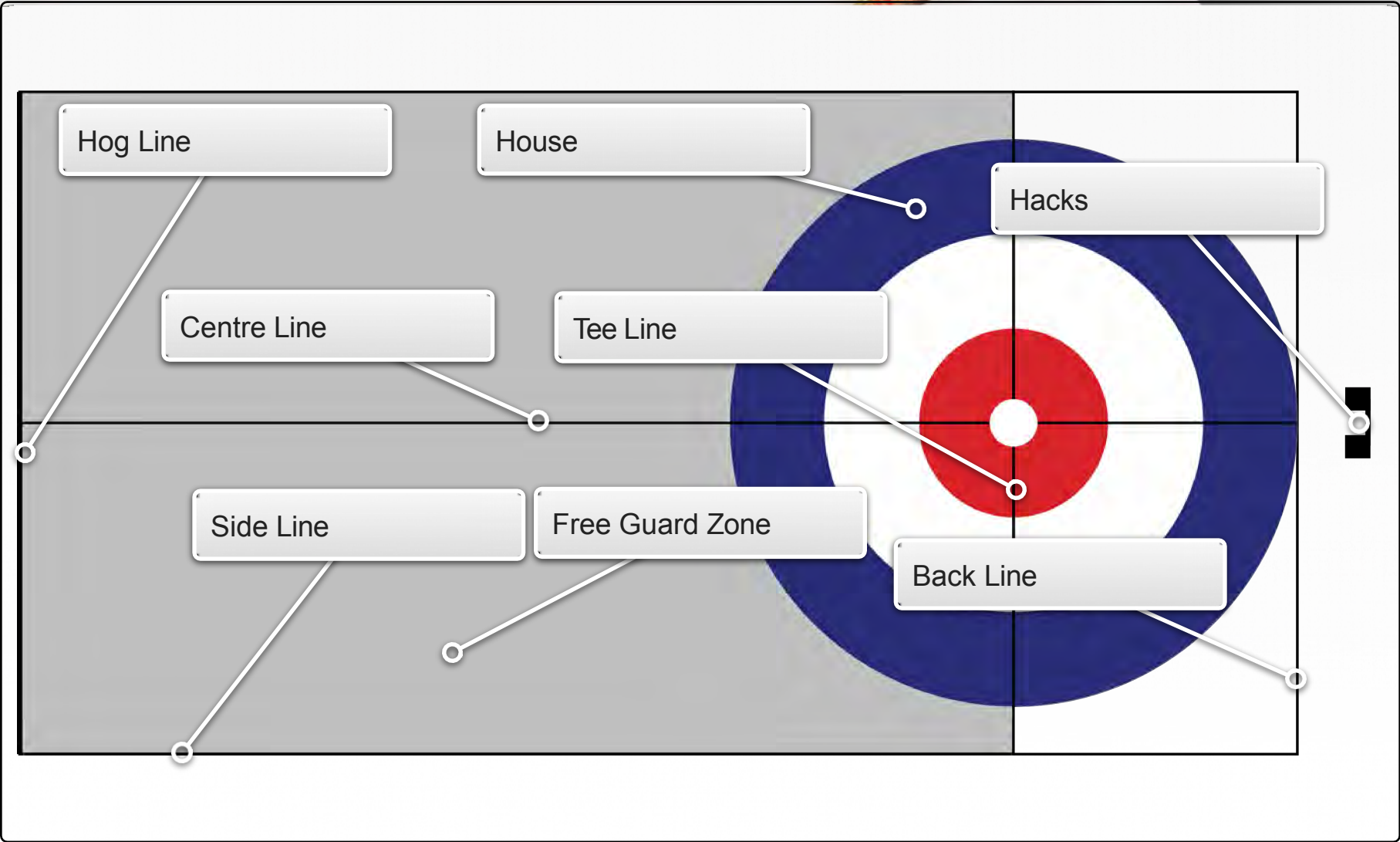
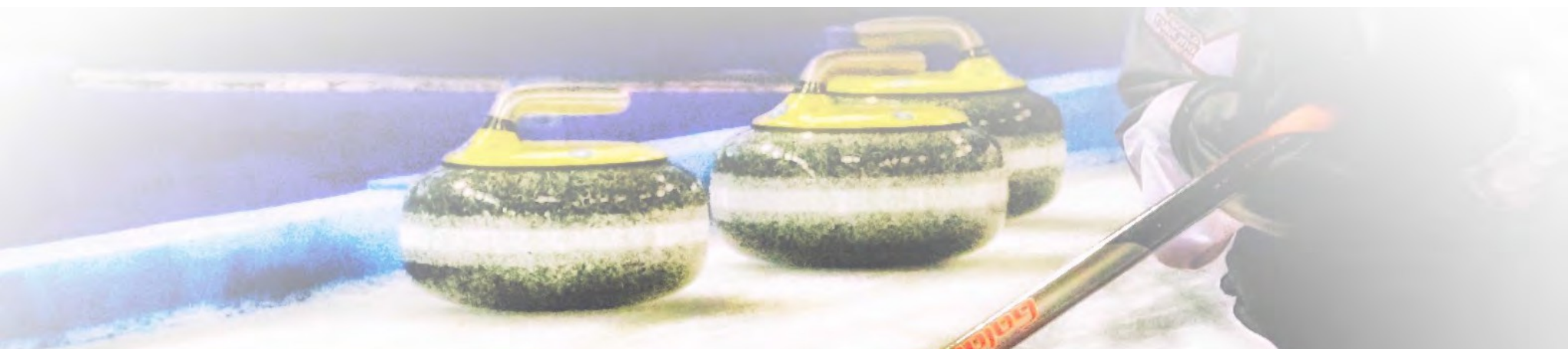


CURLING GAME PROCEDURES AND OBJECTIVES

Summerland Curling Club



GAME PROCEDURES & OBJECTIVES

A curling **team** consists of four players, each delivering two **stones** during an interval called an **end**. When completed, a total of sixteen **stones** have been delivered.

