

# **THE ROCHESTER CURLING CLUB HANDBOOK**



**2016-2017 Season**

## **Rochester Curling Club Philosophy**

The Rochester Curling Club is a volunteer organization. The general philosophy of the Rochester Curling Club is “Curling Rocks, and volunteers make it all happen.” We strive to provide an environment to improve skills, promote the sport of curling, and have fun.

The cooperation of the membership has made the club successful and contributes to an overall feeling of fellowship. Members have devoted many hours to special projects such as installing the ice every year, rebuilding the refrigeration under sheets C and D, remodeling the warm room, and replacement of the refrigeration and control system.

During each season, members perform the continuous tasks of ice making and maintenance, building and ground maintenance, housekeeping, and running bonspiels. For all of these tasks to be completed and the club run smoothly, each member is expected to volunteer at least 10 hours of time during each season.

## The Spirit of Curling

*(As published by the United States Curling Association,  
and modified by the Rochester Curling Club.)*

Curling is a game of skill and tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honored traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents.

A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they are expected to be the first to divulge the breach.

While the main object on the ice of curling is to determine the relative skill of the players, the spirit of the game demands much more, including good sportsmanship, kindly feeling, and honorable conduct.

This spirit influences both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

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# I. Rochester Curling Club Member Orientation

## 1. Organization

A Board of Directors governs the club. There are four officers: President, Vice President, Secretary, and Treasurer. Various committees handle club affairs. The names of the Board members and officers are posted in the club. The Rochester Curling Club is a 501(c)3 organization. Donations to the club may be tax deductible.

The Rochester Curling Club is committed to providing all members a friendly, safe, and positive environment free from offensive behavior. Unsportsmanlike conduct and bullying are unacceptable and detrimental to the Club and the sport of Curling. It is important for all our members to live on the ice and in the Warm Room by the Spirit of Curling motto.

Members of the Rochester Curling Club represent themselves, their team(s), and the Club as a whole. At both home and out-of-town events members are expected to act in a manner that positively reflects upon the organization.

## 2. Curling Season

### A. Structure

Adult leagues are for members who have full curling privileges, such as full, intermediate, introductory, etc... With special permission from the Board, competitive junior curlers may curl in adult leagues and must play with their parent or a coach of the RCC Youth Program if they are under 18. This permission is granted so long as the youth is not displacing an adult member at the onset of the draw and is contingent on behavior consistent with the spirit of curling

The season is divided into three draws, each lasting seven weeks. While every effort is made to give teams 7 games per draw only 6 games can be guaranteed, as an odd number teams will necessitate byes. Mixed teams are comprised of two men and two women who play alternating positions. Open format allows for teams of any type (men, women, mixed or an unequal number of men and women) to play against each other. Special arrangements may be made for teams that do not conform to these standards by the drawmasters, Draw Chair, or the Board of Directors. The RCC plays according to the current curling rules adopted by the United States Curling Association. USCA rules may be found at: <http://www.teamusa.org/USA-Curling/Clubs/Membership-Materials/Club-and-Bonspiel-Rules-of-Play>

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Regular weekly curling is scheduled as follows:

### Sunday Junior Curling

Ages 5-21. Junior curling practice is on Sundays. Various sessions are offered during the day based on level of experience. Junior Curling Chairs: Clark Raven, Caitlin Maroldo, Phil White, & Mark Ely.

### Sunday Night Open

Sign up as an individual or in pairs, with teams formed each draw by the Drawmaster. Emphasis of the league is on teaching newer members the sport and experienced members learning different team positions. Mix of experienced and newer curlers on every team. 6-end games. Maximum of 9 teams. Start time: 6:00pm. Drawmaster: John Yaworski.

### Sunday Night Collegiate

Open to fully matriculated college students. Sign up as a team, or as an individual and Drawmaster will help find you a team. 8-end games. Maximum 9 teams. Start time: 8:30pm. Drawmaster: John Yaworski

### Monday Daytime Open

Sign up as an individual, with teams formed each week by the Drawmaster. 6-end games. Maximum of 32 curlers. Start time: 10:00am. Drawmaster: Trudy Hotaling

### Monday Night Women

Sign up as a team, or as an individual and Drawmaster will help find you a team. Teams typically remain unchanged throughout the season. 6-end games. Maximum of 9 teams. Start time: 6:30pm. Drawmasters: Gail Short and Carol Dellavilla

### Monday Night Open

Sign up as an individual or in pairs, with teams formed each Draw by the Drawmaster. Emphasis is on teaching newer members the sport and experienced members learning different team positions. Mix of experienced and newer curlers on every team. 8-end games. Maximum of 9 teams. Start time: 8:15pm. Drawmaster: Steve Elliott.

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### Tuesday Night Mixed

Competitive Mixed league (teams of 2 men and 2 women). Three Draws of league play culminates with a play-off format leading to the crowning of the Club's Mixed Champions. There are two divisions (A and B) based on team skill level and experience. Sign up as a team, or as an individual and Drawmaster will help find you a team. Teams typically remain unchanged throughout the season. 8-end games. Maximum of 18 teams. Start times 6:45pm and 9:00pm. Drawmaster: Rich Dimperio

### Wednesday Daytime Open

Sign up as an individual, with teams formed each week by the Drawmaster. 6-end games. Maximum of 32 curlers. Start time: 10:00am. Drawmaster: Thom Smith

### Wednesday Night Men

Competitive Men's league. Three Draws of league play culminates with a play-off format leading to the crowning of the Club's Men's Champions. There are two divisions (A and B) based on team skill level and experience. Sign up as a team, or as an individual and Drawmaster will help find you a team. Teams typically remain unchanged throughout the season. 8-end games. Maximum of 18 teams. Start times 6:45pm and 9:00pm. Drawmaster: Rich Dimperio.

### Thursday Night Open

Curlers may sign up as a full team, partial team, or as an individual. For those not signing up as a full team, the Drawmaster will help form teams each draw. Maximum of 19 teams. 8-end games. Start time: 6:45pm & 9:00pm. Drawmasters: Jennifer Hill.

### Friday Night Open

This is a no-commitment evening with emphasis on fun and the social aspect of curling. Teams are formed each week from whoever shows up that night. We will try to accommodate individual requests to play together. Great for beginners or for experienced curlers looking to practice or meet other members. 8-end games. Building opens at 6:30pm, with teams forming at 6:45pm, and play beginning at 7:00pm. Drawmaster: Bob Denny.

