



SILICON VALLEY CURLING CLUB MEMBER HANDBOOK

www.siliconvalleycurling.com

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Welcome!

Welcome to the Silicon Valley Curling Club! We are excited to have you as a member and look forward to helping you reach all of your curling goals. This handbook serves as an introduction to the club and outlines expectations of all club members.

The Silicon Valley Curling Club (SVCC) is an organization dedicated to fostering national and international amateur competition in curling. We aim to offer opportunities for curlers of all levels to improve skills, grow the sport, and socialize. We are a volunteer-managed organization and rely on our membership to make the club successful and maintain an overall feeling of fellowship.

The Spirit of Curling (from the World Curling Federation)

Curling is a game of skill and of tradition. A shot well-executed is a delight to see, and it is also a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach. While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling and honorable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

Club Organization and Points of Contact

Board of Directors

Silicon Valley Curling Club Board of Directors consists of five members who are responsible for managing the club's operation. Board members are elected every January at the Annual General Meeting (AGM) to staggered three-year terms. The roles of President, Treasurer, and Secretary are assigned annually by vote of the Board of Directors. Board meetings are held monthly and open to the membership (in-person or call-in). Meetings are announced ahead of time and posted on the club calendar.

Position	Contact
President	president@
Secretary	secretary@

Treasurer	treasurer@
Director	board@
Director	board@
The entire board can be reached via email with board@	

Unless otherwise noted, email addresses use the @siliconvalleycurling.com domain

At-Large Committees & Representatives

Specific club activities are under the purview of various committees and representatives designated by the Board of Directors. Chair positions are typically assigned by the Board, while committee members are usually made up of volunteers from the general membership. Committees may only be active at certain times of the year depending on the specific club activities of which they are tasked.

Committee	Contact
Bonspiel	bonspiel@
The Bonspiel Committee is tasked with planning and coordinating the Silicon Valley Bonspiel, a 3-day event during Memorial Day Weekend (subject to change). Chair/co-chair responsibility is assigned annually.	
Communication	#communication on Slack
The Communication Committee is responsible for organizing, editing, and sending communications to club members. This committee works closely with The Board and Membership committees (among others) to ensure club members are informed of upcoming events and information relevant to curling and club participation.	
Competition	#competition on Slack
The Competition Chair identifies and announces competitive opportunities for club members, including Arena Nationals, regional playdowns, and invitational events such as the Pacific International Cup (PIC) and the Rocky Mountain Curling Invitational (RMCI).	
Conduct	
The Conduct Committee is responsible for maintaining the Code of Conduct (CoC) as well as addressing any concerns regarding conduct violations brought forth by club members.	
Equipment	#equipment on Slack
The Equipment Committee maintains equipment (including ice!) used for league curling. Responsibilities include surveying and reporting ice conditions,	

keeping a stock of sliders, grippers, stabilizers, and club brooms, and maintaining equipment such as rock boxes, rocks, nippers, and hacks.	
Ice Use	Web Form , #ice-use on Slack
The Ice Use Committee coordinates usage of club-scheduled ice time, including leagues, Learn-to-Curls and Practice Ice, and includes the team of Drawmasters. Drawmasters are appointed individuals that are responsible for arranging teams and matchups for each league.	
Membership	membership@
In addition to managing the membership status of club members, the Membership Committee also acts as an advocate for the interests of club members to organizations such as USCA and WCF.	
MoPAC Rep	
Representative of SVCC to the Mountain Pacific Curling Association (MoPAC)	
Social	#social on Slack
The Social Committee arranges off-ice activities for members including off-season broomstacking, volunteer appreciation events, and end-of-league trivia nights.	
USWCA Rep	
Representative of SVCC to the United States Women's Curling Association	
Web/IT	web@
SVCC's internet presence is managed by a dedicated group of patient, talented, amazing people.	

If you would like to participate in any of these committees, please contact the POC for that committee or [contact us](#) through the website and we will do our best to put you in touch with a committee that is aligned with your interests.

Club Bylaws

Club bylaws are available [here](#) and through the [Member Warmroom](#) on the club website.

Code of Conduct

All Members and participants in SVCC events are expected to abide by the SVCC Code of Conduct. The Code of Conduct is intended as a guide to make it easier to ensure that our club's activities remain welcoming to everyone and help all of us become more self-aware of how our actions impact those around us. The full Code of Conduct document is available [here](#).

