

Some curling terms you may have heard:

In turn	Clockwise turn of the rock if you are right-handed, counter clockwise if you are left-handed
Out turn	Counter clockwise turn of the rock if you are right-handed, clockwise if you are left-handed
Hack	"Starting blocks" where you start your curling delivery
House, rings	The bullseye you shoot at down the ice
Sheet	Where you play – think bowling alley. It's all yours!
Bonspiel	A curling tournament usually played over a weekend. Quite often your entry fee includes a minimum of 3 games, dinner, and a dance.
Toss	At the beginning of every game, the 2 thirds flip a coin to determine who has hammer and then your team shakes hands with the opposition wishing them a good game. You also shake hands at the end of the game.
Hammer	Having last rock of the end
Guard (Free guard zone)	Any rock landing out in front of the rings
Far end	That's the house farthest away from the glass – ends played that direction will be odd numbers ie. 1,3,5,7, etc.
End	A game within a game – think of an inning in baseball or a frame in bowling
Home end	That's the house closest to the glass – ends played that direction will be even numbers ie. 2,4,6,8, etc.
Lead	The lead throws the team's first 2 rocks of the end alternating with the opposition lead. They then sweep for the second, third and skip.
Second	The second throws the team's rocks 3 and 4 of the end alternating with the opposition second. They sweep for the lead, third, and skip.
Third/Vice Skip	The third throws the team's rocks 5 and 6 of the end alternating with the opposition third. They sweep for the lead and second. After they throw their rocks, they go down to meet with the skip and hold the broom for the skip's shots.
Skip	The skip throws the last 2 rocks of an end (rocks 7 and 8) alternating with the opposition skip. They sweep only within the house.
Hogged rock	A rock that doesn't completely go over the far hogline. It is removed from play.
Burned rock	A rock that is hit with a broom, foot, hand, etc. while travelling down the ice. It is usually removed from play.
Blank end	Where there are no rocks in the rings to score. Hammer remains with the team who just had it.
Sweeping	Helps rock stay straight and go further.
Draw shot	A shot where a rock lands in the house
Take out	A shot that takes a rock out of play