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### B. How to Sign up

Before the season begins, the Draw chairperson will send an email to the previous season's members requesting which leagues the members want to curl in. There are two phases of the sign-ups.

Phase 1 is a period where only returning members can sign up. There are two types of returning teams which can sign up in this advanced period:

A team with 3 eligible curlers who curled on the same team in the third draw of the previous season of that same league is considered a returning team type A, and has the highest sign up priority.

A team with 3 eligible curlers who curled on any team in that league in the 3rd draw of the previous season is considered a returning team type B, and has the second highest priority.

Phase 2: After the Phase 1 sign-up period ends, the open sign-up period begins. At this point there are no restrictions other than that the teams must consist of eligible curlers.

For individual sign-up nights, the same two sign-up periods are used, however, the individual is treated as returning if they curled in the league during the 3rd draw of the previous season.

Eligible Curlers: An eligible curler is defined as a member with no outstanding bills from the previous season. A team with ineligible curlers will not be allowed to sign up.

During the season, contact the drawmaster or the draw chairperson if you would like to be added to a team, or add a new team. If space is available the drawmaster will be able to add you or your team to the schedule. If no spaces are available, there are often substitution opportunities available.

## 3. Club Facilities

The Rochester Curling Club is a **smoke free facility**. No smoking is permitted within the club. For those smoking outside the building but on the grounds of the club, please carefully dispose of all used matches and cigarette/cigar butts properly. Please do not litter.

Pets are not allowed in the club, with exception to service animals.

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### Bar

The bar is run on the honor system. Members should record their purchases on their monthly bar chit. A new chit should be started each month with your name, first and last, and the month clearly written on the top. Chits are collected on a monthly basis. You will be receiving an invoice shortly after they are picked up. Payment is expected within 30 days.

We are all responsible for the restocking of drinks and supplies, along with removal of empty bottles/cans, and removing garbage. Please clean up after yourself.

Our bar is vital to our operations. Since we comply with state liquor laws, your cooperation with the following rules is solicited: 1) No person under 21 is allowed in the bar area or on the bar stools. 2) Only club members are allowed behind the bar. Failure to comply may be cause for revocation of our liquor license.

### Keys

All Voting Members are eligible to receive the passcode key to the Curling Club. Non-voting members, in good standing, may request the passcode key from the Board. Passcode keys can be obtained from the Buildings & Grounds chair. The passcode key is to be changed on an annual basis just before the start of each season.

### Kitchen

The kitchen is available for use by any member. Please be sure the kitchen is clean when you are finished. A dishwasher is available for your convenience. Please follow the posted instructions.

### Lockers

Locker rental is available for the season. The cost is \$10 per locker. When you choose the locker you will be using, you should write your name next to the locker number on the signup sheet that is posted in each locker room.

### Mail Slots

Mail slots are located downstairs in the hallway across from the men's locker room. If there is any paperwork that comes in for you, it will be placed in the letter corresponding to the first letter of your last name.

### Bulletin Boards

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Bulletin boards are located in the downstairs hall. Generally, invitations and information relating to out-of-town bonspiels are posted there. The boards are divided into categories such as general, men, mixed, etc. You will also find the monthly board meeting minutes posted here as well. Women's invitations are on the bulletin board in the ladies coatroom.

### Draw Boards

The schedule and results for each draw is posted and updated weekly. It is the responsibility of each vice skip to post the results of each game within 24 hours. Failure to post scores will result in both teams receiving scores of zero. Please ask your draw master for the posting location.

### Calendar

A calendar showing events for the season is posted on the website at RochesterCurling.org.

### First Aid

If there is a medical emergency, CALL 911 for an ambulance and assistance. There is a basic First Aid kit located in the hallway just outside the ice shed behind the sliding double doors. Emergency contact information for Club Members is located in a binder next to the First Aid kit. Please use common sense when dealing with injuries. The severity of an injury is not always readily apparent. The health and safety of all curlers takes priority over the game.

## **4. Club Services**

### **A. Curling Equipment**

Curling equipment is available through Clark Raven, member of the club. All purchases and payments are to be arranged with Clark.

### **B. Name Tags**

A sign-up sheet for the Rochester Curling Club name tags is posted periodically. Billing is done through the bar billing system. Cost is dependent on the number ordered.

Board of Directors member's name tags are yellow so members can more easily identify the club's leadership and assist in the communication of problems, likes/dislikes, ideas, and volunteering questions to the right people.

### **C. Suggestion Box**

The board welcomes your suggestions. If you have a suggestion you would like to keep anonymous, please place it in the treasurer's box. He/She will be sure to get them to the board for discussion.

## 5. Member Responsibilities

### A. Volunteering

#### 1. All Members

We are a volunteer club and need each member to do their part in keeping the club going. **We expect that each member contribute at least 10 hours to the club each year.** There will be signup sheets for various volunteer opportunities on the bulletin boards outside the across from the men's locker room or contact the committee chairperson(s).

In lieu of volunteer time each member may choose to donate a \$50 opt-out payment. Volunteer hours and opt-out payment are on the honor system, but all members are expected to contribute in some way.

#### 2. Committee Chairpersons and Event Organizers

Members that chair a committee or organize an event or league act as extensions of the Board and serve as leaders and mentors for fellow members.

We expect that any members involved in these positions:

- a. Have a plan or schedule for the event or work project
- b. Introduce new members/volunteers to others on the volunteer team
- c. Ensure volunteers are dutifully assigned tasks for the event or work project
- d. Always encourage volunteers and offer only positive direction/ suggestions/ feedback
- e. Publically recognize and thank the club members for volunteering their time and effort

### B. Housekeeping

It is every member's responsibility to clean up after themselves, and all the general areas when they need it – the kitchen, warm room, bar, ice shed, locker rooms, and exterior. Please be sure to clean off outside shoes before entering the warm room.

### C. Equipment

New members are welcome to use club grippers and brooms for their first few draws. Please be sure brooms are cleaned before, periodically throughout, and always after the game. Grippers should be cleaned and returned to the storage bins after each game.

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Members are strongly encouraged to purchase their own equipment during their first year of curling. Having your own shoes, broom, and/or stabilizer reduces wear-and-tear on club equipment. You will discover that curling will become more enjoyable when you become comfortable with your own equipment. Personal grippers and broom heads should be changed periodically to help maintain a clean ice surface. It is recommended that each be changed on an annual basis.

