

Hurry Hard!



The Curling Card Game
Rules Booklet

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A game by Brent Barrie

Set Up for Four Player Game

Players divide into two teams. Teammates sit across from each other. Select one player to start with The Hammer. That player shuffles the cards, and deals:

- a starting hand of four cards for each player
- another four cards in a row face down in front of each player

The player with The Hammer then places it on top of the last face down card in the row in front of him, as a reminder to all players of who will throw the last rock of the end.

Your hand should be kept secret and not shown to any other player, including your teammate. Cards face down in front of you may not be looked at until it is time to add them to your hand.



The Cards

Each card may be played as a Blue Shot card, using the text at the top of the card.

Some cards include a second option, whose effects are described on the bottom of the card. If the required conditions (listed on the card) are met, you have the option to play these cards on another player's Shot, Red on your opponents' Shots, Green on your own team's Shots.



Green cards with a Broom symbol may be played on your team's Shots.



Red cards with a Stop symbol may be played on your opponents' Shots

Each card may only be played once, as either a Blue card or as a Red/Green card, not both.

The first card played each throw will always be played as a Blue card. All subsequent cards to resolve that shot will be played as a Red or Green card.

The Hammer



The Hammer card is used only to keep track of who throws the last rock that end. It has no effect on play.



Order of Play and Game Length

The player to the left of The Hammer throws first. After her shot is resolved, the next player to her left will throw a rock, with play continuing in order until each player has thrown four rocks each, after which the end is over and scoring takes place. You can tell who throws next by looking at the number of face down cards in front of each player.

The game continues for a number of ends agreed to before the game begins. Four ends are recommended for beginners, and should take about one hour to play.

Throwing the Rocks

When it is your turn to throw, pick up one of the face down cards in front of you. You will now have five cards in your hand, the only time when your hand holds more than four cards.

Your teammate may now call out the shot they would like you to play. You do not need to follow their advice, and may not be able to if you do not have the recommended card.



Select from your hand one card to play as a blue Shot card. There are three types:



Draw: Play a Draw in front of you, to indicate it belongs to your team. If there is an unclaimed Guard in the centre of the table, you may place it in front of the Draw to protect it.

A draw is a rock thrown into the house. A rock in the house has the potential to score after all rocks have been thrown. Each Draw card indicates where in the house the rock will stop, although Hurry Hard! and Sweeping Error cards, among others, have the potential to change this distance.



Takeout: When you play a Takeout, indicate a rock in play that you intend to remove, or that you are throwing your rock through the house. You cannot target for removal a rock that is behind a Guard, although you can target the Guard. After the Takeout card is resolved, it is discarded.

A takeout is a rock thrown very hard, usually with the intent of removing an opponent's rock from play, although sometimes with the intent of just throwing the rock through the house (as for example, when you have a lead and want to avoid putting rocks in play that your opponent could use).





Guard: When you play a Guard, you can either play it in front of one of your team's rocks in the house, or you can play it to the centre of the table, where it can be claimed by the next person to play a Draw.

A guard is a rock that stops short of the house, but protects a rock in the house from being removed by a takeout. Sometimes the guard is thrown to protect a rock that is already in the house. At other times, the guard is thrown first and a rock is drawn around behind it afterwards. A rock in the house may have multiple guards in front of it.

Free Guard Zone Rule: During each player's first throw (the first four shots of the end), you may not remove a Guard from play with a Takeout.

Resolving the Shot

After you select and play your Shot card, each player has the opportunity to affect the outcome of the shot. In order, starting with the player to the left of the thrower, each player may either play a card, or pass.

You may only play Red cards on your opponents' throws. You may only play Green



cards on your team's throws. Each Red and Green card indicates what types of Shot cards it can be played on, or what other cards it can be played after.

Some cards are a combined Red & Green card, which may be played on either your team's throws or your opponent's throws, although the effect described on the card may differ depending on how it's played.

After each other player has had a chance to affect the outcome of the shot, the thrower may either play a Green card or pass. Play continues until all four players pass in a row, at which point the round is over and the Shot is resolved. Apply the effects of all played cards that have not been cancelled.

Some cards impact rocks with effects that remain in play. Printed upside down at the bottom of these cards is a reminder of this impact. When the Shot is resolved, if the card is not cancelled turn it around and slip it under the card it affects. For example, if Hurry Hard! is played on a Draw to the 8 Foot, place it underneath the Draw card so that Promoted 4 Foot now appears at the top. This rock is now considered to be at the 4 Foot until removed by a Takeout or modified by another card.

