FREE EDUCATIONAL RESOURCES

New Curler Starter Packet

A practical introduction to four-person curling

Start with the basics: how an end works, what teammates do, how to score, and the habits that make a first game safer and more welcoming.

Inside this packet

How to use this packet **2**

A first-session checklist and a simple reading plan

Easy Curling Rules **3-6**

The sheet, team roles, scoring and essential rules

Curling Etiquette **7-10**

Safety, positioning, fair play and welcoming habits

Click a contents entry or use the PDF bookmarks. Page ranges refer to this combined PDF; the original guides retain their own page numbers.

For players and instructors

Read at your own pace, print the pages you need, and use the diagrams during a club lesson. Ask your instructor about local procedures and adapted formats.

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

How to use this packet

Before your first game

Read Easy Curling Rules on PDF pages 3-6. Focus on one end, the team roles and the scoring examples. You do not need to memorize every rule before getting on the ice.

At the club

Use Curling Etiquette on PDF pages 7-10 with your instructor. Ask where to wait, when to move, how to handle equipment and how to use any delivery aid safely.

First session checklist

- ☐ Bring clean indoor or curling shoes; check soles and grippers.
- ☐ Ask the instructor to show safe movement and waiting positions.
- ☐ Confirm the game format, length and any local rules.
- ☐ Meet your teammates and agree on simple sweep calls.
- ☐ Tell both teams if a stone is touched or moved by mistake.
- ☐ Leave the stones in place until the score is agreed.

Keep learning

When you are ready, find *Complex Rules Explained* and *Mixed Doubles Explained* in the HouseCall resource library. Mixed doubles is a different format; learn its rules separately.

Rules and scope

The included guides use World Curling's 1 September 2026 rules, checked 8 October 2026. Sources are linked in each guide. HouseCall is an independent learning resource. The event rulebook and official ruling control; clubs may use local procedures.

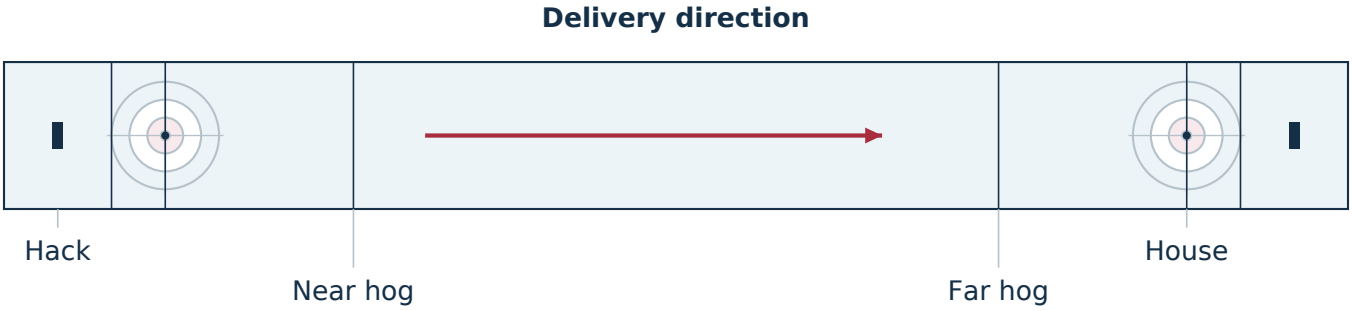
© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

Easy Curling Rules

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Your first four-person game

Send your stones toward the target, called the house. At the end of each round, score with stones closer to the center than your opponents' closest stone.



Simplified overhead sheet. Both ends have a house, tee line, back line and hack.

One end is one round

Two teams alternate deliveries. Each team has eight stones; each player delivers two. After all 16 stones are played, agree on the score. The next end is played toward the other house.

The hammer is the last stone

The team with hammer delivers second, fourth and so on, including the final stone of the end. When a team scores, its opponents get hammer next end. After a blank end in four-person curling, hammer stays with the same team.

