

CURLING LINGO BY CATEGORY

TEAM TERMS:

CURLER: A player on a curling team.

FOURTH: The player who shoots fourth for a team in each end. Normally the person who shoots fourth is the skip. This term is only used if that person is not the skip.

SKIP: The leader of a curling team. They direct the team's strategy and shot selection and typically hold a broom as a target for the other three players to shoot at. They usually shoot last.

THIRD: The player that shoots third in each end. The third is also often the vice-skip.

VICE-SKIP / VICE: The person who stands in the house and directs the game when the skip is shooting. When the skip shoots, the vice-skip holds the broom as the target. The vice-skip is often the third.

SECOND: The player who shoots second for a team in each end.

FRONT END: A team's lead and second, considered as a unit.

ALTERNATE: A registered, non-playing member of the team who is eligible to substitute for a competing player. The fifth player on a team.

RINK: A curling team. Often used with a location ("the Manitoba rink") or the name of the skip ("the Smith rink").

TEAM: Two or Four players competing together (depending on the bonspiel or league type). A team may include a fifth player to act as an alternate and a coach. Mixed doubles have one Female and one Male player and a coach.

DELIVERING TEAM: The team that is currently in control of the playing area are scheduled to deliver the next rock.

SPARE: An Alternate Player or substitute.

RINK: A curling team. Often used with a location ("the Manitoba rink") or the name of the skip ("the Smith rink").

THINGS YELLED BY THE SKIP/PLAYERS:

HARD!: Command – along with "hurry" – shouted by the skip to tell the sweepers to sweep harder and faster.

HURRY: A command which instructs players to sweep harder.

ICE (MORE, LESS, TOO MUCH, NOT ENOUGH): Adjustment to the crosswise distance between the skip's broom and the desired target area; for example, a player who feels that the skip's broom is too close to the target might request "more ice".

OFF!: A call given by the skip for the sweepers to stop sweeping a rock.

RIGHT OFF!: A call given by the skip to tell the sweepers to neither sweep nor clean the rock; as compared to **off!**, which tells the sweepers to stop sweeping but not necessarily to stop cleaning).

UP!: Command shouted by a skip – sometimes "off!" or "whoa!" – to tell sweepers to stop sweeping (to bring the brooms "up" off the ice).

WHOA!: Synonymous with off. A Skip will usually call this when they want the sweepers to stop sweeping, to possibly avoid a wreck.

YES/YEP!: A call the skip makes to tell the sweepers to sweep.

TYPES OF PLAY:

FUN SPEIL: Bonspiel oriented to recreational/fun play, often shorter duration games, and may have unusual formats.

MIXED DOUBLES: Is a variation of the sport of curling with only two players, one male and one female player. See Mixed Doubles rule handbook for how to play. No Alternate is allowed.

MIXED FOURS: Variation of the sport where two males and two females play on a team together. In competition play they will need to alternate throwing order male-female-male-female. In "fun Spiels" or "Open Spiels" this order does not matter.

OPEN SPEIL: A Speil where teams can be comprised of any variation of male and female groups. Usually, no restrictions of age or team make up.

PLAYDOWNS: Competitive play towards club, state/national and world championships.

U21: A team needs to be comprised of all Male or all Female members who is less than 21 years of age at any time during the 30th day of June of the year immediately preceding the year the competition is to take place.

U18: A team needs to be comprised of all Male or all Female members who is less than 18 years of age at any time during the 30th day of June of the year immediately preceding the year the competition is to take place.

U14: A team needs to be comprised of all Male or all Female members who is less than 14 years of age at any time during the 30th day of June of the year immediately preceding the year the competition is to take place.

TYPES OF SLIDES:

SLIDE: The forward movement of a player during the delivery of a stone.

BALANCE: Delivering a rock with the body weight balanced over the sliding foot.

TUCK SLIDE: A form of delivery where the sliding foot is "tucked" under the body.

FLAT FOOTED: A Delivery where the sliding foot is flat on the ice.

EQUIPMENT:

BITE STICK / BITER BAR: A Piece of equipment used to determine whether or not a stone is a biter and can count for a point.