### **D. Draws**

A member who signs up for a particular draw is expected to be at the club ready to curl 15 minutes before the draw time. If you are unable to fulfill that commitment, please contact your skip as early as possible so a substitute may be arranged. Your team will have to forfeit if there are less than 2 original team members and a substitute to play the game.

## **6. Training**

Training sessions will be held from time to time. You will be provided with specific dates and times. The Training Committee chairperson is responsible for these sessions.

## **7. Junior Curling**

### **A. Programs**

Junior curling is open to children between the ages of 12 to 21 years. It is scheduled on Sunday mornings. Competitive Juniors begin curling at 10:00am and all other curlers begin sharply at 11:30am. It is important for all participants that all curlers are ready to go on the ice at their scheduled time. Contact the Junior Curling Chairpersons, Clark Raven, Phil White, & Mark Ely for more information.

The program for children under 12 years of age is called the "Ice Chips." It is scheduled on Sunday mornings from 11:30am to 12:30pm. This program is currently limited to the children of Club members. Exceptions can be made at the discretion of the Ice Chip Chairperson based upon the behavior characteristics of the child. Contact the Ice Chips Chairperson, Caitlin Maroldo, for more information.

Curlers between the ages of 8 and 11 are called "Ice Cubes" as they are the older part of our "Ice Chips" program. This program is co-coached by Clark Raven and Caitlin Maroldo, with administrative duties being shared by the parents.

### **B. Safety**

The coaching staff of the Rochester Curling Club takes the safety and well being of our junior curlers very seriously. Each of our coaches has been subject to background screening and has taken training to ensure the protection of the children in our program. Parents of children under 12 are expected to be present or have a family representative present during practice in the unlikely event that a child is hurt or needs to be removed

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from the ice for behavioral adjustment. Children 12 and under are required to wear a helmet when in the ice shed.

### 8. Membership Structure and Fees

#### A. Categories and Corresponding Fees

##### Voting Members

Full	\$425/season (\$305 for spouse/domestic partner)
Intermediate	\$330/season (\$245 for spouse/domestic partner)
Daytime	\$290/season (\$215 for spouse/domestic partner)
Honorary	no annual fee

##### Limited Curlers

Introductory	\$90/draw (\$75 for spouse/domestic partner)
Social	\$95/season (\$90 for spouse/domestic partner)
Junior	\$65/season
Ice Chips	Parent also member           \$30/season Parent Non-member           \$50/season
Collegiate*	\$145/season (billed \$50 for each half season plus \$45 for GNCC/USCA seasonal dues)

GNCC/USCA membership fees additional:

Student*	\$195/season
Golden Handle	no annual fee

\*Must be a matriculated student in an accredited educational program at the beginning of the curling season.

A couple qualifies for the spouse/domestic partner discount if they are: a) married, b) engaged to be married, or c) romantically involved and residing at the same household address. The discount is applied to only one member of the couple and if there is a difference in membership levels, then the member of the couple at the least expensive membership level receives the appropriate discount for that membership level.

A new curler may take out an introductory membership that extends through the equivalent of a full curling season, provided they have taken or are currently enrolled in the Learn-to-Curl class offered by the club. Those concurrently enrolled will not be eligible to participate in the Tuesday, Wednesday, or Thursday night leagues until they have completed Learn-to-Curl. This does not apply to new members who have previous curling experience at other clubs because they would not qualify as introductory members. Individuals may petition the board through the appropriate draw master for an exception to the Learn-to-Curl requirement.

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Assessments may be levied to the membership by the Board of Directors in order to finance special projects or meet operating expenses. Memberships are non-transferable.

### **B. Voting Members**

Voting members are those who are age 21 or older, and belong to one of the following membership categories: Full, Intermediate, Daytime, and Honorary.

Full Members are individuals who are current in their dues/bills and after the introductory period have curled for the equivalent of two full seasons (not including the introductory period). Full members may participate in all leagues and club sponsored events. This category provides for full curling and social privileges.

Intermediate Members are individuals who are current in their dues/bills and after the introductory period have curled for the equivalent of less than two full seasons (not including the introductory period). Intermediate members may participate in all leagues and club sponsored events. This category provides for full curling and social privileges.

Daytime Members are individuals who are current in their dues/bills and after the introductory period have curled for the equivalent of two full seasons (not including the introductory period). Daytime curlers may participate in Daytime leagues and all club sponsored events. This category provides for daytime curling and social privileges. Daytime curlers are eligible to play in weekday leagues that begin before 4 pm, can play in at most three "evening league" games during the curling season, can play in any club social events, and can curl in any club bonspiel.

Honorary Members are individuals who have been granted special permission by the Board, to be considered as a non-dues paying Full member.

### **C. Limited Curlers**

Limited curlers are non-voting members. Membership categories include: Introductory, Social, Junior, Student, Collegiate, and Gold Handle. Membership in these categories (excluding Ice Chips) counts toward the introductory period when determining Full Membership.

Introductory Members are individuals who are current in their dues/bills and have curled up to the equivalent of one full season. Introductory members may participate in all leagues and club sponsored events. This category provides for full curling and social privileges.

Social Members are individuals over the age of 21 years that are current in their dues/bills. Social Members shall be entitled to all the social privileges of the Club. Social Members may be granted, by the Board of Directors, limited curling privileges. Social curlers are eligible to play in any club social events, can play in at most three league games during a curling season, and can curl in any club bonspiel if they don't displace a curling member.

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Junior Members are individuals who meet the USCA age requirements for the Junior National Championships. This category has curling and social privileges for junior events. Junior Members may play in any social event or club bonspiel with special permission from the event chair. With special permission from the Board, competitive junior curlers may curl in adult leagues with their parent or coach.

Ice Chips are children under 12 years of age. This category may only curl during the scheduled Sunday session, under the direction of the Ice Chips Chairperson. Ice Cubes children are included in this category.

Student Members are individuals who are current in their dues/bills and are matriculated students in an accredited educational program at the beginning of the curling season. Introductory members may participate in all leagues and club sponsored events. This category provides for full curling and social privileges.

