

# CARROM GAMEBOARD OFFICIAL RULE BOOK

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## PLAY SUGGESTIONS

Games of Carrom and Crokinole are described in the rules as being played by finger snapping the rings. However, all such games can be played with cue sticks as well. Two cue sticks are included as part of the playing equipment

## CARROMS

This game is played on the checker side of the game board.

Equipment: 12 red rings, 12 green rings, 1 black ring, 2 white Shooting Rings.

Object of the Game: To hit into any pocket, by means of your Shooting Ring, all of the rings of your selected color and the "wild" black ring. Total of 30 points wins the game. Each ring counts 1 point except the black which counts 5.

The Game: Mix 12 red and green rings in the center of the board and place the black ring in the center of the group. A coin flip determines who is to go first. The first player places his white Shooting Ring on the shooting line (the straight lines running from pocket to pocket) and finger-snaps the shooter into the group of rings. If any one or more of his colored rings is pocketed, he continues to shoot. Failure to pocket any of his rings allows his opponent the opportunity to shoot and pocket the rings of his selection. Each player shoots every shot from the shooting line and not from where the shooting ring lies after a shot.

If the white or Shooting ring should be pocketed, the shooter loses his turn whether he pocketed a colored ring or not. Any colored ring which may have been pocketed must be placed at the center of the board, and the shooter must forfeit on the board one ring previously pocketed. No forfeit of a ring is required if a player has none to offer. If a player has to forfeit a ring and has none but the black ring, he must forfeit the black ring but retains the 5 point count. If a Shooting Ring and the black ring are both pocketed, the black ring is centered on the board, and no additional ring is forfeited.

A player pocketing an opponent's ring as well as his own continues to shoot. He loses his turn, however, if he only pockets an opponent's ring. Opponent's rings when pocketed are not replaced on the board but are credited to the opponent.

A player whose Shooting Ring jumps the board loses his turn, forfeits a ring, and any ring pocketed is placed on the board. A colored ring jumping off the board is replaced as close to the center of the board as possible.

An "inning" shall be concluded when the black ring has been pocketed by any player, and when all of the colored rings of one player have been pocketed.

SCORE: Each player scores one point for each of his colored rings pocketed. Player pocketing the black ring scores 5 points. Player who pockets all of his rings, thereby concluding the inning, scores one point for each opponent's rings remaining on the board. Total of 30 points or any other agreed upon score determines the winner.

A Shooting Ring is considered played if the player's finger hits and moves it to the slightest degree.

### **SCOTTVILLE CARROMS**

This game is played like Carroms with the following exceptions:

1. A coin flip determines who is to shoot first with the winner of the coin flip given the choice whether to break or not.
2. Object Carrom rings (red, green, or black) cannot be directly shot at unless halfway over the shooting player's line. Shots cannot be made directly in the player's own pockets (the pockets behind his line). Only bank shots are allowed.
3. At the start of each turn, you may have your opponent place a ring of your color, providing it is at least halfway behind your line, in the center of the table; or, if the center is occupied by another ring, as close to the center as possible so long as the other rings are not moved. You may have the black ring moved to the center if it is halfway behind your line after you have pocketed all of your rings. The black ring may be moved only at the start of your turn.
4. Combination shots using the opponent's ring are allowed as long as the white ring hits a ring of your color first. Combination shots hitting your opponents ring first are allowed but your turn ends. The black ring is neutral and can be used in combinations.
5. The black ring must be the last ring pocketed after pocketing all rings of your color. However, you must pocket the black ring in the pocket you declare before shooting it. Failure to do so represents a scratch shot. If the black ring is made out of sequence, pocketed in the wrong pocket, or a player scratches while shooting at it, the black Carrom ring is placed as near the center of the table as possible and all rings previously made of your color are bunched around the black ring (opponent's rings should never be moved or disturbed). The rings are placed in the center by the player who made the error.
6. The player pocketing all of his rings and the black ring wins the game.

### **TRAVELLING CARROMS**

Played on the checker board side of the game board.

Equipment: Same as for Carroms except only one Shooting Ring.

Object of the Game: Same as Carroms except:

1. Only one Shooting Ring is used by both players.
2. Each player shoots the Shooting Ring from wherever it rests after his opponent has lost his turn.
3. A Shooting Ring which is pocketed or jumps off the board is set into play by his opponent anywhere on the shooting line.

A player shooting from the shooting line cannot shoot directly at any of his rings that are on the same side of the board if the rings are on or outside his shooting line.

4. A player forfeits a ring each time he fails to hit either his own or his opponent's rings.

SCORE: Same as Carroms.

### **CALL CARROMS**

Played on the checker board side of the game board.

Equipment: Same as Carroms.

Object of the Game: Same as Carroms.

The Game: Same as Carroms except:

The player must call his shot . . . indicating the ring as well as the pocket he will be shooting for. A player's ring uncalled but pocketed is placed near the center of the board, unless it should be pocketed at the same time as a called ring is scored.

### **ROTATION CUE POCKET**

Played on the checker side of the board.

Equipment: 15 rings of any color, paper numbered disks, one white Shooting Ring.

Object of the Game: To score more points than your opponent by pocketing numbered rings in rotation, beginning with ring number 1.

The Game: Number any 15 rings by inserting in them the numbered paper disks. Lineup the rings in a triangle. The first player shoots at the No. 1 ring from any position on the shooting line. Any ring pocketed is good providing the lowest numbered ring on the board is first hit by the Shooting Ring. A ring pocketed without a player first hitting the low numbered ring is respotted, centered on the straight line and the shooter loses his turn. Each player must shoot the Shooting Ring from wherever it lies after his opponent has missed.

Each player must shoot for the lowest numbered ring on the board, and continues shooting whenever he pockets the lowest numbered ring or some other ring scored as a result of a hit of the lowest numbered ring.

A shooter loses his turn when:

1. He fails to first hit the lowest numbered ring.
2. He fails to pocket a ring.
3. His Shooting Ring is shot off the board.
4. His Shooting Ring goes into a pocket.

The player shooting after his opponent has allowed the Shooting Ring to go off the board or into a pocket, shoots at the lowest numbered ring from any point on the game starting line.

A ring going off the board is spotted, centered on the straight line.

Any ring pocketed at the time a Shooting Ring goes into a pocket is spotted, centered on the straight line.

SCORE: As a player pockets a ring, he should remove it. At the end of the game, after all the rings have been pocketed, each player totals his ring score and the player with the highest total is the winner.

### **WILD RING POOL**

Played on the checker side of the board.

Equipment: 21 rings of any color, one white Shooting Ring.

Object of the Game: To pocket the most rings of any color, shooting at any ring from where the Shooter Ring rests.

The Game: Place 21 rings of any color in the center of the board. The first player shoots the Shooting Ring from any point on the shooting line. Any ring pocketed is a score for the shooter. Failure to pocket a ring gives the next player the opportunity to shoot at any ring from where the Shooting Ring lies.

If the Shooting Ring should be pocketed or goes off the board, the shooter loses his turn and he forfeits a ring, if he has previously scored any, by placing it in the center of the board. Any ring pocketed when a Shooting Ring goes into a pocket is also placed in the center of the board. Play, after a Shooting Ring is pocketed or goes off the board, is always resumed by the next player at the shooting line.

SCORE: One for each ring pocketed. Total score wins.

### **SHOOTER IS WILD**

Played on the checker side of the board.

Equipment: 12 green and 12 red, 1 white ring.

Object of the Game: To pocket the most rings by using any ring as the Shooting Ring.

The Game: The game consists of two rounds, with a round being over when all the rings on the board have been pocketed. The first player is selected by flipping a coin.

All the red and green rings are centered on the table except a white Shooting Ring. The first player shoots at the rings with the white ring, and if he pockets a ring he continues to shoot using any ring as a shooter. When he misses, it is an opponent's turn to play.

After all the rings are pocketed, the round is played. The player finishing the first round begins the second round.

If a Shooting Ring is pocketed, the shooter loses his turn and forfeits a ring on the center of the board.

SCORE: One for each ring. Highest score at the end of two rounds is the winner.

### **GAME OF FORTY-SIX**

Played on the checker side of the board.

Equipment: 15 rings, 1 white Shooting Ring.

Object of the Game: To score an exact total of 46 points by pocketing rings in the numbered pockets. The score for each ring pocketed is based on the number of the pocket (a ring pocketed in pocket No. 1 scores 1 point, in pocket No. 2, 2 points, etc.)

