

Rules and Regulations ©2022

Burling™ is a hybrid wintertime "Ice Jug Curling" Sport that combines the skill and fun of Bocce Ball and Olympic Ice Curling into one exciting and engaging winter sport!

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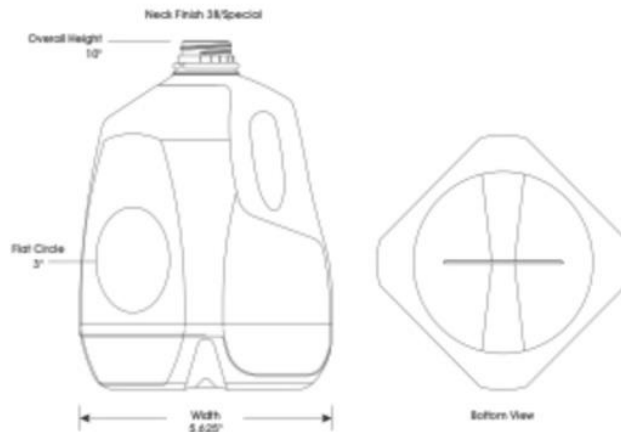
" Burling, ...yep, it's a thing!" ™

Game Strategy

The basic premise of **Burling** is to "curl" or "burl" four (4) individual and team color differentiated, frozen one (1) gallon Jugs (plastic milk/water jugs) down a Burling "Ice Sheet" (Sheet of Ice) with the goal of positioning your Jugs down at the opposite end of the Ice Sheet and as close as possible to the Burling target known as a "Hominy". Like the game of Bocce Ball, the objective is to strategically position your Jugs as close to the target (Hominy) in comparison to your opponent's Jugs. For example, if you get 3 of your 4 Jugs closer to the Hominy /target than your opponent, then that would be potential points scored for those 3 Jugs. There is a finesse to Burling that requires one to slide/glide the Jug - upright and with appropriate velocity - down the Ice Sheet without exceeding the boundaries. Players that can keep their Jugs upright during a specific shot can score 2 points or more (if they are closer to the Hominy than their opponent). Jugs that tip or fall over during a shot are worth fewer points, thus encouraging a higher level of style and accuracy. Jugs that touch the Hominy after a round of play can score bonus points, depending on the shot. Like the Olympic sport of Curling, with the right skill and elegance, Burler's can actually "curl" the Jug into strategic positions in relation to an opponent's Jugs and the Hominy target. There are no brooms or sweeping in the sport of Burling.

What you will Need:

1. A safe, smooth ice surface (Ice Sheet) with ample playing area.
2. Eight (8) total 1-gallon plastic Jugs (plastic milk/water jugs) (four (4) each differentiated by color) filled with water (frozen): i.e., 4 Jugs dyed Red and 4 Jugs dyed Blue (food safe color dye recommended). You can also paint, use stickers (graphics) or tape to differentiate the jugs. The Jugs should all be very similar in size and shape and should have a handle near the neck/opening. Jugs should be filled up 85-90% of container capacity - leaving room for freezing/expansion of frozen liquid - all Jugs should be filled up to similar levels to keep Jugs consistent. It is recommended to freeze the jugs (preferably in a freezer) with the caps off to allow expansion and venting to not drastically effect the shape and integrity of the Jug. A cap can be placed/secured atop after the freezing process. Jugs are to be completely **FROZEN** at the start of an event. As a Burling event progresses, and in the event of warmer temperatures, semi-thawed Jugs are ok to use in later matches. **Completely thawed Jugs are not allowed.**
3. Two (2) Large Aluminum Cans/Containers to be used as the Hominy (target). Recommended 111 oz (size) can - unopened (leave contents inside)
4. Tape Measure (for measuring shots)
5. Two (2) people min. (four (4) for team play)



Standard Milk/Water Jug

Special Note about Jugs: Burling Houses must engineer and bring their own Burling House/Team jugs to games/tournaments for their own use (and not the use of other Burling Houses/players). A Burling House reserves the right to utilize their own proprietary jugs in competition for their use only. Every Burling House is expected to bring their own jugs to competitions and the prospective jugs need to pass regulations. You may not fill Jugs with rocks, sand or other similar materials. Jugs cannot be weighted with solid substances. Jugs should be substantially frozen at the commencement of a Burling day (depending on weather and temps). As discussed, completely thawed Jugs are not allowed. It is understood that through play, rising temps and kinetic energy, jugs may semi-thaw during play. This is allowed when both competing Houses are seeing similar jug conditions. It becomes a problem when one House has a said advantage due to thawed or heavier/lighter jugs as compared to the other Burling House. Always get a 3rd party ruling on jugs.