Membership Structure

Membership Type	Regular	Junior	Reciprocal	Reciprocal Junior	Youth	Social
Age Requirement	21+	14-21	21+	14-21	13 & under	All
Additional Eligibility Requirements	None	None	MGS of USCA/ MoPac CC	MGS of USCA/ MoPac CC	Parental/ Guardian consent	None
Voting Rights	Yes	18+ only	No	No	No	No
League Registration	Yes	Yes	Yes	Yes	Yes	No
Club Event Access	Yes	Yes	Yes	Yes	Yes	Yes
Club Member Communications	Yes	Yes	Yes	Yes	Yes	Yes

Member Registration & Renewal

The membership year runs from July 1st to June 30th of the following year (for example, membership for the 2019-2020 season is valid from July 1, 2019 to June 30, 2020). Membership registration for new members is open year-round. Annual membership renewal for returning members opens in March.

Members are notified via email once the renewal period opens in March and then again at least two weeks prior to the end of the membership year in June. Please make sure your email address is up-to-date by reviewing your contact information on our website under Quick Links > [User Account](#).

Annual Membership Dues

Annual membership dues are set to cover SVCC expenses which include national and regional affiliations (e.g. USCA, MoPac) and club infrastructure maintenance (i.e. website, equipment, etc). The Board reviews and approves the amount each year as part of its budgeting process.

Annual membership dues are payable online at the SVCC website.

Member in Good Standing

In order to be a Member in Good Standing (“MGS”), a Member must meet all of the following requirements:

1. Must be current and up-to-date in the payment of SVCC annual membership dues.

2. Must be current and up-to-date in the payment of any SVCC League fees, bonspiel payments, and/or other assessments levied by SVCC.
3. Must be in compliance with the SVCC Code of Conduct.

Club Services

Communication

The [SVCC website](#) is the primary means of communication. Upcoming leagues, learn-to-curl events, bonspiels, and social events are all listed on the SVCC website, which is updated regularly. In addition to the website, many members of the club regularly participate in the club's Slack workspace. Any MGS is able (and encouraged!) to engage with fellow club members on Slack. Information on how to join Slack is available in the [Member Warmroom](#).

Name tags

Every new member will receive a name tag with his/her preferred name/nickname. Members may request a new or replacement name tag using the [request form](#) found in the Member Warmroom.

Curling equipment

SVCC brooms, sliders, and stabilizers are available for use during curling play. If interested in purchasing curling equipment (brooms, shoes, etc.), speak with a SVCC Board Member for recommendations.

Club merchandise

SVCC has merchandise available for purchase, including club jackets, pins, mugs, and a variety of curling-themed t-shirts. [Prices are listed online](#).

Volunteering

The success and growth of the club (and curling!) depends on the volunteerism of our members. Corporate Events, Learn to Curl, and Bonspiels not only grow the sport in the Bay Area, but they are opportunities for financial security for the club. We rely entirely on the participation of members like you to support these events and keep the club going.

Corporate Events

Corporate events are one of the primary ways that SVCC raises money. Thus, it is important that SVCC members volunteer to teach these clinics. SVCC teaches an average of 20-100 people per week to curl through corporate events, in partnership with Solar4America Ice. SVCC is responsible for staffing these events, and in return volunteers are given gift certificates for use at Stanley's (perfect for broomstacking). Corporate events last about two hours and typically run during business hours. If you have participated in a Learn to Curl, lesson series, or league game, you are qualified to teach! Please consider donating your time to this effort when you are able.

Learn to Curls

Learn to Curl (LTC) events are similar to corporate events, but are managed solely by Silicon Valley Curling Club. LTC sessions generally last about two hours and are scheduled both during the week as well as on weekends. Members of the public sign up for LTC events, and it is a great way to get to know people, encourage more people to become SVCC Members, and generally spread the good word about curling!

Committees

Club operations and events are executed by volunteers serving on various committees. A list of our committees is available above. If there are any committees that are of interest to you, please let us know!

Bonspiels

Over Memorial Day weekend of 2019, SVCC hosted the inaugural Silicon Valley Bonspiel (SVB) at our Fremont location in the hope of establishing a tradition of hosting an annual event. The bonspiel is organized and run by our member volunteers.