After the Shot is resolved, each player draws enough cards from the draw pile to



restore their hand to four cards. It is now the next player's turn to throw.

Scoring

After all shots for the end have been thrown, the team whose rock (or rocks) is closest to the button scores. You count one point for each of your rocks that are closer to the button than the nearest opponent's rock.

If two opposing rocks are at the same distance, they are considered tied and neither scores (*exception: some cards allow rocks to win ties against other rocks at the same distance from the button*).

Evaluating Rocks for Scoring:

best	Button
↓	4 Foot
	8 Foot
↓	12 Foot
worst	Biter

Tie Breakers:

This Looks Closer - wins all ties

Freeze - wins tie versus selected rock



Next End

After each end is scored, all hands are discarded and all played cards, the discard pile, and the draw pile are reshuffled.

If the team with The Hammer scored during the end, The Hammer is passed to the opponent on the left. If the team without The Hammer scored, or if neither team scored, the team with The Hammer retains it, and it is passed to the next player on the team.

The player with The Hammer starts the next end by dealing out cards as described under Set Up.

2, 6, and 8 Player Games

Divide the players into two equal teams. Sit in alternating order so that no player is sitting adjacent to a teammate.

Two players: Place eight cards face down in front of each player during set up. Use five card hands instead of four cards.

Recommended variation: play with only six rocks per side (six cards face down in front of each player during set up).



Six or eight players: Place only two cards face down in front of each player during set up (note that the six player game involves only six rocks per team per end). Use three card hands instead of four cards.

The Free Guard Zone Rule applies to the first four shots of each end, rather than the first shot for each player.

Odd Number of Players

If there are an odd number of players, the team with the extra player sits one person out. After each end is scored, alternate the player sitting out.

Optional Rule: Corner Guards

Guards may be declared corner guards (turn sideways to designate). Choice is thrower's except after Over Curled. Draws that Wreck on Guard become corner guards if they wrecked on a corner guard.

A corner guard may not be played in front of a rock on the 4 Foot or Button. Rocks that come to rest there, either from a Draw or Hit and Roll, may not claim a corner guard.

Draws with Split the House played on them may only claim a corner guard.



Card Term Definitions

Here are the meanings of certain terms on the cards:

“Claim only any Guards in front of the selected rock” means that for this Draw, you may not claim any Guards from the centre of the table.

“Draw comes to rest” means apply the effect of all Hurry Hard! and Sweeping Error cards first. Then apply the effects of this card based on the Draw’s current distance from the button.

“Immediately cancelled” means that no more cards may be played on this Shot and no already played cards have any effect. The Shot is resolved immediately with the Shot and all other cards played on the Shot being cancelled and discarded.

“In the house” and “In the rings” mean any rock in play that has the potential to score. Generally this is any Draw card, except a Draw that has been affected by Wreck on Guard. It can also be a Guard that has been affected by Biter.

“Just been removed” means a rock removed from play by a just resolved Double or Takeout. This is usually the targeted rock, unless that rock is Frozen, in which case it is the rock selected at the time the Freeze was played.

“Unguarded” means any rock that is not protected by a Guard in front of it. Guards themselves are always considered unguarded.



Example of Play

Alan and Chuck decide to take on Beth and Debbie in a four player game. Debbie is randomly chosen to start with The Hammer so Alan, sitting to her left, leads off.

Rock One

Alan starts by picking up one of the four face down cards in front of him, and adds this card to his starting hand. His partner Chuck wants to play an aggressive game, so calls for Alan to draw into the house. Alan decides to do so, and plays a Draw to the 8 Foot card from his hand.

Beth, sitting to Alan's left, has the first chance to modify Alan's Shot. She has a Sweeping Error card she could play, but she decides to hold on to it and passes. After Chuck and Debbie also pass, Alan plays a Hurry Hard! card on his own shot. Beth now decides to play her Sweeping Error.

After everybody else passes, the round is now resolved. The Sweeping Error cancels the Hurry Hard! and Alan's draw comes to rest in the 8 foot.

Alan and Beth are now down to three cards each in their hand, so each draws a card to bring their hand back to four.

Rock Two

It's now Beth's turn. After she picks up one of the face down cards in front of her, her partner Debbie calls for a Guard. Beth, however, wants to come into the house. She therefore ignores Debbie's suggestion and plays a Draw to the 8 Foot.

Chuck plays Sweeping Error on Beth's Shot. After Debbie and Alan pass, Beth also passes. Chuck has a second



Sweeping Error in his hand, but decides not to use it at this time. Instead, he too passes.

