

# Crockinole

Rules and Care Instructions

## THE OBJECT OF THE GAME

A complete Crokinole game is played until a winning player or team scores 100 points. Players take turns “shooting” discs from the edge of the playing surface towards the center. After each round, the discs are scored and cleared, and subsequent rounds are played until a winning total is achieved. The game is normally played by 2 or 4 players, but there is also a variant for 3 players.

## THE BOARD

A standard Crokinole board consists of a 26-inch diameter playing surface encircled by a 2-inch **Ditch**. The playing surface is divided into four equal **Quadrants** defined by **Quadrant Lines**. Each **Quadrant** marks the shooting area for one player.

The board is also divided into four rings and a **Center Hole**. The **Center Hole** is worth 20 points. The **Inner Ring**, surrounding the **Center Hole**, is enclosed by 8 Posts, and is worth 15 points. The **Middle Ring** is worth 10 points, and the **Outer Ring** is worth 5 points. The small area located between the **Shooting Line** and the edge of the playing surface is worth 0 points.

**Center Hole** (20 points)

**Inner Ring** (15 points)

**Middle Ring** (10 points)

**Outer Ring** (5 points)

Area between **Shooting Line** and edge of playing surface (0 points)

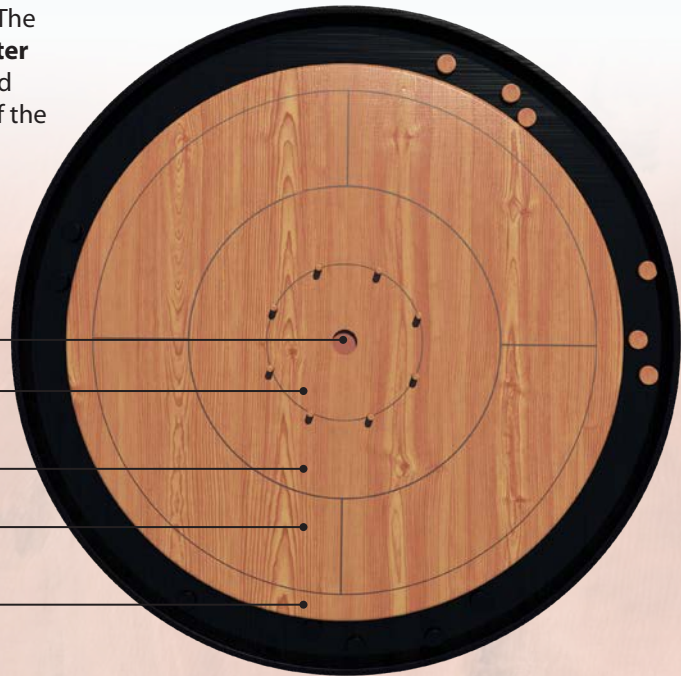
## SET UP

In a two-player game, players will sit across from each other. In a four-player game, partners will be determined for the entirety of the game, and will sit across from each other. Each player or partnership will use 12 discs of a unique color.

At the start of each round, all discs will be placed in easy reach of their players, outside the perimeter of the board.

The “First Player” is determined randomly at the start of the game, and will rotate clockwise at the start of each subsequent round. Players will take turns shooting discs, rotating clockwise, until all discs are used.

At the end of each round, the board is scored, recorded, and cleared - ready for the next round (if necessary).



## HOW TO SHOOT

The shooting player places a single disc in a flat, stationary position, touching or behind the **Shooting Line** of their **Quadrant**. The disc may be placed on a **Quadrant Line**, but no more than halfway over. Before shooting, wait until all motion of the discs from the previous turn has ceased.

During the shot, only the shooting player's shooting hand, wrist, and forearm may touch the board. No other player may touch the board or table, and no others discs may be placed on the board.

The disc is shot by bracing the end of the middle or index finger against the thumb, and flicking it against the disc to drive it across the playing surface. Once a disc leaves the finger, the shot has taken place.

Players should decide before any game how strict they would like to be regarding shooting position. The rules could be very loose (players can stand or sit as they see fit), or very tight (mandating that players must remain seated with at least one posterior "cheek" in contact with their chair).

### Resolving a Shot

After each shot of a disc, players must determine whether or not the shot was **Valid**, according to the following criteria:

1. If the board contains NO opposing discs, a shot is considered **Valid** if it is touching or within the **Inner Ring** (this includes the **Center Hole**).
2. If the board contains ANY opposing discs, a shot is considered **Valid** if ANY opposing discs are moved or newly touched during the course of the shot. The disc that is shot does not need to be the one that actually touches an opposing disc - it can cause a chain reaction.

If the shot is NOT **Valid**, the disc that was shot, along with any other discs that were touched

during the shot, are removed from the board and placed in the **Ditch**.

Any disc that lands full in the **Center Hole** is immediately removed from the board and placed in a designated area to be added to the owner's total during scoring. An opponent's disc that lands in the **Center Hole** as a result of a shot does in fact count for the opponent.

If a disc leaves the playing surface, it is considered out of bounds (not valid) and placed in the **Ditch**. Should a disc ricochet back onto the playing surface, disturbing other discs, the offending disc is removed from play (into the **Ditch**), but the altered position of any other discs will remain, including any disc that ended up in the **Center Hole**.

At the end of the shot, any discs which are touching or outside of the Outer Ring will ALSO be removed from the board and placed in the Ditch.

## SCORING

After all discs have been shot by all players, the round will be scored. Players will add up the total of all remaining discs on the board and any discs that were placed aside from the **Center Hole**.

