

HARRY CARAY'S TAVERN

CURLING

CURLING TERMS

ENDS

Each round of a curling match is called an "End"

10

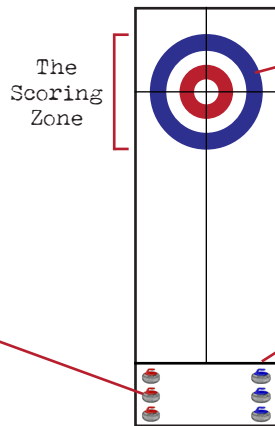
There are ten Ends in each Curling Match

THE STONE



THE PITCH

The rink of ice used in Curling



The Scoring Zone

THE HOUSE

The circular target at the end of the pitch

THE HOG LINE

The boundary line that players should not cross when throwing the stone

PLAYERS

Play 1-on-1



Each player throws all of their stones per End.

Play in Teams



Each player throws one stone per End.

HOW TO PLAY

Pick someone on each team to flip a coin. The loser picks their team's color and throws first giving the winner of the coin flip "last throw advantage".

With one foot on the ice, use a small backswing and release the **stone** as it touches the ice in the forward motion. Make sure the stone is touching the ice upon release. Do not drop the stone from above the ice. Players should avoid stepping over the **hog line***.

*Harry Caray's Curling Rink has a mat to keep players from slipping, crossing the hog line occurs if a player's foot crosses over the mat and touches the ice.

Teams take turns sliding stones down the icy **pitch** until all stones have been delivered. Players are allowed to bump other stones with shots, but are not allowed to knock a stone out of play.

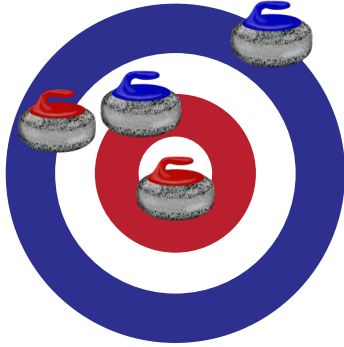
After all stones have been delivered, the team with the stone closest to the center of the **house** scores one point for every stone in the house closer to the center than the other team's closest stone. The other team scores no points in that **End**. If no stones are touching the house at the completion of an end, no points are scored.

A stone is out of play if it hits the sides or the far end. Remove the stone from play and put any stones it touched after hitting the sides back to their original position.

WINNING THE GAME

The game is won by the team that scores the most points after completing 10 Ends. If the scores are even after 10 ends, then an extra sudden-death end is played to determine a winner.

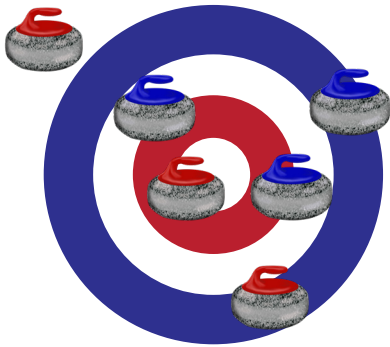
SCORING EXAMPLES



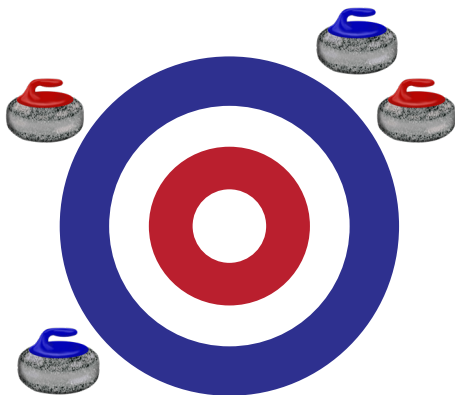
RED SCORES 1



BLUE SCORES 3



RED SCORES 1



NO ONE SCORES (BLANK END)

SCORE CARD

END	RED TEAM	BLUE TEAM
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
TOTAL		