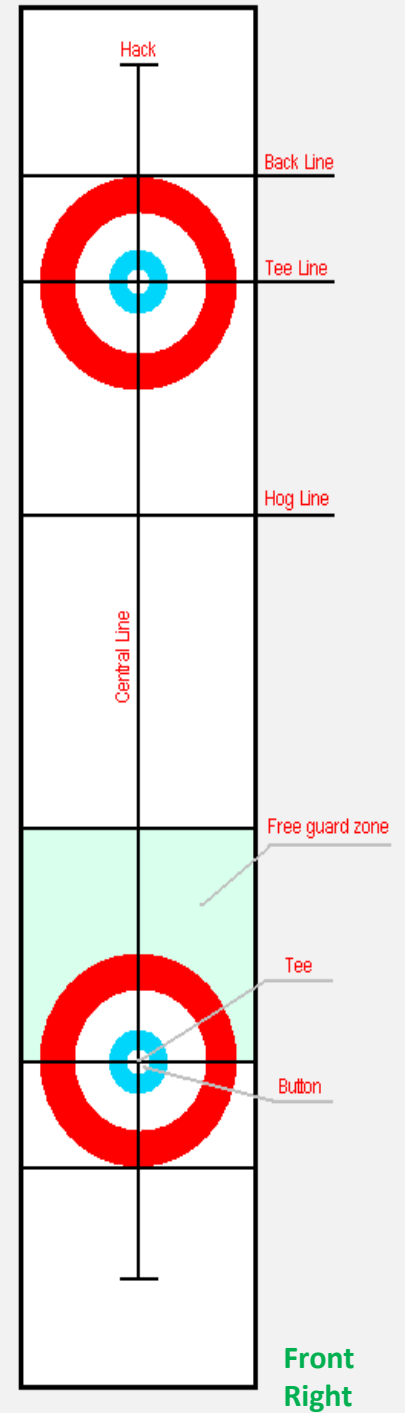




Pocket Guide to Wheelchair Curling

Front (middle)



Inside Left



Pocket Reminder Curling Etiquette;

- Here are some basic points of playing the game that curlers should be aware of:
- Clean your wheels back & front before going on the ice. Dirt/mud collected on the wheels can fall onto the ice.
- Make sure your wheels are absolutely, 100% clean and dry. You may find that you can still curl with damp wheels, but it ruins the ice surface which makes it more difficult for everyone around you!
- Arrange stones in order once the game is complete.
- Introduce yourself and shake hands with your opponents before the game & wish everyone 'good curling'
- Be quiet when opponents are delivering their stones.
- Under no circumstances is food, drink or glassware allowed ON the ice.
- To avoid injury, slide the stones from place to place on the ice. **Do not lift them.**
- Only the skip & vice of the delivering team should be in the house.
- Leads & Seconds should be behind the opposition when stones are delivered by the opposition.
- You should avoid wheeling onto or wheeling up and down the sheet of ice next to the one you're playing on if teams are playing on it.
- All players should be aware of what's going on in a game. Be ready to throw your stone when it's your turn.
- Both teams shake hands after a game. If people are having a sociable drink after the game, it's considered good etiquette to sit with your opposition. Winning teams usually buy drinks for opposition & then opponents reciprocate.
- Show up to your game on time. If your game is at 7:00, show up at least 10 minutes before the game starts. If not, let your skip know that you will be a little late. If you cannot make your game for any reason, it should be your responsibility to find a substitute or to inform your skip.
- Never not show up, remember your actions will be affecting seven other players.

Good Curling

Inside Middle



Pocket Reminder Role of the Skip:

- Make your team aware of curling etiquette.
- The ice maker is proud of his ice and works hard to provide good ice. Please point out to your team that sitting or resting on the ice deteriorates the ice. It is okay to touch the ice when you are moving but not when you are stationary.
- Continue to make curlers aware of this.
- Likewise brushes and sticks must not be tapped too hard or thrown onto the ice.
- Be aware of safety.
- Set an example; be courteous & be aware of team dynamics. ***Be a Nice Person.***
- Indicate that the winners buy a drink for the losing team & that the losing team offers to reciprocate afterwards.
- Be considerate of those of lesser talents.
- Know the rules so you can assist your team.
- Make sure your substitutes pay any necessary fees.
- Make sure your team is ready to play on time; that is they are on the ice and ready to throw the first stone ***by your scheduled time.*** If some members are not able to start on time inform the opponent skip, start your game and fit your team members in when they arrive.
- Know when your team has a bye & inform the team.
- Encourage your team-mates to participate in the club's bonspiels.

Good Curling

Inside Right

Pocket Reminder Curling Lingo

Sheet	The specific playing surface upon which a curling game is played
Team	Four curlers who play together on a team in competitions
Curler	Any person on a team
Lead	The first player on a team to deliver a pair of stones in each end
Second	The curler who delivers the second pair of stones in an end
Third/Vice	The curler who delivers the third pair of stones in an end and assists the skip in determining the direction of the team. The curler acts as the skip when the skip is throwing their pair of stones
Skip	The curler who determines the strategy, and directs the play for the team. The skip delivers the last pair of stones in an end
Spare	An alternate curler or substitute for any team
Stone	A 42 pound round granite object
House	The rings or circles or circles toward which play is directed consists of rings and a button
Button	The circle at the centre of the house
4 foot	The ring closest to the button. The ring measures 4 feet across
8 foot	The ring next to the 4 foot. The ring measures 8 feet across
12 foot	The ring next to the 8 foot. The ring measures 12 feet across
Hacks	The foot-holds at each end of the ice.
Centre Line	The line that runs down the centre of the sheet of ice
Hog Line	A line 10 meters from the hack at each end of the ice. Any stone not between the hog line and the back line is out of play
Tee Line	The line that runs across the sheet of ice and intersects the button
Backline	The line across the ice at the back of the houses. Stones that are over this line are out of play and must be removed