

<b><u>Curling Term</u></b>	<b><u>Definition</u></b>
<b>Back 4/8/12</b>	The portion of the 4/8/12 foot ring in the house behind the tee line. Conversely, the top 4/8/12 is the section above the tee line.
<b>Back Line</b>	The line across the ice at the back of the house. Stones which go over this line are removed from play.
<b>Biter</b>	A stone that just touches the outer edge of the outside circle (12 foot) of the house.
<b>Blank End</b>	An end in which no stones are touching the house, thus no points have been scored.
<b>Blanking an End</b>	Deliberately creating a blank end for the purposes of retaining the last rock advantage (hammer) for the next end of play.
<b>Board Weight</b>	Throwing a stone with enough speed that it will come to rest in an area just behind the hacks.
<b>Bonspiel</b>	A curling tournament or competition.
<b>Broom</b>	An implement with which players sweep the ice to make a stone travel farther and curl less. Although brushes have replaced brooms, the traditional name remains.
<b>Buried</b>	A stone that is hidden behind another stone, often a guard, making it difficult for a curler to hit it.
<b>Burned Stone</b>	A stone in motion touched by a player or any part of their equipment. Burned stones are removed from play.
<b>Button</b>	The small circle at the centre of the house.
<b>Calling the Shot</b>	When the skip holds the broom where he/she wants the person delivering the stones to aim. When the skip is delivering, the third calls the shot.
<b>Center Guard</b>	A guard that is placed directly on the centre line in front of the house.
<b>Center Line</b>	The line dividing the ice vertically down the middle.
<b>Clean</b>	To brush the ice lightly in front of a moving stone to remove any debris and is less vigorous than a sweep.
<b>Come Around</b>	A shot that curls behind another stone.
<b>Control Weight</b>	A take-out shot that is slow enough that the sweepers have relative control over it's curl, but is faster than board weight and slower than normal take-out weight.
<b>Corner Guard</b>	A type of guard that is off to one side of the house usually used when a team has the hammer and needs to score multiple points.
<b>Curl</b>	The amount a stone bends while travelling down the sheet of ice.
<b>Draw</b>	A shot which lands in play without hitting another stone out. Also refers to a game i.e. "The first draw on Friday is at 7pm".

<b>Double</b>	A take-out shot in which two stones (not including the delivered stone) are removed from play.
<b>End</b>	A portion of a curling game that is completed when each team has thrown eight stones and the score has been decided.
<b>Extra End</b>	An additional end played to break a tie at the end of regulation play.
<b>Falling</b>	As the stone is sliding down the ice, it curls negatively i.e. in the opposite direction that it is supposed to.
<b>Free Guard Zone</b>	The area at the playing end, between the hog line and the tee line, but excluding the house.
<b>Free Guard Zone Rule</b>	The rule that states that an opponent's stone resting in the free guard zone cannot be removed from play until a certain number of stones in an end have been played (usually the first four stones).
<b>Freeze</b>	A form of draw that stops directly up against another stone usually in the house.
<b>Front End</b>	A team's lead and second players considered as a unit. The back end refers to the team's third and skip.
<b>Frost</b>	Buildup that can occur on ice surfaces when there is excessive humidity in the air and tends to make stones stop faster and curl less.
<b>Guard</b>	A stone that is placed in a position so that it may protect another stone.
<b>Hack</b>	The foot-holds at each end of the ice used by a player to start the delivery of a stone.
<b>Hack Weight</b>	The speed given to a stone so it will reach the hack at the playing end.
<b>Handle</b>	The part of the curling stone that a player grips in order to deliver. A stone that has "no handle" is thrown without a turn/rotation and follows an unpredictable path.
<b>Hammer</b>	The last stone delivered in each end- a huge advantage. The team with the last rock is said to "have the hammer".
<b>Heavy</b>	A stone delivered with more weight than is necessary.
<b>Hit</b>	A take-out or removal of a stone from the playing area by hitting it with another stone.
<b>Hit and Roll</b>	A stone that knocks an opponent's stone out of play and then rolls to another position in play.
<b>Hog Line</b>	A line extending across the width of the ice that is parallel to each tee line.
<b>Hogged Line Violation</b>	A stone that is removed from play for the end because it was not released before it reached the hog line at the delivering end.
<b>Hogged Stone</b>	A stone that is removed from play because after being delivered, it did not come to rest completely beyond the hog line at the playing end.
<b>House</b>	The area within the concentric circles at each end of the sheet consisting of a 12-foot ring, 8-foot ring, 4-foot ring and a button.

