

Spectator's Guide



Curling 101 - Game Play - Glossary

Welcome to our Curling Club

Thank you for joining us!

We hope you enjoy your experience here, whether as a player or a spectator.

Please use this guide to help you understand the spirit of curling and its components.
If you have further questions, feel free to ask any of our members.

<u>Contents</u>	<u>page#</u>
Spirit of Curling	3
The Curling Sheet	4
The Stones	5
Equipment	6
The Teams	7
Game Play	8
Strategy	10
Scoring	11
History	14
Glossary	15



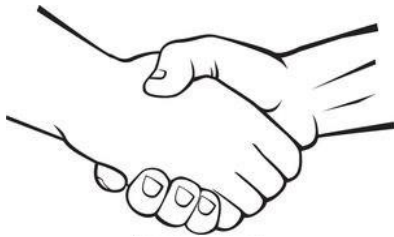
Spirit of Curling

“Curling is a game of skill and of traditions. Curlers play to win but never to humble their opponents. While the main object of the game of curling is to determine the relative skill of the players, the spirit of the game demands good sportsmanship, kindly feeling, and honourable conduct.”

-World Curling Federation handbook

Sportsmanship

The spirit of curling is an important element of the game. Curlers are expected to call infractions on themselves, avoid distracting the other team, and to congratulate opponents for good shots.



Handshake

Teams begin by shaking hands and giving the traditional greeting, “Good Curling”.

Broomstacking

It is tradition for the winning team to buy the losing team a drink. Known as ‘**broomstacking**’ because players used to stack their brooms by the fire while socializing.

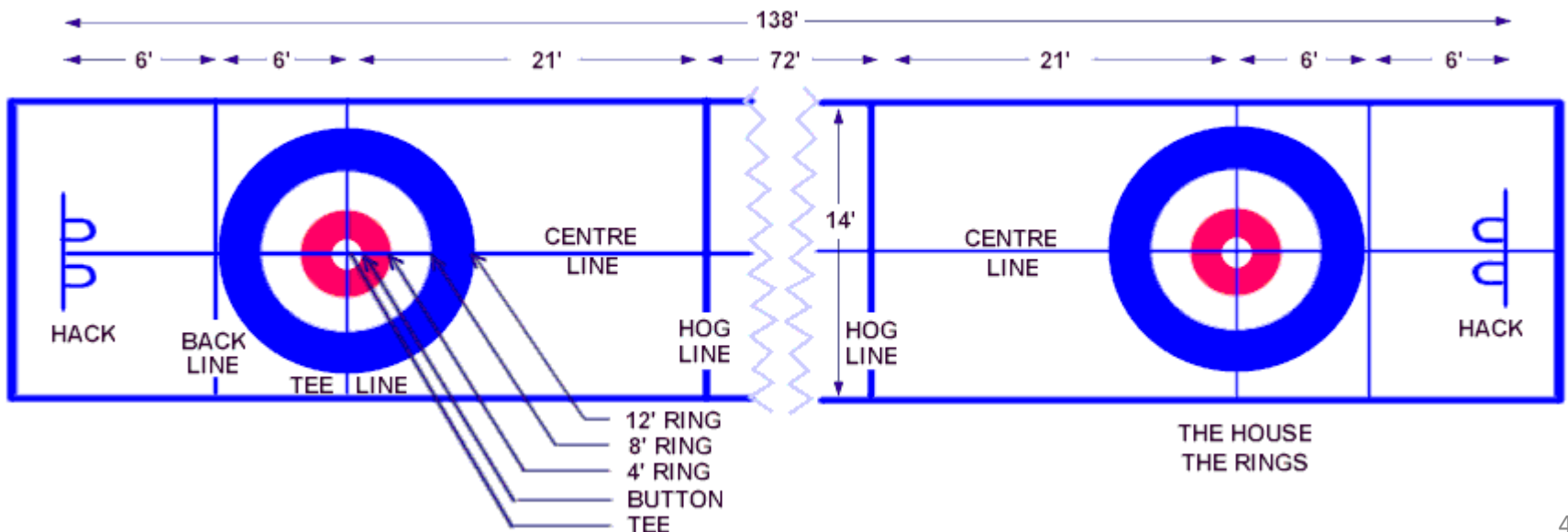


The Curling Sheet

The game of curling is played on a specially prepared and marked sheet of ice. The surface is 'pebbled' by spraying droplets of water on the ice that then freeze into tiny bumps. The **pebble** helps reduce friction and assists in the stone's movement or 'curl'.

