

Basic Rules Every Curler Should Know:

- ❖ Before the game begins, a coin is tossed by the third (vice) on each team to decide which team will deliver the last stone in the first end.
- ❖ Leads and seconds should position themselves between the hog line and well to the side of the playing surface when their team is not delivering. Only skips and vices are allowed to stand in the house area.
- ❖ After brushing, curlers should walk along the sides of the sheet to return to the delivering end.
- ❖ All curlers should remain outside the house area until the thirds have agreed on the score.
- ❖ The scoring team's third is responsible for posting the score.
- ❖ Teams may not remove an opposition stone if it is in the *Free Guard Zone* until the fifth stone of the end is played.
- ❖ The team who scores in one end delivers the first stone of the next end.
- ❖ If a stone is touched by a brusher while it is moving that brusher must alert everyone of the infraction.
- ❖ In delivery, the stone must be released before it reaches the near hog line.
- ❖ A stone is out of play if it touches the sideline or completely crosses the back line.

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Your friend is an avid curler and wants to share the fun with you. Curling is enjoyed by over a million Canadians and is the perfect sport for our long winters!

Curling provides a great opportunity to participate in a physically and mentally challenging activity while enjoying the traditional socializing before, during and after the game!

Two teams alternate delivering 20kg stones down the ice to the *house* (the target shape at each end of the ice). The objective is for one team to place one or more stones closer to the *button* or *pin* (centre of the house) than the opponent. Once all 16 stones (8 per team) have been delivered the score is determined for that "*end*". A full-length game is 10 ends long, but recreational league play is generally 6 or 8 ends in length.

At the beginning of the game, the team delivering the last stone is determined by a coin toss. Last stone is also known as having the *hammer*, considered the advantage. The team that scores in an end throws the first stone in the next end.

There are four members on a curling team and each delivers two stones alternating with the opposing team. Positions and order of delivery are: 1) lead; 2) second; 3) third or vice; and 4) skip. The *skip* is responsible for strategy and calls the shots for all the players on the team.

She/he stands in the house at the end opposite to the delivering end and directs the play. When it is the skip's turn to deliver, the third (vice) takes over the skipping duties. The lead and second are responsible for sweeping stones delivered by their teammates and they can either sweep on opposite sides or the same side of the stone. The third takes over one of the sweeping positions when the lead or second is delivering a stone.

Sweeping (or brushing) is an important skill that is used to clean the ice of frost, dirt and debris. Sweeping reduces the friction between the stone and the ice surface, which allows the stone to continue its forward momentum for longer and to curl less.

The Free Guard Zone rule – means that any opposition stone coming to rest in the area between the hog line and the tee line, excluding the house in play, may be moved but not be removed from play, until the fifth stone of the end.

To be considered in play a stone must cross the hog line at the playing end of the ice and be released by the deliverer before it reaches the near hog line. A stone is out of play if it touches the sideline or completely crosses the back line.

To start, don't worry too much about the rules, just try it and have fun! Welcome to sport of curling!