The Game: Place 15 rings in the center of the board. The first player shoots the white Shooting Ring from the base line and tries to pocket the playing rings. The score for a pocketed ring is based on the number of the pocket. If a ring is pocketed the player continues to shoot. When a player misses, the next player shoots the white Shooting Ring from where it lies.

If the white Shooting ring is pocketed the shooter forfeits his turn and any playing ring pocketed is placed back on the board.

SCORE: The first player who scores 46 and exactly 46 points is the winner. If a score in excess of 46 is made, the last ring scored becomes a "no count" and the next player takes his turn.

### **MIXER**

Played on the checker side of the board.

Equipment: All the rings, 15 of which use the numbered paper disks.

Object of the Game: To score the highest number of points playing with all the rings, only 15 of which use the numbered disks. The black ring counts 25.

The Game: The same as Carroms except:

The numbered rings as well as the balance of unnumbered rings together with the black ring are centered on the board.

When a Shooting Ring goes into a pocket the player must forfeit the highest numbered ring in his possession. The black ring is never forfeited.

SCORE: Each ring as numbered; unnumbered rings one, black ring 25. Highest score wins the game.

### **SPOT SHOTS**

Equipment: Same as Carroms.

Object of the Game: To hit into any pocket, by means of your Shooting Ring, all of the rings of your selected color and the "wild" black ring. Shooting must start at Position No. 1 and if a ring is pocketed the next shot is taken from Position No. 2. With each successful shot the player advances to the next higher numbered spot for his next shot.

The Game: In all respects other than the rotation of the spot for shooting after each successful shot, the game is played exactly as Carroms.

### **SINGLE RINGS**

Played on the checker side of the board.

Equipment: 12 green rings, 12 red rings, 2 white Shooting Rings.

Object of the Game: To pocket each ring that you place in the center of the board by shooting at it from any numbered position spot. Pocket must be called for score to count.

The Game: Each player starts with 12 rings of one color and a Shooting Ring. The first player places one of his rings in the center of the board and attempts to pocket it with his Shooting Ring which is shot from any numbered position spot (1, 2, etc.). If he pockets the ring he keeps it, if he fails, he forfeits it to his opponent. Each player has one shot and passes his turn whether the ring is pocketed or not.

The game ends when one player has all the rings.

### **SINGLE RINGS VARIATION**

Played on the checker side of the board.

Equipment: Same as Single Rings.

Object of the Game: Same as Single Rings except that a player who pockets a ring continues to shoot until he misses.

### **FOUR TRIES**

Played on the checker side of the board.

Equipment: 12 red rings, 12 green rings, 2 white Shooting Rings.

Object of the Game: To score more rings than your opponent, each player having four successive plays.

The Game: Same as Carroms except a player has four successive plays. A play is counted only when a player misses a shot, not when rings are pocketed.

SCORE: Player with the highest number of rings pocketed after four successive plays is the winner.

### **BANK THEM ALL** **(For the Experts)**

Played on the checker side of the board.

Equipment: 15 rings with numbered paper disks, 2 white Shooting Rings.

Object of the Game: To score the highest number of points by banking every shot at the numbered disks.

The Game: Center the numbered disk rings on the board. Each player takes every shot from the Shooting line but must bank his Shooting Ring, that is, his Shooting Ring must hit the rim board before hitting a ring.

There are no forfeits for pocketing the Shooting Ring or going off the board.

SCORE: Player with highest total based on a total of the numbered rings scored is the winner.

### **BILLIARDETTE**

Played on the checker side of the board.

Equipment: 4 green rings, 1 white Shooting Ring.

Object of the Game: To score a billiard by hitting two or more playing rings with your Shooting Ring. Total score of 30 points wins.

The Game: Four green rings are placed in the center of the board approximately six inches apart to form a square. The first player shoots a white Shooting Ring from any point on the base line in an attempt to strike two rings and thus score a billiard point. If the Shooting Ring strikes more than two rings a point is added for each additional ring struck.

When a billiard shot is made the player continues to shoot. When a player misses, his opponent shoots from where the Shooting Ring lies.

If a ring is pocketed it is placed at the center of the board.

If the Shooting Ring is pocketed, the player loses his turn and forfeits one of the points. No forfeit of a point occurs if the Shooting Ring is pocketed on a billiard shot, but the player does lose his turn.

SCORE: The player who first scores 30 points is the winner.

### **EASY BILLIARDETTE**

Played on the checker side of the board.

Equipment: 5 green rings, 1 white Shooting Ring.

Object of the Game: Same as Billiardette.

The Game: Same as Billiardette except 5 rings are placed in the center of the board to form a square with a ring in the center.

### **ALL IN ONE**

Played on the checker side of the board.

Equipment: 10 rings of one color, 1 white Shooting Ring.

Object of the Game: To score all of the 10 rings set up in front of a pocket in that pocket with 5 shots.

The Game: Set up a triangle of 10 rings of one color directly in front of a pocket. Line up the rings 4, 3, 2, 1 with the base of the triangle closest to the pocket, and without the rings touching each other.

The players shoot from the numbered spot diagonally opposite the rings, and each player has five shots per turn. One point is earned for each ring pocketed.

If the Shooting Ring is pocketed, any rings pocketed by the shot are set up in front of the pocket and a shot is counted.

SCORE: When both players have had a turn, an inning is counted. The player with the highest score at the end of three innings wins the game.

### **PURSUIT**

Played on the checker side of the board.

Equipment: 3 green rings, 3 red rings, 1 white shooting Ring.

Object of the Game: To pocket three rings placed on the backgammon (triangle) spots, the player being required to call the ring he expects to pocket and to continue to shoot at no other ring until the called ring is pocketed.

The Game: Each player places three rings of a color on alternating tips of the backgammon (triangle) spots on the side opposite from where he is playing. One Shooting ring is used and the first player shoots from any point on his base line at one ring which he selects to pocket. A player must continue play on the selected ring before he can play another ring. He continues to shoot from his base line until he pockets the selected ring or he misses. A missed shot permits the opposing player to shoot at one of his colored rings which he selects to pocket.

The player who first pockets his three rings is the winner.

If the Shooting Ring is pocketed the player loses his turn.

If a ring other than the selected ring is pocketed, it is placed on a backgammon spot. Rings moved from their spots during play remain where they lie.

### **SIXTY-SIX**

Played on the checker side of the board.

Equipment: 24 red and green rings, 1 White Shooting Ring.

Object of the Game: To pocket any ring in any pocket to accumulate a score of 66. The score for a ring pocketed is in accordance with the number of that pocket, 1, 2, 3, or 4.

The Game: Bunch all of the green and red rings (24) in the center of the game board. Placing a Shooting Ring at any point on the base line, a player shoots to pocket any ring in any of the pockets. A ring pocketed is scored in accordance with the number of that pocket. A player continues to shoot from where the Shooting Ring lies after any score. He loses his turn when he fails to pocket a ring, when he pockets his Shooting Ring, or when any ring is shot off the board.

When a player loses his turn he totals his score and all pocketed rings are centered on the board without disturbing those still in play. The next player then shoots from the base line on his side of the board.

If a Shooting Ring is pocketed, the player loses his turn and forfeits any ring scored on the shot. If no ring is scored on the shot, the player forfeits points in accordance with the number of the pocket.

### **PENALTY**

Played on the checker side of the board.

Equipment: 12 green and 12 red rings, 2 white Shooting Rings.

Object of the Game: To score more points than your opponent by pocketing any ring for one point scores, and your opponent's ring for two point score. Total score after all rings are pocketed wins.

The Game: Place all red and green rings in the center of the board. The first player shoots his Shooting Ring from the base line in an attempt to score any ring in any pocket. When a ring is pocketed it is removed and placed in the shooter's winnings pile. He continues to shoot from where the Shooting Ring lies.

When a player misses, his Shooting Ring must stay in play on the board where it lies. The next player has the opportunity to pocket his opponent's Shooting Ring and, if successful, collects two rings from the opponent's winnings pile. The opponent pays off only if he has rings which he has pocketed.

The game ends when all the rings are pocketed. The player with the most points wins.

A player loses his turn when he fails to pocket a ring, when a ring is shot or hit off the board, and when the Shooting Ring is self pocketed. A pocketed Shooting Ring is placed in the center of the board.

### **BILLIARDS**

Played on the checker side of the board.