Jug size and dimensions need to meet the standard milk/water jug shape, or they will not be considered for “sanctioned” play. Significantly different shaped or configured Jugs are not allowed for “sanctioned play”.

At the beginning of a “sanctioned” or official match, both Burling Houses may briefly inspect the other Houses jugs to confirm compliance. To reiterate again, Jugs need to be frozen at the start of an event. A Burling House reserves the right to **red flag** an opposing House’s jugs for not being frozen or damaged/leaking which can drastically affect the performance of a said Jug. Utilize a third party for final rulings on jug conditions. A red flagged Burling House would need to utilize different/new jugs in this scenario.

It is always recommended to bring extra jugs to matches so that you have back up jugs if they thaw or get damaged.

Please carry out your jugs after a match

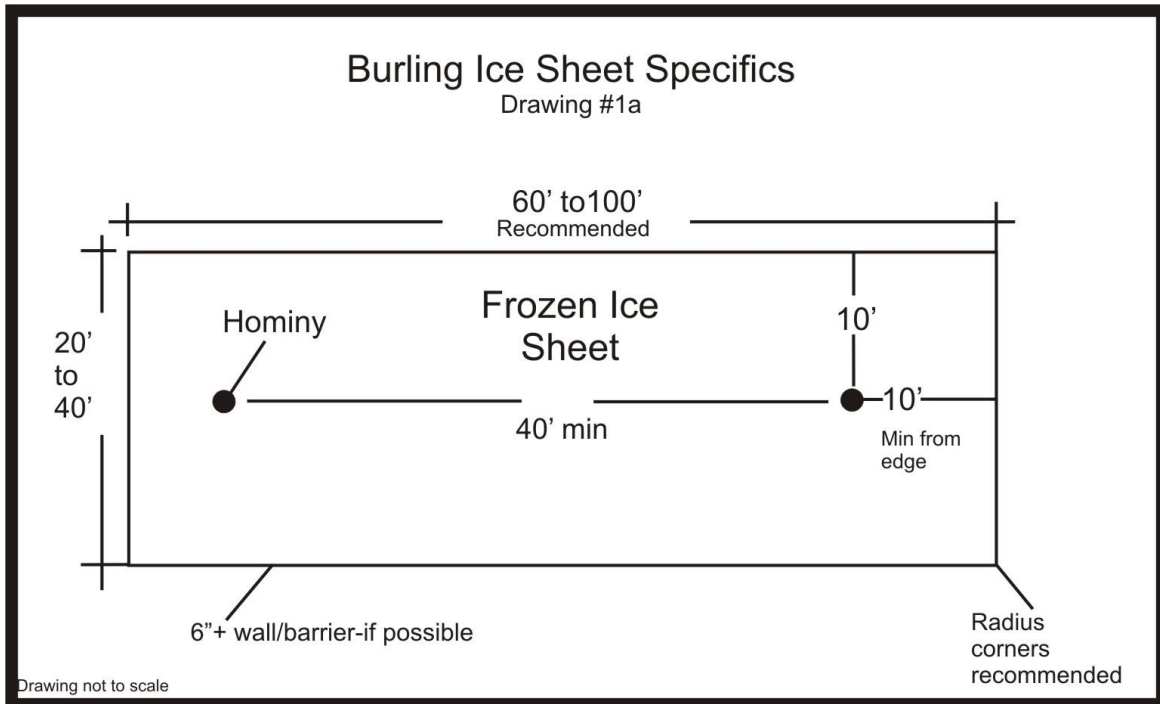
Ice Sheet Regulations

Due to backyard, frozen pond and or lake restrictions there is no exact or rigidly specified Ice Sheet dimension. If possible, a 60' to 100' long (length) Ice Sheet is recommended, with a width of at least 20' and up to 40'. Again, this is not a firm rule but when it comes to the sport of Burling, bigger is better. The goal is to build an Ice Sheet big enough to entertain as many as 2-4 Burlers and have the length and width to accommodate all degrees of Burling skill and complexity. In general, there should be about 10' of space around the back boundary of the Ice Sheet and the Hominy (min 20" wide). Please see **drawing #1a** for reference. The Ice Sheet should be as smooth as possible in order to achieve the highest level of Burling precision. Building a barrier wall out of snow and ice to surround the Ice Sheet is recommended, though not necessary (depends on snow depth). As with all winter ice sports, safety is a paramount concern. **Please do not enter an Ice Sheet or frozen body of water if there are any concerns about safety and ice integrity.**



(examples of a typical Burling Ice Sheet - single lane variation)

Drawing #1a



Ice Sheet Specifics:

How to build an "Ice Sheet" (Burling Court) on a Lake or frozen body of water: Do your best to clear the snow (if applicable), shoveling a rectangular Ice Sheet as big as your space will allow. 60' to 100' long is best (longer the better) and at least 20' wide (30'- 40' for a double lane - two game potential). Use the cleared snow to build walls or a barrier around your Ice Sheet, especially on the back ends of the Sheet so that the Burling Jugs don't fly out. If there is no snowpack to shovel for barrier walls, marking off a Burling Ice Sheet with flags and or markers will discern the Sheet boundaries (especially on the back ends). Having a snow/ice barrier surrounding the Ice Sheet will always be beneficial to the quality and ease of the game. Hypothetically, wood/plank barriers could be