BROOM: An item used to sweep the ice.

GAME CLOCK: A time clock that will operate while a team deliberates about choice of shot. The clock will stop when the delivering team's stone reaches the nearer tee-line.

GRIPPER: A rubber or other material attached to a curling shoe to improve traction on the ice; also known as an *anti-slider*; see Slider.

HANDLE: The throwing handle of a curling stone. Also, the rotation applied to the stone upon release.

HACK: A foothold at each end of the ice that curlers push off from while they deliver a stone. There are two footholds on each hack, one for left-handed curlers and one for right-handed curlers

LASER MEASURE: Measuring device using laser beams to measure distance from Pin to Rock. Used in Last Stone Draws (LSD) or in Draw Shot Challenges (DSC).

MEASURE STICK: Equipment used to determine which of two or more stones is closest to the center. This is used when the stones are too similar to know with just a visual inspection or the thirds on both teams cannot determine which stone is closer.

ROCK: Also known as a stone. Curling stones are made of a rare, dense granite that is quarried on Scotland's Ailsa Craig. The stones weigh, on average, 42 pounds (19.1 kg) and are polished.

SCRAPER: A device used by the ice maker to smooth the ice after a period of extended play; Usually performed in conjunction with pebbling.

SHOOTER: In a hit refers to the stone being thrown.

SLIDER: A piece of Teflon or similar material attached to a curling shoe that allows the player to slide along the ice.

SLIDER & GRIPPER SHOES: The smooth object worn on the sliding foot that allows for a long, smooth delivery. Each curler wears one shoe with a slippery sole and another that grips the ice, allowing the player to slide and maintain stability at the same time.

SLIP ON SLIDER: A Portable slider that is not built into the curling shoe.

STABALIZER / CRUTCH: A Device that helps you to slide out from the hack and keep you stable while delivering the stone.

STONE: The Rock. 16 rocks with 8 of them having one colored handle and the other 8 having a different colored handle. What a player delivers down the ice to the house.

TYPES OF SWEEPING:

CARVE: Directionally sweeping to make a rock curl.

CLEAN: To brush the ice lightly in front of a moving rock to remove any debris and ensure a correct line: Less vigorous than a sweep.

DIRECTIONAL SWEEPING: A way of sweeping where you intentionally grooving the ice with the broom.

KNIFE SWEEPING: To make the rock curl without making it go faster by decreasing the area of the running surface you are covering.

PUSH: Directional Sweeping to make a rock curl more.

SWEEPING: The action of moving a broom or brush back and forth in the path of a moving stone. To clean or polis the ice surface. Sweeping changes, the running length and direction of a stone being in motion.

SWEEP: To brush the ice in front of a moving stone, which causes it to travel farther and curl less.

SCORING TERMS:

SCORE: The number of "Points" received by a team in an end.

SCORING: A team scores one point for each of its colored stones that is within the house and closer to the tee than any stone of the opposing team.

BLANK END: An end in which no stones are touching the house, and thus no points are scored; in regular play the team that has the hammer retains it for the next end. In skins games, the skin for a blanked end is carried over. To "blank an end" means to intentionally leave no stones in the house to retain the hammer.

COUNTER: Any stone in the house. It is a potential point.

THIRD SHOT: The third closest rock to the button.

FORCE: Hold an opponent to one with the hammer.

SECOND SHOT: The second closest rock to the button.

SHOT ROCK / SHOT STONE: The rock in the house closest to the button; the next closest rocks are second shot and third shot. To "be shot" means to have shot rock.

STEAL: When a team scores during an end in which the opponents were in possession of the hammer.

THE FACILITY TERMS:

ARENAICE: Temporary curling ice made quickly on a hockey rink or the like, most often used by curling clubs without dedicated curling facilities; usually of lower quality than that of a dedicated facility, but when created for televised events or events with large numbers of spectators, the ice quality can rival or even exceed that of a dedicated facility.

AWAY END: The end of the sheet to which the first stones of the game are delivered.