Curling with SVCC

SVCC provides year-round curling through Solar4America Ice in both San Jose and Fremont. While exact dates, lengths, and costs of leagues vary from year to year, we are generally able to offer the following leagues:

Location	League Season	Time/Day
Solar4America San Jose (1500 S 10th St. San Jose, CA 95112)	Summer (12 weeks)	7:45 - 9:45 pm Tuesdays
	Fall (12 weeks)	9:30 - 11:30 pm Tuesdays
	Winter (12 weeks)	
	Spring (12 weeks)	7:45 - 9:45 pm Tuesdays
Solar4America Fremont (44388 Old Warm Springs Blvd, Fremont, CA 94538)	Summer (6 weeks)	7:30 - 9:30 pm Thursdays
	Fall (sporadic)	4:30 - 7:30 pm Sundays
	Winter (sporadic)	
	Spring (6 weeks)	9:00 - 11:00 pm Thursdays

Joining a League

Club membership is normally required to participate in leagues throughout the year; however, the Board occasionally waives Membership in for some

beginner/instructional leagues. A product page will be available on the website or in the Member Warmroom during the time for league registration.

League registration usually opens 1-2 weeks prior to the start of each league. League fees are payable at the time of online registration at the SVCC website and may be paid in installments depending upon the total amount due (not available for every league). These fees are ~\$30 per player per game to cover the cost of ice use for league play, and are separate from Annual Membership Dues.

Sparing

Spares (or substitutes) are frequently needed for league games. To join the spares list for a particular league, please contact the [drawmaster](#) with your availability. The drawmaster or a league member may reach out when a spare opportunity arises. A spare fee is charged per game and is separate from league fees.

Practice Ice

In addition to league curling, ice time is occasionally available for practice. Announcements will be made to the club via email, website, social media, and/or Slack when these opportunities are available.

Competitive Curling

Members often represent SVCC at regional and national tournaments. Some events may require a playdown either at the club or regional level. Requirements may differ between events, but typically a participant is required to be a league-playing member of the club s/he is representing.

Broomstacking

After league games, Stanley's Sports Bar is the preferred broomstacking or socializing gathering place, conveniently located upstairs from the ice rink at both arenas.

Rules of Play

SVCC plays according to the rules of the United States Curling Association, which can be found here:

http://www.usacurl.org/usacurl/images/rules_clubuse.pdf

League Bell Rule

During SVCC league nights, a bell will be rung ~32 minutes before the end of ice time indicating that games should complete the current end and start one more, which will be the last end of the game. An end has started when the first stone crosses the tee-line at the delivering end. No end will start with less than 15 minutes remaining in ice time.

Curling Etiquette

- Please arrive a few minutes early for your game. During league play, this allows you to help with ice prep. At events, you can use these minutes to prepare yourself for the game
- If you are unable to attend a game, notify your skip and/or the drawmaster so that a spare can be arranged. If your team is unable to attend, notify the drawmaster or event coordinator immediately.
- Games should be played at a reasonable pace, with each end lasting about 15 minutes.
- Each game begins and ends with handshakes and wishes of “Good Curling” or “Good Game” each opponent and then to your teammates
- When it is your team’s turn to deliver, the skip should be ready to make the call, the thrower should be in the hack and ready to throw as soon as the skip sets the broom and the sweepers should be in position to sweep the rock.
- As soon as the opposing team has released their rock, you may begin moving to the hack to prepare for your team’s shot (this includes getting your skip’s rock out for their turns).
- When it is the opposition’s turn, the skip should be motionless behind the back line while watching the shot. The other members of the team should be at the sideline between the hog lines and should remain silent and still during the shot
- A missed shot should never be cheered. Conversely, a good shot may be complimented by players on either team.
- Avoid touching the ice or letting your body rest on the ice. Contact with the ice lasting less than 5 seconds is capable of leaving marks.

Ice Prep

So you need to prep mixed-use ice for curling...

Ice prep is everyone’s responsibility! The faster the ice is ready, the sooner we start curling and the more time we have to play.

General Ice Prep

While the Zamboni is running:

- Retrieve large bristle brush, large mop, pebbling cans, nipper (or rock boxes), and hacks.
- Fill pebbling cans.
- Pull rock carts from freezers (or clear snow off rocks).
In San Jose, do NOT close the freezer door over the ramp. Pull the ramp away from the door before closing.
- Retrieve game play items (stabilizers, sliders, club brooms, scoreboards, easels, numbers).