<b>Hurry/Hurry Hard</b>	A command which instructs players to sweep harder.
<b>Ice (more, less, too much)</b>	Adjustment to the crosswise distance between the skip's broom and the desired target area. For example, a player who feels that the skip's broom is too close to the target might request "more ice".
<b>Inside</b>	When a player delivers a stone that is off-line from the skip's broom, too close to the desired target and likely to curl past it.
<b>In-turn</b>	The rotation applied to the handle of a stone by a right-handed player which causes the stone to rotate in a clockwise manner.
<b>Keen Ice</b>	Fast ice on which stones travel greater distances with less force.
<b>Lead</b>	The first player on a team to deliver two stones in each end.
<b>Light</b>	A stone that is not thrown hard enough.
<b>Never/Off/Whoa!</b>	Called during the sweep to indicate that the stone needs to curl and the sweepers should not sweep.
<b>Nose</b>	The point on a stone closest to the shooter. A "nose hit" would be hitting the stone at this point, avoiding a roll.
<b>Outside</b>	A stone delivered "off the broom" to the side away from the desired target and unlikely to curl far enough to reach it.
<b>Out-turn</b>	The rotation applied to the handle of a stone by a right-handed player which causes the stone to rotate in a counter-clockwise manner.
<b>Pebble</b>	A fine spray of water applied to a sheet of curling ice before commencing play. These droplets freeze creating irregularities on the surface and allows the stones to curl.
<b>Peel</b>	A shot designed to remove a guard.
<b>Pick</b>	When a stone's running surface travels over a foreign particle such as a hair or dirt on the ice, causing the stone to deviate from its expected path.
<b>Pin</b>	The spot in the exact centre of the button.
<b>Port</b>	An opening or gap between stones just wide enough for a delivered stone to pass through.
<b>Raise</b>	A shot in which the delivered stone bumps another stone forward.
<b>Runback</b>	A shot in which the delivered stone bumps a second stone which in turn knocks a third stone out of play.
<b>Second</b>	The second player on a team to deliver two stones in each end.
<b>Shooter</b>	In a hit, it refers to the stone being thrown.
<b>Shot Stone</b>	At any time during an end, the stone which is closest to the button.
<b>Skip</b>	The curler who directs play and determines strategy for the team. Skips deliver the last pair of stones in each end.

<b>Slider</b>	Slippery material such as Teflon that is placed on the sole of the sliding shoe making it easier to slide on the ice.
<b>Spare</b>	An alternate player or substitute for a team member who is unable to play.
<b>Spinner</b>	A stone travelling with rapid rotation that will curl only a small amount if at all.
<b>Split the House</b>	A strategy of drawing to a different area of the house to prevent your opponent from taking out both stones.
<b>Steal</b>	Scoring in an end in which you do not have the hammer.
<b>Sweeping</b>	The action of moving a broom back and forth in front of the path of a moving stone to clean or polish the ice surface.
<b>Swingy Ice</b>	Ice on which stones curl more than usual.
<b>Take-out</b>	Removal of a stone from the playing area by hitting it with another stone.
<b>Tap Back</b>	A shot where the delivery stone taps another stone towards the back of the house.
<b>Tee Line</b>	The line extending across the width of the sheet that passes through the centre of the house parallel to the hog and back line.
<b>Third/Mate</b>	The third player on a team to throw two stones in each end. This player can also act as skip when the skip is delivering his/her stones and assists with shot selection decisions.