BACK OF THE HOUSE: The portion of the house behind the tee-line.

BACK LINE: The line at the back of the house. Rocks completely beyond the line are out of play.

BACK RING: The portion of the 12-foot ring behind the tee line.

BUTTON: The center (bullseye) of the [house](#); sometimes called the 1-foot circle.

CENTER LINE: A line running lengthwise down the center of the ice, used as a visual aid; some sheets do not have a center line, or do not have one between the [hog lines](#).

CLUB: The Location of the curling rink; most players refer to it as "The Club."

COURTESYLINE: A line indicating where the sweepers from the non-delivering team are allowed to stand in order to ensure that the official can view the hog line and to prevent distraction of the delivering player.

DELIVERING END: The end of the sheet from which the stones are being delivered from.

EIGHT FOOT: The Ring Next to the four-foot ring. This Ring measures 8 feet across

FOUR FOOT: The Ring closest to the button. This ring measures 4 feet across.

FRONT OF THE HOUSE: The portion of the house is closer to the hog line.

FRONT RING: The portion of the 12-foot ring in the front of the tee line.

GAMECLOCK: A time clock that will operate while a team deliberates about choice of shot. The clock will stop when the delivering team's stone reaches the nearer tee-line.

HACK: The rubber foothold where curlers begin their delivery. It is located 125 feet from the center of the house.

HOG LINE (FAR): The line which the stone must completely cross to be considered in play.

HOG LINE (NEAR): The Line by which the stone must be clearly and fully released by the thrower.

HOUSE: The rings or circles toward which play is directed consisting of a 12-foot ring, 8-foot ring, 4-foot ring and a button.

PLAYING END: The end of the sheet to which the rocks are being delivered to.

PIN: Spot at the exact center of the house. Small hole in the middle of the button.

RINGS: Another term for the house.

RINK: A building housing the ice sheets ("the curling rink").

Sometimes used as a synonym for [sheet](#).

RUNNING SURFACE: The part of the rock which comes in contact with the ice. It is about 7 mm wide (0.25 inches).

SHEET: The playing area. It is 146 feet long and allows play in both directions.

TEE: The center point of the house, where the tee line crosses the center line; the stones' distances from the tee determine the score for each end.

TEE-LINE: The center of the house. Scoring is determined by which rock is closest to the tee. Also commonly referred to as the "pin."

TWELVE FOOT: The outer ring of the house. This ring measures 12 feet across.

ROCK WEIGHT TERMS:

WEIGHT: The amount of force with which a rock is delivered; more weight corresponds to a harder throw. When used in a phrase such as "tee-line weight", it refers to the delivery speed required for the rock to come to rest on the tee-line.

ADD: Extra Energy added to a release of the rock.

BACK-HOUSE WEIGHT: Delivery Speed required for a stone to come to rest in the back half of the house.

BOARD WEIGHT: Throwing a stone with enough speed that it will come to rest in an area just behind the hacks – about 6 feet behind the house.

CONTROL WEIGHT: A takeout shot that is slow enough that the sweepers have relative control over its curl: hard than board weight, but slower than normal weight. Takeout weight in the 10.5(3.20) range

DRAW WEIGHT: Delivery Speed Required for a stone to come to rest in the house.

FRONT HOUSE WEIGHT: Delivery Speed required for a stone to come to rest in the front half of the house.

HACK WEIGHT: The Weight required to deliver a stone in order that it travels to the hack at the far end. 12.0(3.50) Range

HIT WEIGHT: Another term for take-out weight.

HOG TO HOG TIME: The time it takes a stone to travel between hog lines.

NORMAL WEIGHT: Normal takeout weight; faster than control weight, but slower than peel. 9.5 HTH (3.0 Split) Range

PEEL WEIGHT: A takeout that removes a stone from play as well as the delivered stone. These are usually intentional.

TAKEOUT WEIGHT: The weight required when delivering a stone in order to make a take out.

SPLIT TIME: A sweeping tool that aids in weight judgement, generally from the back line to the hog line. Sweepers use stopwatches to determine the time.