The Shot is then resolved. The Sweeping Error demotes Beth's draw, such that it comes to rest in the 12 foot. The Sweeping Error card is turned upside down and slid under the Draw card in front of Beth to mark that this Draw is now in the 12 foot.

Chuck draws a card to restore his hand to four.

Rock Three

Chuck now picks up one of the face down cards in front of him. Alan calls for him to play a Guard to protect their rock in the house, and Chuck obliges.

Debbie and Alan pass, then Beth plays Over Curled. All four players now pass, and the shot is resolved. Over Curled allows Beth to move the position of the Guard thrown by Chuck, so she moves it to in front of her own rock in the 12 foot.

Beth draws a card to fill her hand, and then it's Debbie's turn to throw.

Rock Four

Debbie adds one of the face down cards in front of her to her hand. Beth calls for her to play a Takeout and Debbie does so, indicating that Alan's rock in the 8 foot is her target.

Alan passes, Beth plays a Hit and Stick card, and Chuck follows with a Roll Off. After everyone passes, the Takeout removes Alan's rock. Beth's Hit and Stick allows her to claim it and place it in front of her, while Chuck's Roll Off means the rock is demoted to the 12 foot. Beth and Deb-



bie now have two rocks in the house, both in the 12 foot, one behind a Guard.

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Rock Sixteen

Fast forward now to the last rock of the end. As Debbie picks up from under The Hammer card the last of the face down cards in front of her, she surveys the table. She and Beth still have the rock in the 12 foot behind a Guard. Their other 12 foot rock is long gone, but they have a rock in the 4 foot, while Alan and Chuck have a rock in the 8 foot.

Beth has no suggestion for Debbie, which Debbie takes to mean that Beth has no cards that can help her. Debbie decides to play her best Draw, a Draw to the 4 Foot.

After Alan and Beth pass, Chuck plays the Sweeping Error card he has been holding on to since the initial deal. Neither Debbie nor Beth have anything to counter this, so after everyone passes Debbie's draw comes to rest in the 8 foot, demoted one distance by Chuck's Sweeping Error.

The end is now scored. Beth and Debbie have a rock in the 4 foot and a rock in the 12 foot. Both teams have a rock in the 8 foot, and there are no tie breakers between them. Beth and Debbie therefore score one point only, as their rock in the 4 foot is the closest rock to the button, and is the only rock they have that is closer to the button than Alan and Chuck's rock in the 8 foot.

As Beth and Debbie scored, The Hammer now passes to the other team. Debbie hands it to Alan, who is sitting to her left, and Alan deals out the cards for end two.



Frequently Asked Questions

My opponents have two rocks in the house. My teammate plays a Takeout against one of them, and I play a Double. Our opponents then play Miss the Broom. Can I put my Double back in my hand?

No. Once a card is played, it cannot be put back in your hand. In this case, if no other cards are played, both the Takeout and the Double are discarded with no effect.

What if I then play a Plan B card? Can I use this with my Double to remove the originally targeted rock?

Yes. Plan B allows you to remove the other opponents' rock. Your Double then allows you to remove an extra rock, which in this case can be the originally targeted rock. This is sometimes called "making the double the other way".

Can a second Miss the Broom be played after the Plan B?

No. There is no counter to the Plan B card.

If my Takeout removes a Guard, can a Double remove a rock in the house that used to be protected by that Guard?

So long as you removed the only Guard protecting that rock, yes. This is called a "run back double". Once the Guard is removed, the rock in the house is no longer behind a Guard and therefore can be removed.

What if my opponent plays a Hit and Stick? Does the replacement of the Guard prevent the "run back double"?

No. Hit and Stick takes effect after the Takeout and Double are resolved, so the Guard is only replaced after the Double has been made. If the rock it was protecting has been removed, put the Guard in the centre of the table.



What if my teammate also plays a Hit and Stick?

A good turn of events! After the run back double is complete, the opponent's Hit and Stick replaces the Guard. You then get to use your Hit and Stick to claim the opponent's rock that was removed, and you also get to claim the newly replaced Guard it was behind!

My teammate plays a Hit and Stick. I want to play a Hit and Roll instead. Can I do so?

No. Each team can play only one Hit and Stick or Hit and Roll each shot. After one has been played, no additional Hit cards can be played.

After a Hit and Stick/Roll or Jam I claimed a rock marked This Looks Closer or Split the House. Do these stay?