After the Zamboni comes off the ice:

- Push frost off the ice surface by running the bristle brush, followed by the mop over the ice surface, ideally behind the home end hack area first, before people bring rocks and other items out on the ice. Brush and mop up and down each sheet, pushing frost to the boards at the away end.
- Move the nipper onto the ice to allow the blades to cool.*
- If running rocks, set up rock boxes on sheets 1 and 4.
- Pebble areas that have been brushed and mopped, starting behind the home hack area, then sheet 1, behind the away-hack area, then sheets 2-5. Each sheet should get two passes of pebble.*
- Once sheet 1 has been pebbled twice, start running the nipper (or rock box) up and down each sheet. Each pass should overlap the centerline by a few inches.
- If using a nipper, leave it on the ice during game play so that the blades stay cold until they can be cleaned. Remove the mop from the back of the nipper, and prop it up so that it does not freeze into the ice.
- Set hacks by standing on a hack. In Fremont, do not stand on a hack longer than 25 seconds, and step off the hack immediately if water is visible at the edges or in the curling stone cut out. Snow may be packed in the center of and behind the hack if necessary for security.
- Move rocks on to the ice and correct sheets. Always use matched sets of rocks (sheet 1 yellow with sheet 1 red, sheet 2 yellow with sheet 2 red, etc). Sets from different sheets may be made of different granite.
- Set up scoreboards.
- As soon as the vice-skip from both teams is available, do the coin toss to determine hammer/color

After the game:

- Remove hacks from the ice using warm water and gently lifting to minimize ice damage (San Jose), or carefully pull up on the hack and use the scraper to remove excess snow if the hacks were snowed in (Fremont). Do not try to use a broom handle as leverage to pop up a hack, as this may cause damage to the broom handle, as well as excessively damage the ice.
- Remove the rocks from the ice and place back on the carts in the freezer (San Jose), or the racks next to the Zamboni (Fremont). When placing rocks on the racks, make sure the rocks sit on the rubber shelf liner and align the handles to 12 o'clock to allow rocks to be stacked. Never set a rock on the metal grates in front of the shelves.
- After the game, move the nipper off the ice and clean the blades.*

*Indicates advanced ice prep that requires supervision or training by an experienced individual before executing alone.

Curling Resources

Pace of Play

With the limited time available to the club, it is imperative that all members of both teams do their best to keep the game moving. The Skip certainly is responsible for making fast decisions when calling shots, but the entire team must work together to maximize the number of ends played in the time given each week.

- Leads of the scoring team should not help put rocks away between ends, but should instead find their first rock and get ready to throw in the hack.
- Players should be in position, waiting at the delivery-side hog line during the opposing team's shot and as soon as the opposition rock is released, players should begin moving to get ready for their team's shot as quickly as possible
- Rocks do not need to be placed in order behind the hacks.
- The shooter should be ready in the hack with their rock cleaned by the time their skip sets the broom for their shot.
- Shooters should be mindful of the length of their pre-shot routine.
- Sweepers should be in position, ready to sweep their team's rocks as soon as they're released.

Local, Regional, and National Bonspiels

There are a number of local, regional and national bonspiels held every year. Some of the closest and consequently, popular, bonspiels amongst our members are found below.

Bonspiel	Host Club	Date
The Barrel	Wine Country Curling Club (Roseville, CA)	Mid-March
The Crush	Wine Country Curling Club (Roseville, CA)	Labor Day Weekend
Hollywood Blockbuster Bonspiel	Hollywood Curling Club (Valencia, CA)	July 4th Weekend

Visit the [MoPAC](#) website for a list of more regional bonspiels held regularly throughout the year. [USA Curling](#) also keeps a list of bonspiels and curling events throughout the country.

Additional Resources

[USCA Official Rules](#)

[Curl Up With Jamie](#) (video series by Jamie Sinclair and USCA providing beginner tips for curling)

[Utica Curling Club — Curling School](#)

Introduction to Curling Strategy (available on [Amazon](#))
Brush Like a Bad*** (available on [Amazon](#))

Curling Basics

New to curling? The following sections contain information that will help you get started. It is intended to serve as a high-level introduction to some basics of curling and how it is played. This is not a comprehensive discussion of rules or strategy and is only a reference for new curlers to acquaint themselves with the basic concepts of the game. You can also watch this [nifty video](#) that might help explain some basics too!