The curling sheet has colored concentric rings, known as **The House**, at each end. The center of the house is called **the button**, which is surrounded by 4', 8' and 12' rings. The house is the target for the rocks in play.

The objective is to slide stones from one end down to the target rings at the other end of the sheet. The team with rocks closest to the **button** will score.



The Stones

Each curling stone, or **rock**, is made from solid granite and weighs 42 pounds. There are only two quarries that provide the granite, one in Scotland and the other in Wales.

The base of the rock is slightly concave to reduce the area of contact with the ice, thus enabling the rock to travel further.

A colored handle is affixed to the rock. At the start of a game, the teams select their color of rock.



Stone Movement

'Line'
Stone's direction



'Curl'
Stone's rotation

'Weight'
Stone's velocity

The Equipment

Broom

Traditional curling brooms were made from corn stock strands. Modern brooms have lightweight shafts and heads made from stronger synthetic materials that enable more effective sweeping.

Shoes

Curling shoes have one foot covered with a Teflon sole to enable the thrower to glide easily. The rubber gripper sole provides traction while pushing from the hack or walking on the ice.

Slider



Gripper



Stabilizer

Some curlers use their broom to help balance during a throw. Special stabilizers can also be used.



The Teams

Each game is played with 2 teams of 4 players.

The positions are called **lead**, **second**, **vice** (third), and **skip** (captain).

The lead will throw the first rock, while the skip calls the shots.

Thrower

Launches forward from the hack, sliding the rock down the ice, and releasing it with a slight turn.



Skip

Calls the strategy of the game and what each shot should be. Holds the broom to indicate where to aim and what direction of curl to use.



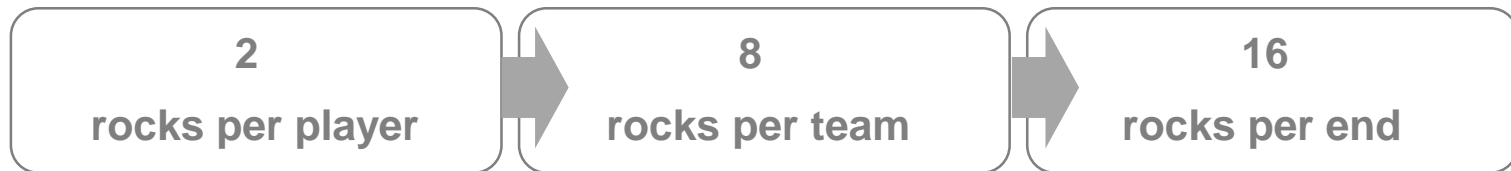
Sweepers

Sweep in front of the rock to remove debris and keep the rock running further & straighter.

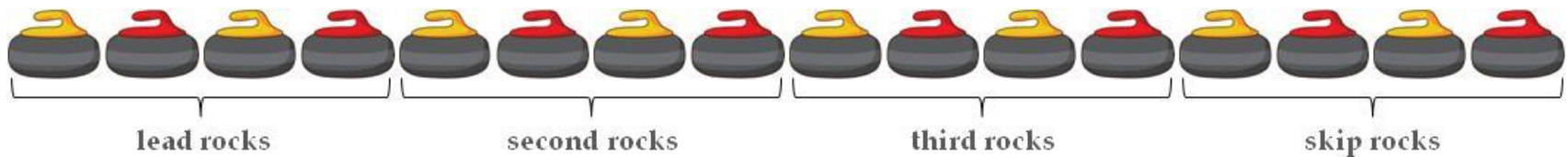
Game Play

Games are divided into 8 'ends'. (usually 10 ends in competition)

During one end, the teams will take turns throwing rocks. Each player will throw 2 rocks, for a total of 16 rocks per end.



Teams will alternate throwing rocks. The advantage of throwing the last rock in an end is called the 'hammer'.



At the beginning of a game, the vices engage in a coin toss. The winner gets to choose between having the **hammer** or selecting the color of stone their team will use.

