

Curling Terms

Back Ring Weight	The momentum that has to be applied to the stone for it to reach the back line
Barrier Weight	The momentum that has to be applied to the stone for it to reach the barrier
Bitter	A stone just touching the outer edge of the house
Blank End	An end that when completed has no stones within the house and therefore neither team scores
Bonspiel	A curling competition or tournament, usually amongst a number of clubs and played in one ice rink
Brush	Used for sweeping the played stone and to help balance during delivery of the played stone
Burned Stone	If the played stone is touched by a brush or other piece of equipment it is said to be burned and is usually removed from play
Button	The centre (bullseye) of the house; sometimes called the 1-foot circle
Centre Line	The line which runs down the middle of the sheet
Delivery Aid	Used in place of a brush for balance during delivery
Double	A shot which removes two opposing stones from the house
Draw Weight	The momentum that has to be applied to the stone for it to finish in the house
End	A game is normally played over 8 to 10 ends. One end is completed when both teams have played all their stones.
Extra End	An additional end played when the score is level after the scheduled number of ends have been played
Fast Ice	Ice on which stones travel further than expected
Freeze	A stone played to finish lying just in front of another stone, ideally touching it
Front House Weight	The momentum that has to be applied to the stone for it to reach the front of the house
Free Guard Zone	The area between the hog line and the front of the house. Lead players may not remove opposition stones from this zone
Give Ice	To stand in the target house with your brush held vertically in front of you, indicating the aiming point for the player about to deliver
Guard	A stone that is placed in a specific position to protect another stone

Guard Weight	The momentum that has to be applied to the stone for it to stop in front of the house
Gripper	Cover fitted to the curling shoe with the slider to protect the slider when not on the ice, and to give extra grip when on the ice
Hack	The footholds at each end of the ice from which the stones are thrown in a balanced, flatfoot delivery
Hack Weight	The momentum that has to be applied to the stone for it to reach the hack at the far end of the rink
Hammer	The team with the hammer will play the last stone of the end. This term is particularly used for the first end of a game
Handle	The rotation applied to the delivered stone when it is released. Usually referred to as either clockwise or anti-clockwise
Hard!	Command - along with "hurry" - shouted by the skip to tell the sweepers to sweep harder and faster
Heavy	A stone that is thrown harder than required and will probably slide too far
Heavy ice	Slow ice one which stones take more initial force to travel a similar distance as on fast (keen) ice (see keen ice)
Hit and Lie	When an opposition stone is removed from the house and the played shot stays in the house
Hit and Roll	When an opposition stone is removed from the house and the played shot rolls to somewhere else, ideally staying within the house
Hog Line	A line 33 feet from the hack at each end of the ice. Delivered stones must be released before this line and cross the far hog line to be in play
Hogged Stone	A stone which fails to reach the far hog line and is therefore removed from play
House	The three concentric circles where points are scored
Hurry!	An instruction from the skip to the sweepers to sweep the played stone
'Ice'	Safety instruction used to alert another player that a stone is heading for them and may knock them over (like fore in golf)
Keen ice	Fast ice one which stones travel greater distances with less force than required for heavy ice (see heavy ice)
Lead	The player who throws the first two stones for a team
Light	A stone which has less momentum than requested by the skip
Losing the Handle	When a stone stops rotating, usually because the player did not give it enough initial rotation or handle
No Handle	When a stone is delivered without any rotation
Off the Brush	When a stone is not delivered in the direction of the aiming point provided by the skip
Pebble	The droplets of water applied to the ice before a game. These freeze on contact with the ice and reduce the friction between the stones and the ice

Peel	A game that finishes equal in scoring, i.e. a draw
Pick Up	When a stone travels over a piece of dirt or brush hair and the stone changes direction
Port	A space between two played stones (which are in play) large enough for the played stone to travel through
Quick	An instruction from the skip to the sweepers to sweep the played stone
Raise	To move a stone that is in play but short of the house so that it stops in the house
Raise Take Out	When the played stone hits a stone that is short of the house and the hit stone then removes another stone lying in the house
Reading the Ice	Understanding the ice conditions and how much the played stone will curl
Rink	The building where curling is played A curling team
Second	The sheet of ice on which a game is played The player who throws the third and fourth stones for a team; on most teams they also sweep for all other players on their team
Sheet	The area where the game is played
Shot Stone	The stone that is nearest the centre of the house
Skip	The player who calls the shots and traditionally throws the last two stones; typically the best player on the team. As verb, to "skip" means to lead one's rink
Slide	The forward movement of a player during the delivery of a stone
Slider	An alternative to curling shoes. Can be placed over an appropriate pair of shoes/trainers
Slow	A stone which has less momentum than requested by the skip
Steal	When a team winds an end without the advantage of playing the last stone
Strike	A shot which removes one or more stones from the house
Strike Weight	The momentum that has to be applied to the stone for it to achieve a strike shot
Sweep	An instruction from the skip to the sweepers to sweep the played stone
Take Out	Same as Strike
Tight	Used to describe a stone that is delivered with less ice than indicated by the skip
Up	An instruction from the skip to the sweepers to stop sweeping the played stone
Weight	The momentum applied to the played stone
Wide	Used to describe a stone that is delivered with more ice than indicated by the skip