BASIC CURLING ETIQUETTE

ARRIVING AND PREPARING

- **Arrive on time.** Be ready to start when the ice is ready.
- **If you're late,** join when safe for delivery rotation.
- **If you can't make a game,** arrange a spare and notify your skip as early as possible.

HOUSEKEEPING

- **Wear clean footwear** that won't damage or litter the ice.
- **No eating on the ice.**
- **Keep the ice clean:** don't drop items, debris, or garbage on or around the playing surface.
- **Protect the ice:** if you fall or kneel, get up quickly so your hands and knees don't melt a divot into the ice.
- **Protect the hacks:** avoid sending high-speed stones toward the hacks, as this can damage them.

BEFORE THE GAME

- **Introduce yourself** to the other team—including your pronouns, if you'd like—and wish them "Good game" with a handshake, fist bump, or greeting of your choice.
- **Determine the hammer:** the thirds from each team flip a coin. The winner gets the hammer; the loser throws first and chooses the rock color.
- **Practice:** It is ok to take some practice slides on the sheet your game is on but do not throw any rocks.

DURING THE GAME

When the Other Team Is Throwing

- Stay still and quiet so as not to distract the delivering curler.
- Stand either:
    - Between the hog lines to the side, or
    - Behind the hack at the delivery end.
- Do not cross your sheet while an opponent is in the hack.
- Only the **skip and third** should stand behind the house where play is happening—keep brooms off the ice and stay well back.

When It's Your Turn

- Always be ready to deliver or sweep when it's your turn.
- As soon as the other team releases their stone, prepare for your own shot: put on your slider, clean your rock, and get into position in the hack.
- After delivering, use your broom to clean the area where you released your stone.

Supporting Your Skip

- Leads and seconds should place the skip's stones in front of the hack so the skip can deliver promptly.

Scoring and Ends

- The **third of the scoring team** is responsible for marking the score after each end.
- At the end of an end:
    - Stay outside the house until the thirds agree on the score.
    - Be cautious when pushing stones into the corners for the next end, and alert others to moving stones.

AFTER THE GAME

- Acknowledge your opponents and say "Good game" with a handshake, fist bump, or other friendly gesture.

CONFLICT RESOLUTION

- If someone feels uncomfortable, upset, or excluded, please speak with the league organizers so we can address it quickly and respectfully.

OPTIONAL SOCIAL TRADITION

- **Post-game drinks:** It's a curling tradition for each member of the winning team to offer their opposing player a refreshment from the bar. This is an optional but friendly way to get to know one another and build community.

THE MOST IMPORTANT RULE

Have fun, be kind, and enjoy the camaraderie.
Good Curling, everyone!