Safety Precautions

Curlers get their “ice legs” after their first several games. It’s normally not difficult to get around on the ice. However, ice is ice, and a fall can result in serious injury. New curlers are cautioned to be very careful while moving or standing on the ice. Even experienced curlers should pay attention to these cautions:

1. When you first step onto the ice, please be sure your shoes are clean and take note of the ice conditions. Sometimes the ice is more slippery than usual. If so, use extra caution while walking on the ice. Wear a gripper on each foot or wear curling shoes whenever you are on the ice.
2. Always watch where you walk, and never walk backwards!
3. Never run on the ice.
4. Unless you are delivering a stone, wear a gripper on your sliding foot if you are wearing curling shoes. If you are using a removable slider, remove the slider from underneath your foot once your delivery is complete.
5. Always be very careful when stepping on/off the ice. Curlers are more likely to slip or fall when stepping onto or off the ice.
6. Step onto the ice with your “gripper” shoe, and be careful! Never use your slider foot to step onto the ice.
7. Never stop a rock with your hand. Your fingers can be crushed, especially if the rock hits another rock while you’re trying to stop it!
8. Never use your feet to stop a fast moving rock. You could lose your balance and fall. Use your broom or brush to stop a rock.
9. While sweeping, if you can’t keep up with a fast shot, back off! Don’t risk a fall on the ice. Never run to catch up to a rock.
10. Never go onto the ice when your balance is impaired from sickness, excessive alcohol, etc. A fall can cause serious injury!

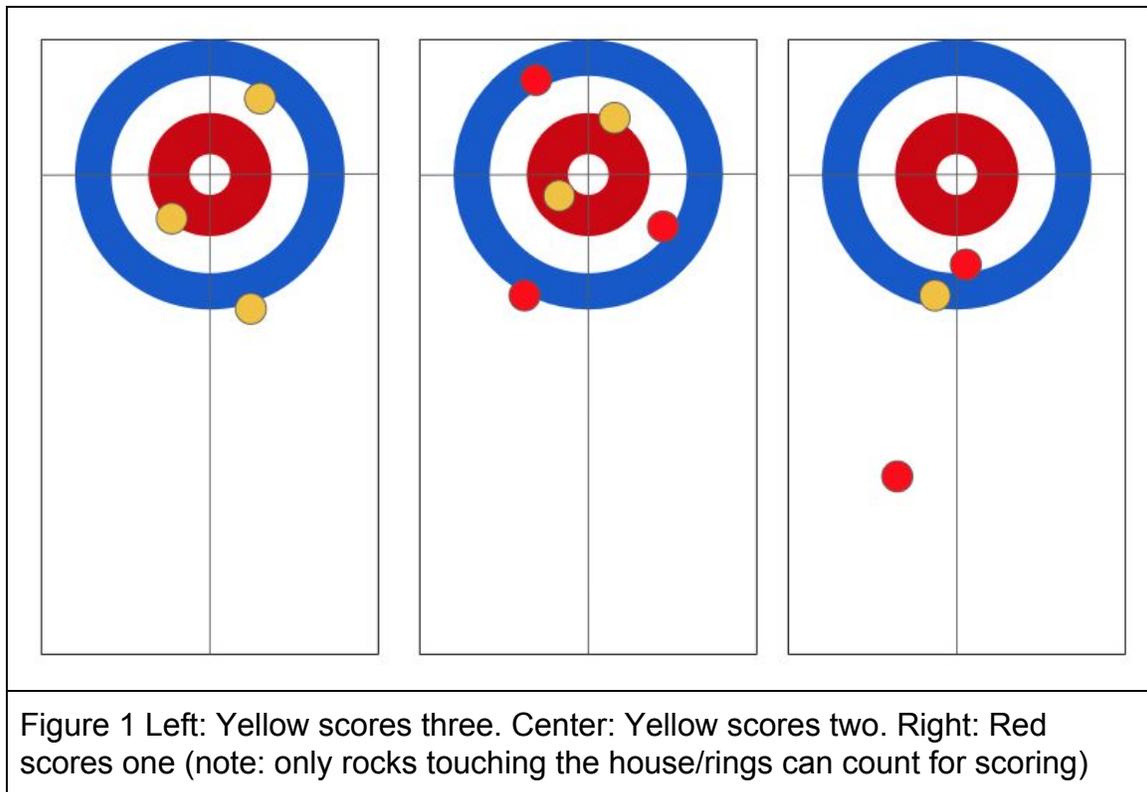
Game Play

Games are typically played between two teams over eight ends. Each team has four players, each player throwing two rocks per end. A coin toss is used at the beginning of each game to determine which team has last-rock advantage (hammer) in the first end. The team without hammer chooses which color rocks they will use throughout the game.