Any disc which is TOUCHING a ring is considered to be worth the amount of points from the next ring section.

<b>Center Hole disc</b> (which has been removed and placed aside)	20 points
Disc which is wholly inside the <b>Inner Ring</b> (and not touching it)	15 points
Disc which is wholly inside the <b>Middle Ring</b> (and not touching it)	10 points
Disc which is wholly inside the <b>Outer Ring</b> (and not touching it)	5 points

The LOWER total is subtracted from the HIGHER total. The player or team with the HIGHER total will add the difference to their overall game score. The player or team with the LOWER total scores 0 for that round.

If the score of 100 is achieved, the game is over. If not, the discs are collected and reset for the next round.

(Note: It is common practice to remove discs which are being scored identically from the board in order to simplify the board. For example, if both sides scored two **Center Hole** discs, there is no need to score them. Likewise with any discs in the same ring section of the board.)

## ADDITIONAL INFORMATION

### Three Player Games

There are two ways to play with three players:

1. Play two vs. one. Two players divide one set of discs, 6 each, and play as partners on opposite **Quadrants**. The third player receives 12 discs, shooting one disc every other turn, always shooting from a single **Quadrant**. Score the same as a two or four-player/team game.
2. Use a third set of 12 discs. Score as follows: The player with the highest score gets 2 points, while the second highest gets 1 point, and the third player receives 0 points. If two players tie for first, they each receive 1 point while the third player receives 0 points. Should the second highest score be a tie, both players receive 0 points. Play to 8 points.

### Tournament Rules

There are three basic formats which can apply to Tournaments, as follows:

1. Two-player games where every player is a single entity trying to win games.
2. Four-player games where teams of two players register and play the entire tournament together.
3. Four-player games where every player is a single entity trying to score the highest number of points. In this format, all players are randomly assigned partners for each tournament game.

The scoring used in tournaments is the same as shown above in the normal rules. However, Tournament organizers might decide to use simplified GAME scoring in order to shorten the length of games. For example, instead of using 100 points as a goal for a given game, players might get 2 points for winning a round and 1 point for tying, playing only until a player or team scores 8 points, or most points at the end of 4 rounds.

In order to break ties in the case of the latter scoring system, there is a standard set of rules which can be applied.

1. All tied contestants will take 8 shots (4 each for doubles).
2. Discs landing in the **Center Hole** score 1 point.
3. All other outcomes score 0 points.
4. Each disc is removed from the board after each shot.

Random seating should be applied to all Tournaments. There are three basic structures which can apply to Tournaments, as follows:

1. A round robin system, where all players play in preliminary rounds, and highest scorers advance to elimination rounds.
2. A double elimination system, where any player who loses twice is knocked out.
3. A single elimination system, where any player who loses is knocked out.

All Formats and Structures should be explained to all players both verbally and in writing before the start of the Tournament.

Only tournament organizers will apply quality granular shuffleboard wax. Wax will be placed in the **Ditch** area so that players can rub their disc in the wax prior to shooting, if they so desire. Contestants are not allowed to apply lubricants of any type to the board.

Contestants are not allowed to be coached by anyone while a match is in progress. If coaching occurs, the offending party will be warned. If they persist, the contestant receiving the coaching may be disqualified. (Doubles players are allowed to talk to their partner during the game). Game time limits, as decided by tournament organizers, must still be observed.

Careless or deliberate contravention of the rules may result in the forfeiture of a round or a game, and possible disqualification from the tournament. If any unusual situation not covered in these rules occurs, a person designated by the tournament organizer(s) will make a ruling after reviewing it with players involved. In all cases the decision of the tournament officials will be final.

Strict timing for the games must be observed. A buzzer or other audio cue will be used to begin

and end play. If some discs have not been shot when the ending buzzer sounds, they will remain unplayed. However, if a player or team has had one fewer shot, they will be allowed to take one last shot after the buzzer sounds to even out number of shots taken. The round will be scored with the discs on the board at that time.

## THE HISTORY

*From [www.crokinole.com](http://www.crokinole.com)*

The earliest known Crokinole board was made in 1876 in Perth County, Ontario, Canada. Canadian written sources detail the game from the mid-1860's. Several years after that time, a registered American patent suggests 1880 as the year when commercial fabrication began, first in New York.

The games that no doubt contributed to the development of Crokinole seem to be the 16th century British games of Shovelboard, from which modern-day Shuffleboard descends; the 17th century pub game Shove Ha'penny; and the Victorian parlor game of Squails that appeared in England during the second quarter of the 19th century. In addition, Burmese or East Indian Carrom (developed during the 1820s) seems a logical ancestor of Crokinole due to the similar shooting technique involved. A German game known as 'Knipps-brat' (various spellings in high and low Germanic dialect exist) may have had similar features, but game historians agree the aforementioned British and Asian predecessors seem the most likely links to modern-day Crokinole.

For more detailed information, please consult **The Crokinole Book** by Wayne Kelly (a.k.a. Mr. Crokinole) as well as the full [www.crokinole.com](http://www.crokinole.com) website.



**MAYDAY GAMES**

© 2024 Mayday Games, Inc.  
All rights reserved.  
[www.maydaygames.com](http://www.maydaygames.com)

**Publisher:** Mayday Games, Inc  
**Producer:** Seth Hiatt

**Written by:** Vincent Salzillo and Kenny Montaña

**Graphic Design:** Orlando Ramirez, Allison Litchfield, and Jason Boles

**Marketing:** Brigit Adams

**Playtesters:** Abby, Chase and Porter