utilized, especially in back yard-built Ice Sheets. If on a lake or pond, the Ice you find under the cleared snow will probably exhibit every degree and condition of Ice: Some areas may be smooth and some areas may be rippled, cracked, pitted, grooved and or stepped. Letting nature condition your ice sheet is the first step. As temperatures and sun warm a cleared ice sheet, the afternoon sun exposure can assist in smoothing and leveling an Ice Sheet. Flooding the Ice Sheet with either pumped lake water and or garden hose water would be the next step (if necessary). It may take several coats of water to even out the Burling surface. Let it freeze overnight! Use a large squeegee for better water surface coverage. Utilizing a propane flame (roofer) blow torch is also helpful for smoothing out the rough spots. Remember, it does not have to be perfect but smoother is better! You can sweep the Ice just before game time to ensure the smoothest surface. It is recommended to shovel your Ice Sheet after new snow; especially if warmer temps are on the way. The Ice Sheets are always in their best condition with temps well below 25 degrees F. Cracks on the Sheet are an unfortunate by-product of frozen lake Ice; also caused by the stresses of people Burling

atop. When Ice measurements are 5" or thicker, cracks are safe (mostly) and are just part of the Burling game.

As always do not go out on the Ice if you are unsure about its integrity or safety!

Ice Sheet and Jug Quality:

Being that Burling is an outdoor sport, the game, Ice Sheet and Burling Jugs are subject to all levels of inclement weather and thus some level of variability and or quality. During the late Fall, Winter and early Spring season conditions can be frigid to unseasonably warm. Ice Sheet and Jug maintenance is an ongoing process and it is in no way perfect. As temperatures warm and cool; rain, hail, freezing rain, snow and wind can all directly affect the quality of play. The Ice Sheet can be subjected to drifting snow, cracks, divots (grey spots) ripples, etc. It is always recommended to shovel new snow off the Ice Sheet before play. The Jugs can freeze and thaw as well as see wear and tear from the continued punishment of the game - all creating variables that are part of the Burling experience. Burling is considered an extreme sport and as such will be a different game/experience every time depending on the weather and ice conditions. The goal is to provide a maintained Ice Sheet with Jugs that are all equal in their weight, size and performance - all within reason. To reiterate, the variability of winter and its many conditions is part of the game. With that said, playing in temperatures exceeding 50 degrees does make Burling sloppy/difficult and is not recommended. Playing during snow and or mixed precipitation is encouraged. Playing in the rain is not encouraged. Also, Jugs that are damaged and or leaking should be replaced.