The non-hammer team delivers the first rock of the game, followed by the hammer team. Delivery continues to alternate between the teams through the rest of the end, each player delivering two rocks, ending with the hammer. At the conclusion of each end, the vice-skips (and ONLY the vice-skips) meet in the house to agree on the score for the end. The scoring team loses hammer in the subsequent end and delivers the first rock in that end.

Scoring

A rock must be touching the house to be a potential point. Only one team may score in each end. The scoring team is determined by the color of the rock closest to the center of the house (the pin). That team scores one point for every rock that is closer than the opposing team's closest rock (yea...that's a lot to digest. Read it again, slowly, and then look at the diagrams below and then go back and read it again).

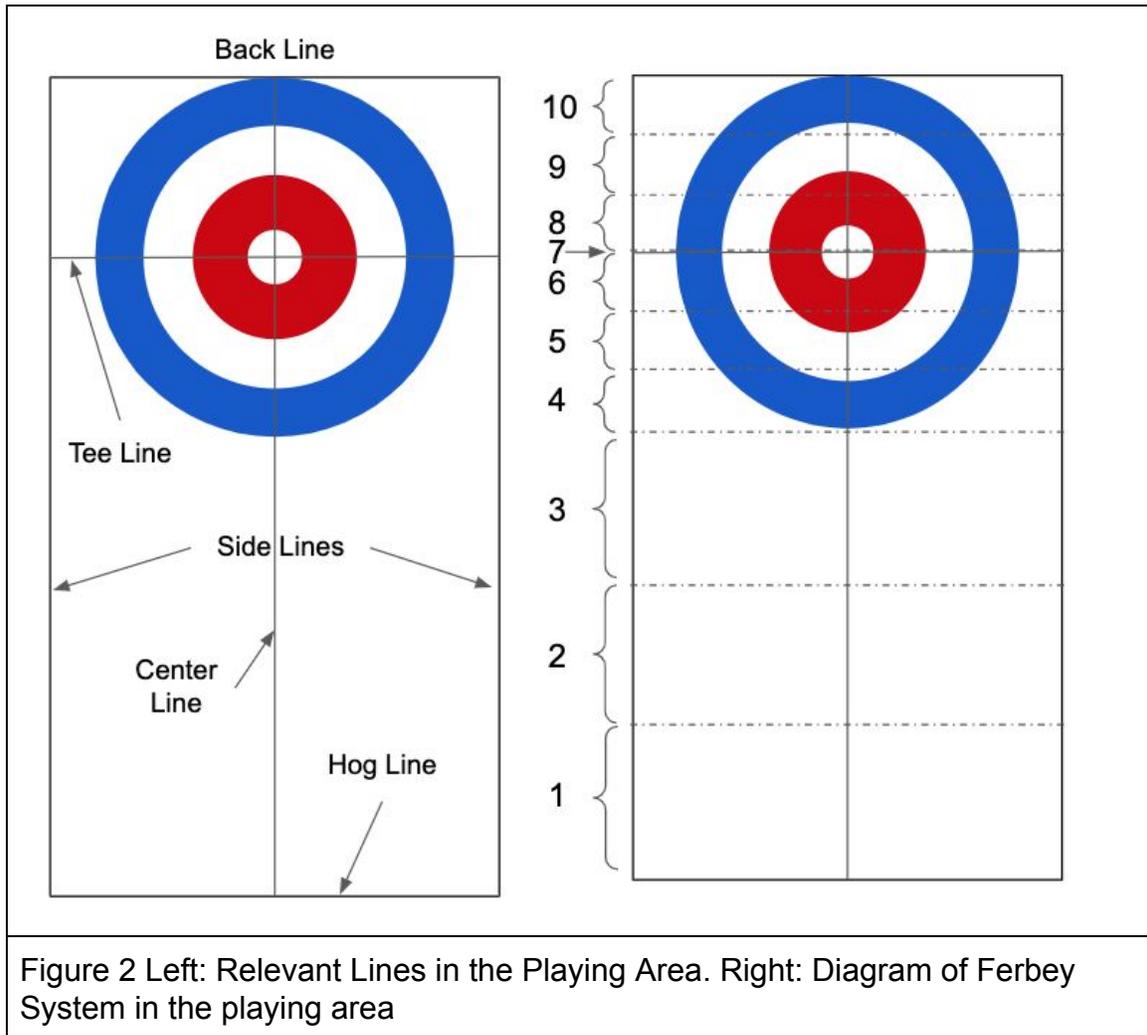


If the end concludes with no rocks touching the house, the end is “blanked,” neither team scores, and the hammer team retains the hammer in the next end. The score is determined after each end by the Vice Skips, and it is polite for all other players to keep clear of the house while they determine the score.