Yes. These effects stay with a claimed rock.

I play a Draw to the 8 Foot, my partner plays a Tap Back, and my opponent plays Sweeping Error. Will the Tap Back affect a rock in the 8 Foot or the 12 Foot?

The 12 Foot. Tap Back is based on where the Draw comes to rest, which is its distance from the button after applying the effect of all Hurry Hard! or Sweeping Error cards.

The rock I selected to Tap Back had no Guards in front of it. Can I claim a Guard from the centre of the table?

No. The only Guards that may be claimed for the Draw are those in front of the selected rock, if any.

What if there are no rocks at that distance to select? Or I selected my own team's rock to Tap Back?

Once a Tap Back has been played, you may not claim Guards from the centre of the table for your Draw, even if



no rock ends up being selected to Tap Back. If you selected your own rock, you must move any Guards from the tapped back rock to the just played Draw.

If my opponent plays Wreck on Guard on my Draw, can I use Tap Back to impact another Guard?

No. Tap Back may not promote or demote Guards.

Can I play multiple Roll Offs on the same Hit and Stick or the same Jam?

Yes. The rock claimed by your opponent is demoted one distance from the button for each Roll Off played.

Can I play a Roll Off on a Hit and Roll?

No. Roll Off only affects Hit and Stick or Jam.

On her last throw, my teammate played a Freeze against an opponents' rock that was behind a guard. On my turn, can I now target our Frozen rock for a Takeout?

Yes! So long as your own rock is not behind a Guard, it is a valid target for the Takeout. If successful, the Takeout will remove the opponent's rock, leaving your own rock in play. While this will result in the removal of your Freeze card, it gets rid of the opponents' rock.

What if we also play Hit and Stick or Hit and Roll?

You may claim the opponent's rock. However, you may not claim the guard. It is moved to the centre of table.

Can I Freeze to a Frozen rock?

Yes. A Takeout, Double or Tap Back on the second Frozen rock affects only the rock selected by the first Freeze.



I play a Draw to the 8 Foot and my opponents play two Sweeping Error cards. Are both effective?

Yes. So long as no Hurry Hard! cards are played, the first Sweeping Error demotes the rock to the 12 Foot and the second demotes it out of the rings, removing it.

Are multiple Hurry Hard! cards also effective?

Yes. So long as no Sweeping Error cards are played, each Hurry Hard! will promote the Draw one distance.

I play a Draw and my opponent plays a Sweeping Error. Can I now play a Hurry Hard! card?

Yes. You can play a Hurry Hard! card after a Sweeping Error. Although the Hurry Hard! card will be cancelled, it also cancels the Sweeping Error card.

What happens if there are multiple Hurry Hard! and Sweeping Error cards played on the same Draw?

It only takes one Hurry Hard! card to cancel all Sweeping Error cards and only one Sweeping Error card to cancel all Hurry Hard! cards, so long as all of them are played to modify the Draw.

I play a Draw. My opponent plays Wreck on Guard. I play a Hurry Hard! to cancel the Wreck on Guard. Can my opponent now play a Sweeping Error card to cancel my Hurry Hard!?

No. Because you played the Hurry Hard! to cancel the Wreck on Guard rather than to modify the Draw, your opponent can play a Sweeping Error, but it will not cancel your Hurry Hard! The Wreck on Guard is cancelled by the Hurry Hard! card. The Sweeping Error then demotes the Draw one distance from the button.



Curling Expressions

Biter A “biter” is a rock that is just touching the rings. It counts as being in the house, but is far enough from the button that it can be used as a guard by another draw that is closer to the button.

Burnt Rock Once a rock has been released by the thrower, no one is allowed to touch the rock until it comes to a complete stop. Sometimes sweepers will accidentally contact the rock with their broom or foot. This is called a “burnt rock”. As even a small touch can change the direction and distance than a rock travels, burnt rocks are removed from play. Burnt rocks are most likely to happen when the sweepers are sweeping vigorously.

Double If a takeout strikes a rock at the correct angle, it can careen either itself or the struck rock off to strike yet another rock. If this process results in two opposing rocks being removed from play, the shot is called a “double”. If this results in three opposing rocks being removed from play, it is called a “triple”.

Freeze One of the trickier shots in curling is to throw a draw that comes to rest exactly in front of and touching another rock. This is called a “freeze”, and the rock that has been thrown is said to be “frozen” to the other rock. The energy from a takeout thrown against the frozen rock is passed through to the rock behind it, removing that other rock while leaving the frozen rock in place.