(example of a 2 lane Burling Ice Sheet - for multiple games at once)

How to Play:

- Each player will get 4 individual shots (4 Jugs) taking turns in between shots - each round.
- Objective is to score 21 points before your opponent. Must win by two (2) points. Depending on time restrictions and tournament play, competitors can change the amount of points it takes to win a specific game (at the beginning of the game) - assuming the point total remains consistent throughout the game and or tournament. In all Burling matchups, an individual or team must win by 2. When determining a final score, please include all points scored (even if it is more than the 21-point threshold): i.e., 24-16 final score.
- To begin, players warm up by taking interim shots at the Hominy (a practice round). The player that wins the practice round will have the "Option" to "Burl" first in regulation or shoot last. There are strategic benefits for both options. As stated earlier, Burling Houses or teams are to play with their own proprietary Jugs. It is encouraged to use the same set of Jugs throughout the entire match. A damaged Jug can be taken out of play and replaced if agreeable by both competing teams.
- A "Hominy" target needs to be in place centered at the opposite ends of the Ice Sheet but no closer than 10' from the end of the sheet- giving Burler's ample space in front and behind the Hominy for scoring purposes (please see **drawing #1a** for reference).
- There should be a 30' minimum gap (if possible) between the two Hominy targets (across center ice), not to exceed 50'. Keeping in mind the above rule of requiring the Hominy to be centered 10' from the back edges, depending on Ice Sheet size will dictate the "gap" on center ice between Hominy targets (30' min). It does not have to be perfect.
- The first player will make their shot - trying to Burl/curl their Jug as close to the Hominy (target) as possible. The opposing player will then take their shot once their opponents shot (Jug) is complete and the previous Jug has come to a full stop. Each player gets 4 shots/Jugs per round.
- Players must release their jug before stepping over an imaginary line extending the width of the Ice Sheet at their Hominy, i.e., you can shoot anywhere behind the corresponding Hominy but not past it.
- Players are allowed to hit their opponent's Jugs with their own Jugs, knocking them over or out of the way.
- Players are allowed to hit the Hominy.

- If the Hominy moves due to a Jugs velocity/ impact, play follows the Hominy inside the Ice Sheet. It is common for the Hominy to move during play. It is uncommon for the Hominy to be knocked out of play.
- Jugs that careen or slide out of the Ice Sheet (out of bounds) are negated as points for that round. This includes any Jugs that are sitting on or embedded into the Ice Sheet barrier (snow walls/boundaries). Jugs need to be **touching** the regulation Ice Sheet in order to be considered points. Note: When there is no snow barrier and or varying ice boundary conditions around the playing area this rule becomes a grey area and it is open to interpretation as to when a Jug is in or out of play. Once a ruling is made in a game that ruling (the position of the Jug on the boundary) should set a precedent for the remainder of the game.
- If the Hominy target is knocked out of or off the Sheet (out of bounds) play for that round is suspended. If it is individual play the Burlers re-play the round and no points are awarded. If it is team play, action is suspended, and the other side starts the round. In all instances the option remains with the last round preference (last option).
- Especially when ice/snow barriers are not present/available, players cannot purposely knock the Hominy out of or off the Ice Sheet with the goal of ending the round in a wash. If this happens more than twice during a game, a warning can be issued after the second instance. For a 3rd violation within the same game, 2 points can be deducted from the violator's score each time moving forward for that game. This rule is in play only for the Hominy. You can use "the nuclear option" against an opponent's Jugs if warranted - just NOT the Hominy as a continued strategy.
- The Hominy is considered out of play/out of bounds if it is not touching the interior ice sheet. If a Hominy gets lodged into the snow/ice wall/barrier and is not touching the ice sheet it is considered out of play. Again, this can be a grey area. Once a ruling is determined, please remain consistent with that ruling. Use a third party to handle any controversies.

Remember, have fun!

The player that gets one or more Jugs closer to the Hominy than their opponent's Jugs will score points.

