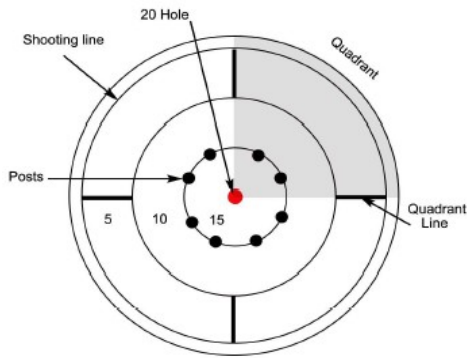
Crokinole

Basic information

It is believed the first crokinole boards were built in the mid-1800s in Canada or the northern U.S. Crokinole is known in gaming circles as a dexterity game because the discs, which are similar to checkers, are flicked with your finger toward the center into the scoring rings.

Crokinole parts

While the origin of Crokinole is unknown, there are traditional rules and standards that are followed. Tradition holds that a crokinole board have a 26-inch diameter playing surface surrounded by a 2-inch wide ditch banded by 1 1/2 inch high rails. The playing surface is lined with concentric scoring circles of 8, 16 and 24 inches in diameter. The middle 8-inch ring contains 8 posts evenly spaced protecting a 1 3/8 inch center hole.



The playing surface is divided into four quadrants (see above). For scoring purposes, the center hole is worth 20 points, the inner 8-inch diameter ring is worth 15, the next ring is worth 10 and the third ring is worth five. The one inch outer ring has no value and is the shooting line.

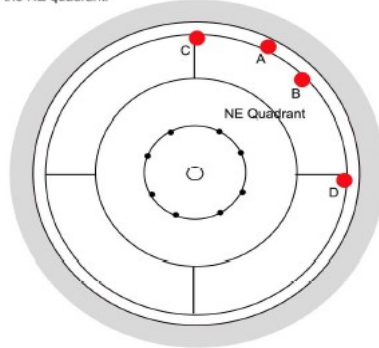
In each crokinole set there will be two sets of different colored discs, 12 of each color. Each disc is approximately 1 1/4 inches in diameter.

Shooting and general standards

To shoot a disc, you must first locate it within your quadrant in contact with the shooting line. The drawing below shows legal locations for starting your shot. The disc is then propelled with a flick of the finger toward the center.

Shooting alternates between opposing players with the starting shooter of each round alternating also. While rules vary somewhat for each type of game, there are some general rules that apply to all.

A and B are legal placements for a shot because they touch the shooting line C and D are legal because they touch the starting line AND the quadrant line in the NE quadrant.



If there is an opponent's disc on the board, you must hit it on your shot. If you do not hit your opponent's piece, yours is removed from play and does not score any points. If you hit any of your discs on the shot but do NOT hit his, ALL of your pieces that were touched as well as the shooter are removed from play.

If there are no opponent's discs on the board, you may shoot for the 20 hole directly. However, on any "free" shot such as this, your disc must come to rest within the 15 circle. If it does not, it is removed from play.

If your opponent's disc is resting against a peg and you hit the other side of the peg and your opponent's disc moves, that counts the same as directly hitting the opponent's disc.

To score a 20, your disc must come to rest COMPLETELY in the 20 hole. If it is leaning against an edge (a "leaner"), it is still considered in play and can be knocked out by your opponent. Once a disc comes to rest in the 20 hole, it is immediately removed from play and put aside to

be tallied in at the end of the round. A disc can go into the 20 hole from a direct shot, a bounce off another disc or any other fashion. It does not matter who initiated the shot, the 20 goes to the player who owns the disc that went into the hole.

Any disc that touches the outside of the 5 circle (the shooting line at the 24-inch diameter) is IMMEDIATELY removed from play.

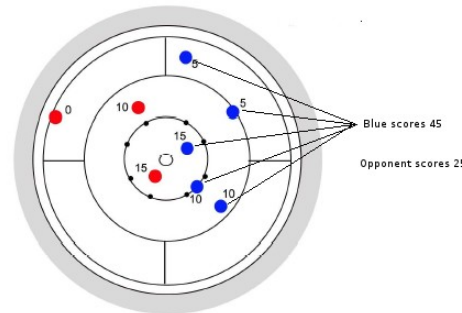
Any disc that leaves the playing surface and bounces back onto the board is considered out of play. Remove it from play. Discs it touched are, however, left where they end up. Do not attempt to move them back to their original positions. If 20s occur during this event, consider it bad luck and a travesty if your opponent got the 20, good fortune (well deserved at that) if it is your 20. The shooter should be given a stern reprimand and a scowl and be reminded that this is a game of finesse and precision and not one of power.

Players MUST REMAIN SEATED while shooting. They may not get up and move to improve their position. They may lean as grotesquely as possible (this is called the "one cheek rule"). Opponents sit opposite each other. If playing doubles team play, partners sit opposite each other.

Scoring

Scoring is done after each round of 24 discs have been shot. Scoring is done according to these guidelines:

#1. A player receives 20 points for each shot that landed in the 20-hole during play.



#2. A disk is considered in a scoring ring if it is completely within that ring. If a disk, for

example, is mostly in the 15 ring but is touching the 10 ring line, it is counted as a 10. If a disk is touching a line, it will always score the lower value.

#3. Each player or team adds up his or her points at the end of the round. The player or team with the higher number of points scores based on the game variation that is being played.

Game variations

Stroke Play: At the end of each round, the players add up their points and the player with the higher score receives the differential. For example, if Blue has 45 points (including 20s removed during play) and Red has 25, Blue gets 20 points and Red gets none. Players alternate who starts each round and play proceeds through as many rounds as necessary until one player has 100 points.

In Stroke Doubles Team play, partners sit across from each other and shooting rotates in a clockwise fashion (unless in the Southern Hemisphere). The start of each round should rotate to the next person also. Scoring is the same as head to head stroke play.

Match Play: In match play, at the end of each round, the players tally up their points (including 20s). The player with the greater number of points receives two points and his lesser, humbled opponent receives zero points. In case of a tie in a round, each gets one point.

In match play only four rounds are played, so the worst/best final score would be 8-0 (assuming one player or team won each of the four rounds). In a case of a tie after four rounds, play additional sudden death rounds until someone wins.

Match play makes a very good tournament style. Each person will end up shooting the starting shot once and having the final shot once during the match.