SHOT TYPES TERMS:

BITER: A stone just touching the outer edge of the house. It could potentially score a point.

BLANKING AN END: Deliberately creating a blank end for the purposes of retaining the last rock (hammer) advantage for the next end of play.

BUMP: Slang for Raise. A shot in which the delivered stone bumps another stone forward.

BURN: To accidentally touch a moving stone; the opposing skip has the option to remove the burned stone or leave it where it comes to rest.

BURNED STONE: The rock that is removed from play because of an infraction. It is known as “a burned rock.” This happens by hitting it while sweeping, accidentally kicking it with your foot or falling on it.

BURIED: A Rock that is hidden behind another rock, usually a guard, making it difficult for a curler to hit with a delivered rock. Also called “Covered.”

BUTTON SHOT: When a rock completely covers the pin or button of the house.

CENTER GUARD: A guard that is placed directly on the center line, in front of the house; often used when a team does not have the hammer but needs to score (steal).

CHIP: A takeout that hits a rock at an angle.

CHIP & LIE/CHIP & ROLL: When a played stone strikes the edge of another stone and moves to another position in play.

COME AROUND: Any shot that curls around another rock.

CORNER GUARD: A type of guard that is off to the side of the house; usually employed when a team has the hammer and needs to score multiple points.

COVER: Protection given to a rock in front of it.

CRASH: Missing a shot by hitting a guard. “I crashed the guard.”

DISPLACED STONE: A stationary stone that has been moved to a new location.

DOUBLE / DOUBLE TAKEOUT: A takeout shot that clears two opposing stones from the house.

DRAW: A shot that lands in play without hitting another stone out, as opposed to a takeout shot. Also refers to a game or a match of curling during a tournament or league, e.g., “We have a draw at 7:00 p.m. tonight.”

DRAW RAISE: A shot in which the played stone pushes a stone straight forward into the house.

DUMP: A rock thrown inside the line of delivery at the point of release.

DUMP THE HANDLE: During delivery of a stone, the thrower accidentally pushes the stone off-course with their turning motion; often the result of using the arm to shove the stone, and usually causes a missed shot.

FLASH: To Completely miss an attempted takeout; the rock passes through the house without touching any rocks at all.

FREEZE: A form of a draw that stops in front of and next to another rock.

GUARD: A rock that is placed in front of another rock to protect it from being knocked out by the other team, or placed with the intent to later curl another rock around it and thus be protected; typically placed between the hog line and the very front of the house.

HACK WEIGHT TAKEOUT: A slower played takeout that, because of the reduced speed, curls more and therefore can reach opponent stones that are hidden behind a guard.

HAMMER: The last stone thrown during an end. The hammer is always given to the team that 'lost' the previous end. If there is a blank end (with neither team scoring), the hammer stays with the team who had it previously, except in mixed doubles, where a blank end changes the possession of the hammer.

HEAVY: The term for a rock that has been thrown too hard.

HIT: A take-out. Removal of a stone from the playing area by hitting it with another stone.

HIT AND ROLL: Generally, a shot designed to take out an opponent's rock and then roll the shot rock to a designated spot. It is also possible to play a hit-and-roll off the team's own rock

HIT AND STAY: A takeout where the played stone stays in the spot where it made contact with the stationary stone; also called 'hit and stick'.

HOG: A shot that comes to rest short of or on the far hog line and is removed from play.

HOGGED ROCK: A stone that fails to reach the far hog line from the delivery end and is then removed from play.

IN-TURN: A shot in which the front of the player's hand is facing away from the body when the player finishes his delivery. For a right-handed player, the rock will curl from left to right. (Clockwise Rotation)

IN-OFF: A shot where the delivered stone hits another stone near the outer edge of the sheet at an angle, making the shooter roll into the house; one of the most difficult curling shots, usually done as a last resort when there are no other options.

IN-TURN: A shot in which the handle of the stone is rotated across the body (the elbow is rotated "in" to the body); for a right-handed thrower, an in-turn is clockwise, and the opposite for a lefty.

