
QUICK GUIDE TO CROLF

STANDARD RULES*

- 1 Objective:** Quibble must be played into the Quiver in least shots. After the first team finishes, all other teams have 90 min to finish.
- 2 Doorstep:** Teams may place the Quibble anywhere behind the Doorstep line. 1st shot must cross the Doorstep or be repeated. Then next team may begin. All teams must start within 60 min.
- 3 Shot:** Defined as any contact with the Quibble using a Spoon, Broom, or Slingshot. Any other physical contact after the shot is not permitted except for Revivals, Levels and Trims.
- 4 Revival/Level:** Own Quibble may be moved by hand from lying to upright exactly once before a Spoon shot, or from upright to lying for Brooms and Slingshots. It may not be shifted or rotated.
- 5 Trim:** If every racket is impossible to use, or Quibble is up-right/leaning preventing broom and slingshots, move it horizontally up to 5 cm once and lay it flat. Revival afterwards is allowed.
- 6 Spoon Shot:** Quibble upright. One hand on handle, other on first. Only Spoon head may contact Quibble. No continuous contact.
- 7 Broom Shot:** Only used in marked zones. If no zones are marked, no brooms are allowed. Quibble must lie flat. The Quibble must move away from the player. No continuous contact.
- 8 Slingshot:** Quibble must lie flat. The slingshot may touch the Quibble before shot. Quibble must leave slingshot before rest.
- 9 Consorts:** Play is in pairs. Shots may be in any order. Maximum 2 consecutive shots per player. Slingshot counts for both players.
- 10 Deadlock:** If Quibble unreachable or getting back on course will take 3+ shots, last shot may be repeated (but initial shot counts twice) if agreed upon by the referee or two adjacent teams.

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TERMINOLOGY

- **60 inch Slingshot:** 60 inch long parcel string with stripe in the center to hold Quibble.
- **78 yard Bakewell Broom:** Broom-shaped racket with organic, soft bristles.
- **120 yard Bridgewater Broom:** Broom-shaped racket with synthetic, stiff bristles.
- **Baroness Shackleton Spoon:** Small spoon.
- **Consort:** The team of two players.
- **Deadlock:** Situation allowing to repeat the last shot while counting the failed shot twice.
- **Doorstep:** Starting line behind which the Quibble is placed before the first shot.
- **Jabberwacking:** Quibble-on-Quibble contact. Permitted but frowned upon.
- **Pelting:** Hitting a player with a Quibble.
- **Level:** Laying a standing Quibble flat to enable a Broom or Slingshot shot.
- **"Players Beware!":** Exclamation to announce your next shot and warn others.
- **Quibble:** Standardized ring-shaped game object made of crepe tape.
- **Quiver:** Large container for the final shot.
- **Revival:** Moving the Quibble by hand from a lying position to upright before a Spoon shot.
- **Shackle:** Final shot into the Quiver.
- **Somerset Spoon:** Big spoon.
- **Trim:** Hand repositioning of the Quibble when a regular shot is nearly impossible.
- **Weasle:** Successful shot from a hopeless position.

CLARIFICATIONS

Shackle: For a successful Shackle, the Quibble must come to rest within the Quiver.

Jabberwacking: Quibble-on-Quibble contact is permitted.

Pelting: If a moving Quibble hits a player during a shot, repeat the shot. If contact occurs between shots, return the Quibble to its last position. Active or repeated Pelting may result in disqualification.

Disqualification: Deliberately obstructing other teams, repeated or self-Pelting, or targeting players may result in disqualification. Disqualified or unfinished teams receive 1.5x the points of the last regular finisher (rounded up).

Misusage of Rackets: There is no penalty for using a racket in a way that is not technically forbidden.

House Rule: The event organiser may define additional rules for the specific game.

Final Say: If a situation is unclear, consult the referee. Without referee, the event organiser decides.

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