

Other Common Curling Terms

Eight-ender	When one team scores all eight of its rocks in one end.
Guard	A rock, which is placed in a position so that it can protect another.
Hack	Foothold in the ice from which the rock is delivered.
Heavy	A rock delivered with greater force than necessary.
Measure	<p>An instrument that measures which rock is closest to the centre of the house or one (the six foot measure) which measures to determine if a rock is touching the circle.</p> <p>Measures are only used when the Thirds cannot determine position by just looking at the rock.</p>
Shot Rock	At any time during the end, the rock closest to the button.
Bonspiel	A curling tournament.
Weight	The amount of speed given to the rock during delivery.
On The Broom	A rock delivered on target to the Skip's brush at the far end.
Hit	To remove an opponent's rock from play.
Freeze	To bring your rock right up next to your opponent's rock.
Tap	To move a rock a small distance without removing it from play
Steal	To win an end without last rock advantage

Curling is an enjoyable sport, which combines physical fitness with a social aspect. It is a sport that you can play just for fun or you can become highly competitive - you could even aspire to the Olympics.

GET INVOLVED IN CURLING

A Sport for All Ages
A Sport for Life

To learn more about the game or where there is a club near you, just contact the Ontario Curling Association.



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CURLING 101

How The Game Is Played - The Simple Version

Curling is a game requiring hand/eye co-ordination - a game of skill, strategy and luck but above all, it is a game of fun. It is a game that can be played by both males and females from the age of 8 to 88. It can be recreational or competitive depending on how much time you have to devote to the sport.

The only personal equipment required is a pair of curling shoes, a brush and warm, comfortable clothing. The shoes have a special **slider** on the bottom of one shoe and a soft rubber sole called a **gripper** on the bottom of the other shoe. Brushes are either made of synthetic material or of hog or horsehair.

Each team has 4 players, called **Skip**, **Third**, **Second** and **Lead**. The Skip is the captain or the leader of the team. The Skip plans the strategy for the team and stands in the far house holding his/her brush to tell the team where to aim their rocks. The Lead throws his/her rocks first, then the Second throws his/her rocks. The Third throws his/her rocks next and holds the brush when the Skip is throwing rocks. It is the responsibility of the Thirds to settle on the score at the completion of each end by looking at where the rocks are lying and to mark it on the scoreboard.

Curling is played on a sheet of ice by sliding rocks from one end to a target, called the **house**, at the far end. Alternating between the two teams, each player, beginning with the Lead, delivers two rocks. When all 16 rocks have been delivered, 8 by each team, an **end** is complete. Once an end has been played the teams turn around and deliver the rocks back - and keep doing this until all the ends have been played. The number of ends varies depending upon the amount of available time and the level of competition - most

games have either 8 or 10 ends and take between 2 and 2½ hours.

The curling rink is long and narrow with a house at each end. The ice is special **pebbled** ice, which makes it easier for the rocks to slide. The rocks are made of granite and weigh approx. 44 lbs. but with the new no-lift delivery, they are not difficult to throw. Little rocks weighing half as much are available for young children. The rocks used during a game have two different colours of handles to allow each team to know which are theirs.

The house has four different sized circles - the **12' circle**, the **8' circle**, the **4' circle** and the **button**, which is the small circle in the middle. Sometimes the house is also called the **rings**. In order to score points, your rocks must be all the way in or just touching the house, which is called **biting**. Rocks that go over the **back line** are removed from play as are rocks that don't go over the **hog line**.

To score points, each team tries to get its rocks closer to the centre of the house than the opposing team. Only one team can score in any end. You score **one point** for every rock closer to the centre than the closest opposition rocks. To score the rocks must be on or inside the circles. If there are no rocks on or inside the circles, no one scores and that is called a **blank end**. The team that wins the end delivers the first rock in the next end. When an end is blanked, then the same order of play is kept as in the previous end. The team with last rock has the advantage and this is referred to as having the **hammer**.

Curling rocks don't travel in straight lines, but **curl** or bend as they travel down the ice. In order to make

the rocks curl in the right direction, you must put a **turn** on the rock, either a **clockwise turn** or a **counterclockwise turn**. When the Skip indicates where the rock you are about to deliver is to go, he/she will also indicate which turn you must put on the rock. The Skip will also indicate to you how hard you are to throw the rock. You may be asked for **takeout weight** in order to remove an opposition rock(s) or for **draw weight** if the Skip wants you to put the rock gently into a particular spot.

Once you deliver your rock towards the Skip, the other two players on your team will slide along beside it and will begin to **sweep** if asked to do so by the Skip. Brushing helps the rock go farther and also helps to keep it on course and to guide it to the position requested. Another reason for brushing is to keep the ice clean for the rock. Sometimes frost, dirt or hairs can cause a rock to go off course so the ice is brushed lightly to keep it clean.

Brushers may only brush their own rock until it reaches the far **tee line**. After the tee line only one brusher may brush the rock. The other team's Skip may brush your rock after it reaches the far tee line because he or she is trying to brush it out of play.

The area between the hogline and the rings at each end is called the **Free Guard Zone**. If a rock lands in this area it cannot be removed from play by the opposition until the fifth rock of the end is thrown. It can be moved within that area or moved into the house but if removed from play, it has to be returned to its original position. On the fifth rock, any rock can be removed from play. This rule makes the game more interesting and stops teams from just **peeling** the other teams rocks off for the whole game.

