

CURLING GLOSSARY

A glossary is a list of words and their meanings that can be used to help you understand a new subject. This glossary explains some curling terms. Whenever you come across a word in this workbook that is written in *italics*, you can find its meaning here. (You'll even find answers to some of the questions!)

Note: The sport of curling generally uses Imperial measurements for length. As such, some curling terms are commonly acknowledged by an Imperial reference (4 foot etc.). Where this is the case, you will see Imperial terminology alone. Any other measurements, however, are listed in the common curling format (Imperial) as well as in Metric.

- BACKLINE** The line across the ice at the back of the house. Stones that go completely over this line are removed from play.
- BITER** A stone that just touches the outer edge of the circles.
- BLANK END** An end during which no points have been scored.
- BONSPIEL** A curling competition or tournament.
- BRIER** The name of the Canadian Men's Curling Championship.
- BRUSH/BROOM** A device used to sweep the ice that is in the path of a moving stone. It is also used as a balance device during the curling delivery, with the fabric side facing up.
- BURNED STONE** A stone in motion that has been touched by a member of either team, or any part of their equipment. Burned stones are removed from play.
- BUTTON** The circle at the centre of the house.
- CLOCKWISE TURN** The rotation given to the handle of a stone that makes the stone turn in a clockwise direction and "curl."
- COUNTER** Any stone in the rings or touching the rings (a position that can count as a point).
- COUNTER-CLOCKWISE TURN** The rotation given to the handle of a stone that makes the stone turn in counter-clockwise direction and "curl".
- CENTRE LINE** A line running down the middle of the ice, from one hack to the other.
- CURL** The amount a rock's path "bends" while traveling down the sheet of ice.
- DOUBLE TAKE-OUT** A take-out shot that removes two of the opponents' stones at one time.
- DRAW-WEIGHT** The momentum required for a stone to reach the house (or circles) at the distant end of the sheet of ice. A skip who wants this kind of shot will often tap the ice where they want the shot to go.
- END** A portion of a curling game that has been completed when each team has thrown eight stones and the score has been decided.
- FREE GUARD ZONE** The area, not including the house, between the hog line and the tee line.

- FREEZE** A precise, draw-weight shot that makes the delivered (thrown) stone come to rest right up against a stopped (stationary) stone.
- GUARD** A stone that is placed in a specific position so as to protect another stone.
- HACKS** The footholds at each end of the ice from which the stones are thrown in a balanced, flatfoot delivery.
- HAMMER** The term used to identify which team gets to throw the last stone of an end - a status that is generally considered to be an advantage.
- HEAVY** A stone delivered with greater force than necessary.
- HIT** See take-out.
- HOG LINE** A line 33 feet (10 metres) from the hack at each end of the ice. Delivered stones must either touch a stone that is in play or be completely over this line in order to remain in play.
- HOUSE** Also called the target, it is made up of four, coloured, concentric circles, which are referred to as: button, 4 foot, 8 foot and 12 foot.
- LEAD** The first player to deliver a rock for his or her team.
- LIGHT** A stone delivered with less weight than was required to successfully complete a shot.
- PEBBLE** A fine spray of water applied to a sheet of curling ice before play starts. It creates small bumps on the ice, making it easier for curling rocks to glide down the ice.
- RINGS** The circles in the house towards which play is directed.
- SECOND** The curler who delivers the second pair of stones for his/her team in each end.
- SHEET** The playing surface that a curling game takes place on.
- SHOT ROCK** At any time during an end, this is the stone closest to the button.
- SIDE LINE** The line that is the boundary of the curling rink. Rocks touching this line are "out of play".
- SKIP** The player who determines the strategy and directs the play for his/her team. The skip also delivers the last pair of stones for his/her team in each end.
- SLIDER** Slippery material that is glued to the bottom of a shoe, or else slipped on over the sole of the shoe, to make it easier to slide on the ice. If players don't have one, they can use tape instead.
- SLIDING FOOT** The foot the curler uses to slide when they are throwing the stone (curling delivery). The left foot is the sliding foot for a right-handed person and the right foot is the sliding foot for a left-handed person.
- SPARE** An alternate or substitute player.
- STEALING AN END** Scoring during an end in which your team did not have the advantage of hammer.

STRATEGY Knowing all of the different kinds of curling shots and when to play them.

SWEEPING The action of moving a broom or brush back and forth in the path of a moving stone.

TAKE-OUT Knocking a stone out of play by hitting it with another stone.

TEE LINE The line that passes through the centre of the house, parallel to the hog line and to the backline.

THIRD, VICE-SKIP OR MATE The third player on a team to throw their stones (two per end). Generally, this player acts as the skip when the skip is delivering his/her stones and assists with strategy decisions. For this reason, this player is sometimes called the Vice-Skip.

TOURNAMENT OF HEARTS The name of the Canadian Women's Curling Championships.

TURN The way the rock is rotated just before the release. This will start it "bending" in one direction or the other as it travels down the ice.

WEIGHT The amount of force given to the stone during the delivery.

Note: A complete glossary of curling terms can be found at www.curling.ca.