Collegiate Members are individuals who are current in their dues/bills and are matriculated students in an accredited educational program at the beginning of the curling season. This category provides for full curling and social privileges. College curlers are eligible to play in “collegian leagues”, can play in at most three “evening league” games during the curling season, can play in any club social events and can curl in any club bonspiel if they don’t displace a voting member.

Golden Handle Members are individuals who have been granted special permission by the Board to be considered as a non-dues paying member with social privileges.

## 9. Billing

### A. Membership

Dues bills are issued for returning members in September. Dues for returning members can be paid in installments with an additional fee by contacting the Treasurer before the beginning of the curling season. Bills for introductory memberships are issued at the beginning of each draw. Bills for a prorated membership are issued at the time of conversion. Bills for college membership are issued for each half of the season with the an individuals first bill to include GNCC/USCA dues. No member may sign up to curl in the first draw of the new season unless all past due money to RCC has been paid. Additionally, this season’s membership dues have to be current. If a game is played with someone who is not in good standing, the game will be forfeited.

### B. Bar

Bar bills are usually issued the first week of each month during the season. They are emailed or distributed in the mail slots in the downstairs hall. They should be paid by mail as indicated on the statement or via the lock box in the downstairs hallway to the left of the mailboxes. Any fees for social events will be billed through the bar bills. Bar/Social expenses greater than \$100 and carried for more than 45 days from the

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billing date will result in loss of curling privileges and a \$15 late fee. If a game is played with someone who is not in good standing, the game will be forfeited.

### 10. Procedure for Scheduled Exclusive Use of Club Facilities

The procedure for scheduled use of the club for a member's private party is as follows:

- A. Member groups will be considered all day Monday through Friday and Sunday. Please check the calendar for league times, social events and bonspiels. Saturday the special rate is available until 5pm. Members interested in hosting groups after 5 are welcome to at the regular group rate.
- B. Groups of four or more guests, with a maximum of 50 guests, shall be considered a private party.
- C. If the guests are curling there is a \$15 per person facility use charge.
- D. Such a party must be sponsored by a voting or nonvoting member of the Club in good standing. Each member may have one party a season.
- E. A ratio of at least one member for every eight new curling guests should be maintained in order to ensure adequate hospitality and instruction.
- F. Members should refer to the club's calendar on the RochesterCurling.org website and determine if the club is available.
- G. Arrangement for food shall be at the discretion of the host, but any alcoholic beverages must be purchased at the bar ONLY by the hosts at the established bar prices, and dispensed under the direction of the Bar Committee Chairperson. Exceptions for off-season parties may be made.
- H. The hosts shall assume responsibility for, and maintenance of, Club facilities and equipment which guests may use. Members' equipment is stored in the men's and women's locker rooms. This equipment should not be used unless individual permission is given.
- I. Requests for the use of the Club facilities must be in writing and should be addressed to the Club President. Verbal requests cannot be considered.
- J. Any such party shall be subject to Board approval at least one month in advance. The Board shall consult with special groups, draw, ice and social committees.
- K. The Club, at the discretion of the Board, may impose a fee for use of the facility.

### 11. Board of Directors and Officers

#### Board of Directors and Officers for 2014-2015

President	Chris Lee
Vice President	Kathy Schmitz
Secretary	Larry Ahle
Treasurer	Valerie Swol

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Members at Large                      Sal Gardner, Andrea Greisberger, Mike Hotaling,  
Lynn Laforte, Jeff Pulli  
Ex Officio Member (non voting)    Phil White

### **A. Board of Directors**

There are nine voting members on the RCC Board of Directors. The RCC's Board of Directors is voted on by those who are in one of the "voting members" categories of the club. Elections for the Board of Directors are generally held in the first calendar quarter of each year with three of the positions being filled each year. Each member of the Board is elected to a three-year term. If there is a vacancy on the Board, the remaining Board members may elect a replacement to the position for the remainder of the year. If the term of the vacated seat does not end at the time of the election, then a fourth person will be elected during the annual election with the person receiving the fourth highest vote filling the vacated position.

### **B. Officers**

At the meeting of the Board of Directors following the annual meeting, officers for the coming season are elected. Officer positions are: President, Vice-President, Secretary, and Treasurer. The club officers are elected for a one-year term, which starts immediately after the Annual Meeting in April.

### **C. Annual Meeting**

An Annual Meeting for the entire club membership is scheduled in April each year. All curlers, from our newest to those who are long time members, are encouraged to come to hear the year-end reports of all the committees, learn about club business, help get ready for next season, and meet with the outgoing and incoming Board of Directors as well as the new Officers of the Rochester Curling Club.

## **12. Communications**

### **A. Web Site**

RCC's Website – <http://www.rochestercurling.org> provides directions to the club, the club calendar, committee chair information, along with other pertinent information and web links to other curling sites.

## **13. Rochester Curling Club (RCC) History**

### **A. Introduction to Rochester**

In 1960, a group of 35 men from Kodak Park visited a curling club in Toronto. They enjoyed the sport and returned to Rochester to organize a curling club. Through the efforts of Lewis Elkin, the skating instructor at the Rochester Institute of Technology (RIT), stones, brooms, scoreboards, and hacks were purchased. RIT rented its Spring Street ice to RCC one night a week. There were no markings on the ice, only scribed to represent the houses. Skates left the ice at 6:00 p.m. and curling started one hour later.

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Curling on this ice was a unique experience. This facility served the Rochester Curling Club until 1965.

### **B. Rochester Curling Club Facility**

At the Annual Meeting in 1966, the membership elected to build its own complex. This meant that each member would have to invest in the project. This decision caused a membership drop from 65 to 24. These 24 hardy individuals raised enough money to build the two-sheet version of our current club. This included raising money to buy the present property at 71 Deep Rock Road (\$10,000 in 1966 dollars) and the refrigeration plant (\$13,500 in 1966 dollars). The money for the building came from a bank mortgage and the club was built in 1968.

In 1972, the club expanded the facility to house 4 sheets of ice and enlarged the warm room. This expansion included a higher capacity refrigeration system that provided reliable service thru 2011.

A flurry of upgrades & replacements thru the early 2000's saw the addition of humidity control, efficient ice air heating, a low emissivity ceiling, sealed ice shed walls, T8 lighting upgrade, recored rocks, and replacement headers and brine piping, along with a replacement refrigeration & control system in 2011. A completely new roof was also installed in 2011. Sixty six new rocks were purchased in 2014.

