

New Member Information



Introduction

The Orillia Curling Club would like to welcome you as a new member and provide you with basic information relating to the sport of Curling and our Club.

If you are an experienced curler and new to the club, this package will provide you with information about the club along with information that a new curler will find valuable.

If you are new to curling, four separate 2.5 hour Curling Clinics have been organized to provide you with the basic skills and information to ensure you have an enjoyable and successful season. The clinics are scheduled for the weekend immediately prior to the start of the curling season. The clinics run from 9:30 am to 12:00 pm, or 12:30 pm to 3:00 pm on either day.

It is important for any new curler to attend one of the clinic sessions, so make sure to register on the website for one of the curling clinics found in the events tab or on the home page.

Please make sure to review this entire New Member Information package prior to your scheduled curling clinic.

If you have any questions, please email the club at orilliacurlingclub@gmail.com.

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WELCOME FROM OCC CLUB PRESIDENT

On behalf of the Board of Directors and the members of the Orillia Curling Club I would like to personally welcome you to our club.

The club has been in existence since 1873 and is currently utilizing the curling facility at Barnfield Point Recreational Facility located at Tudhope Park. The curling club leases the ice from the city and we have access to the restaurant, bar, lounge, locker rooms, and washrooms.

Curling is a very popular sport in Canada and you will certainly know why as you experience this sport along with the great folks you will meet. The sport can be played by curlers of all ages and physical abilities. We generally have a membership of approximately 360 curlers.

We offer a variety of recreational and competitive leagues to give curlers of any age an opportunity to participate at their skill level.

Lots of help and support is provided as people learn to play the game. Orillia Curling Club also offers a relaxed social environment where you'll make lots of new friends.

We're always looking for new curlers to join our club, so we can share how much fun it is along with being a great way to be active and to pass the winters.

Our objective is to make you feel welcome and at home at the Orillia Curling Club. I hope you enjoy the curling experience and if there is anyway, we can improve or help, please let us know.

If at any time you have any questions or concerns do not hesitate to contact myself or any member of the Board of Directors.

Good Curling and have a great season.

Don Kinzinger,

Orillia Curling Club President

LEARN TO CURL

When you register to curl, make sure to register for one of the clinics for New Curlers. This will provide you with enough instruction to allow you to start playing in the league(s) of your choice.

During the season we offer free clinics to improve your game including delivery, strategy etc. At any point if you feel you require additional assistance, you can contact any of the coaches listed on the website under the Curling Tab and they will be happy to arrange further free training.

Prior to the Clinic session, check out the following Youtube videos:

[“2 minute Guide to the Sport of Curling”](#)

https://www.youtube.com/watch?v=WXHh_wadqPw

Discover Curling will provide you with lots of information prior to your on-ice lessons.

[Discover Curling | Lessons for New Curlers](#)

<https://www.youtube.com/watch?v=il19wo1J97c>

[Discover Curling Manual](#)

The link below will take you to a “Discover Curling Manual”. It pretty much covers everything you would need to know about the game of curling. Don’t worry about learning the full content of this manual prior to stepping on the ice for the first time. We provide the link, so you can use it as a resource to better understand curling.

<http://www.curling.ca/wp-content/blogs.dir/58/files/2015/04/Discover-Curling-Manual-1.pdf>

GLOSSARY OF CURLING TERMS

The following terms and definitions are used throughout the curling world.

BACKLINE: The line across the ice at the back of the house. Stones which are over this line are removed from play.

BITER: A stone that just touches the outer edge of the circles.

BLANK END: An end in which no points have been scored.

BONSPIEL: A curling competition or tournament.

BRUSH: A device used to sweep the ice in the path of a moving stone.

BURNED STONE: A stone in motion touched by a member of either team, or any part of their equipment. Burned stones are removed from play.

BUTTON: The circle at the centre of the house.

CENTER LINE: The line that runs down the length of the ice and through the centre of both houses.

COUNTER: Any stone in the rings or touching the rings which is a potential point.

CRUTCH: Used instead of a broom for balance when throwing a rock, also called a stabilizer

CURL: The amount a rock bends while travelling down the sheet of ice.

DRAW: Games that occur at the same time in a competition or bonspiel. eg. Draw 1 – games that are played at a designated start time. Draw 2 – games played in the same competition at a subsequent start time.

Can also refer to a portion of the curling season where there are several games with the same team members. A curling season can have 2 draws with approximately 9 weeks of play. Some leagues may use 3 Draws that have approximately 7 weeks of play.

