

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 rocks thrown per team, with each player throwing 2 rocks. Unless otherwise indicated, Curling Canada's rules apply to Triples, including those related to the Free Guard Zone rule.

Practice: In order to allow all curlers to familiarize themselves with the playing conditions on the sheet, Triples is always preceded by a short practice session. During this practice session each curler will deliver 2 shots in each direction. Recognizing that there is no Pre-Game LSD, this process should take no more than 5 minutes/team.

Game Structure: Triples games consist of 3 'Sets' of 2 ends each. Each Set can be seen as a 2-End 'Mini-Game', with each team playing with the hammer for one of these ends and without the hammer for the other. The team scoring the most points after these 2 ends wins that Set. However, if the score is tied at the completion of the set of a Set, it becomes 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 scores 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 the first end of Set 1, hammer is determined by a coin toss, with the winner automatically getting hammer. Hammer in the first end of Set 2 reverses from the first end of Set 1. Hammer in the first end of Set 3 goes to the team that is trailing on the scoreboard. However, if the score is tied heading in to Set 3, then the hammer in the first end simply reverses from Set 2.

Positions and Throwing Order: One of the unique features of the Triples discipline is that curlers play each of the 3 positions (i.e., Lead, Middle, and Skip) for one 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

Sweeping: Only one player (i.e., the current sweeper) is allowed to sweep rocks until the far hog-line. At this point, 1 of the other curlers (i.e., broom holder or thrower) can join in. This is intended to encourage each curler to take ownership of their respective positional responsibilities on every shot.



Set Values: In order to ensure that a full Triples game is played and that each player has a meaningful opportunity to play all 3 positions, 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)

The goal of these differing Point Values is to ensure that the full 3 Sets are played without the outcome of the game being determined. Thus, 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: If the game is tied after Set 3, a Team Draw-the-Button Tie-Breaker is used. The teams alternate throwing their draws as if this was the 'Third End' of Set 3. The throwing order and positional responsibilities for the Tie-Breaker remain the same as they were in Set 3.

The cumulative point total of all 3 players on a team determines the team's Tie-Breaker score. The scoring system for each shot of the Tie-Breaker is as follows:

5 Points: Rock stops in contact with Button

4 Points: Rock stops in contact with Four foot

3 Points: Rock stops in contact with Eight foot

2 Points: Rock stops in contact with 12 foot

1 Point: Rock stops In Play, but Not in Rings

0 Points: Rock stops Out of Play

In the event that both teams finish the Tie-Breaker with the same number of points, each team identifies 1 curler to throw a single measured Draw-the-Button for the win (with sweeping).

Coaches: Coaches are positioned in the ice area in Triples. Coaches may stand either on the sideline between the hog lines or on the backboard behind the house. In Sets 1 and 2, the coach of the team winning the pre-game coin toss is positioned on the 'Away Half' of the sheet, while the coach of the team that loses the coin toss is positioning on the 'Home Half'. In Set 3, coaches are positioned on the half of the sheet where their team has the hammer.

Please note that coaches are only allowed to communicate with their curlers when the other team is in control of the house. This is intended to maintain the pace of play, and to ensure that the curlers make their own decisions. However, teams/coaches can call 1 x 60 second Time-Out (timed by the other team's coach). Time-Outs can take place anywhere on the sheet.



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 1st End of Set 1

Red	2												
		1	2	3	4	5	6	7	8	9	10	11	12
Yellow													

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

Red	2	X											
		1	2	3	4	5	6	7	8	9	10	11	12
Yellow	2	X											

Yellow scores 1 in the 1st End of Set 2.

Red		X											
		1	2	3	4	5	6	7	8	9	10	11	12
Yellow	1	X											

Red scores 3 in the 2nd End of Set 2. Red therefore takes the Set, and is awarded 2 points.

Red	3	X		2									
		1	2	3	4	5	6	7	8	9	10	11	12
Yellow	1	X											

Red scores 1 in the 1st End of Set 3.

Red	1	X		2									
		1	2	3	4	5	6	7	8	9	10	11	12
Yellow		X											

Yellow scores 2 in the 2nd 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.

Red	1	X		2									
		1	2	3	4	5	6	7	8	9	10	11	12
Yellow	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 1st End of Set 1

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

Yellow scores 2 in the 2nd 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
Red	2	1										1
Yellow	2	1										1

Yellow scores 1 in the 1st End of Set 2.

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

Red scores 3 in the 2nd 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
Red	2	1	2									3
Yellow	1	1	0									1

Red scores 1 in the 1st End of Set 3.

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

Yellow scores 2 in the 2nd 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.

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