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Carrom is one of th most populer games in India. It's a very historied game that has becom popular allover the world. Now, of courze, you'll need to know th carrom rules if you want to play sucesfully. Carrom Rules and Equipment The first move is to decide which side of the board to place the striker. If this is done correctly, players can choose when to strike or pocket their pieces. Once this is decided, the board can be set up by placing the Queen in the middle circle and arranging the Carrom Men around it. ===== Carrom Game Rules: A Step-by-Step Guide ===== Sit opposite from each other with you and your opponent sitting on either ends of the board. The objective is to pocket all of your pieces first, while also getting your red piece, or queen, into the pockets. Practice gripping your striker before playing to develop a technique that works for you. You can use the straight grip or scissors grip to maneuver the striker. It's best to start with the straight grip and get comfortable with it. Determine who goes first by using a coin flip or one of other board games' rules such as "the oldest player goes first" or "the tallest player goes first." The first player breaks the circle in the middle by taking the first shot with their striker. You must always return your striker to your rectangle before taking a new shot, and you can only shoot from within your rectangular boundary. Pocketing a piece means you get to continue playing until you fail to do so. Take turns until one player pockets all of their pieces or covers the queen. The queen is a red piece that can only be pocketed after you've pocketed a piece of your color. If you pocket the queen but not cover it, it will be returned to the center of the board. Follow rules regarding the queen and its covering. Pocketing the queen means you receive points for it at the end of the round.carrom is a tabletop game of indian origin in which players flick discs attempting to knock them to the corners of the board in a similar fashion to billiards. many clubs and cafes hold regular carrom tournaments throughout south asia. carrom is commonly played by families including children and at social gatherings different standards and rules exist in different areas. the word carrom probably comes from carom which means to strike and rebound. one carrom board with its surface made of glass is still available in one of the palaces in patiala india. a round continues until one player has pocketed all of his or her pieces.Carrom: A Game with a Rich History Across India and Beyond ===== Serious carrom tournaments began in Sri Lanka in 1935; by 1958, both India and Sri Lanka had established official federations to sponsor tournaments and award prizes. The International Carrom Federation (ICF) was formed in Chennai, India in 1998, publishing formal rules for the Indian version of the game that same year. The ICF officially codified the rules, promoting the game internationally. The UK's Carrom Federation was established in London in 1991, aiming to promote carrom throughout the UK and ensure participation by UK players in major international championships. They have hosted successful Euro cups in England and organized national championships and league tournaments. In other countries, carrom enthusiasts formed federations to spread the game. The Pakistani Carrom Federation was founded in 2004, building clubs across Pakistan to promote and teach carrom. The German Carrom Federation was established in 1986, overseeing Germany's carrom clubs and teams. The Italian Carrom Federation, founded in 1995, promotes carrom throughout Italy with the help of volunteers who run events to educate about the game. The Japan Carrom Federation was set up in 1997 and moved into its new Tokyo headquarters in 2001. Carrom boards are made from plywood and have a square playing surface with pockets in each corner. The ICF specifies rules for the board, including the size of the playing surface and the materials used. The game uses small disks of wood or plastic, known as carrom men, which slide when struck. Carrom follows similar games like pool, using rebounds, angles, and obstruction to win. A standard set contains 19 pieces in three colors: white, black, and red queen. ===== The queen is automatically covered with one use of the striker, which means it doesn't matter who goes first. To make the pieces slide easily, fine-grained powder like boric acid powder is used on the board. In the UK, some players use a special anti-set-off spray powder that has specific electrostatic properties. The International Carrom Federation sets the rules for carrom, and they have an international ranking system, tournament sanctions, and award presentations. The federation also ranks players, such as those from India, Australia, and the US. Before each match, an umpire hides one black and one white carrom man in their hands. Players then guess which color is being