The Delivery

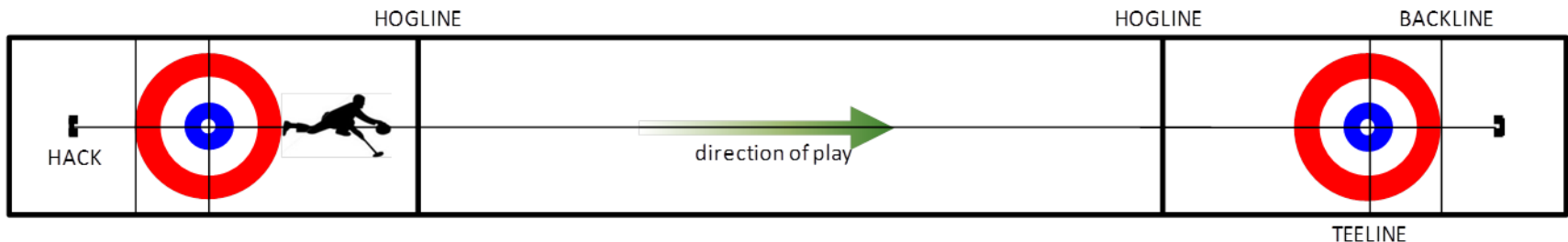
There are rubber **hacks** at each end from which players will start in to release their stones.

The **thrower** will push off from the **hack**, slide the stone down the ice, and release it. As the stone is released, the thrower will apply a slight clockwise or counter-clockwise rotation, as called by the skip at the opposite end.

The stone must be released before the first **hogline**.

The stone must cross the second **hogline** to stay in play. Any stone that does not reach this point is removed from the playing area.

If the stone goes beyond the **backline** it is out of play. A stone is also removed from play if it hits the sideline of the sheet.



Strategy

The skip with the **hammer** will take advantage of having last rock and try to score at least 2 points. The opposing skip will try to set up rocks in such a way as to **steal** a point.

Each shot is determined by the rock's line, weight, and curl. The basic types of shots include:

Draw: a rock thrown just hard enough to reach the house

Guard: a rock that stops in front of the house or another stone to provide protection

Takeout: intended to knock other stones out of play

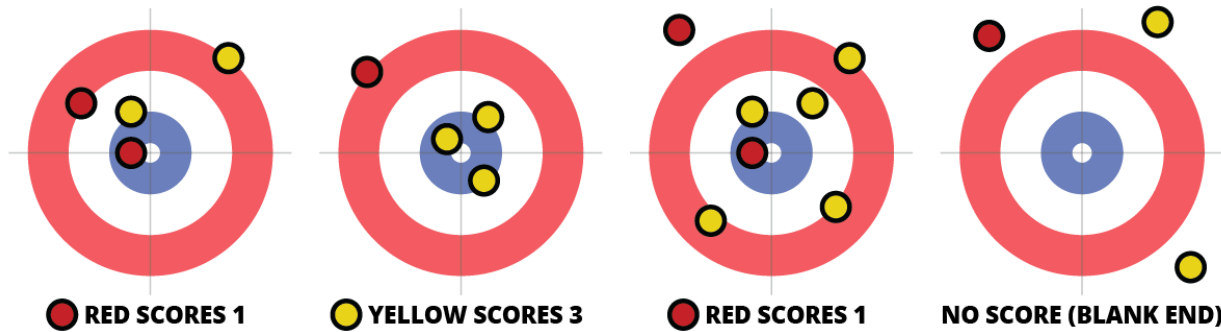
Freeze: intended to come to rest in front of and just touching another stone

The team that scores in the current end will deliver first in the next end, giving the hammer to the other team. If no points are scored, then the playing order remains the same for the next end.

If only one point is likely to be scored, skips will often blank the end to maintain the advantage of the hammer.

Scoring

Only one team can score points per end. When the end is finished, the team with the rock closest to the center of the house will score. For each stone that is closer to the button than any opposing team's stone, they will score one point. If there are no stones within the house, then neither team scores.



The Scoreboard

The numbers along the center of the scoreboard represent a running total. The tags, hung above and below, show which ends were won by each team.

Using the examples above, if red scored 1 point in the first end, then the tag representing end #1 would be placed on the red side above the score 1. Yellow scored 3 points in the second end, so tag #2 is placed on the yellow side below score 3. Next red scores one, so tag #3 would then be placed above score 2 since red now has a **total** of 2 points. No points were scored in the fourth end so tag #4 is placed off to the side.

The score after four ends is:

Red: 2
Yellow: 3

	1	3											
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	
			2										

Competitive Level

Competitions typically involve 10 end games, and use of a time clock.