DRAW WEIGHT: The momentum required for a stone to reach the house or circles at the distant end.

END: A portion of a curling game that is completed when each team has thrown eight stones and the score has been decided. Majority of curling games are 8 ends in length. Competitive games can be 10 ends. Some games are set at 6 ends.

FREE GUARD ZONE: Area between the hog line and the rings where guards are set up and cannot be taken out of play by the opposing team until 2 rocks from each team are thrown.

GUARD: A stone that is placed in a position so that it may protect another stone.

HACKS: The foot-holds at each end of the ice from which the stone is delivered.

HEAVY: A rock delivered with a greater force than necessary.

HIT: A take-out. Removal of a stone from the playing area by hitting it with another stone.

HOG LINE: A line 10 meters from the hack at each end of the ice.

HOGGED STONE: A stone that does not reach the far hog line. It must be removed from play.

HOUSE: The rings or circles toward which play is directed consisting of a 12-foot ring, 8-foot ring, 4-foot ring and a button.

IN-TURN: The rotation applied to the handle of a stone that causes it to rotate in a clockwise direction and curl for a right-handed curler.

LEAD: The first player on a team to deliver a pair of stones for his/her team in each end.

LEAGUE: 1 or 2 draws on the same night with the same type of play such as Friday Mixed

OUT-TURN: The rotation applied to the handle of a stone that causes it to turn and curl in a counter-clockwise direction for a righthanded curler.

PEBBLE: A fine spray of water applied to a sheet of curling ice before commencing play.

RAISE: When one stone is bumped ahead by another.

ROLL: The movement of a curling stone after it has struck a stationary stone in play.

SECOND: The curler who delivers the second pair of stones for their team in each end.

SHEET: The specific playing surface upon which a curling game is played.

SHOT ROCK: At any time during an end, the stone closest to the button.

SKIP: The player who determines the strategy and directs play for the team. The skip delivers the last pair of stones for his/her team in each end.

SLIDER: Slippery material placed on the sole of the shoe opposite the throwing hand to make it easier to slide on the ice.

SPARE: An alternate player or substitute.

STABILIZER: Used instead of a broom for balance when throwing a rock, also called a crutch

SWEEPING: The action of moving a broom or brush back and forth in the path of a moving stone.

TAG DRAW: Teams are determined each game by choosing names of available players who put their name tag on the tag draw board. Tag draws are great for getting to know members and provide for player time flexibility.

TAKE OUT: Removal of a stone from the playing area by hitting it with another stone.

TEE LINE: The line that passes through the centre of the house parallel to the hog line and backline.

THIRD, VICE-SKIP: The third player on a team to throw two stones in each end. Generally, this player acts as the skip when the skip is delivering his/her stones and assists with shot selection decisions.

WEIGHT: The amount of force given to the stone during the delivery.

STARTING IN THE LEAGUES

Each league convenor receives a list of curlers who have registered for their league. They organize the teams and create a game schedule. They will notify curlers in their league predominantly by email and by phone calls when necessary. If you do not hear from the league convenor by the start of the clinic date, feel free to give them a call (their contact number is listed on the website under the "Curling" tab).

Each curling team is made up of 4 players, (lead, second, third (more commonly called vice), and the skip). When you first learn to curl, you will be placed in the lead position and as years go by you may find that you move to other positions given your skill and preference. While you are starting out, your team members will assist you wherever needed. Everyone is very helpful and enjoys sharing this wonderful sport with newcomers.

Sparing - For the leagues that are not tag draws, a curler must find a replacement curler (**Spare**) if they can't make a game. When you sign into the website, you can enter your sparing availability under the "Member's Home" tab. As well under that same tab, you will be able to go into the "Find a Spare" area and click on the league that you need a spare for. You will be presented with a list of members who have indicated their availability. Through this, you can reach out to multiple people simultaneously in order to find a replacement. Please try to find someone who is playing a similar position to yourself. It is best to use the website for this as people can revise their availability at any time.

Although it is your responsibility to find a spare, contact your Skip at the earliest convenience to advise them that you will need a Spare and seek their guidance in obtaining a spare.

If you play in a tag draw, there is no need to find a spare if you are unable to make a game.

Each game is completed within 2 hours.

Practice times – Before most games there is a bit of time for curlers to come early (approx. 15-30 minutes prior to game start) to go out and practice on the ice. As well if there are any leagues that have vacant sheets of ice, then these would also be available to use if not in use by other programs. Once the leagues are finalized, then practice times will be established and posted on the website.