Equipment: One green ring, one red ring, one white Shooting Ring.

Object of the Game: Using two playing rings and the Shooting Ring, a player tries to score by having his shooter hit both playing rings in one shot. A total of 30 points wins.

The Game: To start the game place the Shooting Ring on pocket spot No. 1 and a red playing ring directly opposite on pocket spot No. 3. Place a green playing ring on the base line midway between pocket spots 3 and 4. The player then shoots at one of the rings and attempts to carrom the Shooting Ring so that it hits both playing rings for a billiard score. If successful, the player continues shooting from any point on the base line.



When a player fails to score, his opponent places the Shooting Ring at any point on the base line and proceeds to shoot for a billiard.

Any playing ring pocketed during a billiard score counts an additional point. If both playing rings should be pocketed during a billiard shot, two additional points are counted.

Should the Shooting Ring be pocketed or shot off the board the player loses his turn.

Playing rings when pocketed should be placed in the center of the board. If both playing rings are pocketed, one should be placed in the center and the other on the base line at any point midway between any two pockets.

### **FOUR RING BILLIARD**

Same as Billiard except made simpler to score by adding an additional playing ring which is placed in the center of the board to start the game.

### **WILD BILLIARD**

Same game as Billiard except that any ring can be selected by the player to be the Shooting Ring after each shot.

### **OPTION BILLIARD**

Played on the checker side of the board.

Equipment: 4 green rings, 2 white Shooting Rings.

Object of the Game: Using 4 green rings, and a Shooting Ring for each player, the object of the game is to score a total of 25 points either by direct pocketing of a green ring or making a billiard shot - hitting two or more rings with the Shooting Ring.

The Game: Space the 4 green rings in the form of a square in the center of the board, with the rings spaced approximately six inches between each other.

The first player shoots his Shooting Ring from anywhere on the base line and attempts to score a billiard point by hitting two rings with his Shooting Ring, or a point by direct pocketing of any ring.

When the first player loses his turn, his Shooting Ring remains on the board. The next player then places his Shooting Ring anywhere on the base line and shoots for a billiard or to pocket a ring. He can shoot at his opponent's Shooting Ring either to pocket it, or for a billiard shot.

A playing ring when pocketed is placed in the center of the board for further play. An opponent's Shooting Ring when pocketed is out of play, and is put back into play by the opponent when the player loses his turn. The Shooting Ring is played from any point on the base line. A player who pockets his own Shooting Ring or causes a ring to go off the board forfeits any points scored with the shot and loses his turn.

### **LINE-UP**

Played on the checker side of the board.

Equipment: 6 green rings, 1 white Shooting Ring.

Object of the Game: To pocket, one at a time, a line of six rings by shooting at the end rings of the line only at all times. Each ring scored counts one point. Total of 10 points wins.

The Game: Place six rings in a line at the center of the board. The first player shoots the Shooting Ring from the base line at either of the end rings in the column attempting to pocket the line of rings one at a time. When an end ring is knocked out of the line but not pocketed, and the line of rings not otherwise disturbed, the next player can shoot at the loose ring wherever it lies. Play on the loose ring is continued until pocketed.

If the line of rings should be knocked apart, either by shots directed at the end rings or at a loose ring when in play, the line is reformed and play starts over again.

The player shoots the Shooting Ring from wherever it lies, and when a ring is pocketed the shooting Ring is placed in play again from the base line.

### **DOUBLE LINE-UP**

Played on the checker side of the board.

Equipment: 6 red rings, 6 green rings, 1 white Shooting Ring.

Object of the Game: To pocket your column of six rings by bank shots only.

The Game: Player sitting at station between pockets 1 and 2 places six rings in a column, starting from a point on pocket spot No. 2 and headed toward pocket No. 3. The player at the opposite side of the board lines up his six rings in the same manner from the pocket No. 4 at his right.

The first player banks his Shooting Ring from the rim opposite him and tries to pocket the rings in his column. The Shooting Ring is picked up after each shot. When a ring is pocketed the player continues to shoot.

If a Shooting Ring is pocketed, the player loses his turn and places a ring in the column as a forfeit.

The player who first pockets his rings wins a round. The winner of two rounds wins the game.

### **SIX AT WAR**

Played on the checker side of the board.

Equipment: 6 green rings, 6 red rings, 2 white Shooting Rings.

Object of the Game: To pocket six of your rings before your opponent pockets his.

The Game: Each player places six rings of a color on the Backgammon tips on the side opposite his station. The first player shoots his Shooting Ring to pocket his rings in any pocket. If he pockets a ring, he continues shooting until he misses. The Shooting Ring is played from where it lies.

The second player uses his own Shooting Ring and plays to pocket his rings. If a Shooting ring goes into a pocket a ring is placed on the Backgammon tip and the player loses his turn.

SCORE: The player first pocketing all his rings wins a round. Winner of two rounds wins the game.

### **RING STACKS**

Played on the checker side of the board.

Equipment: 12 green and 12 red rings, 1 black ring, 2 white Shooting Rings.

Object of the Game: To shoot 4 green rings off a straight line without touching 3 red rings placed in

between the green.

The Game: Place 4 green and 3 red rings alternately and evenly spaced on the straight line running between the No. 1 and No. 2 pockets. From any point on the line 3 - 4, on the opposite side of the board, a player shoots the Shooting Ring in an attempt to move the green rings off the line without touching or moving the red rings. Each shot is made from the base or shooting line. A player loses his turn when he hits or disturbs a red ring or fails to move a green. The line of rings is reset after each turn.

SCORE: The player moving the most green rings in 5 turns is the winner.

### **BLACK BANK**

Played on the checker side of the board.

Equipment: One black ring, 2 white Shooting Rings.

Object of the Game: To pocket the black ring from its center spot on the board by means of bank shots - shots which carrom off the rim boards.

The Game: Center the black ring on the board. The first player, shooting from the base line, banks his Shooting Ring off the rim board and tries to hit the black ring into a pocket. After three tries the player loses his turn.

A player may choose to start his second and third shot from where the Shooting Ring lies or from the base line. The black ring, if moved but not pocketed, remains in its position until the next player shoots, at which time it is again placed in the center.

SCORE: The black ring, if pocketed on the first shot of a turn, counts 10; if on the second shot, 5; if on the third shot, 3. For any hit of the black ring count one point. Game is 15 points.

### **BANK CARROMS**

Played on the checker side of the board.

Equipment: 12 red rings, 1 white Shooting Ring.

Object of the Game: To hit playing rings by means of bank shots (striking the rim board first) made from any of the numbered spot positions.

The Game: Place 12 rings of one color in the center of the board. The first player places the Shooting Ring on any of the number shot positions (1, 2, 3, 4) and attempts to hit the playing rings by carroming off the rim board. Any playing ring hit is counted as a score and kept by the player. Each play is from a numbered spot position.

A player loses his turn when he fails to bank-hit a playing ring.

If the Shooting Ring goes into a pocket, the player loses his turn and in addition forfeits two rings on the center of the board.

SCORE: The player with the most rings wins.

### **RED RINGS WILD**

Played on the checker side of the board.

Equipment: 4 green rings, 4 white rings, 7 red rings, 1 black Shooting Ring.

Object of the Game: Each player to pocket his playing rings, green or white rings as selected.

The Game: Place the 7 “wild” red rings in the center of the board and place the 4 green and 4 white playing rings around them. The first player places the black Shooting Ring on the base line and shoots it into the group of playing rings, trying to pocket a ring of his color. If he succeeds in pocketing one of his playing rings, he next tries to pocket a red ring. He continues to alternate, pocketing his playing ring and a red ring until all of his 4 rings are pocketed. When a player misses, his opponent shoots the same Shooting Ring from where it lies and shoots at rings of his color.

When a player resumes shooting after his opponent misses, he shoots at whatever type ring he last failed to pocket. That is, if he missed when shooting at a wild red ring, he resumes shooting at any wild red ring. If a player shooting at his own playing ring or a wild red ring fails to pocket that piece and pockets the other piece instead, the pocketed piece is placed in the center of the board and the player loses his shot.

If two playing rings or red rings are made on one shot, the player must pocket two of the other pieces on his subsequent shots.

SCORE: The player who first pockets all of his 4 playing rings wins the game.

### **SHUFFLE BOARD**

Played on the checker side of the board.

Equipment: 3 red rings, 3 green rings.

Object of the Game: To shoot your ring as close to the edge of the pocket as possible without pocketing it.

