

**Triples Curling** is an exciting new discipline that has been developed by Curling Canada. As its name suggests, curlers compete in teams of 3 when playing Triples. All ends consist of 6 shots per team, with each player throwing 2 of those shots. Unless otherwise indicated, Curling Canada's rules apply to Triples, including those related to the Free Guard Zone.

**Pre-Game Practice:** In order to allow all curlers to familiarize themselves with the playing conditions on the sheet, competitive Triples games are preceded by a short practice session. During this practice session each curler will deliver a maximum of 2 shots in each direction. Because there is no Pre-Game LSD this process should take no more than 5 minutes/team. Please note that Pre-Game Practice is not generally available in Triples leagues.

**Game Structure:** Triples games consist of 3 'Sets' of 2 Ends each. Each Set can be seen as a 2-End 'Mini-Game'. The team with the highest score after these 2 Ends wins that Set. However, if the score is tied at the completion of the Set, it is known as a 'Split Set'.

**Example 1:** Team A scores 2 in End 1 of the Set, then Team B scores 1 in End 2 of the Set. The score is therefore 2-1 for Team A, so Team A wins the Set.

**Example 2:** Team A steals 2 in End 1 of the Set, then Team B scores 2 in End 2 of the Set. The score is now 2-2, so the Set is considered a 'Split Set'.

**Hammer:** In End 1 of Set 1, hammer is determined by a coin toss. Hammer in End 1 of Set 2 reverses from the End 1 of Set 1. Hammer in End 1 of Set 3 goes to the team that is leading the game at that moment. If the score is tied heading in to Set 3, another coin toss is used to determine which team starts Set 3 with hammer.

**Blanked Ends:** Triples is similar to Mixed Doubles in that Blanked Ends are not allowed. That is, if a team inadvertently blanks End 1 of the Set, the hammer for End 2 automatically moves to the other team.

**Positions and Throwing Order:** One of the unique features of the Triples discipline is that curlers are required to play a different position (i.e., Lead, Middle, and Skip) for each Set of the game. Teams can determine which player starts in each position during Set 1. However, from that point onward the rotation of players must be as follows:

**Set 1:** Player 1 = Lead, Player 2 = Middle, Player 3 = Skip

**Set 2:** Player 3 = Lead, Player 1 = Middle, Player 2 = Skip

**Set 3:** Player 2 = Lead, Player 3 = Middle, Player 1 = Skip

Please note that the Lead is required to throw the first two shots of the End for their team, and to sweep the next four. The Middle is required to sweep the first two shots of the end, to throw the next two, and to hold the broom for the last two. Finally, the Skip is required to hold the broom for the first four shots of the end, and to throw the last two.

**Triples Curling has been created by Curling Canada's National Training and Development Centre**

**Sweeping:** Only one player (i.e., the current sweeper) is allowed to sweep rocks until the far hog-line. After that point, one of the other curlers (i.e., broom holder or thrower) can join in.

**Set Values:** In order to ensure that a full Triples game is played, the value assigned to Set 3 is greater than it is for Sets 1 and 2. The specific Set Values are as follows:

**Set 1:** 2 Points Available (1 Point/Team if a Split Set)

**Set 2:** 2 Points Available (1 Point/Team if a Split Set)

**Set 3:** 4 Points Available (or 2 Points/Team if a Split Set)

These differing Set Values mean that all 3 Sets are always required. More specifically, even if Team A wins Sets 1 and 2 (and therefore leads the game 4-0) it is still possible for Team B to tie the game by winning Set 3 outright (since the score would now be 4-4).

**Tied Games:** In competitive Triples events, if the game is tied after Set 3, an Extra End is played. Hammer in the Extra End belongs to the team that did not have hammer in end 2 of Set 3. In Triples league play, the tie can be broken by way of a single, measured draw to the button. Or, if the league organizers prefer, the result can be left as a tie.

**U12/U9 Rules:** The above rules have been designed for U15, U18, U21, U25, and adult play. However, modified Triples rules have also been developed to meet the developmental needs of U12 and U9 curlers.

**SCORING A TRIPLES GAME ON A TRADITIONAL CLUB SCOREBOARD**

**Note: The Current Set's End Scores are velcroed over or near the Red/Yellow designations. The X's represent "backwards-facing" end markers and are only used to indicate a 'Split Set'.**

**Red scores 2 in the 1<sup>st</sup> End of Set 1**

<b>Red</b>	<b>2</b>												
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Yellow</b>													

**Yellow scores 2 in the 2<sup>nd</sup> End of Set 1. This is a 'Split Set', with 1 point going to each team.**

<b>Red</b>	<b>2</b>	X											
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Yellow</b>	<b>2</b>	X											

**Yellow scores 1 in the 1<sup>st</sup> End of Set 2.**

<b>Red</b>		X											
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Yellow</b>	<b>1</b>	X											

**Red scores 3 in the 2<sup>nd</sup> End of Set 2. Red therefore takes the Set, and is awarded 2 points.**

<b>Red</b>	<b>3</b>	X		<b>2</b>									
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Yellow</b>	<b>1</b>	X											

**Yellow steals 2 in the 1<sup>st</sup> End of Set 3.**

<b>Red</b>		X		<b>2</b>									
		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Yellow</b>	<b>2</b>	X											

**Red scores 1 in the 2<sup>nd</sup> End of Set 3. Yellow therefore takes the Set, and is awarded 4 points. This means that Yellow wins the Game 5 points to 3 points.**

<b>Red</b>	<b>1</b>	X		<b>2</b>									
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	1	2	3	4	5	6	7	8	9	10	11	12
<b>Yellow</b> 2	X				3							

**SCORING THE SAME GAME ON AN ARENA SCOREBOARD**

**Note: 'This Set' is velcroed over Hammer heading, with the Current Set's End Scores below it. The Current Game Score for all Completed Sets is shown below the Total heading.**

**Red scores 2 in the 1<sup>st</sup> End of Set 1**

Team	THIS SET	1	2	3	4	6	7	8	9	10	11	Total
<b>Red</b>	2											
<b>Yellow</b>												

**Yellow scores 2 in the 2<sup>nd</sup> End of Set 1. This is a 'Split Set', with 1 point going to each team.**

Team	THIS SET	1	2	3	4	6	7	8	9	10	11	Total
<b>Red</b>	2	1										1
<b>Yellow</b>	2	1										1

**Yellow scores 1 in the 1<sup>st</sup> End of Set 2.**

Team	THIS SET	1	2	3	4	6	7	8	9	10	11	Total
<b>Red</b>		1										1
<b>Yellow</b>	1	1										1

**Red scores 3 in the 2<sup>nd</sup> End of Set 2. Red therefore takes the Set, and is awarded 2 points.**

Team	THIS SET	1	2	3	4	6	7	8	9	10	11	Total
<b>Red</b>	2	1	2									3
<b>Yellow</b>	1	1	0									1

**Yellow steals 2 in the 1<sup>st</sup> End of Set 3.**

Team	THIS SET	1	2	3	4	6	7	8	9	10	11	Total
<b>Red</b>	1	1	2									3
<b>Yellow</b>		1	0									1

**Red scores 1 in the 2<sup>nd</sup> End of Set 3. Yellow therefore takes the Set, and is awarded 4 points. This means that Yellow wins the Game 5 points to 3 points.**



**TRIPLES CURLING**



Team	THIS SET	1	2	3	4	6	7	8	9	10	11	Total
Red	1	1	2	0								3
Yellow	2	1	0	4								5