CURLING EQUIPMENT – see the Orillia Curling Club Website (Curling tab/Equipment & Safety)

Curling is a sport that doesn't require a lot of expensive equipment.

- **Name tags** – You will receive a name after you register to curl with the club. Names tags are available shortly after the start of the leagues for new members.

FACILITIES AND STAFF

- Change Rooms – there is a Ladies and a Men's change room which include lockers, and washrooms. These are located down the long hallway that runs the length of the curling ice.
- Lockers are available to rent for the curling season. Locker rental can be purchased during the on-line registration process. This is optional. You can bring a lock and use the locker while you are on the ice for a game, but you must clear the locker and remove the lock when you leave the building.
- Bulletin Boards – are in the hallway outside the change rooms and have designated spots for each league where schedules and other information is posted.
- Defibrillator - a defibrillator is in the lounge near the entrance to the ice surface.
- Restaurant and Bar Staff – are employed by Elie Bilissis. It won't take you long to get to know them.
 - The restaurant opens early in the morning and runs throughout the day and into the early evening. Breakfast is a very busy time for Elie and his staff who run the kitchen. If you happen to join a day time league you will notice how popular this spot is. As the day goes on, patrons of the restaurant thin out. Often curlers will plan to eat dinners at the club prior to their games. It's good food and reasonably priced.
 - Bar – They offer a wide range of both alcoholic and non-alcoholic drinks.
 - Mastercard, VISA and Debit are accepted at the snack bar
- Curling Facility staff – the staff that manage the ice and facility are employed by the City of Orillia. They have specialised training to create and maintain the ice.
- Curling Ice - You will notice after every game, the ice staff will sweep, pebble and nip each sheet of ice, preparing it for the next game. This takes approximately 30 minutes and for safety reasons, city staff will wait until every curler is off the ice before they start the process. Curlers waiting to get on the ice to start a game are asked to wait until the ice staff have completed their ice preparation.
- We take care of the ice surface by ensuring we:
 - Clean our curling shoes at the boot cleaners,
 - have grippers in good condition, (Advisable to replace your gripper every year or two)
 - don't kneel or leave hand prints on the ice after delivering a stone,
 - don't lift rocks off the surface of the ice where they could potentially be dropped and crack the ice.

The curling club is managed by volunteers including but not limited to the Board of Directors, league convenors, curling coaches, and members on each league who lend a hand doing such things as decorating, planning bonspiels (tournaments), etc. There is always lots of opportunities to help and at the same time meet new folks.

SOME CURLING BASICS

Safety

- Be aware that the ice is slippery, and grippers should be worn except when delivering the rock.
- Never step forward on the ice with your sliding foot.
- Sweep comfortably together but do not crowd the rock or each other.
- Equipment not in use should be placed against the wall to allow safe passage to the ice for other curlers.

Etiquette

- Shake hands/fist bump with your opponents before and after each game.
- The opposing vices will toss a coin at the start of each game to determine last rock advantage. The other team chooses stone colour and throws first.
- When your opponent is preparing for delivery, and you will be throwing immediately following, stand on the backboard and remain quiet and still during their delivery. If you are not next up to throw a stone, then you should be at the side of the sheet, single file and between the hog lines. Move only after the rock has been released.
- To keep the game moving, as soon as your opponent has thrown their rock, get into the hack and clean your rock. Ideally you are ready to throw when your skip is ready.
- The lead moves the skip's stone into position before the hack while the skip is determining the shot and moving to the other end of the ice. This helps keep the game moving.
- Only skips and vices may congregate behind the tee line.
- At the conclusion of an end all players remain outside the rings until the vices have agreed on the score. Do not remove any rocks until this has been determined.
- A losing skip can terminate the game before all ends are completed if they believe their team no longer has a realistic chance of winning. Competitive games end once the losing team has "run out of rocks"—that is, once it has fewer stones in play and available for play than the number of points needed to tie the game.

At the end of the game after the hand shakes/fist bumps, curlers will change out of their curling gear and then proceed to the lounge where the winning team members will offer to purchase the opposing team member a beverage, the losing team members will offer to purchase a reciprocal beverage. This is a long-standing tradition and allows for the teams to chat and get to know each other after the games. If for any reason, you must leave immediately after a game, make sure you inform the opposing team member.

Not all leagues follow this tradition, so if you are unsure of the practice of a particular league, then please ask your skip.

