derevo

Made for good company.

Dice Curling

Rules of Play

PLAYERS	TIME	AGES	MECHANIC	CATEGORY
2–4	20–30 min	8+	Dice	Family

WHAT'S INCLUDED

- Laser-engraved maple board
- 16 stones (8 red, 8 blue)
- 2 dice
- 6 pegs: 2 score, 1 end, 1 hammer, 2 sweep
- Felt bag

OBJECT OF THE GAME

Place your stones closer to the centre of the house (the button) than your opponent's. Points are scored at the end of each end; the team with the most points after the final end wins.

THE BOARD

The board shows a curling sheet seen from the throwing end, with the house at the far end.

- **House:** the button, then the 4-foot, 8-foot and 12-foot rings.
- **Holes:** 5 in the guard zone (the hatched band) and 15 in the house, in a front row, tee line row and back row. The button is the centre hole on the tee line.
- **Lanes:** the 5 columns of holes: far left, left, centre, right, far right.
- **Hog line / back line:** the heavy lines in front of the guard zone and behind the house. A stone pushed past the back line is out.
- **WEIGHT and LINE dice:** down the left edge and along the hog line.
- **Rank key:** beside the house; shows how close each house hole is to the button.
- **Bench:** each team's rack, with sweep and hammer holes between them: red's on the left (R), blue's on the right (B).

SETUP

1. Sit side by side at the throwing end, each team on its own rack's side.
2. Place each team's 8 stones in its rack holes.
3. Score pegs at 0, end peg at 1, a sweep peg in each sweep hole.
4. Each team rolls a die; high roll takes the hammer (re-roll ties). Peg that team's hammer hole.

The hammer is the last stone of the end. The other team throws first, teams alternate, and the hammer team throws the 16th stone.

THROWING A STONE

Lift stones from hole to hole. Roll the dice on the table, never on the board. On your turn, roll both dice once and choose which is WEIGHT and which is LINE. Doubles permit an optional curl; use the final weight after any sweep to check eligibility. Then take a stone from your rack and resolve the shot.

Weight	Result
1	Hogged — removed from play
2	Guard zone
3	Front row of the house
4	Tee line
5	Back row of the house
6	Takeout

Line	Lane (from the throwing end)
1	Far left
2	Left
3 or 4	Centre
5	Right
6	Far right

Example: roll 4 and 3. Weight 4, line 3 puts your stone on the button; weight 3, line 4 puts it in the centre lane's front row of the house.

HOW A STONE TRAVELS

Check the holes in the stone's lane from the guard zone toward its target row. If all are empty, place it in the target hole. If you reach an occupied hole first, contact happens there.

CURL (DOUBLES ONLY)

On doubles, you may curl if your final weight after any sweep is 3 or more. A final weight of 1 or 2 cannot curl. Check the guard hole in your original lane first. If occupied, resolve the shot there under the normal contact or takeout rules; the stone does not curl. If clear, shift one lane left or right (your choice) just before the first house row, then check the house holes in that lane. Far-right stones may only curl left.

Example: 2–2 swept to weight 3 starts in the left lane. If its left guard hole is clear, it may curl into the far-left or centre lane. A roll of 1–1 reaches only weight 2 with a sweep, so it cannot curl.

CONTACT

1. Your stone stops in the occupied hole.
2. The stone it hit moves back one row in its lane.
3. Any stone directly behind moves back too, through an unbroken chain only.
4. A stone pushed off the back row is removed.

Tip: move the chain from the back first, then place your stone. Contact works the same on your own stones.

TAKEOUTS (WEIGHT 6)

The first stone in the path, of either colour, is removed, and your stone rolls out too. An empty path means your stone slides through and is removed. Removed stones go off the board until the end is over, never back to the rack.

SWEEPING

Once per end, add 1 to your weight (a 1 to 4 only, never a 5). Declare it before resolving the shot and pull your sweep peg. Use the final weight after sweeping to determine how far the stone travels and whether a doubles shot can curl. Sweeping does not let you pass an occupied hole.

SCORING AN END

After all 16 stones, only stones in the house count. Lower rank is closer; the button is 0.

Row	FL	L	C	R	FR
Back	4	2	1	2	4
Tee	3	1	0	1	3
Front	4	2	1	2	4

The team with the best stone scores 1 point for each of its stones ranked better than the opponent's best. If the opponent has none in the house, count them all. If the best stones tie, measure: each team rolls a die, high roll scores exactly 1. No stones in the house is a blank end: no score, and the hammer stays.

AFTER EACH END

Peg the score (past 20, go round again and add 20). The team that scored gives up the hammer. Return stones to the racks, re-peg the sweeps, and advance the end peg.

WINNING

Play 4 ends (standard), 6 (long) or 8 (full); the ends track marks each. Most points wins. If tied, play extra ends until someone scores. Losing badly? Offer a handshake, as curlers do.

TEAMS

With 4 players, two teams of two take turns throwing their team's stones. The thrower decides; talking it over is encouraged.

OPTIONS

Free guard zone: during the first 5 stones of an end, an opponent's guard can't be taken out — put it back and remove the thrown stone instead.

Skins: each end is worth a skin (end 4 is worth 2). The hammer team needs 2+ points to win it; the other team wins it with any score. Otherwise it carries over. Most skins after 4 ends wins.

STRATEGY TIPS

- Check both dice assignments every roll.
- Guards block shots in their lane. A curl can reach behind a guard from an adjacent lane only if the original guard hole is clear.
- Push your own stones deeper on purpose.
- With the hammer, aim for 2+. Without it, hold them to 1 or steal.