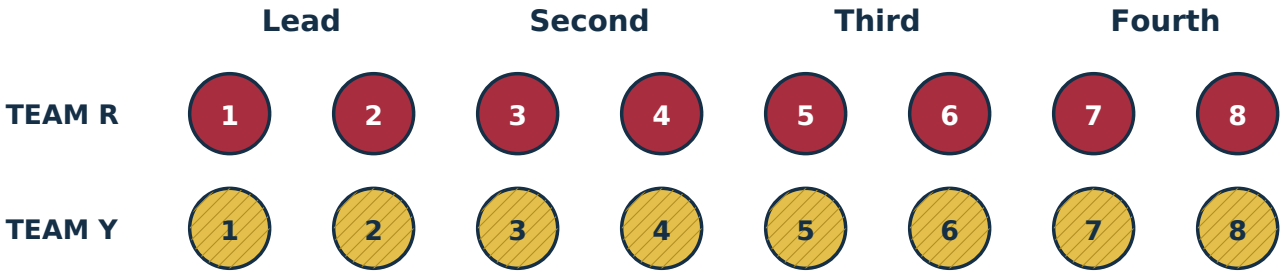
Before you start: Ask your club about game length, first-end hammer, tie-breaking, delivery aids and local rules. This booklet explains the ordinary four-person format; mixed doubles has different rules.

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

Four people, one team

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Delivery order and team jobs are related, but they are not the same thing. The skip can play in any delivery position.



Teams alternate: R1, Y1, R2, Y2 ... R8, Y8.

Delivery positions

Lead delivers your team's stones 1 and 2; second delivers 3 and 4; third delivers 5 and 6; fourth delivers 7 and 8. Numbers here mean each team's delivery sequence, not the number on a stone handle.

Skip and vice-skip

The skip directs the team's play and holds the target broom at the playing end. The vice-skip takes charge of the house when the skip delivers. A common club lineup puts the vice third and the skip fourth, but that order is not required.

Deliver, sweep, communicate

The other two players normally sweep. Sweeping influences distance and curl. Learn safe footwork first, listen to the shot call and tell your teammates how fast the stone is traveling. Be ready when your turn comes.

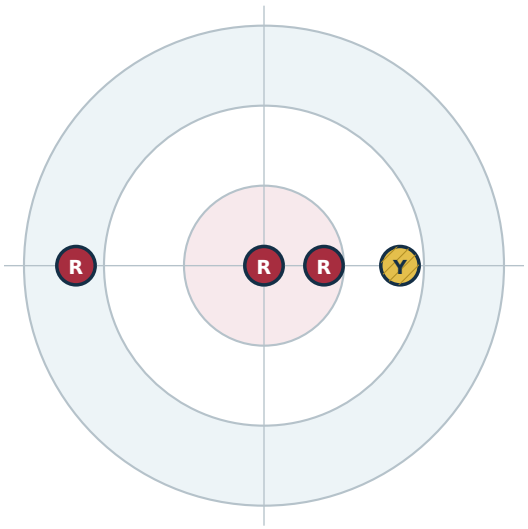
Club tip: Learn everyone's names and agree on simple sweep calls before playing. Ask for an explanation whenever a call is unclear.

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

Count the closest stones

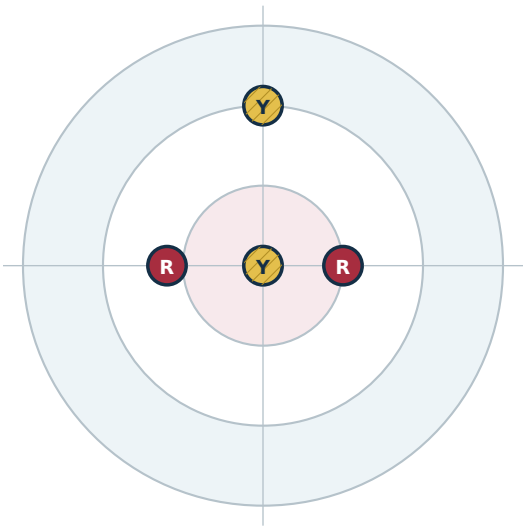
World Curling baseline: 1 September 2026 | Checked 8 October 2026

Only one team can score in an end. Each counting stone is worth one point, wherever it lies in the house.



