



# GLOSSARY OF CURLING TERMS

## Alphabetical

### **BACK LINE**

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 12 foot circle.

### **BLANK END**

An end in which no points have been scored. The team retains the hammer for the next end.

### **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 typically removed from play. The offending player declares the burn.

### **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.

### **GRIPPER**

Made from rubber to slide on and off your shoe. Commonly used over the slider shoe. Provides traction and safety

### **FREEZE**

A form of draw shot that stops in front of and next to another rock.

**FROST**

Buildup that can occur on ice surfaces when there is excessive humidity in the air; tends to make stones stop faster and curl less.

**HACKS**

The foot-holds at each end of the ice from which the stone is delivered.

**HAMMER**

The team with the last stone in any given end of play. The 16th delivered stone in any end is called the "Hammer"

**HANDLE**

The part of the stone held by the player. 'Losing the handle' refers to a stone which stops curling or which changes direction of curl while moving.

**HEAVY/LIGHT**

A rock delivered with a greater force than necessary or less than necessary

**HIT**

Contacting another stone, usually for take-out. Removal of a stone from the playing area by hitting it with another stone.

**HIT AND ROLL**

A shot designed to hit and take out an opponent's rock and then roll either to a designated spot or into another stone.

**HIT AND STAY**

A takeout where the played stone stays in the spot where it made contact with the stationary stone; also called a nose hit

**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 (centre).

**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.

**NOSE HIT**

A takeout where the played stone stays in the spot where it made contact with the stationary stone.

**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.

**PEEL**

A takeout that removes a stone from play as well as the delivered stone

**RAISE**

When one stone is bumped ahead by another.

**RINGS**

The house: 4 foot, 8 foot 12 foot

**ROCK/STONE**

The device thrown by curlers during the game. It is made of granite and has a standard weight of 19.6 kg (44 lbs)

**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 their team in each end.

**SHEET (or Ice)**

The specific playing surface upon which a curling game is played. Size is minimum 14'2" wide and 146' long. [See graphic](#)

**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, which causes it to travel further and curl less.

**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 back line.

**THIRD, VICE-SKIP**

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 their stones and assists with shot selection decisions.

**WEIGHT (board; hack; take out)**

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

**Notes:**