Points:

- **1 point** for a Jug that falls on its side (tips over) but is closer to the Hominy than an opponent's closest Jug.
- **2 points** for a Jug that remains upright (does not fall or tip over) but is closer to the Hominy than an opponent's closest Jug.
- **2 points** for a Jug that falls on its side (tips over) but is actually touching the Hominy (double points).
- **4 points** for a Jug that remains upright (does not fall over or tip over) and is actually touching the Hominy (double points).

Remember, you score on EVERY Jug that is closer to the Hominy than your opponent's closest Jugs.

Play to 21 points - Must win by two (2)

Deeper complexities of Burling:

- **Ties negate points:** A tie is when one (1) or more opponents' Jugs are basically measured at the same distance in relation to your Jug and the Hominy. Utilize a +/- .500" (1/2") tolerance for measuring ties (anything within a half inch is a wash). Any ties negate the points in question. Other Jugs close to the Hominy can still score points (if applicable). Use a tape measure to determine which Jugs are closer to the Hominy when applicable. It is recommended to measure from edge of Hominy (edge/rim of can) to the edge of the Jug cap or opening (spout) if the Jug is upright. For Jugs that are knocked over or on their side measure from the closest point possible facing the Hominy. NOTE: It is ok to measure differently as long as you keep your measuring criteria consistent and accurate throughout the course of the game with a +/- .500" tolerance. Both players must agree on a measurement or it is considered a wash (no points awarded for the Jugs being challenged). When possible, utilize a third party ruling for controversial measurements. Remember, the key is to have fun, so it is recommended to call very close measurements (within a 1/2") a wash and continue play. **You do not need to measure every shot – only game deciding points.** Eyeballing measurements is recommended to keep game flow moving.
- If the first two closest opposing Jugs are deemed a tie then those specific Jugs are considered negated (or a wash) and players can then refer to the next Jugs in proximity for potential points. This is assuming both Jugs are both upright or both are laying on their side. If one Jug is upright and an opponent's is on its side, only one (1) point would be negated and the team earning the one point for an upright Jug could still score additional points if there are other scoring Jugs in proximity.

- A player can score technically up to 16 points in one (1) round (that is assuming all four (4) of a player's Jugs are up right and touching the Hominy; and closer to the Hominy than the opponent's Jugs (almost impossible)).
- After the first round is played and points (Jugs) are added up, Burlers can play back to the opposite side of the Ice Sheet. Always remember to re-center the Hominy in the back end of the Ice Sheet - no more than 10' from the back edge (centered). See **drawing 1a** for reference.
- If the Hominy is not properly centered and play resumes, either player can have the option to replay that round. **Always remember to re-center the Hominy.**
- On warmer days, the Hominy will tend to melt/sink into the ice sheet sometimes fixing its position so that even when a jug hits the Hominy, the Hominy will not move. It is recommended to shift the Hominy around so it is not always stuck in one spot. The Hominy should be able to move when hit by jugs during play.
- Player that wins the round earns the "Option" to Burl first or last in the next round.
- If the next round ends in a tie, the "Option" reverts back to the previous round and who had the last legitimate "Option".
- A player or team that wins a game will have the "Option" in the following game (if applicable). This does not apply to regular season games – mostly "pick-up games"
- For Team Play Only – When the first player or team reaches the halfway point of the game based on points (i.e., 11 points) all players will then switch ends to offer more even odds to the game. Due to varying ice conditions, one side of the ice sheet could be easier or more challenging so switching ends keeps the game fair and is thus encouraged.
- Rule Challenges or "New Rules" can arise during play. If a new circumstance arises try to utilize a third party to settle the challenge. All new potential rules/challenges will be reviewed at a later time by the Burling Commissioner to determine how best to integrate into the Rules and Regulations. A final (future) decision will have no bearing on the game played where the challenge arose.