INSIDE: Another term for narrow

JAM: A Rock that gets caught on another rock

LAZY HANDLE: When the rotation of a stone is very slow, i.e., less than one full rotation during the stone's slide; often the result of thrower error, they will usually curl more than a properly delivered stone; may turn into a No Handle or Reverse Handle.

LIGHT: The term for a rock that has been thrown with too little force.

LOB: A well placed draw. "He just Lobbed one in there"

LOSING THE HANDLE: A Rock that is "losing the handle" refers to a rock which stops curling or which changes direction of curl while moving.

NARROW: A stone delivered off the broom too close to the desired target and therefore likely to curl past it.

NO HANDLE: A rock delivered without a turn, usually done in error; stones thrown without a handle often follow an unpredictable path.

NOSE: A take-out show where the played stone stays in the spot where it made contact with the stationary stone. Also called *Hit and Stay*.

OFF THE BROOM: An incorrectly aimed shot; opposite of on the broom.

ON THE BROOM: A correctly aimed shot that starts out directly at the broom held by the skip; opposite of *off the broom*.

OPEN: A rock that is not obscured by another rock from the shooter's perspective; a skip will often ask the shooter how "open" a certain rock appears from the hack, with the rock being totally open, partially obscured (such as "half open") or completely covered; also, a term for any shot not involving going around a guard: an open takeout, an open draw, etc.

OUTSIDE: Another term for **wide**. When a player slides out further than where the broom is being held on the other end, thus causing the rock to swing too far wide and give it too much space for it to curl back in.

OUT-TURN: A shot in which the back of the player's hand is facing away from the body when the player finishes his delivery. For a right-handed player, the rock will curl from right to left. (Counter-Clockwise)

PAPER THIN: A shot that misses another rock by the thickness of paper.

PEEL: A shot heavy enough to clearly remove one or more rocks from play.

PICK: The slang term for a rock getting knocked off-line or that has an altered course by hitting a foreign object on the ice. Such as fuzz or hair. The term comes from the phrase, "the rock picked something up." It is almost always used as a verb – "My rock picked on that last shot." Or to remove a rock that is partially guarded or backed.

PORT: The space between two lying stones, large enough for another to pass through.

PLAYING FOR THE GAME: Throwing the last shot where the game is lost if you miss.

RAISE: A type of draw that knocks another rock into the house.

RAISE TAKEOUT: A shot in which the delivered stone bumps a second stone which in turn knocks a third stone out of play. Also called a runback.

REVERSE HANDLE: When a stone is thrown with a particular turn, but it eventually stops and begins to rotate in the opposite direction; usually the result of a **pick** or poor ice conditions. Sometimes it may even reverse twice in one shot, creating unpredictable shots that follow an S-shaped path.

ROLL: The movement of a curling stone after it has struck a stationary stone in play. The sideways movement of a stone after it has struck a stationary stone in play.

RUB: When a moving stone barely touches another stationary stone; Less contact than a chip.

RUN BACK: A shot in which the delivered stone bumps a second stone which in turn knocks a third stone out of play. Also called a Raise takeout.

SKIP'S DEUCES: Both the counting rocks were thrown by the skip.

SPINNER: A Stone traveling with a rapid rotation. Stones thrown in this manner will curl only a small amount, if at all.

SPLIT SHOT: A draw shot in which the played stone hits on the side of a stationary stone and both move sideways and stay in play. Not to be confused with split the house.

SPLIT RAISE: A stone played with draw weight to hit a station stone in a way that the stone split in opposite directions, but both remain in play.

SPLIT THE HOUSE: A strategy of drawing to a different area of the house to prevent your opponent from taking out both stones.

STRAIGHT HANDLE: A stone that is released without any rotation.

TAKEOUT: A type of shot that removes another rock from play.

TAP BACK: Use of the delivery stone to tap another rock towards the back of the house or into the house.

THICK/THIN: The degree of contact between two rocks; the thicker the hit, the more contact between the stones; a hit with a small amount of contact is thin.

TICK: A shot that bumps a guard out of the way without removing it from play, to avoid violating the Free Guard Zone Rule; usually played with lead rocks late in a game to prevent the trailing team from setting up a steal.