Sheet Structure

A game of curling is played on a “sheet.” Sheets are approximately 150 ft long. Rocks are thrown from one end (“delivery end”) to the other end of the sheet (“playing end”). Rocks must come to rest within the playing area to be considered in play. The playing area is outlined by the hog line at the playing end, both

sidelines and the back line. Rocks must rest within the inside edges of the hog line and either sideline (edge closest to the house). Rocks may come to rest on the backline and still be considered in play.



Many teams use the Ferbey system to describe where a desired shot should come to rest or the weight of a stone that has been delivered (see Figure 2). Rocks expected to stop before reaching the house (guards) are described as a 1, 2 or 3. Rocks expected to stop at the top of the house are described by numbers 4-6 with tee-line draws as 7. Draws that continue past the tee-line into the back of the house are 8-10.

Team Roles and Organization

Teams are composed of 4 players, each player delivering two rocks in a fixed order every end. Traditionally, the order of players delivering the rocks is Lead, Second, Third/Vice, Fourth/Skip, however, Vice and Skip may throw from any position.

Lead

The lead on each team throws the team's first two rocks. The lead, along with the Second, is part of the Front End. The Lead will generally be responsible for setting up the end with guards and draws, but occasionally will need to hit opponent rocks as well. After delivering their two rocks, the Lead will sweep the remaining six rocks of the end. With six consecutive rocks to sweep, the Lead can have unique insight about the speed of the ice ("draw weight") through an end and throughout the game.

Second

Following the Lead, the Second delivers the third and fourth rocks for each team. Since the Second's rocks come toward the end of the Free Guard Zone, the Second will have opportunities for both hits and draws. The Second will sweep the Lead's rocks, deliver their own rocks, and then sweep the Vice/Third and Skip's rocks. The Second fills out the Front End with the Lead.

Third/Vice

The person delivering the third pair of rocks for each team traditionally also acts as the Vice-Skip. After delivering the fifth and sixth rocks for their team, the Vice will meet the Skip in the house and, if necessary, help the Skip identify the best options for the final two rocks (Skip's stones) of the end. At the completion of each end, the Vice from both teams agree on and hang the score for the end. The Vice engages with both the Skip and the Front End and often manages the on-ice relationship between the Front and Back Ends. The Vice role makes up half of the Back End.

Fourth/Skip

The captain of the team spends the majority of the game with the opposing Skip in the house at the playing end. The Skip is the leader of the team and decides the strategy for the entire game. Traditionally, the Skip throws the last two rocks for their team in each end and, with the Vice, makes up half of the Back End.

Before Your First Game

Hopefully by now you have a pretty good idea of what to expect when you show up for your first curling game with us! Here are a few quick notes, to help you along in your first game:

- Wear comfortable, warm clothes that do not restrict your movement. You will be walking quickly on the ice and doing lunges. Jeans are generally discouraged. Dressing in layers is wise as you will tend to warm up as you sweep rocks throughout the game
- Ice prep goes faster when everyone pitches in. Please plan to arrive 15 minutes before the scheduled draw time to stretch and help set up the ice for the game. If you're not sure what to do, ask someone! The drawmaster

is running the show, but if you don't know who that is, any club member should be able to help.

- Each game starts and ends with a handshake. Make sure you shake the hand of each opponent, and your teammates, and wish them “Good Curling” before the beginning of the game. At the end of the game, shake your opponents’ hands again, saying either “Good Curling” or “Good Game” to thank them for playing with you.
- During league games, be in position. That means you are standing on the sidelines while the other team is delivering, waiting near the hog line at the delivery end to get ready to deliver your next rock, and ready to sweep your team’s rocks. Unless you are the Vice or Skip, do not stand in or behind the house on the playing end when your team has thrown all its rocks. Rather, wait on the sidelines near the hog line for the last stone to be thrown. When the score has been decided, help clear the rocks.
- If you are unable to make it to a scheduled game, please contact your skip and let them know. There are several options available for arranging for a spare:
 - You may reach out to a clubmate who has a bye or is otherwise available.
 - You may contact someone you know on the spare list.
 - You may post in #league on Slack letting people know you’re looking for a spare.
 - You may ask the drawmaster to help you find a spare.
- After league games, players usually congregate at Stanley’s Sports Bar, upstairs from the rinks at both Solar4America locations. It is customary for the winning team to buy the first round of drinks and for the losing team to buy the second (if there is a second round!). **Please, come up and enjoy the company of your fellow curlers.**

