

# Tri Harder

## A Guide to Triples as Played at Rock Creek Curling

### Teams & Ends

- Teams of 3 players
- 2 rocks per player per end
- 6 total rocks per team per end

The lead throws the first two rocks, the second throws the next two rocks, and the skip throws the last two rocks.

The skip **must hold the broom and call the shots** for the other two shooters. The **second** must hold the broom when the skip is shooting.

### Shooter, Sweeper, & Skipper

The player shooting the rock **may not** sweep their own rock. The skip **may not** sweep the thrown rock until after the rock crosses the away hog line.

### No Takeouts for Three Rocks

No enemy rocks may be removed from play until the 4<sup>th</sup> rock thrown of the end (the hammer team's second rock). This includes guards **and rocks in the house!**

### Sets

Triples is played in a series of 3 mini games called **sets**. One team or the other wins each set, or the set is a tie. After the set, the score from that set **goes away** and the winning team receives game points for having won the set. If the set is a tie, it is a **blank set** and neither team scores.

### Scoring

The sets are not all worth the same number of points.

**Set 1:** 2 points

**Set 2:** 2 points

**Set 3:** 4 points

### Hammer

Each team gets the hammer once per set. The winner of the pre-game coin toss chooses whether they will have the hammer in the first or second end of the first set. This order reverses for the second set. In the third set, the team that is losing chooses first or second hammer. If the teams are tied, perform a new coin toss.

## Rotation

Players on a team rotate positions every set. Each player plays the same position for the two ends in a set, then rotates for the next set. The order you throw in the first set **determines the order you will throw in the other two sets.**

### Set 1

Lead: Alice, Second: Bob, Skip: Charlie

### Set 2

Lead: Charlie, Second: Alice, Skip: Bob

### Set 3

Lead: Bob, Second: Charlie, Skip: Alice

## Scoreboard

Use the numbers 1, 2, and 3 to mark the points scored in each of the 3 sets. To mark the temporary score in the middle of a set, use the number turned backwards.

## Tiebreaker

If the game is tied after the 3<sup>rd</sup> set, there is a tiebreaker. If you are short on time, the tie is broken by a single draw to the button by each team.

If time allows, a full tiebreaker is performed. In this tiebreaker, **each member of both teams** throws a draw to the button. The rocks are not measured. Instead, they score points based on where they end up.

**Touching the pin:** 5 points

**Touching the button:** 4 points

**Touching the 4':** 3 points

**Touching the 8':** 2 points

**Touching the 12':** 1 point

The team with the most total points in the tiebreaker wins the game.

## FAQ

**Q.** I really like skipping. Can I just call the shots for all 6 ends for my team?

**A.** No.

**Q.** That Set 3 is worth 4 points doesn't seem fair.

**A.** That's not a question.

**Q.** I planned badly in the first end and now the person I want skipping in the last set can't. What can I do to fix it?

**A.** Plan better next week.

**Q.** I just blanked an end. Should I have done that?

**A.** Nope.