The Game: Each player starts off with three rings of a color. The first player shoots from the No. 1 spot diagonally toward the No. 3 pocket attempting to land his ring as close as possible to the edge of the pocket. The next player shoots from the No. 1 spot in the same manner, and can drive his opponent’s ring out of play into the pocket, or try to get close to the pocket’s edge.

When all three rings are played, the ring closest to the edge of the pocket scores 3, next closest 2, and third closest 1. If any ring is hanging over the rim of the pocket, it scores double.

SCORE: A score of 20 wins the game.

### **CROKINOLE**

Played on the Crokinole side of the board - opposite the checker side.

Equipment: 6 red rings, 6 green rings

Object of the Game: To score points by shooting your ring in the center hole on the board and in the circled areas surrounding the center hole. At the same time your object is to dislodge your opponent’s rings from any of the scoring areas.

The Game: Each player plays with 6 rings and plays only from one side of the board between any two pockets.

The first player places one of his rings on the outside circle line in his area of the board and tries to shoot it into the center hole. The next player takes his turn and tries to knock his opponent’s ring out of the entire circle area.

Each player’s turn consists in shooting one ring only. When all 6 rings are played by both players, a round

is completed and the score totaled. Scoring is as follows: a ring in the center hole counts 10; a ring in the smallest circle counts 5; in the next size circle 3; and in the largest area circle, 2. A ring touching the line is considered in the area outside the line. Rings outside the outer circle are “ditched” and are removed from the board. Total of 100 points wins the game.

A ring shot into the center hole is scored 10 points immediately and this count is not lost if the ring is later dislodged. However, if 10 points or less is all that is needed to complete a game, a ring shot into the center hole cannot be counted until the round is completed. This means the ring can be dislodged for a no-count under this circumstance.

A ring in the center hole when scored at once is not scored again at the completion of the round if it has not been dislodged.

### **PIN-CROKINOLE** **(Variation of Crokinole)**

Played on the Crokinole side of the board.

Equipment: 6 red rings, 6 green rings, 2 tenpins.

Object of the Game: Same as Crokinole except that a player’s tenpin first must be knocked down during the round of play for points scored in the round to be actually counted.

The Game: Each player plays with 6 rings and a tenpin. The tenpin is placed by each player on the outside edge of the smallest peg circle and on the opposite side of the board from where he sits. The two pins therefore are directly across from each other.

Each player must first knock down his tenpin on the far side of the small circle or shoot to knock his opponent’s ring outside the scoring circle area before he can shoot to land in the center hole on the board.

When a player knocks down his pin it is removed from the board and the playing ring can be picked up for another shot. If an opponent’s tenpin is knocked down it is set up again.

A player can only shoot for a center hole score when his tenpin is out of play and when no opponent’s ring is in a scoring circle area.

A player’s tenpin can be knocked down by a direct hit or a carromed ring but the ring knocking down the pin must be the shooter’s ring.

If a player has not knocked down his tenpin at the end of a round, no points can be counted even though he may have rings in the scoring circles.

Total of 50 points wins the game.

### **DOUBLE ENTRY POSTING**

Played on the Crokinole side of the board.

Equipment: 8 red rings, 2 white Shooting Rings.

Object of the Game: To dislodge the four top rings of two rings placed over Crokinole pegs on your opponent’s side of the board.

The Game: Each player places 2 rings of one color over the 4 Crokinole pegs on his half side of the board. The first player places his Shooting Ring at any point on the outer circle line on his half side of the board and attempts to dislodge any of his opponent’s top rings.

If a top ring is dislodged, the player scores ten points. A dislodged ring can only be replaced on a peg if it is in the "Ditch" - the area outside the outside circle. If a dislodged ring falls into the circle area, the player can shoot to force it into the "Ditch" and thereby have it replaced on the peg. He may, if he chooses, shoot at any other top ring still on a peg.

A player loses his turn and removes his Shooting Ring from the board when he fails to dislodge an opponent's top ring, or fails to force an opponent's ring into the "Ditch."

Any bottom ring dislodged from a peg is replaced immediately, and a player loses his turn.

If a player dislodges his own top ring from a peg, it is immediately replaced, the player loses his turn and forfeits five points.

500 points wins the game.

### **SINGLE ENTRY POSTING**

Played on the Crokinole side of the board.

Equipment: 5 green rings, 5 red rings, 2 white Shooting Rings.

The Game: Same as Double Header except:

1. Only a single ring is placed on three of the pegs on each side of the board. The far left peg on each side of the board is equipped with two rings.

2. Any ring can be knocked off the pegs. Top ring dislodged counts 10 points, and lower or single rings count 5 points if dislodged from the pegs.

3. A ring forced out of the circle in the "Ditch" area can be placed on the far left post to form a single stack or a double stack.

500 points wins the game.

### **TIME CROKINOLE**

A variation of Crokinole. Best played with a number of players on each side but can be played with two players.

The Game: Same as Crokinole except a limit of one minute is set for players to shoot all of their rings.

A timekeeper calls the start of the game and the selected first player shoots his rings for the center hole. Any other player can then shoot for a scoring position or to force an opponent's ring into the "Ditch" or area outside the outer circle. A player can stall his shots or rapid fire them but cease fire is declared by the timekeeper at the end of a minute. A count as in Crokinole is made and the team or player with the highest score wins the round.

The team winning three rounds wins the game.

### **CORNER DOUBLE BANK**

Played on the Crokinole side of the board.

Equipment: 3 red rings, 3 green rings.

Object of the Game: To shoot your ring so that it will bank off two rims and land in the center or pegged circle of the board for a score.

The Game: Each player plays with 3 rings of a color. The first player shoots each of his 3 rings from his side of the board, outside the large outer circle, toward a corner on the opposite side so that it will bank off the two rims and land in the center of the pegged circle.

Each ring when shot is left on the board. A ring must bank off both rims and land inside the pegged circle to score a point.

The opposing player shoots from the opposite side of the board.

The highest score at the end of 5 rounds wins the game.

### **PIGGY BACK**

Played on the Crokinole side of the board.

Equipment: One red ring, one black ring, one white Shooting Ring.

Object of the Game: To dislodge the black ring from the top of the red ring in the center of the board, so that it will come to rest outside the outer circle, at the same time keeping the red ring inside the inner or pegged circle.

The Game: Place the red ring in the hole in the center of the board and place the black ring on top of it.

The first player shoots the Shooting Ring from any point outside the outer circle and tries to hit the red ring so that the black ring will go outside the outer circle and the red remain inside the inner circle.

Each player has one turn.

SCORING: If the black ring rests inside the inner circle it carries no score; if it rests in the middle circle area it counts one point; inside the outer circle area two points. If the black ring comes to rest outside the outer circle it counts three points. The count for the red ring is in reverse - 3 points for inside the pegged circle, 2 points inside the middle circle, 1 point inside the outer circle and no points outside the outer circle.

First player scoring 20 points wins.

### **RING OUT**

Played on the Crokinole side of the board.

Equipment: 4 green rings, 4 red rings, 2 white Shooting Rings.

Object of the Game: To dislodge an opponent's ring from its peg and into the "Ditch," the area outside the outer circle.

The Game: Each player has 4 rings of a color, red or green, and places one alternately over 4 pegs. Each player in his turn shoots his Shooting Ring at an opponent's ring to dislodge it from its peg and force it into the "Ditch."

If a player fails to dislodge an opponent's ring he loses his turn. If he dislodges a ring and it falls into the circle area, the player loses his turn. If a ring is dislodged and falls into the "Ditch" (outside the circle) the player continues to shoot.

All shots are taken from outside the outer circle.

A player must shoot at any opponent's ring in the circle area before attempting to dislodge an opponent's ring from a peg.

If a player dislodges one of his own rings from a peg, he loses his turn and the ring remains where it lies.

A ring landing in the center hole scores 10 points for its owner and must be forced out of the hole by the opponent before the opponent can shoot at a pegged ring.

If a player's Shooting Ring lands in the center hole, he loses his turn and removes it for further play.

A round is completed when all of the rings of one player or team have landed in the "Ditch." Rings on the board then are scored as follows: a ring over the peg counts 20; a ring inside the small center circle 10; a ring in the next larger circle, 5; and a ring in the largest circle, 3.

100 points wins the game.

### **CIRCLE SCORES**

Played on the Crokinole side of the board.