The **time clock** gives teams time to think, strategize, and plan their next move, but still keeps the game moving efficiently. Thinking time starts when the opposing team has completed their shot and passes control, and ends when the stone of the thrower reaches the near tee-line.

Practice time: each team has 9 minutes before the start of the game

Time allotted: 38 minutes of thinking time for a 10 end game
(36 min. for wheelchair curling, & 22 min. for mixed doubles)
additional 4:30 per extra end

Between ends: 1 minute break, optional 5 minutes after 5th end

Time outs: one 1 minute timeout per team per game, plus 1 per extra end

Time penalty: If a team runs out of time before they deliver their last stone past the near tee, they then forfeit the game

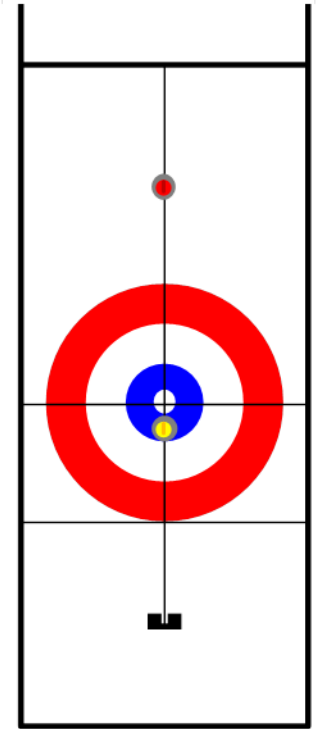


Mixed Doubles

Teams consist of two players, one male and one female.

Each end starts off with two **positioned** stones, one of each color. One is placed as a center guard midway between the hog line and top of the rings. The other is placed in the house bisecting the center line, with the back of rock aligned to the back edge of the four foot. The team with the rock positioned 'out front' will deliver first.

Each team delivers five stones per end. The player that delivers the team's first stone, shall also deliver the team's last stone. The other player delivers stones 2, 3, and 4. A team may change the player delivering the first stone from end to end.

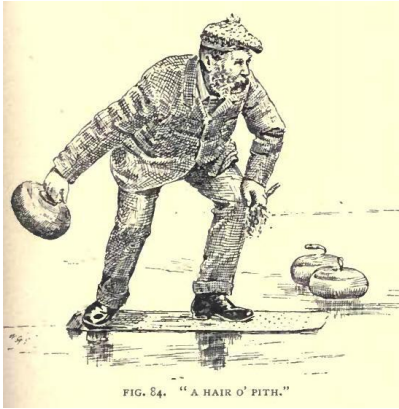


Scoring is the same as in a regular game of curling, and the initial positioned stones are eligible to be counted in the score.

The team not scoring in the previous end has the **choice** of positioning the two stationary stones. If they choose to position their team's rock behind the button, then they shall have last stone (hammer). They may also choose to place their rock out front and throw first. If an end is blanked, then the choice goes to the team who delivered first in the blank end.

In a competition, each team has 22 minutes of think time. If extra ends are needed, each team will receive an additional 3:30.

History of Curling



History of Curling, John Kerr 1890

Curling was first recorded to be played on the frozen marshes and lochs of Scotland in the 16th century, using flat-bottomed river stones.

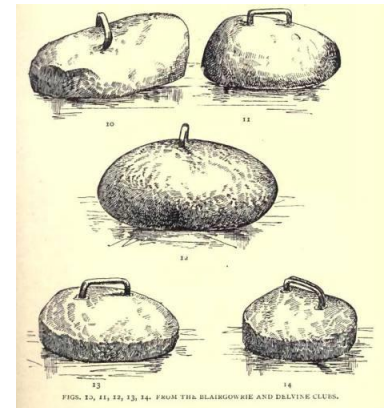
The initial rules were drawn up by the Royal Caledonian Curling Club, in Edinburgh 1838.

Immigrants brought the game to Canada in 1759 and later to the eastern U.S. around 1832.

An International Curling Federation was established in 1966, as proposed by Scotland, Canada, US, Norway, Sweden, Switzerland, and France.

Curling first made its appearance at the Olympics at the inaugural winter games in Chamonix 1924. It was played as a demonstration sport in 1932, 1988, and 1992. However it was not until 1998 that curling was granted official Olympic medal status.

The popularity of curling in the U.S. has increased significantly since its inclusion in the Olympics and the success of Team USA.