The **lead** is the **first player** to deliver two **stones**, alternating with the opposing **lead**. When the **lead** has delivered his second **stone**, he then takes over **brushing** duties with the number three player while the **second player** delivers two **stones** alternately with the opposing **second**. In turn, the third delivers two **stones** that are brushed by the **lead** and **second**. The **fourth player**, known as the **skip**, is the last to deliver two **stones** while a player designated by the **skip** – called the **vice-skip** or **mate** takes over the skipping duties. The **skip** stands within the **circles** (called the “**house**”) at the end of the ice opposite to the **delivery end** and directs the play except when it is his/her turn to deliver.

The opposing **team** must yield the ice to the **team** whose **stone** is being delivered and must not interfere in any way. The opposing **skip** remains behind the **house** to watch the opposition **stone** being played in order to study the action of the **stone** in motion.

Curling success depends upon the cooperative efforts of all four players on a **team**. It is important that each player is content with his or her role. Because of the strategy required in directing the play, the **skip** must be knowledgeable on strategy and have a good memory for ice reading.

LEAD: The **lead** must be able to **draw** effectively at all times and to execute **take-outs**. Both the **lead** and the **second** should be strong brushers because they have the responsibility of **brushing stones** delivered by both the third and **skip**. Effective brushers therefore, require strength and endurance.

SECOND: The **second** must be able to execute **take-outs** well. Good **seconds** are noted for their ability to execute **peels**, run throughs, double **take-outs**, **hit and rolls**, etc., and yet provide perfect **draw weight** when called upon.

THIRD: The third is usually the **vice-skip** and is a very key member on any successful **team**. The third must possess the knowledge and shot-making ability of the **skip** and also be an effective brusher. Thirds must be able to execute delicate shots with precision and hopefully make the **end** easier for the **skip** who otherwise may have to function under great pressure. The third must be able to anticipate the path of the **skip's stones** very well as they play a major role in calling the line (direction) for their **team's** last two **stones**.

SKIP: The **skip** is the **team** leader who calls strategy and determines where the **brush**, which is the thrower's target, should be placed. **Skips** must be able to execute shots with poise, finesse and confidence. The **skip's** responsibility is to manage the overall performance of the **team** by maximizing their various skills.

Game Objectives and Scoring

The basic object of curling is to complete each **end** with your **stones** closer to the centre of the **house** (circles) than those of your opponent. Generally, competitive **games** are ten **ends** and most club **games** are eight **ends**. At the conclusion of each **end**, the **team** with the **stone** closest to the centre of the **house** **scores** one **point**, and then **scores** an additional **point** for every other **stone** closer to the centre than the closest **stone** belonging to the opposing **team**. **Stones** must be in or touching the **house** to be potential **counters**.

The **vice-skips** determine the **score** at the conclusion of the **end**, and must agree or request a decision by an official or another person not playing in the **game**. All other players must stay out of the **house** at the conclusion of an **end** until the **vice-skips** have determined the **score**.

Score Boards

There are two types of score boards that are currently in use. The traditional score board has the **score** in the middle and a place to hang the marker indicating in which **end** the **scoring** occurred.

Red	1	2		4	6		8				
SCORE	1	2	3	4	5	6	7	8	9	10	11
Yellow		3	5		7				9		

Baseball type score boards are used as well. The numbers on the board represent the **end**, numbers hung indicate **points scored**.

END	1	2	3	4	5	6	7	8	9	10	11	TOTAL
Red	0	0	2	0	1	0	2	0	4			9
Yellow	1	1	0	2	0	1	0	2	0			7

Measuring

At the conclusion of an **end**, if the two **vice-skips** cannot agree as to which **stone** is closer to the centre, the **stones** must be measured. The **vice-skips** do the measuring in most **games**. In some **competitions** however, an official will measure the **stones**.



Prior to a measurement taking place:

- Remove all other **stones** from the playing surface.
- Only the **vice-skips** are in the **house**, all other players move out of the **house**.
- Carefully place the feet of the measuring stick on the ice and then the end of the measuring stick in the centre hole location (**tee**) and slide the instrumented end slowly towards the first **stone**, get a

reading, then move slowly forward to the second **stone** to be measured.

- Opposition **vice-skip** should be on the same side of the measuring stick as the person doing the measuring, so that they can observe the reading.
- Set the dial first on the odd coloured **stone** when performing a three **stone** measure.

At times, it is not possible to visually determine if a **stone** is in the **house** or in the **free guard zone**. This possible **counter** may be measured during the **end**, if it is prior to the **delivery** of the fifth **stone** and the **skips** need to determine if the **stone** is in the **free guard zone**. A six-foot measuring stick is used to determine if a **stone** is in the **house** and therefore a potential **counter**.