Equipment: 12 green rings, 12 red rings.

Object of the Game: To bank your rings off any side board and land them inside the center pegged circle for a score.

The Game: Each player, if two are playing starts with 12 rings of a color, and alternately shoots one at a time, banking the rings against any side board in an attempt to land them inside the center or pegged circle. If a bank shot is not achieved, the ring is placed in the "Ditch" area. Each ring remains where it comes to rest unless it is placed in the "Ditch." If an opponent's ring lies in the circle it is proper to attempt to force it out with a bank shot.

SCORE: A ring inside the pegged circle counts 5. If a ring should land in the center hold it counts 10. Total of 50 points wins the game.

### **CENTER OUT**

Played on the Crokinole side of the board.

Equipment: One green ring, 2 white Shooting Rings.

Object of the Game: To dislodge the ring in the center hole by a bank shot.

The Game: Place a green ring in the hole in the center of the board. Each player uses a Shooting Ring and has a turn to dislodge the ring from the hole with a bank shot only. The Shooting Ring is picked up by the shooter after each shot. The center ring when dislodged is replaced for the next shot.

SCORE: If the center ring is dislodged from the hole and comes to rest in the small pegged circle area, count 2 points. If it comes to rest in the next larger circle, count 3 points. If it comes to rest in the largest circle area, count 5 points. A ring dislodged and coming to rest outside the circle area counts 10 points.

Total of 50 points wins the game.

### **FORCE OUT**

Played on the Crokinole side of the board.



Equipment: 8 red rings, 8 green rings, 2 white Shooting Rings.

Object of the Game: To force your opponent's rings out of the scoring circle and out of play, at the same time attempting to keep your rings inside the scoring circle area.

The Game: Each player places 8 rings of one color inside the small circle, with the 16 rings being mixed so that rings of one color will not be bunched.

The first player shoots his Shooting Ring from any point on the line of the larger outer circle on his side of the board, and attempts to force an opponent's ring out of the circle area. A force-out of an opponent's ring allows the player to shoot again from the starting line. Forced-out rings are removed from the board.

If a player fails to force-out his opponent's ring he loses his turn and removes his Shooting Ring from play. His opponent resumes play from his side of the board, using his own Shooting Ring.

A player's own ring when forced out of the scoring circle area is out of play and removed from the board. A ring knocked into the center hole is scored as 5 points for the player to whom the ring belongs and the ring is removed from the board. If a Shooting Ring is landed in the center hole or outside the playing circle or off the board, the player loses his turn and one opponent's out-of-play ring is replaced inside the small center circle.

A round is completed when all the rings of one player have been forced out of the scoring circle area. A score of 5 is given to each of the rings remaining in the scoring circle.

Total of 50 points wins the game.

### **FAST PLAY FORCE OUT**

This is a variation of Force Out. The game is the same except one Shooting Ring only is used and play after the first shot is made from wherever the Shooting Ring lies.

### **RING PEGS**

Played on the Crokinole side of the board.

Equipment: 8 green rings, 1 white Shooting Ring.

Object of the Game: To shoot a Shooting Ring between and through the circle of pegged rings from a point on the base line midway between the pockets.

The Game: Place 8 rings over the pegs on the Crokinole side of the board. The first player places the Shooting Ring outside the large outer circle midway between the pockets and attempts to shoot the ring through and outside the pegged circle. A successful shot counts one point. Each player has 5 shots.

The player with the highest score at the end of three rounds wins the game.

### **TEN PINS**

Played on the checker side of the board.

Equipment: 10 ten pins, 2 white Shooting Rings.

Object of the Game: Same as Bowling as played on Bowling Alleys.

The Game: Same as Bowling except that a Shooting Ring instead of a ball is used. The Shooting Ring is

shot from the edge of the pocket diagonally opposite from where the pins are set.

SCORING: Same as Bowling - all pins knocked down with one shot scores a strike. All pins knocked down with two shots scores a spare.

For playing convenience one player acts as the Pin Boy, setting up pins, while the other shoots. Use of two Shooting Rings helps speed up the game.

### **COCKED HAT AND FEATHER**

Played on the checker side of the board.

Equipment: 4 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down three pins of a triangle without knocking down the center pin.

The Game: Place 3 ten pins in a 6 inch sided triangle in front of a pocket and place another pin in the center of this triangle. Each player uses a Shooting Ring and has three successive shots to knock down the three outside pins of the triangle without knocking down the center pin. Shooting is done from a point near the pocket opposite the pins. Pins are removed as knocked down. If the center pin is knocked down it is set up again.

When all pins except the center pin are knocked down in three shots, a point is scored. When both players have had their turn an inning is concluded. The player with the most pints in 10 innings wins the game.

### **COCKED HAT**

Played on the checker side of the board.

Equipment: 3 ten pins, 1 white Shooting Ring.

Object of the Game: To score maximum strike points by shooting at three pins from the opposite diagonal side of the board.

The Game: Set up 3 ten pins in a 6 inch sided triangle in front of one pocket. Each player takes two shots with a Shooting Ring from the opposite pocket in an attempt to knock down the three pins. If all pins are knocked down with one shot, 5 points are scored. Otherwise one point is scored for each pin downed.

When both players have had their turns an inning is concluded. The player with the most points in 10 innings wins the game.

### **EACH HIS OWN**

Played on the checker side of the board.

Equipment: 4 green rings with disks numbered 1 - 4. Four red rings with disks 11 - 14. One Shooting Ring.

Object of the Game: Each player tries to pocket his four rings in its corresponding numbered pocket before his opponent can. Rings 11 - 14 are played for pockets 1 - 4. Rings must be pocketed in numerical sequence.

The Game: Place the four green rings numbered 1 - 4 and the four red rings 11 - 14 in the center of the board. One player has the red, the other the green rings.

The first player places the Shooting Ring on the base line and shoots to pocket his No. 1 ring in pocket No.

1. If he misses, the next player shoots the Shooting Ring from where it lies and attempts to pocket his No. 1 ring in pocket No. 1. A player continues shooting until he misses, proceeding from pocket No. 1 to 2, to 3 and 4.

A player may shoot at any ring, his own or his opponents, and at any numbered ring, in an attempt to pocket his ring in its proper pocket.

If a ring is pocketed in the wrong pocket, the player loses his turn and the ring is centered on the board.

If a player pockets his ring in the proper pocket and pockets an opponent's ring, the latter is placed in the center of the board.

The player who pockets all his rings first is the winner.

### **ON GUARD**

Played on the checker side of the board.

Equipment: 4 ten pins, 4 rings with numbered paper disks 1 - 4.

Object of the Game: To pocket the ten pin in the pocket it guards and then pocket the numbered rings in their corresponding numbered pockets, starting with pocket No. 1 and proceeding to pockets 2, 3, and 4. The guard pin must be pocketed before the numbered ring can be.

The Game: Set up a ten pin in front of each pocket. Place the numbered paper disks 1 through 4 inside four rings of a color. Place these rings at the corners of the checker square in front of their corresponding numbered pockets.

The first player shoots the Shooting Ring from any point on the lines opposite pocket No. 1 and tries to pocket the guard pin. After the pin has been pocketed, the number 1 ring must be pocketed in Pocket No. 1. Players then proceed to pocket guard pin No. 2, and so on, until all guard pins and rings are scored.

All shots are made from any point on the lines opposite the target pocket. Rings if moved by carroming shots stay where they rest.

When a player pockets a pin or a numbered ring in its proper pocket his turn continues. He picks the Shooting Ring and shoots from a point opposite the target pocket.

When a player misses a shot, or pockets the Shooting Ring, or pockets a ring before a pin is pocketed he loses his turn. In the latter case, the ring pocketed out of turn is placed on its spot at the corner of the checker square. If a pin or a ring is pocketed and the Shooting Ring is also pocketed the player loses his turn and the pin or ring is set up in its position again.

SCORING: 1 point for each pin pocketed. Rings count according to their number. Total of 20 points wins the game.

### **CLEAR THE GUARD**

This game is a combination of Each His Own and On Guard.

The game is the same as Each His Own except that a ten pin is placed in front of each pocket and the pin must first be pocketed before rings can be scored. Players proceed to pocket the pins and rings in their numerical sequence.

Pins pocketed out of sequence are set up again. Rings pocketed out of sequence are placed in the center of

the board.

The player who scores all of his rings in their proper pockets wins. No score is counted for pins pocketed.

