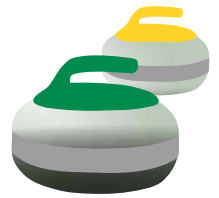




Welcome!

Providing a great curling experience for over 50 years!



The Killaloe Curling Club (KCC) welcomes you to the curling community. This is a place where you will meet old friends, make new friends and enjoy the sport of curling. The first curling clubs were formed in Scotland in the 18th century and curling has continued to grow in popularity since that time. Thank you for choosing to make KCC your curling family.

This booklet is intended to familiarize you with some KCC protocols. The Executive of the KCC welcomes your input into the operation of the club and encourages you to volunteer, when able, to support our continued success.

Your membership

Your membership entitles you to the following:

Team play. Fees are determined at the start of each curling season. You may opt to play only once a week or several times depending on your preference. You may also opt to be a spare. Schedules are drafted for each draw and reflect the preferences of the players whenever possible. There are three draws per season.

Bonspiels (community and regional): Join in club bonspiels! Make sure that you are in compliance with all relevant fees and regulations.

KCC social events. There is usually a fee associated with all social events. These events provide you with an opportunity to meet members you may not normally curl with.

Communication

Communication is largely by email so be sure to advise the KCC of any change in contact information.

Bonspiel posters, scoring sheets and Curling Canada information can be found on bulletin boards in the lounge area

KCC also has a Facebook page, #killaloeurling, and a website page through the Ottawa Valley Curling Association, <https://killaloe.ovca.com>

The Annual General Meeting is scheduled in September of each year. This is your opportunity to elect the Executive and share your thoughts and ideas for the coming season.

The Executive will share information throughout the year using the KCC email distribution list and Facebook.

The curling rink

Ideally, outside footwear should not be worn in the lounge area and must not be worn on the ice surface. It is preferable to wear inside shoes in the lounge area.

Curling shoes must be cleaned prior to entering the ice area using the brushing machine and sticky mat.

Your choice of clothing will vary with each individual. You will want to ensure that your clothing does provide for flexibility and warmth.

The ice sheet you will be curling on will be posted in the schedule. KCC has two sheets.

A poster of curling tips is posted by each hack. This provides a quick reminder of technique for new curlers.

Lockers (available for a nominal fee) and washrooms are in the basement.

Games may be 6 or 8 ends. A 6-end game usually lasts about 1.5 hours and an 8-end game lasts 2 hours.

If mobility or other challenges make it too difficult to throw a stone from the hack, a stick may be used.

Curling equipment is available for use from the club including sliders, stabilizers and brooms.

Code of ethics

The Killaloe Curling Club is committed to ensuring a positive curling experience for all members and guests.

To achieve this, players must adhere to both the club's Etiquette Guidelines and Code of Ethics.

- I will play the game with the spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off the ice
- I will never knowingly break a rule, but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean any opponents, teammates, or officials.

Fair Play

Fair play is a consistent demonstration of respect for teammates and opponents, whether they are winning or losing. As well, it's a consistent demonstration of sportsmanship behaviour both on and off the ice, before and after the game.

- I will interpret the rules in an impartial manner, always keeping in mind the purpose of the rules is to ensure the game is played in an orderly and fair manner.
- I will humbly accept any penalty the governing body at any level of curling deems appropriate if I am found to be in violation of the Code of Ethics or rules of the game.



A few final notes...

Curling clothing, footwear and equipment can be purchased through KCC which provides a discount.

A Learn to Curl program is offered each fall. Please be sure to tell your friends.

The KCC also works with local primary and secondary schools to provide learn to curl programs for students.

Interested in learning more about curling?

Check out Curling Canada: <https://www.curling.ca>

Ottawa Valley Curling Association: <https://ovca.com>

Curling Etiquette

Every curling match starts and ends with a handshake as symbol of sportsmanship.

Last rock advantage is usually determined by the league schedule. Should it not be indicated then the last rock advantage will be determined by a spin of the wheel at the front of the house.

Clean your shoes before entering the ice area and frequently your broom during play to prevent debris from falling on the ice.

Be ready to deliver your stone once the opposing team's rock has crossed the near hog line.

Clean your rock before delivering it to remove any debris that may be trapped underneath.

Sweepers should stand to the sides of the sheet and between the hog lines when the opponent is delivering their stone.

At the conclusion of each end, players should remain outside the rings until the thirds have agreed on the score.

The third of the scoring team is responsible for marking the score after each end.

Be aware of the games on the sheets beside you. Don't walk behind their sheets while someone is delivering a stone. Don't walk on their sheet while they are throwing the stones.

Once an end is completed and after the score has been confirmed, the leads should be getting ready to throw their stones while the seconds and thirds clear the house.

CURLING TERMS

THE GAME IN GENERAL

End: In an end, each team throws eight rocks; two per player, in an alternating fashion.

Hammer: The last rock thrown in an end.

Burnt Rock: A burnt rock is called when a player accidentally touches a rock in motion. If you touch a moving rock, inform the skips right away.

PARTS OF THE ICE SHEET

House: At each end of a curling sheet, there are two circles that look like targets. These are called houses.

Button: The centre (bullseye) of the house.

4-foot: The 4-foot diameter circle in the house surrounds the centre area or button.

8-foot: The 8-foot diameter circle in the house.

12-foot: The 12-foot diameter circle outermost in the house. Any rocks outside of this circle do not score.

Backboard or Bumper: The borders at the extreme ends of the ice.

Back Line: The line right behind the house. Rocks crossing this line are taken out of play.

Hack: The footrest device for a person throwing a rock.

Hog Line: Line at far end which rock must completely cross to be in play or line at near end where rock must be released by thrower.

Free Guard Zone: The free guard zone is the area between the hog line and the T-line, excluding the house.

PLAYERS

Lead: The player throwing first two rocks.

Second: The player throwing third and fourth rocks.

Third, Vice-skip or Vice: The player throwing fifth and sixth rocks.

Skip: The skip is the captain of a team. The skip determines strategy, and holds the broom in the house (target area) to indicate where a teammate at the other end of the curling sheet (playing area) should aim the stone.

SHOTS

Draw: A shot that stops in the house without intentionally hitting another rock.

Draw Weight: The delivery speed required for a rock to come to rest in the house.

Hack Weight: The amount of weight required to deliver a rock to the hack at the far end.

Board or Bumper Weight: Throwing a rock with enough speed to come to rest about 6 feet behind the house.

Freeze: A shot of draw weight where the rock comes to rest against a stationary rock.

Tap Back: Use of the delivery stone to tap another rock towards the back of the house.

Guard: A rock that is positioned to protect another rock or block a shot.