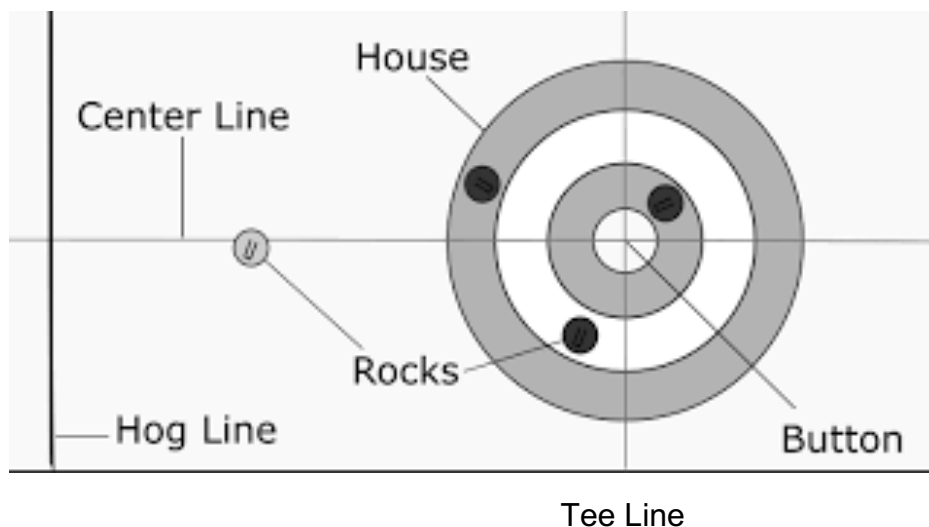
Sweeping

- Only one player from each team may sweep behind the tee line.

- An opposing team's rock may only be swept behind the tee line by either the skip or the vice.
- The delivering team has first right to sweep its rock behind the tee line but shall not prevent the non-delivering team from doing so.
- There must be brush head movement when sweeping and the final sweeping motion shall finish outside the path of the stone.
- All members of the delivering team may sweep between the tee lines.
- If a rock in motion is touched by you or your equipment, acknowledge it and report it to your skip. If touched between the hog lines, it automatically comes off. If touched in the house, after all stones come to rest, the non-offending skip has the option to:
 - Remove the touched stone, and replace all stones that were displaced to their original positions,
 - Leave all stones where they came to rest
 - Place all stones where the skip reasonably considers the stones would have come to rest had the moving stone not been touched.
- Any stationary opponent rock located in the 'free guard zone' cannot be removed to an out-of-play position by the delivering team prior to the 5th rock of the end.

Important Rules for Play

- A rock must finish inside the inner edge (closest to the ring) of the hog line to be in play, except when it has hit another rock in play.
- A rock that completely crosses the back line or touches the side line is taken out of play.
- You must release the rock before the rock reaches the hog line at the delivering end.
- A rock that has not been released from a player's hand may be returned to the hack and re-delivered as long as it has not reached the near tee line during delivery.
- If a player delivers a rock out of turn, and the mistake is not noted until the rock has come to rest, the rock is in play. The player missing his turn will deliver their rock as the last one of that end. If the skips can't agree on who missed their turn then the lead of the team that made the mistake will throw the last rock for the team in that end.
- If the wrong colour rock is thrown, it is replaced by the proper colour rock.



COMPLETING A CURLING GAME WITHIN THE ALLOTTED TIME

This guide is intended to help inform teams of various ways to complete 8-ends within the 2-hour time limit (approximately 15 minutes per end). The hope is for everyone to take ownership and be comfortable providing and receiving comments/reminders in a positive manner for the good of the game.

At the start of a curling season, Convenors are asked to review this document with the skips in their league. In turn, Skips should review the document with their teams so that everyone knows the expectations and is more receptive to guidance and assistance. Skips should encourage their vices to approach them if need be and be receptive when they do.