RED SCORES 2

Two R stones are closer than the nearest Y. The farther R does not count.



YELLOW SCORES 1

The central Y is closest. The farther Y is behind a closer R, so it does not count.

A stone can just touch the house

A stone touching the outside edge of the 12-foot circle can count. This is a biter. The rings have no different point values. Compare the nearest edges of stones to the exact center, called the tee.

Wait before moving anything

The skips or vice-skips agree on the score. If it is too close to call, use the proper measuring device. Do not move stones first. If no stone can score, the end is blank. An unresolved tie for closest also blanks the end.

Try it: In the left diagram, what happens if the nearest Y is closer than the second R? Red scores 1. More stones in the house does not automatically mean more points.

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

The rules to remember

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Release before the near hog line

Use the handle. Do not touch the granite after the stone passes the delivery-end tee line. Clearly release the handle before the stone reaches the delivery-end hog line.

Finish beyond the far hog line

A stone must stop completely beyond the inside edge of the playing-end hog line, unless it hit another stone. A stone is out once it completely crosses the back line's outside edge, or immediately if it touches a side line or divider.

Early guards have protection

On the first five deliveries of an end, you cannot remove an opponent's free-guard-zone stone from play. The zone is between the playing-end hog and tee lines, outside the house. The no-tick rule also protects opponent guards touching the center line. Ask your instructor before calling an early takeout.

Own the mistake, keep the ice safe

Tell both teams if you touch a moving stone or move a resting stone. The remedy depends on where, when and who; do not assume every touched stone is removed. Keep shoes and equipment clean. Stay clear of moving stones and of another player's delivery.

Sources and scope

HouseCall is an independent learning resource, not a governing-body publication or endorsement. The event rulebook and the official ruling control. Local leagues may adopt different procedures.

Primary rules: World Curling, *The Rules of Curling and Rules of Competition*, 1 September 2026 edition, checked 8 October 2026. Open the official rulebook | Current rules page

USA Curling: Introduction to Curling

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

Curling Etiquette

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Care for the ice. Care for the people.

Small habits make club curling safer, fairer and more welcoming. Some habits are courtesy; others are formal rules. The labels in this guide tell them apart.



Clean footwear is everyone’s job

Club practice: Change into clean indoor shoes or curling shoes. Remove grit from soles and grippers before stepping onto the ice. Check brush heads and clothing for loose fibers. Follow the club’s rules for drinks and food.

Protect the playing surface

Formal rule: Do not damage the ice with equipment or handprints or body prints (R11(a)). Keep warm hands and knees off the ice except as needed to get up safely. Report damage to the instructor or ice crew. Never sacrifice safety to protect the ice.

Arrive ready to play

Courtesy: Arrive early enough to change, warm up and hear announcements. Tell your team promptly if you cannot make it. **Formal rule:** Be ready for your turn and do not take unreasonable time (R5(h)).

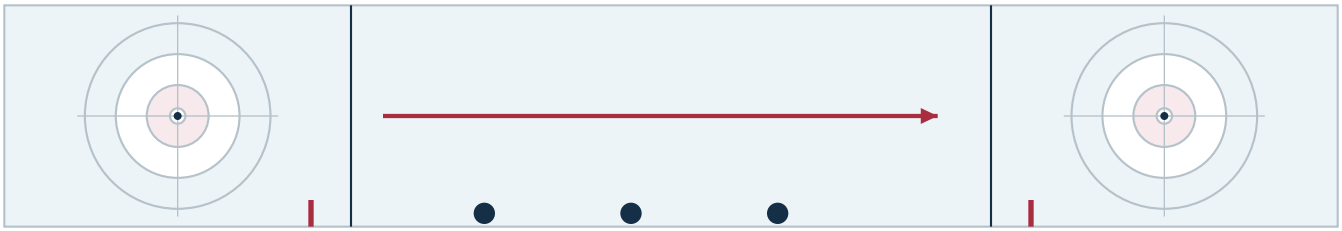
© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

References: Spirit of Curling; R4(a), R5(h), R11(a)-(b)

Give the shot room

World Curling baseline: 1 September 2026 | Checked 8 October 2026

When the other team delivers, choose a permitted place to wait. Stay still, keep conversation quiet and leave the player’s sightline clear.