TRICK SHOT: A flashy but low-percentage shot.

TRIPLE: A Takeout shot in which three other stones are removed from play.

WIDE: A stone delivered *off the broom* to the side away from the desired target, and therefore unlikely to curl far enough to reach it.

WICK: A shot where the played stone touches a stationary stone just enough that the played stone changes direction.

WRECKED SHOT: A missed shot caused by an accidental chip or wick off of another stationary stone.

ICE CONDITION TERMS:

FALL: A Defect in the ice which causes stones thrown in that area to curl negatively.

FALLING: As the stone is sliding down the sheet, it curls negatively, I.E., the opposite direction than it is supposed to.

FROST: Buildup that can occur on ice surfaces when there is excessive humidity in the air; tends to make stones stop faster and curl less.

HEAVY ICE: Slow ice on which stones take more initial force to travel a similar distance on fast ice

KEEN ICE: Fast ice. Rocks must be thrown less hard in these conditions. The opposite of heavy ice.

NEGATIVE ICE: A shot in which the player curls the stone in the opposite direction in which the stone is expected to curve, due to significant defects in flatness of the ice surface; for example, if the curvature of the ice causes all stones to drift sharply to the right, a skip may request the shooter to aim to the left of the desired location and curve the stone to the left as well.

NIP: To nip the pebble off the ice.

NIPPER: Ice Prep machine that “nips” the pebble before a game.

PEBBLE: The droplets of water applied to a sheet of ice before a game. They freeze and reduce friction between the stone and the ice.

PEBBLE CAN: The devices that Icemakers use to apply the pebble.

STRAIGHT ICE: A condition in which the ice does not cause the stones to curl very much.

“SWINGY” ICE: A condition in which the ice causes the stones to curl a lot.

READING THE ICE: When a curler considers how the condition of a sheet of ice will influence the path of a thrown stone, similar to how a golfer reads the undulations and texture of a green before determining where and how hard to hit.

RUN: A section of the curling sheet that is dipped or troughed that can prevent a stone to curl or draw down its normal path of travel.

PLAYING THE GAME TERMS:

BONSPIELS (BAHN-SHPEEL): A Curling tournament.

BROOMSTACKING: Refers to the social get together after each game/draw. Originally curlers, after completing a curling game on a pond, would stack their brooms in front of a fire and enjoy a beverage with the opponent.

CALLING THE SHOT: When the skip holds the broom where he/she wants the person delivering the stones to aim. When the skip is delivering, the third or Vice calls the shot.

CASHSPEIL: A tournament with significant entry fees and large prizes, sometimes part of a charity event; despite the large prizes, Cash spiels are not the premier events in curling.

COIN FLIP: The Coin toss at the beginning of the draw/game to determine who has hammer. Losing team picks handle color.

COMING HOME: Going into the final end.

CONCEDE/ CONCEDING: When a team gives up on the game before its completion.

CURL: Movement of a moving rock away from a straight line.; as a verb, to play at curling.

CURLING: A team sport which involves sliding granite stones on ice and sweeping in front of them with brooms to direct them to desired placements.

CURLING STICK: A device that permits a player to deliver a stone while standing upright; generally used by older players, these are legal in most games.

DELIVERY: The motion of the curler as the stone is being shot.

DRAW SHOT CHALLENGE (DSC or LSD): The calculation made by taking the average distance of the Last Stone Draws (LSD), excluding the least favorable LSD, and used, if required, to assist in the determination of ranking after a round robin.

EIGHT-ENDER: An end where all eight stones score for one team – a very rare occurrence.

EXTRA END(S): An additional end played to break a tie at the end of regulation.

END: Similar to an inning in baseball. One end is complete when all 16 rocks – two per person, eight per team – have been thrown. The score is determined at the conclusion of each end. Games are made up of 6, 8 or 10 ends.

FOURTH END BREAK: Half-time of a championship game in a national 8 end event

FIFTH END BREAK: Half-time of a championship game in a national 10 end event.

