

## **GLOSSARY of CURLING TERMS**

**Backline** - line across the back of the house. Stones which go over this line are removed from play

**Biter** - a stone that touches the outer edge of the circles

**Blank end** - an end in which no points are scored

**Brush** - a device used to sweep the path in front of a moving stone

**Burned stone** - a stone in motion that is touched by a member of either team or any part of their equipment. Burned stones are generally removed from play

**Button** - circle at the centre of the house

**Counter** - any stone in 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 at the far end

**End** - a portion of a game that is completed when each team has thrown 8 stones and the score has been decided. A game might consist of 6, 8 or 10 ends.

**Guard** - a stone that is placed in a position so that it protects another stone

**Hacks** - the foot holds from which the stone is delivered

**Hammer** - the team with the last stone in any given end of play

**Heavy** - a stone delivered with greater force than is necessary

**Hit** - removal of a stone in play by hitting it with another stone. A take-out.

**Hog Line** - a line 10 meters from the hack at each end of the ice. Usually a wide black line (4")

**Hogged stone** - a stone that does not reach the far hog line. It is usually removed from play

**House** - the rings at either end of the ice consisting of a 12 ft, 8 ft, 4 ft circle and a button

**In turn** - the rotation applied to the handle of a stone that causes it to rotate in a clockwise direction for a right handed curler

**Lead** - first player on a team to deliver a pair of stones for their team in each end

**Out-turn** - the rotation applied to the handle of a stone that causes it to rotate in a counter clockwise direction for a right handed curler

**Pebble** - a fine spray of water applied to a sheet of ice before commencing play

**Raise** - when one stone is bumped ahead by another

**Roll** - the sideways movement of a stone after it has struck a stationary stone in play

**Second** - the curler on a team that delivers the second pair of stones in each end for their team

**Sheet or ice** - the playing surface upon which a curling game is played. 14' 2" wide x 146' long

**Shot rock** - the stone closest to the button at anytime during the game

**Skip** - the player who determines strategy and directs play for the team. Delivers the last pair of stones

**Spare** - an alternate player

**Slider** - slippery material, placed on the sole of the shoe to make it easier to slide on the ice

**Sweeping** - the action of moving the brush vigorously 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 thru the middle of the house parallel to the backline and hog line

**Third or Vice Skip** - assists in calling shots and holding the brush when the skip is delivering their stone. Throws the third pair of stones for the team in each end

**Weight** - the amount of force given to the stone during delivery.