### **AMERICAN NINE PINS**

Played on the checker side of the board.

Equipment: 9 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down 9 ten pins with three shots.

The Game: Set up 9 ten pins in the shape of a diamond, 1 - 2 - 3 - 2 - 1, in front of one of the pockets. Each player uses his Shooting Ring and shooting from the opposite pocket has three shots to knock down all the pins. One point is scored if all pins are downed in three shots. If all pins are downed in one shot, three points are scored. No score is allowed if all pins are not downed in three shots.

An inning is concluded when both players have had their turn. Highest score at the end of 7 innings wins the game.

### **SIX PIN**

Played on the checker side of the board.

Equipment: 6 ten pins, 1 white Shooting Ring.

Object of the Game: To knock down singly each of six ten pins placed on the tip of the Backgammon markers.

The Game: 6 ten pins are set up on the tips of the Backgammon markers on one side of the board. Using a white Shooting Ring, the player on the side opposite the pins shoots to knock down each pin one at a time. He may shoot at any pin but can knock down only one pin. Knocking down more than one pin or missing a pin entirely gives the opponent his turn. All pins are re-set after a player loses his turn.

The player who knocks down all pins with successive single shots wins the game but each player must have had an opportunity to shoot.

### **BANK THE FIVE**

Played on the checker side of the board.

Equipment: 5 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down by bank shots 5 ten pins placed in the center of the board.

The Game: Place one pin in the center of the board. Place 4 additional pins in the form of a square outside the center pin, spacing the pins two checker blocks apart.

Each player shoots his own Shooting Ring and has three successive bank shots to knock down the pins. A knocked down pin is removed from the board before the next shot is played. Each shot is taken from the base line.

If the center pin is knocked down singularly and before any of the other pins, it counts for 3 points, otherwise all pins when knocked down count one point.

When both players have taken their three shots, an inning is concluded. The player with the highest score

at the end of 5 innings wins the game.

### **BLOCKADE**

Played on the checker side of the board.

Equipment: 4 ten pins, 6 red rings, 6 green rings, 1 white Shooting Ring.

Object of the Game: To pocket all of the rings of your color before your opponent can pocket his.

The Game: Place a ten pin in front of each pocket. Place the six red and six green rings in the center of the board.

The first player shoots the Shooting Ring from the base line and tries to pocket one of his colored rings in any pocket without knocking down the ten pin. A player continues to shoot until he misses. Each shot is made from where the Shooting Ring lies. A player cannot shoot off his opponent's rings, although rings pocketed as the result of a direct shot carroming off an opponent's ring are good.

If a ten pin is knocked down by the shooting Ring, the player loses his turn, forfeits a ring (if he has one) placing it in the center of the board, and sets up the pin again. If the ten pin is knocked down by a playing ring there is no forfeit and the pin is set up again. If an opponent's ring is pocketed, it remains pocketed.

A player, shooting after the Shooting Ring is pocketed, shoots from the base line at his ring on the other side of the center line. He can choose, however, to bank a shot at a ring on his side of the center line.

SCORING: The player first scoring all his rings wins.

### **CALL THE BLOCKADE**

This is a variation of Blockade. It is played the same except that a player must call the pocket on every shot. A ring pocketed in error is placed in the center of the board and the player loses his turn.

### **CROWN CASTLE**

Played on the Crokinole side of the board.

Equipment: 6 red rings, 6 green rings, 1 ten pin.

Object of the Game: To land your rings in the high score circle areas and displace your opponent's rings from these areas. The center or pegged circle area counts 5 points; the next larger circle area 3 points; the largest circle area 1 point.

The Game: Place a ten pin in the hole in the center of the board. Each player plays with 6 rings of a color, and from a position on opposite sides of the board.

The first player shoots one of his rings and attempts to have it rest in the center circle area without knocking down the pin. The next player takes a shot and tries to land his ring in the center circle or to knock out his opponent's ring from the circle.

If the pin is knocked down, whether on a direct hit or a carrom hit, the shooter forfeits the ring he shot and the pin is re-set.

Each player plays one ring at a time, alternating with his opponent.

A ring knocked completely out of the outer circle is removed from the board.

After each player has played his six shots, points are scored on the basis of 5 points for rings in the center circle area; 3 in mid circle area; and 1 for the outer circle.

Total of 50 points wins the game.

### **CENTER SCORES**

Played on the Crokinole side of the board.

Equipment: 1 ten pin, 4 color rings, 1 white Shooting Ring.

Object of the Game: To carrom shoot four rings from the outer circle into the inner pegged circle without knocking down the center pin.

The Game: Place a ten pin in the center hole on the board. Place 4 rings on the outer circle line, one in front of each pocket.

The first player places the Shooting Ring on the border line in front of the pocket and in line with the playing ring. With his shooting Ring he attempts to knock the playing ring with one shot into the center ring without knocking down the pin. After his one shot, he places his Shooting Ring in front of the next pocket and proceeds to knock that playing ring into the center ring, and so on until he has taken all of his four shots.

If the center pin is knocked down it is set up again and the ring removed from play.

If all four rings are knocked in the center circle 5 points are scored, otherwise one point is scored for each ring.

The player with the highest score at the completion of three turns is the winner.

### **DOUBLE CENTER SCORES**

Same as Center Scores, except eight playing rings are used, four on the outer circle and four on the mid circle, in line with each other.

Each player has eight shots, two from in front of each pocket, with the Shooting Ring positioned in front of the pocket for each shot.

All other rules are the same as Center Scores and the scoring is doubled.

### **PIN AND RING CALL**

Played on the checker side of the board.

Equipment: 5 green rings, 5 red rings, 4 ten pins, 1 white Shooting Ring.

Object of the Game: To hit a playing ring so that it will pocket a ten pin on a called shot, thereby leaving the pocket clear for pocketing all your rings directly on called shots.

The Game: Place a ten pin in front of each pocket. Place 5 green and 5 red rings in the center of the board. The first player uses the Shooting Ring from any point on the base line to hit the playing rings and call the pin he intends to knock into the pocket. When a ring, on a called shot, knocks a pin into the pocket, that pocket is clear for a player to pocket rings of his color in that pocket on a called shot.

Play is always with the Shooting Ring from where it lies, and a player shoots at his rings only. A player can pocket a pin with an opponent's ring providing he first hits his ring.

A player continues shooting when he pockets a pin or ring. A pin or ring pocketed or knocked down on a non-called shot is set up again, pin in front of the pocket, ring in the center of the board, and the player loses his turn.

If a Shooting Ring is pocketed the player forfeits a ring, if he has one, in the center of the board, and the player loses his turn.

SCORING: Each pin pocketed counts 2. Each ring pocketed counts 1. 15 points wins the game.

**FOR THE YOUNGER FOLKS  
SIMPLE SPIN TOP GAMES  
(Played on the Checker Side of the Board)**

**TOP SPIN**

Object of the Game: Spin contest - to make your top spin longer than your opponent's.

The Game: Each player selects a top, and at the signal "Spin NOW" the players spin their tops. The top spinning the longest is the winner of the inning. The player who first wins five innings is the winner of the game.

**TIME TOP**

Object of the Game: To time the spinning of three tops by each player.

The Game: Use a watch with an easy to read second hand. Each player spins the three tops, one at a time. Time is taken as the first top is set to spinning. Before the first top comes to a complete stop the second must be set in motion, and likewise the third top before the second comes to a stop. Time is taken after the third top comes to rest. The player with the longest time is the winner of the inning. Whoever wins three innings wins the game.

**GREEN TOP DOWN**

A variation of Time Top. Played the same as Time Top except the green top only is spun with the long end down. This is difficult, but possible.

**FORFEIT**

Object of the Game: Each player to be timed for the spinning of three tops. However, he must spin the green top first for at least 15 seconds. If his time for the green top spin is less than 15 seconds, he forfeits the privilege of spinning the other two tops.

The completion of a turn by each of the players constitutes an inning. The winner of three innings wins the game.

**SPIN TIME**

Object of the Game: To spin three tops, one at a time for a 30 second period. The player who first scores three 30 second spins is the winner.

**SPIN SERIES**

Object of the Game: Set a time period of 3 minutes for each player during which he spins three tops in succession, continuing to spin them until the time period is up. The player with the least number of spins is the winner.

## **MORE COMPETITIVE SPIN TOP GAMES**

### **SPIN TO CENTER**

Played on the Crokinole side of the board.