History of Curling, John Kerr 1890

Glossary of Terms

4 FOOT	The ring closest to the button, measuring 4 foot across.
8 FOOT	The white ring in the house measuring 8 foot across.
12 FOOT	The outer ring in the house measuring 12 foot across.
BACK LINE	A line at the back of the house, extending across the width of the sheet, parallel to and located 6 ft. from each tee line.
BITER	A stone that just touches the outer edge of the outside circle of the house.
BLANK END	An end resulting in no score for either team.
BONSPIEL	A curling competition or tournament.
BROOM	A device used by players to sweep/clean the ice in front of a moving stone.
BURIED	A stone that is hidden behind another stone making it difficult to hit.
BURNED	A stone in motion touched by a player or any part of a player's equipment.
BUTTON	The small circle at the center of the house.
COUNTER	Any stone in or touching the house and is considered a potential point.
CURL	The curved path of a stone as it travels down the sheet of ice.
DELIVERY	The motion a player makes when playing a curling stone.
DRAW	A stone which stops inside or in front of the house.
DRAW WEIGHT	The momentum required for a delivered stone to reach the house.

END	A portion of a curling game that is completed when each team has thrown eight stones and/or the score has been decided.
EXTRA END	An additional end played to break a tie at the end of regulation play.
FREE GUARD ZONE (FGZ)	The area at the playing end, between the hog line and the tee line, but excluding the house.
FREEZE	A form of a draw shot that stops directly up against another stone.
GRIPPER	The rubber sole of a curling shoe that helps keep footing in the ice.
GUARD	A stone that is placed in a position so that it may protect another stone.
HACK	The foot-hold at each end of the ice which is used by a player to start the delivery of a curling stone.
HANDLE	The part of a curling stone that a player grips in order to deliver. Also the desired rotation of the stone.
HAMMER	A term used to describe the stone that will be the last stone delivered in that end.
HEAVY	A stone delivered with a greater speed than necessary.
HIT AND ROLL	A stone that knocks an opponent's stone out of play, and then rolls to another position in play.
HOG LINE	The thick line extending across the width of the sheet that is parallel to and located 21 ft from each tee line.

Glossary of Terms

HOGGED STONE	A stone that came to rest before completely crossing the hog line at the playing end. It must be removed from play.
HOUSE	The area within the concentric circles at each end of the sheet.
HURRY!	A command which instructs players to sweep harder.
IN-TURN	The rotation applied to the handle of a stone by a right-handed curler which causes the stone to rotate in a clockwise manner.
LEAD	The first player on a team to deliver two stones in each end.
NARROW	A stone delivered off the line of the broom and too close to the desired target.
OUT-TURN	The rotation applied to the handle of a stone by a right-handed curler which causes the stone to rotate in a counter-clockwise manner.
PEBBLE	The water droplets applied to a sheet of ice before commencing play. These droplets freeze, which then reduces the friction between the ice and the stones.
PEEL	A shot designed to remove a guard.
RAISE	A type of shot where one stone bumps forward another stone.
RAISE TAKEOUT	A delivered stone hits a stationary stone, which then starts to move and it hits a third stone out of play.
REVERSE HANDLE	A stone that is rotating in the opposite direction than was called by the skip.

SECOND	The second curler on a team to deliver two stones in each end.
SHEET	The specific ice surface upon which a curling game is played.
SHOT ROCK	At any time during an end, the stone closest to the tee.
SKIP	The player who directs play for the team.
SLIDER	Slippery material, usually Teflon, placed on the sole of the sliding shoe, which makes it easier to slide on the ice.
STONE	Also known as a rock, a curling stone is made of granite and is delivered by the players in a curling game.
SWEEPING	The action of moving a broom or brush back and forth in front of the path of a moving stone to clean or polish the ice surface.
TAKEOUT	Removal of a stone from the playing area by hitting it with another stone.
TEE LINE	A line extending across the width of the sheet that passes through the centre of the house parallel to the hog line and backline.
VICE	Usually the third curler on a team to deliver a pair of stones in each end. This player discusses strategy with the skip and holds the broom when it is the skip's turn to deliver. Also known as third or mate.
WEIGHT	The amount of force/speed given to the stone during the delivery.
WIDE	A stone delivered off the line of the broom and too far from the desired target.

For copies or more information, contact michele.page@denvercurlingclub.com



Denver Curling

14100 West 7th Avenue
Golden CO 80401

www.DenverCurlingClub.com