

Curling Lingo 101



Curling, like most sports, has its own terminology. This can be daunting for new curlers, so we've decided to put together some basic terminology for you here below. Be sure to study hard so you sound like a pro, even if you don't look like when you throw.

TERM	Definition
BACKLINE	The line across the ice at the back of the house. Stones which are over this line are removed from play.
BITER	A stone that just touches the outer edge of the circles.
BLANK END	An end in which no points have been scored.
BONSPIEL	A curling competition or tournament.
BRUSH	A device used to sweep the ice in the path of a moving stone.
BURNED STONE	A stone in motion 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.
COUNTER	Any stone in the rings or touching the rings which is a potential point.
CURL	The amount a rock bends while travelling down the sheet of ice.
DRAW WEIGHT	The momentum required for a stone to reach the house or circles at the distant end.
END	A portion of a curling game that is completed when each team has thrown eight stones, and the score has been decided.
GUARD	A stone that is placed in a position so that it may protect another stone.
HACKS	The footholds at each end of the ice from which the stone is delivered.
HEAVY	A rock delivered with a greater force than necessary.

HIT	A take-out. Removal of a stone from the playing area by hitting it with another stone.
HOG LINE	A line 10 meters from the hack at each end of the ice.
HOGGED STONE	A stone that does not reach the far hog line. It must be removed from play.
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.
IN-TURN	The rotation applied to the handle of a stone that causes it to rotate in a clockwise direction and curl for a right-handed curler.
LEAD	The first player on a team to deliver a pair of stones for his/her team in each end.
OUT-TURN	The rotation applied to the handle of a stone that causes it to turn and curl in a counter-clockwise direction for a right-handed curler.
PEBBLE	A fine spray of water applied to a sheet of curling ice before commencing play.
RAISE	When one stone is bumped ahead by another.
ROLL	The movement of a curling stone after it has struck a stationary stone in play.
SECOND	The curler who delivers the second pair of stones for his/her team in each end.
SHEET	The specific playing surface upon which a curling game is played.
SHOT ROCK	At any time during an end the stone closest to the button.
SKIP	The player who determines the strategy and directs play for the team. The skip delivers the last pair of stones for his/her team in each end.
SPARE	An alternate player or substitute.
SLIDER	Slippery material placed on the sole of the shoe to make it easier to slide on the ice.
SWEEPING	The action of moving a broom or brush back and forth in the path of a moving stone.
TAKE OUT	Removal of a stone from the playing area by hitting it with another stone.
TEE LINE	The line that passes through the centre of the house parallel to the hog line and backline.

THIRD, VICE-SKIP, OR MATE	The third player on a team to throw two stones in each end. Generally this player acts as the skip when the skip is delivering his/her stones and assists with shot selection decisions.
WEIGHT	The amount of force given to the stone during the delivery.

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