



Curling for Charity Participant Guide

Background

Our club has been conducting this event since 2002, usually annually. The event has several positive outcomes. Most importantly, it provides a significant revenue source for a valuable community charity. It also raises awareness for both the charity and the curling club – charity curlers often join the club as do those who come to cheer on their team. It makes good use of an impressive community asset. And for us, it raises the level of pride within our membership, since it provides an opportunity for us to give back.

What to Expect

Invariably, new curlers have two reactions; first, this is more difficult than it appears, and secondly, it is a load of fun. Our objective is not to make you an Olympic curler, but to provide enough training that you play safely and have a good time. Here are a few tips:

1. YouTube has a very good 6:54 minute video from USA Curling. Search YouTube under Dare To Curl.
<https://www.youtube.com/watch?v=cxCH8CGqx88>
2. If you want to study the rules of play for the day, please continue reading.
3. Since all participants are first time curlers, you will be on equal footing with all your competitors.
4. We provide all equipment. Dress in layers and BRING WITH YOU...DO NOT WEAR... clean, rubber-soled shoes. The ice hates dirt.
5. Teams should have at least five trained players, even though only four are on a team. This provides flexibility.
6. You will be assigned two experienced members as trainers. They will also be your coaches during the game.
7. You should plan on two training sessions with your teammates, each lasting about 1 ½ to 2 hours. However, once you get into it, you may find you are enjoying it so much that you want more. You will find your trainers very helpful and interested in your training and the event.
8. Plan on the full day for the event, as you will play at least two games, each lasting about 1 ½ hours. Your first game will be at either 9 or 10:30 AM, the second at either 12:30 or 2 PM. Lunch will be served at the club for a small fee.
9. The scoring is by a point system, so you may not know if you are in the finals until after your second game. Of the 12 teams participating, 6 will be in the finals at 3:30 PM.
10. In the great Scottish tradition, finalists will be taken down the ice by a piper, and then offered a “wee dram” or soft drink and wished “good curling.”
11. You are encouraged to invite friends to come and cheer you on. There will be raffle prizes and much fun.

12. Some teams provide team shirts, hats or other identifying equipment. However, this is not necessary. Teams usually come up with a special team name. For example, one of the churches has created the name “Rocks of Ages.”

Rules of Play CCCC Curling for Charity Event

Stones

- A stone that does not come to rest completely inside the far hog line is taken out of play unless it has struck another stone, in which case it stays in play.
- A stone that goes beyond the back line or touches the side lines of the sheet is taken out of play.
- If any part of the player's body or equipment touches their stone while in motion before it reaches the far hog line, the sweeper calls “burned stone” and takes it out of play. If this happens inside the hog line, the sweeper calls it also but lets it come to rest. The opposing team then decides among options.

Position of players

- Players with the non delivering team shall stand quietly at the sidelines between the hog lines except the skip and vice skip may stand behind the backline at the playing end and the player to deliver the next rock may stand behind the hack at the delivering end.
- Once a stone has come to rest, the sweepers are to return to the sidelines between the hog lines until their team member is about to deliver their stone.

Delivery

- The team to deliver the first stone of the game is decided by a coin toss. The team winning an end thereafter delivers the first rock of the next end.
- The stone must be clearly released from the hand before the rock begins to cross the near hog line; otherwise the rock is immediately taken out of play by the delivering team.
- Once the stone reaches the delivering end tee line it is in play. If it has not reached that point, it may be taken back and replayed.

Sweeping

- Sweeping motion is to be from side to side (does not need to cover entire stone width) but must finish beyond the stone.
- A stationary stone must be set in motion before it can be swept.
- A team's stone can be swept by any or all team members until it reaches the playing end tee line.
- An opponent's stone can be swept only after it begins to cross the playing end tee line.
- Players with the non delivering team shall stand quietly at the sidelines between the hog lines except the skip and vice skip may stand behind the backline at the playing end and the player to deliver the next rock may stand behind the hack at the delivering end.
- Once a stone has come to rest, the sweepers are to return to the sidelines between the hog lines until their team member is about to deliver their stone.