### **C. Rochester Curling Club Crest**

The RCC crest is the emblem encircled within a belt and buckle. The emblem consists of two Scottish thistles in flower upon a rope of blue and gold.

### **D. RCC Affiliations**

RCC is affiliated with the Grand National Curling Club (GNCC), the United States Curling Association (USCA), and the United States Women's Curling Association (USWCA). Through contributions from our dues payments to the GNCC, RCC maintains a connection to the Royal Caledonian Curling Club (Edinburgh, Scotland).

## **14. Social Events**

Throughout the season, special events recognizing the fun and social aspects of the sport are held. Sign-up information for Social Events will be emailed, posted at the club and usually listed on the website. It is recommended that you sign up at the club. A poster will describe the event including the date, time, and cost. Some events are family events. If not designated, the event is adult only. Charges for social events will appear in your bar bill.

Social Events include club events and Friendlies. Club events involve only RCC members. They include the Chicken Barbeque, First Chance, Holiday Party, Wood Memorial Salsa & Tequila (men's), and Last Chance. Friendlies are friendly competitions with neighboring clubs. We currently participate in Friendlies with the Niagara Falls, Utica, and Pittsburgh Curling Clubs.

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Please note that if you indicate that you will attend a function, but do not show, you will be billed unless you cancel at least one week prior to the event.

### **15. Invitation Bonspiels**

In addition to social events, the RCC hosts international, invitation bonspiels (tournaments). Unlike the social events, entries are made as a team, and include teams from other clubs. You may enter a bonspiel as part of a rink made up of RCC members or members from other curling clubs. Each bonspiel includes a minimum of two games, meals, and entertainment. Each bonspiel features several events, so that even if you lose a game, you may continue on and perhaps win one of the events. All of the RCC bonspiels are run and staffed by RCC members. Even if you do not enter as a participant, please come out to volunteer to help with bartending, cooking, ice maintenance, or hospitality. Revenue from these events goes to the club and helps keep dues down, so everyone is encouraged to participate.

#### **Big Pumpkin Bonspiel**

The Big Pumpkin is an OPEN bonspiel, meaning that a rink may be made up of any combination of male and or female curlers. The bonspiel features a Halloween theme. Teams are encouraged to come in costume to the party on Saturday night. The Big Pumpkin is usually held at the end of October, is a three day event, and is the first bonspiel of our season.

#### **College Bonspiel**

The College Bonspiel is held jointly with the Rochester Institute of Technology (RIT) Curling Club. Usually held in November, it is a three day event for COLLEGE students.

#### **Scottish Highland Games Bonspiel**

The Scottish Highland Games Bonspiel is an OPEN bonspiel that is usually held the first weekend of December. It is a one day event and is co-sponsored by the Rochester Scottish Heritage Society.

#### **Death by Chocolate Bonspiel**

The Death by Chocolate Bonspiel is a fun and social bonspiel for WOMEN. This bonspiel celebrates all things chocolate. It is a three day event usually held in January. This event will not be held during the 2016-17 season because the club is hosting the Women's Empire Bonspiel

### **16. Club Trophies**

#### **Burgess Cup**

Responsibility: Wednesday Night Drawmaster  
Awarded to: Wednesday Men's A League

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A playoff among the winners of each draw and wildcard team will be conducted to determine the Club's Men's League A Division Champions.

### **Moses Trophy**

Responsibility: Wednesday Night Drawmaster

Awarded to: Wednesday Men's B League

A playoff among the winners of each draw and wildcard team will be conducted to determine the Club's Men's League B Division Champions.

### **Piper Cup**

Responsibility: Tuesday Drawmaster

Awarded to: Tuesday Mixed A League

A playoff among the winners of each draw and wildcard team will be conducted to determine the Club's Mixed League A Division Champions.

### **Zahneiser Trophy**

Responsibility: Tuesday Drawmaster

Awarded to: Tuesday Mixed B League

A playoff among the winners of each draw and wildcard team will be conducted to determine the Club's Mixed League B Division Champions.

## **17. Club Awards**

### **Shirley VanCuyck Award**

This is an annual award given to the female member of the club, past or present, that best personified the Spirit of Curling. The candidates are nominated by the female members of the club and selected by a committee of club members, including Rick VanCuyck and past recipients.

### **Bob Scheiber "Behind the Scenes" Award**

This is an award given to a member of the club who best exemplifies the spirit of unselfish helpfulness through necessary yet often unacknowledged contribution to the well being of the Rochester Curling Club. Candidates are nominated by the Board of Directors and Committee Chairs and selected by the Board of Directors.

## II. Information About Curling

### 1. Safety Tips for Curlers

Curlers get their “ice legs” after their first several games. It’s normally not difficult to get around on the ice. However, ice is ice, and a fall can result in serious injury. New curlers are cautioned to be very careful while moving or standing on the ice. Even experienced curlers should pay attention to these cautions:

- a. Unless you are delivering a stone, you must have a gripper on each foot, or be wearing curling shoes whenever you are on the curling ice.
- b. Always be very careful when stepping on/off the ice. Curlers are more likely to slip or fall when stepping onto or off the ice.
- c. When you first step onto the ice, please be sure your shoes are clean and take note of the ice conditions. Sometimes the ice is more slippery than usual. If so, use extra caution while walking on the ice. Always watch where you walk, and never walk backwards!
- d. Step onto the ice with your “gripper” shoe, and be careful! Never use your slider foot to step onto the ice.
- e. Never run on the ice.
- f. Never stop a rock with your hand. Your fingers can be crushed, especially if the rock hits another rock while you’re trying to stop it!
- g. Never use your feet to stop a fast moving rock. You could lose your balance and fall. Use your broom or brush to stop a rock.
- h. While sweeping, if you can’t keep up with a fast shot, back off! Don’t risk a fall on the ice. Never run to catch up to a rock.
- i. Never go onto the ice when your balance is impaired from sickness, excessive alcohol, etc. A fall can cause serious injury!

### 2. RCC Rules of Play

#### Responsibilities of the Skip:

The skip is responsible for:

- a. Having his/her rink present and ready to curl at the appointed time.
- b. Obtaining substitutes when a rink member is absent.
- c. Contacting the opposing skip if a game needs to be postponed or rescheduled, and communicating that change to his/her rink.
- d. Contacting the Drawmaster, as far in advance as possible, in the event of a postponed game. This allows the vacant sheet to be used by other teams.
- e. Rescheduling a postponed game with the opposing skip by the deadline at the end of the draw.