Notes:

- There should be no physical contact during Burling
- There should be no purposeful distractions during Burling
- Any disputes should be settled by an observing third party or if a consensus cannot be made the points in question are negated (call it a wash) and the game continues to the next round.
Remember - Have Fun!
- You can only Burl one Jug per turn/round.
- Wait until your opponent's Jug has come to a complete stop before Burling your Jug.
- It is allowable to stop play and walk across the Ice Sheet to the Hominy and Jugs in play to strategize a shot. During team play, your teammate on the opposite end of the Ice Sheet can assist with strategy – helping direct your shots.
- If an opponent accidentally Burls another opponents Jug - wait for the Jug to come to a complete stop and replace the played Jug with the correct color (leaving the Jug in play/place) - continuing play of the game with no penalties. Make sure the replacement Jug is sitting/lying in the same position.
- During team play if a Burred Jug hits another person by accident the Jug remains where it ended up after the accidental impact. If this happens more than twice during a game, a warning can be issued. For a 3rd violation within the same game, 2 points can be deducted from the violator's score each time moving forward for that game.
- Anti-Skid/Slip pads are allowed for Burling (during shots) but must not impede the game in any way. Removing pads after a round is required.
- "Lofting" the Jug is not recommended, as it leads to a greater likelihood of cracking or splitting the Jug and subsequent leaking onto the Ice Sheet, which greatly degrades the surface. Try to release your Jug as close to the ice surface as possible.

Additional Notes:

Leaning Jug: A "leaning Jug" is when a Burred Jug is leaning after the shot; in most cases leaning against the side of the ice sheet barrier walls that are typically constructed of packed snow and ice. In all cases, a leaning jug that is not totally upright or is leaning on any type of court obstruction would be considered one (1) point. Jugs need to be touching the ice sheet to be considered for points. As stated

before, any Jugs that are sitting atop or embedded into the snow/ice barrier or outside (out of bounds) of the ice sheet are negated as points (no points awarded).

Burling Shot Preference: A player can Burl their shot from any point behind the Hominy (which should be about 10' from the back edge of the Ice Sheet (court) but no closer to the Hominy on the opposite end of the Sheet). Point being, you do not have to shoot from the same spot every time. Utilize the back of the Ice Sheet to strategize the best shot or angle - as long as it is not closer to the Hominy at the opposite end of the Ice Sheet. Opponents need to make space for your shot and move out of the way.

Player Substitutions: During any sanctioned play it is permissible to substitute another Burler from the same Burling House to help finish a match. **Please keep substitutions to 2 additional Burlers per game please** (4 total). **Substitutions cannot take place during a round unless there is an injury.**

Yet, during elimination tournament play if a player/team (i.e., Burling House team A) loses a game and are eliminated, it is not permissible for them to return to play in another game (i.e., Burling House team B) (later in the tournament) if other Burling House team members are present. If a specific player/team wins a game or round, or if it is a double elimination tournament, Burlers can return for their next game. Point being, you cannot “stack” a team or tournament with the same player(s) across multiple teams/games – especially if they already lost a game.

Burling Houses: Burling Houses are intimate groups or teams (Winter Social Clubs) that join and play under the same Team Name/Logo. A Burling House should have no fewer than 4 Burlers, and while there's no maximum number, more than 7 makes it somewhat unwieldy to give everyone opportunities to play. For more information on starting your own Burling House please visit <http://www.goburling.com>

Season Scoring Options:

Regular Season Play: This is currently our primary Burling Season format. In this format a regular season schedule is established where each “qualified” Burling House plays from an organized, published schedule. Please visit www.goburling.com to review the schedule, results, and league standings. It is not necessary to play every Burling House in the league each year. Management will keep track of all season matchups and see that you play different Houses each season. All match ups are selected through a random lottery. A playoff or tournament can be initiated for top ranked teams after regular season play. If the season ends early (due to Spring), the Burling House that is in 1st place will be crowned champion; otherwise, a seeded tournament will determine the champion (if weather allows): Potentially a 4-team double elimination round robin where the opening round is the #1 seed vs #4 and #2 vs #3. Winner of the championship tournament wins the season!

- Approved Burling Houses are allowed to host a regular season Event/Slate where every Burling House plays each other twice. Depending on the length of the matches and how many Houses

show up, an event can take 4-7 hours. The Burling tour will shift weekly to different approved host sites.

