



# THE ORIGINAL WORKSHOP

## Crokinole — Rules & Instructions (Printable)

### Scoring Quick Look

Zone	Points	Notes
Center Cup	20	Remove immediately to tray
Inner Ring	15	Inside pegs (not in cup)
Middle Ring	10	
Outer Ring	5	
Line Rule	—	Touching a line scores the lower ring

### Components & Setup

- Board: circular surface with concentric scoring rings (5, 10, 15) and a center cup worth 20 points. Pegs (posts) surround the 15 ring; discs that leave the surface fall into the gutter and do not score.
- Discs: two colors. Singles = 12 discs per player. Doubles = 12 discs per team (partners share and sit opposite).
- Shooting line: each quadrant has a baseline. Your shooting disc must start on or behind this line in your own quadrant.
- Choose format: singles (2 players) or doubles (4 players, partners opposite). Choose colors and who shoots first.

### Objective

- Outscore your opponent each round by sinking 20s and leaving discs in higher-value rings.
- After all discs are played, remove 20s and total ring points. The side with the higher total scores the point DIFFERENCE for the round.
- Play to a target (e.g., 100 or 120 points) or a fixed number of ends by agreement.



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## Turn Structure

- Players alternate single-disc shots. In doubles, turns proceed by seat order (A1, B1, A2, B2, ...).
- Setup: place your disc on or behind your quadrant's line. Only the flick may propel the disc—no pushing or sliding it forward before release.

## Legal Shot Requirement (Mandatory Contact)

- If the opponent has any disc on the board at the start of your turn, your shot **MUST** make contact with at least one opposing disc.
- If the board is clear of opponent discs, you may shoot freely (for a 20 or into a scoring ring).

## 20s (Center Cup)

- A disc that drops cleanly into the center cup scores 20 immediately and is removed from the board to your 20s tray.
- 20s are safe and cannot be knocked out.

## Fouls & Removal

- Failure to make legal contact when required is a foul.
- Illegal start (disc not on/behind your shooting line; moving the disc or crossing into play area during setup) is a foul.
- If your shot is a foul or your shooter leaves the board, **REMOVE** your shooter and any of **YOUR OWN** discs it contacted during that shot. Opponent discs remain (unless house rules state otherwise).

## Scoring at End of Round

- After both sides have played all 12 discs: remove and count 20s separately.
- Ring values: Inner = 15, Middle = 10, Outer = 5.
- Line rule: A disc must be completely inside a higher ring to score it. If it touches a line, score the LOWER-value ring.
- The side with the higher total scores the **DIFFERENCE** as round points.

## Example Round Tally

- You: two 20s (40) + three inner (45) + one middle (10) = 95.
- Opponent: one 20 (20) + two inner (30) + two middle (20) + one outer (5) = 75.
- Round score: You lead 95–75 → you earn 20 points for the round.



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## **Doubles: Key Points**

- Partners sit opposite and alternate turns by seat.
- Either partner may suggest shots between turns if your group allows table talk; agree on etiquette before playing.
- If using time controls, apply them equally to both teams.

## **Step-by-Step How to Play (One End)**

- 1) Decide format, colors, first shooter, and win condition (points or number of ends).
- 2) Each side takes 12 discs (singles) or 12 per team (doubles).
- 3) First player shoots from their quadrant's line.
- 4) On each turn, check: must you contact an opponent disc? If yes, plan a legal contact; if no, you may shoot freely.
- 5) Set the disc on/behind the shooting line. Anchor your non-shooting hand; flick with one finger only.
- 6) If you sink a 20, remove it to your tray immediately.
- 7) Resolve fouls if they occurred (remove your shooter and any of your discs it contacted on that shot).
- 8) Alternate turns until all discs are played.
- 9) Remove 20s, score rings (15/10/5), apply the line rule, and compute the round's point difference.
- 10) Record the round points; start the next end. Continue until someone reaches the target score or all ends are complete.

## **Optional House Rules (Agree Before Play)**

- Target score (e.g., 100/120) or fixed number of ends.
- Shot clock (e.g., 20 seconds per shot) for brisk play.
- Measurement protocol for close calls (both players inspect before deciding).