Wait along a side, between the courtesy lines.

Schematic. The marked waiting strip is not a walking lane during delivery.

Where non-delivering players wait

Formal rule: During delivery, wait stationary along the side lines between the courtesy lines. Up to two teammates may wait behind the playing-end back line without interfering with the delivering skip or vice. The next thrower may wait to the side, behind the delivery-end hack (R4(a)).

Move at the right time

Courtesy and safety: Walk at the side when clear. Look before crossing, and never cross in front of a delivery or a moving stone. Avoid stepping over stones or hacks. After sweeping, get safely out of the way before returning.

Keep the game moving without rushing people

Check your stone and equipment before your turn. Keep strategy conversations focused. Give beginners time to learn and players time to use delivery aids safely. Ask the instructor for help if the pace is falling behind.

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

Play honestly and respectfully

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Play to win fairly. Respect belongs to both teams, whether the shot succeeds or misses.

1 Say what happened

If you touch a moving stone, move a resting stone or notice another mistake, tell both teams promptly. Describe the facts. The correct remedy depends on the incident; ask an official or consult the rulebook.

2 Agree before clearing

Keep the house undisturbed until the skips or vice-skips agree on the score. If a measure is needed, give the person measuring space. Do not sweep stones away while a possible point is still being discussed.

3 Disagree without making it personal

Ask which rule applies, listen and seek the league’s designated official or organizer. Do not invent a penalty, argue over someone’s character or pressure a newcomer to accept your interpretation.

4 Encourage the people around you

Recognize a good shot from either team. Do not celebrate an opponent’s mistake or distract a player. Offer advice when it is welcome; give teammates specific, supportive feedback.

Formal rules and sportsmanship: Player interference, abusive behavior, equipment misuse and deliberate rule-breaking are more than etiquette issues. In organized play, involve the appropriate official or club leader.

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.

Make room for every curler

World Curling baseline: 1 September 2026 | Checked 8 October 2026

Ask before helping

Club practice: Ask what assistance a player wants. Do not grab a wheelchair, delivery stick, stabilizer or another person without permission. Keep routes and access points clear. Let the club instructor explain safe positioning and any adapted procedures.

Different formats have different rules

Wheelchair curling has no sweeping. Recreational stick delivery and other adaptations need the club's approved procedures; they should not be judged by an assumed slide-delivery rule. Confirm the format before playing (R11(e), R14-R15).

Friendly does not mean compulsory

Offer a greeting and a "good curling" in a way that is comfortable for both people. A wave can replace a handshake. Postgame socializing is an invitation. Nobody owes a drink, alcohol, physical contact or a reason to leave.

Leave the sheet ready for the next group

Agree on the score, then clear stones carefully as your club instructs. Warn anyone in their path. Return equipment and report damaged gear. Thank the other team and the people caring for the ice.

Sources and scope

HouseCall is an independent learning resource, not a governing-body publication or endorsement. The event rulebook and the official ruling control. Local leagues may adopt different procedures.

Primary rules: World Curling, *The Rules of Curling and Rules of Competition*, 1 September 2026 edition, checked 8 October 2026. Open the official rulebook | Current rules page

USA Curling: etiquette and beginner guidance

Curling Canada: safety guidance (safety context, not the rules baseline)

© 2026 Mary Deuhs. Curling clubs, schools, and families may download, print, and share these free resources for noncommercial educational use. Not for resale.