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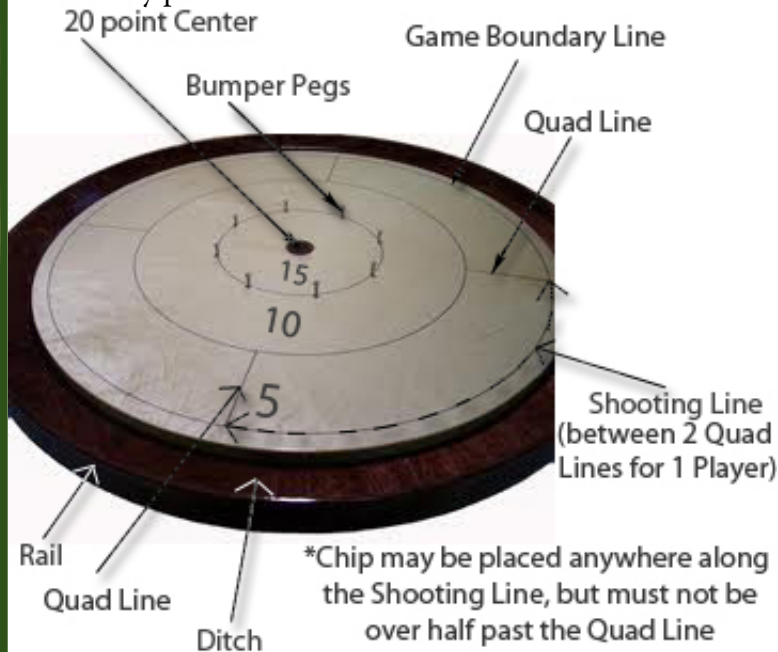
Thank you !

### Object of the Game of Crokinole:

The main object in the game of crokinole is to gain as many points as possible by the end of each round. This is accomplished by having discs (Playing Chips) in the highest scoring circles(20, 15, 10, and 5) for the most points by the end of each round. The ultimate goal is to sink as many shots as you can in the center hole for 20 points, as these 20 point shots are taken off the board and set aside. The only way these points can be taken away during the round is if the opponent also sinks a playing chip into the center hole for 20 points, which then cancels both player's center shots. Games are usually played out to 100 points, but can be decided to be more or less before the game starts. Some games are only played to 50 or 60 points for shorter games. At the end of each round when both players have shot all 12 playing chips, points are calculated by cancelling off each player's chips that remain on the board within the same scoring circles. The player who still has chips within the scoring circles after the opponent's chips have cancelled off all points within the same circles, then adds up points by counting his or her chips remaining on the board.

Example, **Player 1** has 1 chip set aside (20 point shot), 1 chip in the 15 point circle(15 points), and 1 chip in the 10 point circle(10 points) totalling 45 points. **Player 2** has 1 black chip in the 15 circle(15 points), 1 black chip in the 10 circle(10 points), and 1 black chips in the 5 circle(5 points) totalling 30 points. In this scenario, Player 1 has accumulated 15 points at the end of the round, as Player 2's 30 points cancel out 30 of Player 1's points leaving Player 1 with 15 points. Playing chips are gathered and another round begins until one player reaches 100 points or the decided point limit.

Example 2, **Player 1** has 1 chip set aside (20 point shot), and 2 chips in the 15 point circle(30 points), 1 chip in the 10 point circle(10 points), and 1 chip in the 5 point circle(5 points) totalling to 65 points. **Player 2** has 2 black chips in the 15 circle(30 points), 3 black chips in the 10 circle(30 points), and 1 black chip in the 5 circle(5 points) totalling 65 points. In this scenario, both players points cancel out the others and they both have not scored any points in this round.



### Shooting Technique Tip

Hold your middle or index finger back with your thumb, with the nail of your finger slightly behind your playing chip, aim (imagine a straight line to where you want your chip to go), and let go of your finger, flicking your chip to your desired location (either knocking an opponent's chip out of a high scoring circle, or sinking a center if there's none of your opponents chips on the board).

\* If you're opponent has any chips still in play on the playing surface, then you must knock them out of play before you are able to shoot for a center 20 point-shot.

## Rules of Crokinole Game Play

- If a game is between 4 players, then each player will have 6 chips (of the same colour) to shoot, and teammates will sit across from one another. In 2 player games, opponents sit across from each other, and each player has 12 chips of the same color to shoot.
- Game play continues in a clockwise motion, so the player to the left always shoots next
- If your opponent has any chips in play on the playing surface, then you must knock them out of play and into the ditch before attempting to score a 20 point center shot
- If a chip is touching any one of the scoring circle lines, then this chip always counts towards the lower scoring area, or if a chip is touching the lower circle line in the 5 point scoring area (Game Boundary Line), then this chip is considered out of play, and will be moved into the ditch.
- To decide who shoots first, 1 chip of each color in your palm, cover with your other palm, and shake. Separate your hands close fist (each one hiding a chip), and let your opponent choose a hand. If she chooses the same color as she is playing, then she can choose whether to shoot first for a center, or to have the last shot in the round (whichever is more important for her style of play).
- The crokinole board as well as the seats of each player cannot be moved once the game has commenced.
- Playing chips, fingers and hands of all players must not touch the playing surface on the board unless it is one's turn to shoot.
- To begin, you will place your chip anywhere on the Shooting Line between 2 Quad Lines (see diagram on Page 1). The chip must be touching the shooting line.
- Players will only shoot on their own Shooting Lines between 2 Quad Lines. If a player chooses to shoot at the Quad Line, then the playing-chip must not be over halfway past the Quad Line. Eg. The limit here is the chip can be centered on the Quad Line but no further.
- The player who shoots first will try to sink a 20 point center shot. If he or she completely sinks a center, then the 20 point chip is set aside to be counted at the end of the round. If the shot is half in the center, and half out, then it stays where it is, and the opponent can knock it out, but be careful, if it's knocked fully in the center hole then it counts as 20 points for the original shooter. If the first shot misses the center but is still on the playing surface, the next shooter must try to knock the opposing chip into the ditch. If the second shooter misses the first chip (doesn't touch the opponent's chip at all), then the second shooter's chip must be put into the ditch.
- Combo shots are allowed, as well as bounce shots (off the Bumper Pegs), although an opposing chip must be touched. If an opposing chip is not hit, then all of the shooter's chips that were moved by the shot will go into the ditch.
- After all chips have been played, then points are counted, chips returned, and a new round begins with a new player shooting first, usually the player to the left of the player who began the round before.

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