

Dice Curling

Rules of Play

PLAYERS
2–4

TIME
20–30 min

AGES
8+

MECHANIC
Dice

CATEGORY
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 and choose which is **WEIGHT** and which is **LINE**. On doubles you may curl. 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 front of the button as a guard.

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)

The stone travels its lane through the guard zone, then curls one lane left or right (your choice) for the house rows. Far-left stones curl right, far-right stones curl left. No effect on weight 1 or 2. Curl is how you get around a guard.

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. It only matters if the path is clear.

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 shield every hole behind them, except from a curl.
- Push your own stones deeper on purpose.
- With the hammer, aim for 2+. Without it, hold them to 1 or steal.