Guidelines:

General

- 1) Please arrive at the rink well in advance of your game. Give yourself plenty of time to put on your equipment, socialize and catch up on the latest gossip with your fellow curlers. If you wish to practice, please throw rocks on your own sheet allowing time to arrange rocks and clean handles prior to start time.
- 2) Have all players on the ice at least 5 minutes prior to your start time. Proceed with greetings, salutations and coin toss prior to start time. During coin toss Skips can proceed to the far end of the rink to be ready to call ice for their Lead.
- 3) Once a player has slid out of the hack, the next opposing player should then pull their rock out and start the cleaning and setup process so they are ready for when the skip calls the shot.
- 4) Assist your team members by helping to get their rock and if a call was not clear or heard, perhaps another teammate can enlighten them.
- 5) If players require a stick to throw, or use a "crutch" as a sliding tool, they should consider this as part of their own equipment so they don't have to share, which can take time. Also, make sure you have an efficient way of bringing your stick/crutch to the opposite end of the ice.
- 6) Team members should not offer various strategies or criticize their Skip. This can cause Skips to second guess every decision and to be out of their comfort zone. Let the skip make their call. If a team member doesn't like the call, save it for after the game. Perhaps the Skip was thinking 2 or 3 moves ahead.

Leads:

- 7) After the coin toss:
 - a. The lead for the team that loses the toss, should immediately pick out their first rock to be thrown and begin the process of cleaning the rock and getting set in the hack.
 - b. The Lead from the other team should be on the backboards and be ready to get into the hack as soon as the opponent has slid out of the hack.
- 8) At the conclusion of an end, the leads of both teams should go directly to the back board and start getting ready.
 - a. The lead of the team that scored should get their rock, clean it and be ready in the hack for your skip's call while others clear the house.
 - b. The other lead should be ready to get into the hack as soon as the other lead has slid out.

Seconds and Vices

- 9) **NEW:** Utilize a "NEXT-UP" Approach - When you are returning to the delivering end for your first shot – IF THE OPPONENT IN THE HACK IS NOT READY OR IF THEIR SKIP HAS NOT YET CALLED THEIR SHOT, THEN YOU CAN ADVANCE TO THE BACKBOARD. This will enable you to remove your gripper and be ready as soon as the opposition has slid out.

- 10) Since the Seconds and Vices will be clearing the rocks after a completed end, while the leads get ready, If time does not permit the organizing of rocks by 1-2, 3-4 etc. at the back board by the time the first shot of the end is called, then organize them after the first rock is thrown. Skips can do their part by organizing rocks during the playing of the end as rocks are removed from play.

Vices:

- 11) Although everyone on the team is responsible for playing as promptly as they can, the Vice is in the best position to monitor progress throughout the game.
- 12) **NEW:** Do a “**TIME CHECK**” after each end to see if the game is running behind (15 min per end). If it is, assess if it is due to team member tardiness or a delay in shots being called. The Vice can either assist team mates to be ready for making shots or can inform their skip that the game is running behind.
- 13) Vices should confer with each other if slow play is observed. By acknowledging the slow play by either team, it helps to remind each vice to follow up where required.
- 14) When determining scores, have a good look and if it is not readily apparent which rock is closer, then measure. Measuring devices are at both ends of the ice near the middle sheet.

Sweepers

- 15) Should always observe what shot is being called. This is imperative since they are the ones who will be judging the weight as it travels down the ice.
- 16) Make sure you set the Skip’s rock at the hack and observe the shot that the Skip has called for themselves. Sweepers can ask for clarification but Skips should not have to explain the entire shot but keep their strategy descriptions brief.
- 17) You can also clean around the area where the rock will be delivered.

Skips

- 18) Skips can strategize with their Vice, from time to time. An entire team consultation is rarely required.
- 19) The sweepers should have been observing the shot you have called for yourself, so you should only have to clarify where the rock should end up and the intended weight you plan on throwing.
- 20) After an end has concluded be ready to start the next end. Don’t waste time chatting with your team. If you want to chat with the other skip, do so while calling the next shots.
- 21) Skips should be efficient in their strategies. Anticipate the shot you will most likely call based on the opponent making their shot. If you are taking too long to think about each shot, then review strategy resources available on the club’s website or on line.
- 22) If your vice comes to you and indicates that the game is running behind and it is not due to team members being tardy, then accept that it might be your “thinking time” in making decisions.

In closing, please try and be efficient with your time, be encouraging, be supportive, be patient. Let’s all do our part by following the above which should allow all games to be completed within their designated time and greatly increase the enjoyment for everyone.

WHAT'S HAPPENING?

How does one find out what's going on at the club and in the "curling world"?

The Website <https://orilliacurlingclub.ca/> is the "Go To" source for the majority of your information needs. We try to keep it up to date with all the applicable information. By logging in with your login credentials you will be able to see your game schedules, enter your sparing availability as well as find a spare. Events will be posted and you will be able to register for the various events via the website.