Glossary of Curling Terms

away end: The end of the sheet to which the first rock of a game is delivered
backline: The line tangent to the back of the house. Rocks coming to a rest touching the backline remain in play. <i>also</i> A weight call intended to move rocks in play without removing them from play
biter: A rock that is just touching the outer edge of the house
blank end: An end in which no rocks are touching the house after all rocks have been delivered resulting in no score for either team
board (aka bumper): A takeout weight. Rocks thrown at this weight, if they did not hit anything, would come to rest about 6 ft behind the far hack.
bonspiel: A curling tournament or competition
broom: Used both for sweeping and support in the delivery

burnt rock: A rock in motion touched by a player or a player's equipment. If this occurs between the hog lines, the rock is taken out of play.
button: The smallest circle of the house. The size of the button can vary between venues
clean: To lightly sweep in front of a rock to remove any debris from its path
control: A takeout weight. Rocks thrown at this weight, if they did not hit anything, would come to rest about 12 ft behind the far hack.
curl: The curved path of the rock
draw: A call for a rock to come to a rest in the house
draw shot challenge (DSC): In a bonspiel, a measurement of players' attempt(s) to draw to the pin often used as a tie-breaker in standings. Similar to last stone draw (LSD)
double takeout: A takeout that removes two of the opponents' rocks from play
fall: A defect in the ice that causes a rock to curl negatively
free-guard zone: The area at the playing end between the hog line and tee line not including the house. Rocks resting in this zone are not allowed to be removed from play until the 6th rock of the end
guard: A rock resting between the far hog line and the house, positioned to protect another rock
hack: Fixture in the ice used to push off during delivery. <i>also</i> A down-weight takeout. Rocks thrown at this weight, if they did not hit anything, would come to rest at the far hack.
handle: The part of the rock that is held by a player. <i>also</i> Used to describe the desired rotation of the rock during delivery
hammer: The last rock delivered in an end
hog line: A line parallel to the tee-line 15 ft in front of the house on either end
hog line violation: Occurs when a rock is not released before reaching the hog line at the delivery end. The rock that is in violation is removed from play as a result
hogged rock: A rock that does not come to rest completely over the inside edge of the hog line at the playing end and is therefore removed from play
home end: The end of the sheet from where the first rock of the game is delivered
in-turn: For a right-handed thrower, the rotation applied to the handle of the

rock such that the rock rotates clockwise
last stone draw (LSD): A measurement of a player's draw attempt to sit closest to the pin often used as a tie-breaker in a game
line: The path the rock follows as it travels down the ice (includes curl)
negative ice: A shot where the stone is thrown with the opposite handle for the direction in which the stone is expected to curl due to issues in the flatness of the ice
normal: A takeout weight. Rocks thrown at this weight, if they did not hit anything, would come to rest about 18 ft behind the far hack.
out-turn: For a right-handed thrower, the rotation applied to the handle of the rock such that the rock rotates counter-clockwise
peel: Very fast takeout weight. Rocks thrown at this weight, if they did not hit anything, would come to rest about 30 ft behind the far hack
pin: The dead center of the house (where the tee-line and center-line intersect)
slider: The sliding part of the shoe that is in contact with ice during delivery. Made of Teflon or stainless steel. These can either be attached to the shoe, as is the case with dedicated curling shoes, or step-on pieces that are available for play with non-curling shoes
shooter: The rock that is being delivered
shot rock: The rock that is closest to the center of the house at any given time during the end
stabilizer: Used as a delivery aid for balance during the slide. Stabilizers provided by the club are made from PVC pipe. Stabilizers are also available in a number of forms for purchase from various curling equipment manufacturers
stone/rock: The object used in curling to score points. Made of granite or sometimes ceramic, a stone weighs 41lbs on average. The terms "stone" and "rock" are used interchangeably
tee-line: The horizontal line bisecting the house, perpendicular to the centerline. Draws are frequently called to be "tee-line weight"
takeout: When a rock is thrown with enough weight to remove another rock from play
weight: Describes the speed of the rock as it travels down the ice. Weight calls for draws are typically made by calling out where the rock is expected to stop. Takeout weights are typically called as one of the weights described above