**Object of the Game:** To spin a top from the outer circle line so that it will come to rest in the inner pegged circle in two spins.

**The Game:** Each player spins a top from his side of the board in the area between the outer and mid circle lines. If the top comes to rest in the inside pegged circle in one spin, 3 points are scored. A player has two spins to reach the inner circle and if successful in two spins, one point is scored. If the top comes to rest outside the pegged circle after the first spin, the second spin is made from the area where the top has been resting.

Two spins constitute a turn. Highest score in three turns determines the winner.

### **ESCAPE**

Played on the Crokinole side of the board.

**Object of the Game:** To spin three tops inside a circle of pins and escape outside the circle.

**The Game:** Place 8 pins around the inside circle, one each between the Crokinole pegs. Place a ring in the center hole to act as a bumper.

Each player spins three tops one after the other and attempts to have them come to rest outside the circle. A top escaping the circle without knocking down a pin scores three points. If a top escapes the circle by knocking down a pin, one point is scored.

Each player has three turns, alternating, and the highest score at the end of the three turns wins.

### **BREAK-IN**

Played on the Crokinole side of the board.

**Object of the Game:** To spin a top from the outer circle line and have it come to rest within the center pegged circle guarded by 4 ten pins.

**The Game:** Place 4 ten pins on the inner circle line at the point of line intersections.

The first player spins three tops, one at a time, from a point outside the outer circle, and tries to have them come to rest inside the inner pegged circle.

A top coming to rest inside the center hole counts 5 points; inside the center circle area 3 points.

If a pin is knocked down it is set up again when the top has come to rest.

Highest score at the completion of three turns by each player determines the winner.

### **SPIN COUNT**

Played on the Crokinole side of the board.

**Object of the Game:** To spin tops so they will come to rest in high scoring areas.



The Game: A player spins three tops, one at a time, from the border line near the rim of the board.

SCORE: A top coming to rest in the center hole counts 5; in the center circle area 3; in the mid circle area 2; and in the large circle area 1. No count for tops resting outside the outer circle area. Highest score at the end of three turns for each player wins the game.

### **CENTER SPIN COUNT**

This is a variation of Spin Count. It is the same except that the tops are spun inside the center circle and all are spun in rapid succession. Same scoring as in Spin Count.

### **POCKET PIN**

Played on the checker side of the board.

Object of the Game: To spin a top into pins around a pocket so as to knock pins and top into the pocket.

The Game: Place 7 ten pins evenly spaced on the edge of the board around the pocket. Each player has a turn spinning a top from a position close to the pins in an attempt to knock pins into the pocket and have the top fall into the pocket.

SCORE: A pin knocked in the pocket counts one. If the top goes into the pocket it counts three. The highest score after 5 tries wins the game.

### **TEN PIN CIRCLE**

Played on the checker side of the board.

Object of the Game: To spin three tops inside a circle of ten pins and knock down as many pins as possible.

The Game: Place the 10 pins in a circle approximately 6 inches in diameter in the center of the board. Each player spins three tops in rapid succession inside the circle. The player knocking down the most pins in 5 tries wins the game.

### **SINGLE K.O.**

This is a variation of Ten Pin Circle. The game is the same except each player spins one top only instead of three tops in rapid succession. Scoring is the same.

### **RING SPIN**

Played on the checker side of the board.

Object of the Game: To outspin your opponent by spinning a top inside a carrom ring and having it jump outside.

The Game: Each player places a ring opposite each other on the outside border of the checker board square, at midpoint to allow as much playing room as possible.

Each player, together, spins a top inside the ring, trying to make the top jump out of the ring and continue spinning. This is not as difficult as it sounds. The top spinning the longest is the winner of the round. The winner of three rounds wins the game.

### **SPINNER BUMPS**

Played on the checker side of the board.

Object of the Game: To spin the tops so that they will hit a ten pin for a score.

The Game: Place a ten pin in the center of the board. Each player in his turn spins the three tops as close to the ten pin as possible without knocking it down. A point is scored for each time a top touches the ten pin. This includes a touch by the top when it is twirling to a stop.

If a pin is knocked down, the scoring ceases and the next player takes his turn.

A turn by both players constitutes an inning. The player with the highest score at the end of 5 innings is the winner.

### **TIGHT SPIN CIRCLE**

Played on the checker side of the board.

Object of the Game: To spin a top within a tight circle of ten pins and knock down as many pins as possible.

The Game: Make a tight circle in the center of the board of all ten pins. The pins are not to touch each other but should be close together to permit no top to pass through.

Each player has a turn spinning a top inside the circle and the player knocking down the most pins in 5 turns is the winner.

### **DOWN AND OUT**

This is a variation of Tight Spin Circle. The game is played the same except no pins knocked down count unless the top spins its way outside and comes to rest outside the circle.

### **BUMP COUNTS**

Played on the checker side of the board.

Object of the Game: To spin a top along a line of ten pins so the top will make a maximum number of contacts with the pins.

The Game: Line up all 10 pins in the middle of the board, each pin touching the next.

Each player takes a turn spinning a top so that the top will bump into the line of pins. A count is made of the number of bumps made by the top before it comes to rest.

The highest score after three tries wins the game.

### **CIRCLE FOUR**

Played on the checker side of the board.

Equipment: 4 ten pins, 1 spin top.

Object of the Game: To knock over as many ten pins as possible with a spinning top.

The Game: Place 4 ten pins in a circle approximately 4" in diameter in the center of the board. Each player in turn spins a top in the circle and counts the number of pins knocked down by the tops.

The player scoring the most points in 10 turns is the winner.

### **TWENTY-ONE** **(Dice Game)**

Played on the Crokinole side of the board.

Equipment: One die.

Object of the Game: To roll one die as many times as necessary to roll a total of 21.

The Game: A player continuously rolls a die and totals the number of each throw until he reaches 21. If he exceeds 21, he has "bust." The player may choose to approach as close to a total of 21 as he feels is safe and turn the die to his opponent. If the opponent totals 21 or a number closer to 21 than the first player he wins the round. Three rounds wins the game.

Each player rolls the die in the direction of the center hole on the board from a point near one of the pockets. If the die lands in the hole it is considered wild and the player can call any number he desires. Landing in the hole is important as a player's score mounts close to 21.

### **ACE IN THE POCKET**

Played on the checker side of the board.

Equipment: One die, 2 rings per player.

Object of the Game: To roll ace (1) and 6 on the die so that you can get rid of all your rings.

The Game: Any number of players can play and each player has 2 rings. Each player has one roll at a time. If a player rolls an ace he places one of his rings in a pocket. If he throws a six, he passes a ring to the player on his left. No other numbers have any value.

Each player has a throw, provided he has a ring, and play continues around until all rings except one have been placed in the pocket. The pocket is then declared closed and can accept no more rings. The player holding the last ring now has three throws and only a SIX will enable him to get rid of the ring. If he fails to roll a SIX he loses. If he rolls a SIX the next player is given the ring and he has three throws.

The last holder of the ring who fails to throw a SIX is the loser of the game.

In playing, while the pocket is open, the pocket always has the preference for receiving rings. This means that a player having only one ring and rolling an ACE, SIX, must give his ring to the pocket, unless of course, the pocket has been closed.

### **RENDEZVOUS**

Played on the Crokinole side of the board.

Equipment: Pair of dice, one green and one red ring, two white rings.

Object of the Game: To start from different points on the outer circle and try to rendezvous, meet one another, through the rolling of the dice.

The Game: Using the outer circle as the circle face of a clock each player places his ring on any "hour spot," representing the player's designated point of rendezvous.

The first player rolls the dice and moves the disk clockwise from his rendezvous point in accordance with the total minutes registered by the dice. For example, if an 8 is rolled on the dice, the player moves his ring ten minutes (to the closest five minutes).

Each player has a turn rolling the dice.

The player whose roll of the dice allows him to move on the spot occupied by his opponent's ring wins the game.

### **RING AND DICE**

Played on the checker side of the board.

Equipment: 24 rings of any color, one Shooting Ring, one pair of dice.

Object of the Game: To pocket a ring positioned on the board on the basis of the number rolled on a pair of dice.

The Game: The first player rolls the dice. A ring is placed on the board and located in accordance with the number rolled on the dice. Starting from the corner of the checker board closest to pocket No. 1, numbers, in numerical order, are assigned to each of the red blocks running to the opposite corner. The red corner block closest to pocket No. 1 is 1, and the block at the opposite corner is 8. Numbers 9, 10, 11, and 12 are the white and red blocks to the right and left of block No. 8.