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### Responsibilities of the Vice-Skip:

The Vice-skip is responsible for:

- a. Posting the score at the completion of each end and measuring stones when necessary to determine scoring.
- b. Ensuring that the scores of the match are entered on the draw sheet.
- c. Making sure the front end of the team is ready to play during the game.

### Responsibilities of the Rink Members:

Each rink member is responsible for:

- a. Knowing when s/he is to curl and being on hand at the appointed time.
- b. Notifying his/her skip as far in advance as possible when he/she will be absent for a match and obtaining a sub if possible.
- c. During the game be aware of their turn and be ready to throw when it is their turn.
- d. When s/he is to deliver the next stone s/he should be in the hack, with his/her stone and ready to throw, immediately after the previous curler's stone crosses the near hog line. While each stone is important and fun to watch, please only do so after you are prepared to deliver.
- e. Do not watch the opponent's stone until you are prepared to deliver. Doing so significantly slows the pace of the game and decreases the enjoyment for all, particularly when a game is shortened due to slow play.

### Team positions:

A skip is usually designated for the duration of the draw. The skip assigns positions to members of his/her rink and may vary the positions (including skip) during the course of the draw. Positions may not be changed during the course of a particular game. The skip and the vice-skip of a mixed rink must be of the opposite gender.

### Substitutions:

#### 1. Men's, Women's and Open Curling

All substitutes curl lead or second. If there are two substitutes, they curl lead and second. (\* see exception below). If three members of the rink are absent, the game is a forfeit.

#### 2. Regular Mixed Curling

All substitutes curl lead or second. If there are two substitutes, they curl lead and second (\* see exception below). If three members of the rink are absent, the game is a forfeit. If a man is absent, he must be replaced with a man; if a woman is absent, she must be replaced with a woman. At all times, the throwing order on a mixed team must alternate genders. If three teammates start a game and the fourth member shows up to play, the team rotation can change with players changing positions so long as there continues to be alternating genders in the throwers. (\* see exception below).

\* Exception when the lead and the second are new curlers who have curled for fewer than two seasons, it is permissible to recruit a substitute skip and/or vice-skip in case of absence of the regular skip and/or vice-skip.

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### **Rinks with Three Curlers:**

In all competition (men's, women's or mixed) the first and second shall play three stones in proper rotation. If both rinks have only three (3) curlers, the skips may agree to use only six (6) rocks per end. If a mixed team has only 3 players, the members must still alternate genders.

### **Forfeits:**

There must be at least three curlers on the ice to constitute a rink. If fewer than three curlers are available, the match is a forfeit. If more than two regular members of a rink are absent the match is a forfeit. If a skip knows well in advance his/her rink cannot curl on the scheduled date, and if the opposing skip agrees to an alternate date before the scheduled match date, the match can be rescheduled. The alternate match must be played, and results posted, before the league and division's final scheduled game of the draw. If the opposing skip cannot accommodate a new date, the game is forfeited by the original team that could not play the scheduled game. If neither team can make the original game time and the game cannot be rescheduled in the appropriate timeframe, both teams forfeit the game and neither team receives points for that game. If two skips mutually agree to postpone a match and then fail to reschedule and play the match before the final day of the draw in question, the rink originally seeking the postponement forfeits the match. If, in spite of all efforts, a skip cannot field his/her rink and thus must forfeit a match, the skip should contact the opposing skip as far ahead of game time as possible to inform him that the game will not be played.

### **Lateness:**

For every ten minutes a rink is late, it forfeits one end and one point. If a rink is thirty minutes late, the game is forfeited. Consideration will be given at the Drawmaster's or Draw Chair's discretion for extreme weather and or dangerous road conditions. Draw times are the times posted or when the ice is declared ready by the ice preparer whichever is later. No end may be started after 110 minutes of play time. Any time lost because of the official duties of the drawmaster or ice preparer will be added to the end of their game. This time cannot exceed 5 minutes. If a curler is late, a team may begin the match with three (3) curlers. Once the late curler arrives, he may enter the match beginning with the next full end. The late curler may enter at any position on his/her rink, including skip. In mixed curling, this may result in team members changing positions during a game.

### **Length of Games:**

In general, each league game is eight (8) ends. Exceptions include Daytime leagues that can be either six (6) or eight (8) end games, and leagues specifically stated by the Draw Chair at the start of the season to be 6 end games. If proper etiquette is followed with attention paid to pace of play, then a playing time of 15 minutes per end (2 hours for 8 end games, 1.5 hours for 6 end games) is more than sufficient. Regardless of how many ends a games is scheduled for, an end should not be started with less than 25 minutes before the start time of the next draw to allow completion of that end and time to prep the ice for the next draw. For leagues that have two draws (currently, Tuesday,

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Wednesday and Thursday), the same timing rules needs to be followed for the late and early draws in order to be fair to all teams. These leagues currently determine how many ends should be played by how much time is left after 6 ends. If the more than 25 minutes are left, 8 ends can be played. If less than 10 minutes are left than the game is over after 6 ends. Otherwise, no more than 7 ends can be played for that game. Time should be checked immediately after all stones in the 6 ends have come to rest in play or declared out of play. Delaying tactics to gain a strategic advantage is definitely against the Spirit of Curling. The table below summarizes this procedure with the standard start times for those leagues.

Start Time	Play 8 ends if 6 <sup>th</sup> end finishes...	Play 7 ends if 6 <sup>th</sup> end finishes...	Play 6 ends if 6 <sup>th</sup> end finishes...
6:45	before 8:20	after 8:20 but before 8:35	after 8:35
9:00	before 10:35	after 10:35 but before 10:50	after 10:50

### League Scoring\*:

Win	20 points
Tie	10 points
Forfeit	25 points
Each end won	1 point
Blank end	½ point
Each rock scored	¼ point
Forfeited end	1 ¼ points

If all ends cannot be played within the allowed time limit, there is no score for the unplayed end. If a team decides to end play of a game early, the other team will receive an end and a point for every full 15 minutes left in the 120 minutes to play a game up to 8 ends.

\* At the discretion of the Drawmaster with concurrence by the Draw Chair, the point system may be modified if it is posted on the draw bulletin board before and during the draw.

