

Curling is an ice sport of finesse and fitness. The modern game is marked by a high degree of physical skill and mental acuity.

The game began in 16th century Scotland. In the 18th century the game migrated to the US with Scottish immigrants, it is now played in over 160 clubs across the country.

The sport was an olympic medal sport at the 1924 Olympic games; however, it did not reappear in the games until 1988. The United States won their first curling Olympic medal in the 2006 games when the Pete Fenson team led the US Men's team to a Bronze medal.

Curlers compete in their local club leagues and also share friendship with other curlers by traveling to other clubs to compete in weekend tournaments called **bonspiels**. The curling season runs from October through May.

The Palmetto Curling Club was founded in 2010 and now has over 40 members. The club owns four sets of 16 stones, ice making equipment to create curling ice, and brooms and "sliders" for members to use.



PALMETTO CURLING CLUB

Rockin' It Southern Style



We curl Tuesday at 7:30pm at The Pavilion

Join us for learn to curl sessions
or league nights

Palmetto Curling Club
409 Scottswood Dr
Taylors, SC 29687
palmettocurling@gmail.com
www.palmettocurling.com
A 501(c)(3) organization

CURLING 101



FOR MORE INFORMATION VISIT
US AT:
WWW.PALMETTOCURLING.COM

THE GAME

Teams of 4 play against each other, each player has a position they keep the entire game. All 4 players will throw 2 stones and sweep each other's rocks. The **skip** throws the last two rocks for the team and is responsible for strategy and directing the team.

The game is played in a series of 8-10 **ends**. An end is over when both teams have thrown all 8 of their stones.

The teams target their stones at the **house** on the other end of the ice from where they are throwing.

Only **one** team can score in an end. One point for every rock closer to the center than the closest (to the center) opposition rock. Only rocks touching the rings of the house can score for a team.

The player delivering stones pushes out of the **hack** with their dominant foot, they slide on their opposite foot while turning the handle slightly and aiming at their skip's broom target on the other end of the ice.

Once the thrower has released the stone the two sweepers can **sweep** in front of the stone. The sweepers follow the verbal directions of their skip and sweep in front of the stone to control it or to make the stone travel further down the ice.

The last stone of the end is **the hammer** it is a strategic advantage to have the last stone since it can be thrown very close to the center of the house to out count the opponents stones. A coin flip determines who begins the game with the hammer.

The club provides members the stones, sliders (to cover shoe soles) and brooms.

			2												
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
		1	3												

THE SCOREBOARD

Curling clubs use a traditional style scoreboard as it relates more information to the informed viewer and requires fewer materials than other styles.

The numbered center row is all possible accumulated scores for the two teams. The numbers in the team row indicates which end the team achieved that score. The winning team is the team with a number placed farthest to the right on the board.

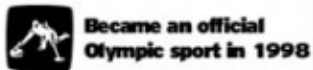
Using the example above:

Yellow scored 2 points in the first end.

Red then had the hammer and scored 3 points in the second end.

Yellow then scored 1 point in the third end. It is currently the fourth end

CURLING GUIDE



Became an official Olympic sport in 1998

>> RULES

Two teams of four...



... take turns to throw eight stones



ONE GAME Consists of 10 "ends"



>>The Delivery
Dominant Foot In Hack
Aim Stone at Skip's Broom

>> THE CURL



A low rotation rate (3-4 revolutions) creates strong curl

1

THE HACK
Starting point

2

HOG LINE
Stone must be released before reaching line

3

SWEEPERS
Brush ice in front of stone to control its path

'THE HOUSE'
Team scores a point for each stone closer to centre circle than opponent's best stone



Not to scale

Backline

RINK DIMENSIONS

146ft

15ft 7"



Umpire

MOTION
Stone glides on frozen water droplets



12ft

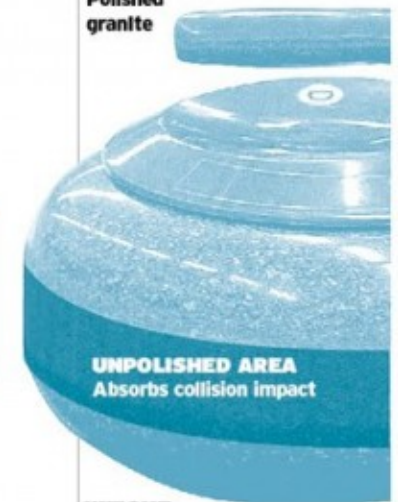
SCORING ZONE
'TheHouse'



Umpire

>> THE STONE

Polished granite



UNPOLISHED AREA
Absorbs collision impact

WEIGHT
17-20kg