If a player rolls a 12, for example, a ring can be placed 4 blocks either to the right or left of the No. 8. It is then the opponent's opportunity, shooting from pocket spot No. 1 with his Shooting Ring, to pocket the ring. If he succeeds, he keeps the ring and takes over the dice. If he fails, the first player confiscates the ring and rolls the dice again. When a player has rolled the dice three times without his opponent pocketing a ring, he turns over the dice to his opponent and he becomes the shooter.

The player first totaling 12 rings wins the game. If a Shooting Ring is pocketed, it is merely considered an unsuccessful shot.

### **CHECKERS**

This common household game can be played on the game board using rings in the place of checkers.

For those who do not know the rules, it is recommended that someone who knows the game be allowed to instruct under actual play conditions.

### **VARIATIONS IN CHECKER GAMES**

There are a number of variations of the game of checkers. Following are a few of the more popular.

#### **REVERSE CHECKERS**

The object of this game is the opposite of that of regular checkers. Instead of protecting your men against the jumps of your opponent, you play to get rid of your men to your opponent, or to set yourself up so that you are unable to move. Instead, also, of striving to have your men crowned as Kings, you avoid moves that will give you Kings.

#### **TRIANGLE CHECKERS**

Each player uses 10 rings and sets them up on the checker board in the form of a triangle, 4 at the base, 3, 2, and 1 toward the middle of the board.

The object of the game is to take over the positions occupied by your opponent. Movement must always be forward. A player can move by jumping over his own men as well as over his opponent's.

If play comes to a standstill, the player occupying more of his opponent's original positions is the winner.

### **CORNER CHECKERS**

This game is played with nine checkers for each player. The checkers are positioned in opposite corners, with one checker in the corner, three in the next row, toward center, and five in the next.

Play is the same as in standard checkers. However, a checker can only be made King when it is able to occupy the opponent's single corner spot.

The three checkers at the base of the board on each player's side are ineligible for crowning.

### **HUNTERS AND THE HARE**

The game is played on the checker board.

One player takes the part of the hunters and plays with four checkers lined up on the base of the board. The other player takes the part of the hare and plays with one checker placed in the corner spot opposite the hunters.

The object of the game is for the hunters to trap the hare so that it cannot move, or for the hare to achieve freedom by getting behind the hunters. Both hunters and hare can move diagonally only--the hunters forward only; the hare forward or backward. There is no jumping, only maneuvering.

### **CHESS**

This universally known game can be played on the checker board side of the game board. Because of the complexity of the rules and procedures for play, it is impractical to include chess rules in this booklet.

### **BACKGAMMON**

This ancient game can be played on the triangle spots on the checker side of the board.

Since the rules of this game are lengthy, and variation in play is great, the rules are not included in this booklet.

The Game Board can be set up for play as follows:

The Inner Table for one player is the triangle spots between pockets 1 and 2; the outer table the triangle spots between pockets 2 and 3. The opponent's outer table consists of the spots between 3 and 4; the inner table the spots between 4 and 1. The Bar or dividing line runs diagonally between pockets 2 and 4.

### **DOUBLE CIRCLE**

Played on the Crokinole side of the board.

Equipment: 4 red rings, 4 green rings, one white Shooting Ring.

Object of the Game: To pocket your color rings on called pocket shots.

The Game: At each point of line intersection on the outside circle place alternately a red and green ring. On the next inner circle alternately place a green and red ring. This will form two circles of alternately

colored rings. No two rings of the same color will be next to each other.

The first player places the Shooting Ring in the center of the board, just outside the center hole, and shoots at his opponent's ring in an attempt to pocket his ring directly ahead. If he pockets his ring he then continues to shoot at any other of his rings but must call the pocket in which he intends to score his shot. If he misses, his opponent shoots the Shooting Ring from where it lies at any of his rings and he must also call his shot.

The player who first pockets all his rings is the winner of a round. Winner of two rounds wins the game.

If the Shooting Ring is pocketed the shooter loses his turn and the next player shoots from the center of the board. If a ring is pocketed in an uncalled pocket the ring is placed on the intersect spot on the outside circle closest to that pocket.

### **THREE RINGS**

Played on the checker side of the board.

Equipment: One green ring, 2 red rings.

Object of the Game: Playing with three rings on a straight line, a player shoots one and attempts to hit the other two for a score.

The Game: Place a green ring in the center of any straight line between the pockets. Place a red ring on each side of the green so that the three rings are equal distance from each other. A player shoots one of the red rings and attempts to hit the other two rings for a point score.

SCORE: Five points wins the game.

### **POCKET REBOUND**

Played on the checker side of the board.

Object of the Game: To score points by scoring a billiard (the Shooting Ring striking two or more playing rings) or exercising the option, after a billiard shot is made, to pocket a ring for a score.

The Game: Played the same as Billiard except after a billiard score is made, the player can continue to shoot for another billiard or can shoot to pocket a ring for a score. A ring when pocketed should be placed in the center. If the center is occupied the ring should be placed approximately 6 inches to the right or left of the center.

A pocket shot can only be attempted after a billiard shot has been made. After a pocket shot has been made, a billiard must be attempted.

SCORE: The player who first scores 30 points is the winner.

### **BANK IT**

Played on the checker board side of the game board.

Equipment: Same as Carroms.

Object of the Game: Same as Carroms.

The Game: Same as Carroms except:

When shooting at rings lying between the shooting line and rim board, the shooter can not shoot directly at the ring but must bank his shot by first hitting the rim of the board.

### **BETWEEN THE RINGS**

Played on the Crokinole side of the board.

Equipment: 12 rings, any color; one white shooting Ring, one black Shooting Ring.

Object of the Game: To make your Shooting Ring go around the circles in between the rings and land in the center hole with a higher total of points than your opponent.

The Game: Place the 12 rings at each of the four intersecting points on the 3 circles on the Crokinole side of the board. Starting at any point outside the outer circle, midway between 2 pockets, the first player shoots his color Shooting Ring between the outside and center positioned rings without striking a ring. He continues play clockwise shooting between the rings until he has completed the circle. He then continues shooting clockwise between the inside and center circle of rings until he has completed that circle. He next shoots to land his ring in the center hole to complete his play.

A player continues shooting until he fails to pass between 2 rings or hits a ring. If an opponent's Shooting Ring obstructs his passage, a player can hit his opponent as often as necessary to clear the way. However, if in hitting the opponent's ring he also strikes a spot ring he loses his turn.

SCORING: Each shot between the rings on the outer circle way counts one point; each shot between the rings on the inner circle way counts 2 points. Landing the ring in the center hole on the first attempt counts 3, second attempt 2, third attempt one.

When a Shooting Ring hits a spot ring the player loses one point and his turn. The spot ring is replaced on the spot. Each player shoots his Shooting Ring from where it lies.

Player scoring the highest total in reaching the center hole wins the game.

### **CALL THE BLACK** **(Variation of Wild Ring Pool, Page 6)**

Played on the checker side of the board.

Equipment: Same as Wild Ring Pool, plus black ring.

Object of the Game: Same as Wild Ring Pool.

The Game: Same as Wild Ring Pool except:

1. Play with 21 rings of any color plus the black ring which is placed in the center of the group of rings when starting the game.
2. The black ring counts three points and can only be scored when the player calls the pocket in which he intends to score the black ring. If the black ring is pocketed without being called, the shooter loses his turn and the black ring is centered on the board.

SCORE: One for each ring. Three for the black ring. Total score wins.

### **DEDUCT** **(Variation of Rotation Cue Pocket, Page 4)**

Object of the Game: Same as Numbered Rings.

Equipment: Same as Numbered Rings.

The Game: Same as Numbered Rings except a stiffer penalty is exacted if the shooter fails to hit the lowest numbered ring first on any shot. The penalty is a deduction of three points.

### **ZELTO**

Played on the Carrom side.

This fascinating variation is played on the Carrom side of the board, and is intended to develop bank shots.

To set up the game, six rings of a color should be placed on opposite sides of the board from player shooting, one on tip of each Backgammon point, and then each player in proper turn proceeds to pocket his color, in any one of the four pockets, partners pocketing same color and sitting opposite each other. The player or side accomplishing this first counts two points for each ring left on the board of opposing color.

Thirty points constitute a game.

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