- New Burling Houses will generally have to wait at least one (1) season before qualifying for hosting privileges.
- Hosting sites are awarded by previous year record. Highest ranked teams will have first choice on dates and times.
- A Burling Host is responsible for all event/slate announcements and scoring for that said event that they are hosting. All scoring and results are to be emailed to commissioner@goburling.com within 24 hours after an event so that the regular season standings can be updated.
- A Burling House Tour Host site must have at a minimum, 4 playable Ice Sheets so that 4 matches can be played at one time. Additional Ice Sheets for practice and “pick up” games are not necessary but are encouraged.
- If a Burling House is unable to show up or play in a scheduled regular season match up, the said Burling House forfeits the match and is awarded no points toward the regular season standings
- A Burling House that has an opposing team forfeiture is awarded 11 scored points for that match (not 21 points).
- After a game/match is completed at any given Host site (slate), please report your final score to the host of the event. Report the total final score (i.e., 26-22)
- If bad weather or other circumstances force a Burling Host site cancellation, the said host Burling House will lose that time slot. Meaning we cannot shuffle or shift the hosting schedule once it is set. A host Burling House that has a cancellation can have first choice of dates the following year.
- It will be up to the said Burling Host site to monitor Ice Sheet conditions ahead of the event or slate. It is not encouraged to Burl in extremely slushy conditions. If an event is started and later the conditions severely deteriorate, a Burling Host in conjunction with a Burling Co-Commissioner can alter the rules regarding points, space between Hominy’s, etc to help mitigate the poor conditions so that slate can be completed.
- Unseasonably cold weather should not cancel Burling events. It needs to be dangerously cold to cancel a Burling event where frost bite is an immediate danger. Dress warm!

- As discussed earlier, during any tournament or regular season match, it is permissible to substitute another Burler from the same Burling House to help finish a match.

Tournaments: Tournaments can involve individual players competing in single elimination (cutthroat) or double elimination round robin formats. Team play (2 players per team) can also follow similar formats. More than one team from a specific Burling House can play in tournaments (i.e., Burling House Team A and Team B), but it is recommended to cap the Burling House team entries at 3 teams per Burling House in larger tournament settings. For individual tournament play, a Burling House can enter as many individual Burlers as they want. Though it is common for two players/teams from the same Burling House to meet in tournament play, it is encouraged to try and pair rival houses in tournament brackets. In tournament action, the same Burling House should not play each other in first round (quarter final) action.

As discussed earlier, during elimination tournament play if a player/team (i.e., Burling House team A) loses a game and are eliminated, it is not permissible for them to return to play in another game (i.e., Burling House team B) (later in the tournament) if other Burling House team members are present. If a specific player/team wins a game or round, or if it is a double elimination tournament, Burlers can return for their next game. Point being, you cannot “stack” a team or tournament with the same player(s) across multiple teams/games – especially if they already lost a game.

Pick Up Games: “Pick Up” Games are non-sanctioned games/matches that will not count towards any regular season standings or tournaments. The International Burling Association encourages “pick up” games and or non-sanctioned events outside of our regular season and tournaments.

Above all, have fun! See you on the ice!

Burling Terminology:

Burling: Ice Jug Curling

Ice Sheet: The Burling playing surface

Jug: A one gallon milk/water Jug, whether frozen or thawed

Burl: To glide or slide the Jug with finesse attempting to reach the Hominy

Hominy: The Burling targets at opposite ends of the Burling Ice Sheet

Option: Player that wins a round earns the right to choose whether they want to Burl first or last for that round

Wash: When two Jugs are tied and points for those specific Jugs are negated

Burling House: A team of 4 or more players playing under the same name/logo

Nuke It or "the Nuclear Option": When you try and knock out a opponents Jug with a measured degree of force

Touching: When a Jug(s) is touching the Hominy for bonus points.

Nice Jugs!: When you win a specific round by more than two (2) Jugs.

Hat Trick: When you get three (3) or more Jugs closer to the Hominy than your opponent.

Regelbrugge: A Jug thrown on its side in a corkscrew spiral/spin - typically when utilizing the Nuclear Option.

Clean Sweep: When a Burling House wins both the Regular Season and Tournament concurrently to be the supreme champion.

Slate: A scheduled regular season list of match ups where each approved Burling House plays typically 2 matches.

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