### 3. General Club Rules:

1. Smoking is NOT allowed in the Curling Club at any time.
2. The Rochester Curling Club plays under the rules of the United States Curling Association.
3. All curlers should appear on the ice wearing a gripper on each foot or curling shoes.
4. Step-on sliders are not allowed in league play. Only curling shoes and strap-on sliders may be used.
5. In delivering a stone, once you cross the tee line the stone is in play and you may not return to the hack for another delivery.
6. If you are sweeping and you burn a stone (i.e. touch the stone with your broom, foot or any part of your body or clothing) immediately remove the stone from

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- play unless the stone has passed the far hog line. A stone burned passed the far hog line may be removed from play by the opposing skip.
7. Only visual measurement of a stone, to determine which is shot rock is permitted while an end is in play. A measuring device may be used only after an end is completed. It should be used only by the vice skip or neutral referee. No object such as a hat, glove, broom etc. should be placed on a stone to identify it for measurement.
  8. Only the vice-skips should be in the house when the score for an end is being decided. Only they decide the score and post it on the scoreboard.
  9. It is everyone's responsibility to keep their sheet of ice clean and free of dirt, lint, etc. However, it is unlawful to remove any foreign object from beneath a moving stone or from one that has come to rest.
  10. If any stone in question is moved before the agreement by both vice skips then the team moving the stone is assumed to have lost the measurement.
  11. The toss of a coin by the vice skips will determine position (first or last stone) and color of stones played. Winner of the coin toss selects either First or Last stone or Color of stone. Loser of the coin toss has remaining choice (position or color).
  12. Disputes not settled between skips should be referred to the league drawmaster or draw chairperson.
  13. After a match, the winning team is responsible for sweeping the ice and buying your opponent the first beverage.
  14. After the game, adjourn to one of the tables in the warm room for a beverage and some friendly conversation with your rink mates and the opposing rink.
  15. Beverages are allowed in the ice shed but NOT on the ice. No glass containers are allowed in the ice shed. Beverages must be kept on the shelves on the warm room end of the ice shed.

### 4. General Curling Etiquette

In addition to the "Rules of the Game", there are rules of etiquette that every conscientious curler should observe. These "unwritten" rules give a curler a feeling of well-being and aid in the retention of the historic dignity of the game. Every highly respected curler observes these courtesies:

1. Be on time! If you are late, you hold up seven other curlers. Delays can be very annoying and upsetting. If you must be late, or absent, let your skip know as soon as possible so s/he can take appropriate action.
2. If you are the skip and your team is unable to play a scheduled event, advise the opposing skip as soon as possible. Avoid the hard feelings created when one team is waiting to play and the other team fails to show.
3. When you arrive at the appointed time on the scheduled ice, greet each member of the opposing team with a handshake, giving your name and wishing him/her good curling.

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4. Once the game has started, avoid disturbing a curler in the hack. Keep a reasonable distance, be silent, and motionless. S/he must be able to concentrate on the shot.
5. Be ready to take your position in the hack as soon as your opponent has delivered his/her stone.
6. Once you have delivered a stone, do not lie, kneel or press your fingers on the ice as your body heat will melt into the ice.
7. Avoid walking or running across the ice when a player is in the hack.
8. Avoid getting in the way of opposing sweepers. They need to be able to see their skip call the shot and are entitled to a clear track when sweeping.
9. When another curler is in the hack, stand still, keep silent and keep between the hog lines if the curler is on the opposing team.
10. Keep alert and pay attention to every shot played in your game.
11. Be ready to commence sweeping immediately after your teammate releases the rock. Avoid having to run from one hog line to the other before you can start sweeping.
12. By deed or word, do nothing to distract or disturb the concentration of a player, particularly your opponents. This applies to warm room spectators also, who should refrain from window tapping or other noisy actions.
13. Avoid gathering around the hack or house when the opponent is preparing to make a shot. As a sweeper on the non-shooting team, your position is on the sidelines between the courtesy lines near the hog lines.
14. A skip standing in the house should keep reasonably still, doing nothing to disturb concentration of the opposing player in the hack.
15. Compliment a good shot by either side. A curler never passes an adverse remark about a poor shot nor does s/he smile at an opponent's misfortune.
16. At the end of the game, win or lose, give each of your opponents a hearty handshake, thanking him/her for the game and arrange to meet in the warm room for a bit of sociability.

**Always remember, when speaking of courtesies, THE GOLDEN RULE APPLIES.**

### **5. Curling Scoring**

Stones are identified by the color of the large disc on the top. At RCC, one team plays the red stones and the opposing team plays the blue stones.

In curling, each stone represents a potential point as long as it is anywhere in or touching the rings, or can be promoted into such a position. When an end is complete, if a stone, say red, is to count, it must be closer to the center of the rings than any blue rock. Even if there are five or six blue stones in the house, but a red stone is closer to the center, the red team will count a single point. A team will receive one point for each of its stones that are closer to the center of the house than the opponent's closest stone.

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### The Scoreboard

<b>RED</b>	<b>4</b>	<b>5</b>				<b>6</b>							
<b>SCORE</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>Blank Ends</b>
<b>BLUE</b>	<b>1</b>			<b>2</b>				<b>7</b>		<b>8</b>			<b>3</b>

**The Score** – the score is represented by the numerals in the center strip of the scoreboard.

**The Ends** – A tab bearing the number of the end played is placed above or below the center numerals to represent the total points scored by the team up to and including that end. For instance, in the 6th end, the red team scored five -points, bringing their total score up to 7. The red team had previously scored a point in each of the 4th and 5th ends.

**Scoring** – For any end in which the red team scores, a tab bearing the number of the end is hung above the numeral representing the total score for the red team up to that point. Similarly, the score for the blue team is recorded below the numerals. Thus the scoreboard above reveals that at the conclusion of the 8th end, the score is 10-7 in favor of the blue team.

**Blank Ends** – In case of a blank end where neither team has scored, the tab bearing the number of the end is hung on a nail provided on the left side or right side of the scoreboard. In the game scored above, the third end was blank. Note the tab with the number 3 is placed on the lower right-hand corner of the scoreboard. It is placed on the blue team row, because blue won the last end to have points.