- At the Club
 - Bulletin boards located in the hallway outside the change rooms. The Ladies also have a bulletin board in their locker room.
 - Through the league convenors
 - Orillia Curling Club Facebook <https://www.facebook.com/OrilliaCurlingClub> Make sure that you "like" this page as it is updated regularly with current events etc.
 - Via tent cards on the tables located in the viewing area.
 - Through your curling colleagues
 - Monthly Newsletters that are emailed to members.
- Curling World
 - Curling magazines and other publications
 - TSN www.tsn.ca/curling - The TSN website has articles of interest as well as television schedules.
 - CurlION www.curl-on.ca - lists bonspiels, competitions and results as well as maps and information on member clubs.
 - Curling Canada www.curling.ca – The website contains a lot of information from a national perspective.
 - Curling News www.si.com/curling – contains lots of news regarding the many competitions and competitors on the national and international scene.

CURLING LEAGUES - We have a wide range of leagues to choose from whether you're looking to join as an individual or a team, a novice or an experienced curler. For Convenor information see the Orillia Curling Club Website,

Day	Time	League	Description
Mon	9:30 am	Senior Men (tag draw)	Teams are drawn prior to each game, so no need to find spares if unable to curl.
	1:00 pm	Mixed (tag draw)	Teams are drawn prior to each game, so no need to find spares if unable to curl.
	3:15 pm	Choose Your Own Team (CYO) TEAM ENTRY	<u>Competitive Team Entry</u> league with 14 teams open to mixed, men's and women's teams. Players contribute for prizes and wind-up refreshments.
	6:30 pm	Doubles TEAM or SINGLE ENTRY	Team or single entry, Men, Ladies, Sticks welcome! (Open to 24 curlers)
Tues	9:30 am	Day Ladies	Any level of expertise is welcomed and mentored by teammates as necessary. Teams are chosen for the Fall Draw and different teams for the Winter Draw.
	6:30 pm	Men's	Any level of expertise is welcomed and mentored by teammates as necessary. Teams are chosen for the Fall Draw and different teams for the Winter Draw
Wed	9:30 am	Senior Men (tag draw)	Teams are drawn prior to each game, so no need to find spares if unable to curl.
	1:00 pm	Mixed (tag draw)	Teams are drawn prior to each game, so no need to find spares if unable to curl.
	6:30 pm	Night Ladies	Any level of expertise is welcomed and mentored by teammates as necessary. Teams are chosen for the Fall Draw and different teams for the Winter Draw
Thur	9:30 am	Day Ladies	Any level of expertise is welcomed and mentored by teammates as necessary. Teams are chosen for the Fall Draw and different teams for the Winter Draw
	3:15 pm / 6:30 pm	Mixed	Any level of expertise is welcomed and mentored by teammates as necessary. Teams are chosen for the Fall Draw and different teams for the Winter Draw.
Fri	9:30 am	Senior Men (tag draw)	Teams are drawn prior to each game, so no need to find spares if unable to curl.
	1:00 pm	Mixed (tag draw)	Teams are drawn prior to each game, so no need to find spares if unable to curl.
	3:30pm	Special Olympics Curling	Our curlers have different skill levels and abilities, from recreational to competitive. Coaches will teach curling etiquette, skills, and always finish practice with a fun game. All special needs athletes who are ice capable are welcome to join our team. We meet on selected Sundays from 3:30 pm to 5:15 pm (see club calendar for dates).
	6:30 pm	Mixed	Any level of expertise is welcomed and mentored by teammates as necessary.

			Teams are chosen for the Fall Draw and different teams for the Winter Draw
Open ICE	At Various times	Scheduled Clinics & Curling Socials	Curling Socials and Clinics may occur at any time when ice is open/available. These are booked by emailing the club. Practice ice is also available and can be booked via the member's section on website.
Sat		Bonspiels and Ice Rentals	A number of Bonspiels booked throughout the year. Other Saturdays can be booked through the City Parks and Recreation department. https://www.orillia.ca/en/living-here/bookingafacilityorpark.aspx See Curling Club Website Calendar for all the scheduled bonspiels etc.
Sun	9:00 am	Mixed League	
	12:00 pm	Youth Curling	A fun 12-week for youth ages 8-14 who enjoy complimentary hot chocolate after each game.
	2:00 pm	Adult Learn to Curl/ Clinics / Pay to Play	Instructional clinics open to members and non-members. Participants can return from week to week to improve their skills and play in fun games. Participants register online for each session. Cost is \$20 for non-members.