held in each hand, and the winner of the toss gets to choose whether they play with white or black. The player who wins the toss has the option to change sides. If a player pots all their coins and covers the queen without the opponent getting a chance, it's like having an ace in pool. If someone pockets the queen, they must immediately cover it by pocketing one of their carrom men on their next shot. Some players can shoot with their thumb, which is allowed by the International Carrom Federation. However, coming into contact with the diagonal lines or touching the striker when shooting is a foul, and the player who committed the foul must return one carrom man they already pocketed. If someone pockets the queen without first covering another coin, it's against the rules. The game ends when all coins are pocketed, regardless of whether the striker is still in play. The winner gets points for each opponent's carrom men left on the table and three points if they cover the queen. However, no more points can be earned after a player reaches 21 points. A standard game consists of 25 points. When shooting, the striker must touch both baselines before releasing it, covering either the end circle or not touching it at all. The striker cannot touch the diagonal arrow line, and players must flick it when shooting. They must also remain seated while taking their shot.Carrom Rules and Variants ===== The game of carrom is typically played with a standard set of rules, but there are several variants and modifications that can be made depending on the region or personal preference. In this article, we will outline the basic rules and then explore some of the most popular variants. Basic Rules The objective of carrom is to pocket all of your carrom men while preventing your opponent from doing so. The game starts with the striker being placed in a specific location on the board, and players take turns striking the striker to send one or more of their carrom men into play. If a player's carrom man is sunk before any of their opponent's carrom men, they must replace it with an additional piece. If a queen is sunk along with another piece, the queen is not considered covered and its position on the board remains unchanged regardless of when it was placed or how it entered the pocket. Pieces that jump off the board are placed on the center spot, while pieces that land on end or are overlapping remain in place. When replacing a piece, the player should cover as much red as possible, but if they can't fit, the piece is placed opposite the next player behind the red spot. Players can touch any coin, but touching their last piece directly before the queen incurs a penalty. Sinking an opponent's piece results in a lost turn, while sinking an oponent's last carrom piece deducts three points from the winner's score and eliminates them from the game. Point Carrom Point carrom is a popular variant played with an odd number of players or by children. Each player can pocket any color of carrom men, but the queen still gives five points to the pocket. To earn queen points, a player must pocket another carrom man in the same turn as the queen. If a player fails to cover the queen, it is put back on the board. The first player to reach 25 points wins, unless no one does so, in which case the player with the highest score prevails. Family-Point Carrom Family-point carrom is an informal variant suitable for odd numbers of players and is commonly played in South-East Asia. Each player can pocket any color of carrom men, but typically a black scores 10 points and a white scores 20 points. The queen still gives 50 points to the pocket. To earn queen points, a player must pocket another carrom man in the same turn as the queen. This variant is widely accepted in many areas due to its simplicity and potential for comeback victories. International Carrom International carrom, also known as point carrom, assigns a fixed value to each color of carrom men: black scores one point, white scores two points, and so on. The queen gives 5 or 50 points depending on the specific game variant. A player must pocket all their carrom men on the board to win. After the first round, players put all their carrom men in the center. They then play for the carrom men in the center until one team or player has captured them all. Board Variations Carrom boards come in various sizes and corner-pocket configurations, catering to different skill levels and preferences. Smaller boards with larger pockets are ideal for beginners, while traditional boards feature smaller pockets that make pocketing more challenging but rewarding. The presence of a "scratch shot" on some boards results in a "due," where the player must return one previously pocketed carrom man to the board.Carrom association and federation size is a square playing surface with 74 × 74 cm (29 × 29 inch) borders, ranging in play-area sizes for tournaments and competitions. The main article discusses Pichenotte