FIVE ROCK RULE: Opposition stones in the free guard zone cannot be moved out of play position prior to the delivery of the sixth stone of the end.

FREE GUARD ZONE: The area between the hog line and the house. During the first five stones of an end, no stone in this area may be removed from play by the opposition.

FREE GUARD ZONE RULE: The rule that states that an opponent's rock resting in the free-guard zone cannot be removed from play until the first four rocks of an end have been played.

FREE RUN: The time after release and before the rock starts to curl.

GAME: The conclusion of the contest, after eight or 10 ends (depending on the tournament), unless a team concedes beforehand, or the game goes to extra ends. At the Olympics, both men's and women's tournaments have 10 ends, and the mixed doubles has eight ends.

HANDSHAKE: Each team traditionally shakes hands with each member of the opposing team at the end of a match as a sign of goodwill. Unlike other sports, curlers can, and are often encouraged to, forfeit the game early out of sportsmanship if the score is badly lopsided or if it is impossible for a team to win with the remaining number of rocks. To signal their forfeit, the losing team shakes the hands of the other team. This can simply be called "shaking", as in "the Smith team shook after 7 ends".

HOG TO HOG TIME: The time it takes a stone to travel between hog lines.

HOG LINE VIOLATION: Failure to release a stone before crossing the near hog line.

ICEMAKER: Person who is responsible for maintaining the ice. Duties include but are not limited to pebbling and scraping the ice.

LAST STONE DRAW (LSD): A contest conducted before every round robin game in which each team delivers a single stone to the tee, or "pin," at the home end. The resulting distance is measured and can be used to determine which team has the choice of delivering the first or second stone in the first end.

LINE: The path of a moving stone; a 'good' line indicates it is headed where it was intended to go; a 'bad' line has deviated from the line.

LINE OF DELIVERY: The imaginary line between the skip's broom and the rock's starting point.

MEASURE: The use of equipment to determine the closeness to the tee usually measuring more than one rock to determine who scored. Or used in LSD's to measure the distance from where the rock stopped in the house to the Pin/Tee or button.

NO TICK RULE: Prior to the delivery of the sixth stone of an end a stone that has been curled to the center line in the free guard zone cannot be removed from the center line by the opposing team. If this happens, the opposing skip of the throwing team can choose to remove the opposing's team rock from play and replace all the stones that were displaced to their previous position or leave all the stones where they came to rest.

POWER PLAY: A Mixed doubles strategy where the stationary rocks are placed in a different location at the beginning of the end.

POINT(S): A team scores points for each of its own stones that is closer to the button than any stone of the other team at the conclusion of an end. The stone must be in the house or

touching it in order for points to be awarded. Only one team can score in an end. At the conclusion of the game, all points are added together to determine the winner.

PRO SIDE: To err on the side of caution, always be thinking about what could happen with a miss or a plan B. Keeping a rock in play and using it to your advantage. Keeping rocks in front of the tee line.

PRO SIDE MISS: A missed shot that still has some value. The curler missed the called shot but the result of the miss added value to the end.

RELEASE: When the rock leaves the hand during the delivery

ROTATION: Description of a spinning rock.

SPIEL: Match, game, or competition, this the term used for a curling competition.

STACKING THE BROOMS: Slang for socializing with teammates and opponents, often over a drink, after a game.

TECHNICAL TIME OUT: Where players of either team can call a stop to the game to ask an official about a rule or have a measurement of a rocks completed. Usually signaled by making an X with your arms.

THINKING TIME: The allotted time each team has for a game. Each team's clock begins after the opposing team's shot is considered complete and stops once the next stone is delivered. Essentially the clock only runs when your team is thinking about their strategy for their next shot.

TIME: At professional levels sweepers use a timer to measure the time between the start of the delivery and the rock hitting the hog line and will then call out that time as an indicator of the shot's weight. "Time" can also refer to the amount of time left on the game clock.

TIME OUT: Stoppage of play called by the team or a coach. Usually signaled by making a T with your hands.

UMPIRE / OFFICIAL: The person(s) responsible for the conduct of the game in accordance with the rules.