Hammer The team throwing the last rock is said to have “the hammer” for that end. Generally, the team with the hammer seeks to score two or more points in the end. If the team without the hammer scores, it is said to have “stolen” any points it get. If no points are scored, the end is “blanked” and the team with the hammer retains it for the next end. Otherwise, the hammer for the next end goes to the team that did not score in the current end.

Hit and Stick If a takeout strikes another rock directly in the centre (“on the nose”), then the takeout rock stays in play very close to the original position of the struck rock. This is usually a highly desirable result, as it is the equivalent of both removing the opponent’s rock and replacing it with a draw of your own. When accomplished, this is called a “hit and stick”.

Hit and Roll Even better than a hit and stick, a hit and roll is when the takeout rock rolls closer to the button than the rock it removed. If this results in the rock rolling behind a guard, that’s a great shot indeed!

Hogged Rock To stay in play, a rock needs to travel at least as far as the hog line. Any rock that does not make it to the hog line is called a “hogged rock” and is removed from play. Strong sweeping can sometimes help a rock that would otherwise have been hogged make it as far as the hog line.

Hurry Hard! “Hurry hard!” is one of the characteristic expressions yelled by skips when they want their sweepers to put everything they can into their sweeping. Strong sweeping helps a rock to travel further by



warming the ice directly in front of the rock, reducing friction.

Jam When throwing a takeout, the objective is to remove the opponent's rock from play. Occasionally, the opponent's rock on its way out of the rings strikes one of your rocks instead, leaving the opponent's rock in play while removing your rock. This is known as a "jam".

Miss the Broom For every throw, the Skip holds their broom to indicate the direction in which the thrower should release the rock (*when the Skip is throwing, their Third (or "Mate") holds the broom*). If the rock is released to the left or right of this location, the thrower is said to have "missed the broom". This will result in the rock not going quite where it was intended. In the case of a takeout, this can result in the rock sailing through the rings without striking the target rock.

Over Curled Curling gets its name because the rocks while in motion curl to either the left or the right, depending on how the handle is released when the rock is thrown. The curl is how rocks are able to tuck themselves behind guards and be safe against an opponent's takeout (takeouts, being thrown harder than draws, do not curl as much as draws over the same amount of distance). Sometimes a rock will curl too far, such that instead of being hidden behind a guard, it pops out the other side. This is known as "over curling".

Pick A "pick" is how curlers describe a rock that has picked up debris on the ice. Despite the efforts of



sweepers to keep the ice surface in front of the rocks clean, from time to time a rock will run over something on the ice like a hair. When this happens, the extra friction from the debris results in the rock veering wildly off course or halting far short of its target.

Plan B “Plan B” is a colloquialism used when things don’t go as intended, but still turn out okay. A typical situation would be when the opponent has two rocks in the house, and a takeout targeting one of those rocks goes off course and removes the other rock instead.

Roll Off Sometimes a rock that strikes another stays in play, but rolls away from where the struck rock was positioned. The Roll Off card represents a hit and stick where the takeout rock stays in play but ends up further from the button than the rock it removed, or a jam where the jamming rock rolls a bit away from the position of rock it jammed against.

Split the House The most difficult doubles to make are those when the two rocks to be removed are on opposite sides of the rings. If the two rocks are sufficiently far apart and at the correct angles, a double becomes impossible. In such a situation, the team throwing the draw is said to have “split the house”.

Sweeping Error Sometimes sweepers misjudge the distance a rock is going to travel, and either oversweep it such that it travels too far, or undersweep it such that it does not travel as far as it should. In either case, a “sweeping error” is said to have occurred.



Tap Back A “tap back” is a half way shot, partly between a draw and a takeout. It is thrown with enough force to move another rock, but not necessarily remove it from play. Because the tap back is thrown more gently than a takeout, it curls more and can therefore be used to strike a rock behind a guard that could not be hit with a takeout.

This Looks Closer In actual curling, all rocks in the four foot ring, eight foot ring, etc. are not considered to be the same distance from the button. During scoring, the rocks are measured to determine which is closest. The This Looks Closer card represents a situation where one rock is clearly closer to the button than other rocks in that same ring.

Wreck on Guard Sometimes, while trying to curl a draw in behind a guard, the rock curls too much too soon and strikes the guard. This prevents the rock from making it into the house and leaves it out front as another guard. In this situation, the rock is said to have “wrecked on the guard”. Strong sweeping can help a rock stay a little straighter for a little longer, helping to prevent the rock from wrecking on the guard.

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