**Summary** – Although this system is somewhat complex, it is nevertheless possible, once you understand it, to enter a rink late in the match and a glance at the scoreboard will give you an end by end account of the game up to that point. It is really simple if you remember this:

There are two sets of numbers:

1. Center numbers representing the total score
2. Numbers above and below center, represent the ends.

### III. GLOSSARY OF CURLING TERMS

**Back line** - The line that is in back of the house. When a rock passes completely over the line it is out of play.

**Back Ring** - The portion of the eight-foot and twelve-foot rings behind the tee line.

**Biter** - A rock that barely touches the outer edge of the twelve foot ring.

**Blank End** - A scoreless end with no rocks in the rings.

**Blanking An End** - Deliberately creating a blank end for the purposes of retaining the last rock advantage for the next end of play.

**Bonspiel** - A curling competition.

**Board Weight** - A stone thrown with sufficient momentum or force to reach the backboards of the curling sheet.

**Bumper Weight** - Sometimes referred to as board weight.

**Burned Stone** - A stone in motion that is touched by a member of either team, or any part or portion of their equipment. A burned stone is immediately removed from play by the party who burned it if it is burned before the far hog line. It is not removed until the rock stops if the stone is burned after the far hog line.

**Button** - The small circle in the center of the house.

**Chip** - To hit only a slight portion of a stone.

**Chip-And-Roll** - When a moving stone chips another stone and moves (rolls) to rest at a different position.

**Counter** - A rock in the house that is in a scoring position.

**Curl** - The line of travel the stone takes after delivery. A stone will seldom travel along the sheet in a straight line, unless it travels along a run or a fall. Generally stones curl more with less weight and less with more weight.

**Dead Handle** - A stone that loses its turn after delivery or, which is thrown without a turn.

**Draw** - The amount of ice that a stone curls when traveling down the sheet or a type of shot that requires draw weight.

**Draw Weight** - The weight required to deliver a stone so that it comes to rest in the house at the distant end.

**End** - The period of a curling game that is completed when each team has thrown eight stones. A complete game consists of a specific number of ends, usually eight, ten or twelve

**Fall** - A section of the curling sheet that has an unintended slope, which can cause a moving stone to curl in the opposite direction than intended.

**Guard** - A stone that is placed in a position so that it can protect another stone from being hit.

**Hack** - The foothold from which the stone is delivered.

**Hack Weight** - The weight required to deliver a stone in order that it travels to the hack at the distant end.

**Heavy** - A stone delivered with more weight than required to successfully achieve the desired shot.

**Heavy Ice** - Ice that for one of many reasons requires more than the normal weight to slide the stone.

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**Hit the Broom** - When a curler releases his rock directly on line with the skip's target broom.

**Hit Weight** - Another term for take-out weight.

**Hog Line** - The wide black line 33 feet from the hack. A stone must completely cross the distant hog line to be in play.

**Hogged Rock** - A rock that fails to slide over the distant hog line after delivery and must be removed from play.

**House** - The four colored rings at each end of the sheet.

**Ice** - The distance between where a delivered rock must be aimed (the skip's broom) and the intended target or its final resting place, in order to successfully achieve the desired shot. The amount of curl for the type of shot determines the required amount of ice.

**Inside** - Another term for narrow.

**In-Turn** - The rotation imparted on a stone during delivery that causes it to spin in a clockwise direction for a right-hander, and a counterclockwise direction for a left-hander.

**Keen Ice** - Ice that for one of many reasons requires less than the normal weight to slide the stone.

**Lead** - The first player on a team to deliver stones during each and every end.

**Light** - A stone delivered with less weight than required to successfully achieve the desired shot.

**Lost Handle** - A stone that has no turn on the handle and does not curl, or curls erratically.

**Narrow** - Delivering a stone to the inside of the skip's broom (between the skip's broom and the desired target). Also refer to "Off The Broom."

**Off The Broom** - A stone delivered to the right or left of the skip's broom. The skip's broom is the point of aim during delivery.

**Outside** - Another term for wide.

**Out-Turn** - The rotation imparted on a stone during delivery that causes it to spin in a counter-clockwise direction for a right hander, and a clockwise direction for a left hander.

**Pebble** - A fine spray of water droplets applied to the sheet before the start of each game. Curling stones slide along the frozen pebble, not on smooth ice.

**Peel Weight** - A stone delivered with heavy take-out weight, usually intended to remove both a stone in play and the peel-weight stone from the ice.

**Port** - An opening between two stones that is wide enough for another stone to pass through.

**Raise** - When one stone is bumped ahead by another.

**Rink** - A team of four curlers. Also, the building in which the game is played.

**Roll** - The direction a moving stone takes after it hits another stationary stone.

**Rub** - When a moving stone barely touches another stationary stone. (Less contact than a chip)

**Run** - A section of the curling sheet that is dipped or troughed that can prevent a stone to curl or draw down its normal path of travel.

**Second** - The second player on a team to deliver stones during each and every end. The second follows the lead.

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**Sheet** - The strip of ice upon which the game is being played. RCC has four sheets of ice to play on.

**Shot Rock** - The stone closest to the button at any time during an end.

**Skip** - The fourth player on a team to deliver a stone during each and every end. The skip usually directs the strategy during the game.

**Swing Ice** - Ice that for one of many reasons has a more than normal curl.

**Take-out** - To completely remove another stone from play by hitting it with another stone.

**Take-out Weight** - The weight required when delivering a stone in order to make a take-out.

**Tee-Line** - The line that passes through the button of the house across the width of the sheet.

**Third** - The third player on a team to deliver stones during each and every end. The position is also referred to as the Vice or Vice Skip. The third follows the second.

**Tight** - Another term for narrow.

**Turn** - The direction of rotation imparted on a stone during delivery that determines the curl of the stone. The two turns used in curling are the in-turn and out-turn.

**Vice / Vice-Skip** - The third player on a team to deliver stones during each and every end. The position is also referred to as the Third. The vice/vice-skip follows the second.

**Weight** - The force or momentum transferred to a curling stone during delivery.

**Wick** - Another term for chip.

**Wide** - Delivering a stone to the outside of the skip's broom (to the side away from the desired target). Also refer to "Off The Broom."

**Wrecked Shot** - A missed shot caused by an accidental chip or wick off of another stationary stone.

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**Airport Weight** – A very fast stone, theoretically thrown with enough weight to reach the airport when thrown towards the warm room.

**Pay the Pig** – Insert a quarter into the piggy bank on the ice or in the warm room for each hogged stone. First year curlers are exempt.

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## NOTES

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