and North American carrom, played primarily in Canada and the northern United States, developed around 1890 by Christian missionaries to Asia. North American carrom was altered by Henry L. Haskell, an American Sunday school teacher, who modified the game for Western tastes. Much of the game remains similar, with reduced striker weights and smaller carrom men, often made of light plastic. Miniature cue sticks are sometimes used instead of fingers to flick the striker. American carrom boards feature pockets built into the corners, making pocketing easier. Commercially produced American carrom boards by the Carrom Company of Michigan are squares measuring 28 inches (71 cm) to a side, printed with checkerboard and backgammon patterns, and sold with dice and other games. These boards may also be printed on the reverse with circular patterns for playing crokinole. Carrom was introduced to Japan in the early 20th century, becoming popular as tōkyūban (闘球盤) before falling out of popularity during the Shōwa period. However, it gained a new name as "Hikone Karomu" in Hikone, Shiga, with larger pockets and different disc arrangements. A Mexican variation called fichapool or fichapúl was introduced since 2008, featuring plastic rings as strikers and coins instead of rocks. The Bangladesh Carrom Federation was formed in 1990, but the game's lack of success at the international level may be due to playing levels varying at its roots. Various companies have produced carrom game boards, including Transogram Company's Skooker version in the 1950s and Coleco's reproductions with up to 202 derived replication games. Films like Munna Bhai M.B.B.S, Striker, and Vada Chennai depict Carrom, while similar games include pichenotte, pitchnut, crokinole, Chapayev, novuss, and button football. Games such as Carom, Pichnette, Pitchnut, Crokinole, Chapayev, Novuss and Button Football are also related to carrom.original on 14 March 2007. Retrieved 4 June 2009. ^ Düzçikoğlu, H.; Acaroglu, M. (2009). "Lubrication Properties of Vegetable Oil and Its Impact on Mechanical Systems". *Journal of Mechanical Engineering*. 12(3): 45-58. ^ Smith, J. (2015). "Carrom: A Historical Perspective". *Sports History Review*. 4(2): 78-90. Carrom is a tabletop game similar to billiards, but played with fingers and a striker. The game can be played by two players or four in teams. It is also known as couronne, carum, karam, karom, and finger billiards. Before starting, understand the symbols on the board. Think of Carrom as a finger billiards game. Instead of balls, use small pieces and try to pocket them with a heavier striker. A Carrom board is a large wooden board with markings. Know these markings before setting up. The board should be placed 60-70 centimeters above the ground. Each corner has a hole with a net to catch pieces. Two foul lines and two concentric circles are on the board. The center circle is the size of a piece, and the main circle is six times bigger. Before starting, arrange pieces in these circles. Rectangles on either side mark each player's area to shoot from. Learn the pieces: 9 black, 9 white, 1 red (queen), and two striker pieces. Each player has 9 pieces and one striker. One player has all black, the other all white. Pieces look like checkers. Sink pieces into pockets using the striker. The queen can be pocketed anytime after sinking the first piece. If score is under 24, queen adds 5 points. If over 24, no extra points. Set up by placing queen in center, six pieces around it in a circle, and 12 outer pieces. Alternate colors: red, white, red, etc. Place strikers in rectangular areas. Sit opposite each other. Play as singles or doubles. Each player has their own rectangle to shoot from. Use fingers to strike pieces into pockets. Scoring depends on pieces pocketed and queen's value. Win by reaching 50 points first. Game ends when a player scores 50 or more. Practice to improve skills and strategy.carrom game involves two main grips: straight grip and scissors grip. The most commonly used grip is the straight grip, which requires holding your hand palm side down with fingertips lightly on the board. Flicking your finger to make the shot is essential. To add control, hold the striker between your thumb and third finger. carrom is played with 2 player. if you touch any piece except your striker it is foul. two piece returned to board. If you touch another person's piece then you get penalty. round continue till one player pocket his all pieces. that player win the game and gets points. queen must cover by other player for round complete. score each round. count how many piece left on opponent's table. your score is that number. if you take queen in round, extra 5 point added to your score till it 24 or not. when total score reach 24 then no more bonus point. game keep playing till one player hit 29 points then the game finish. no set number of round. add up score from each round.

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