HOUSECALL

Why curlers blank an end



Why zero can be a deliberate choice

Four-player curling basics

Learn the game. Love the game.

A blank keeps the hammer

A blank end: neither team scores.

The usual example: no stone is in or touching the house after all stones have been played.

Hammer = the last stone in an end

Result this end	Points now	Hammer next end
Your team blanks	0	Your team
Your team scores one	1	Other team

Tied 5–5: blank or take one?

End 7 of 8 • Red has hammer • Red's last stone

Only one yellow stone remains in the house.
Red has an open hit.

Successful shot	Score after end 7	Hammer in end 8
Hit and roll out	5–5	Red
Hit and stay	Red leads 6–5	Yellow

A missed hit could give yellow a steal.

When a blank may help

Keep last stone for later

A tied late game may make
hammer in the next end valuable.

Try again for more than one

If two is no longer realistic,
a fresh end can be attractive.

But zero is not always the right choice

Take the point if it wins the game.
Weigh the blank’s difficulty and the cost of a miss.

Before you call the blank

Score. End. Shot difficulty. Rules.

Which next end would help your team—
and can you make the shot to get there?

Mixed doubles uses different blank-end rules.

Some events restrict repeated or consecutive blanks.
Check your competition's rules before relying on one.

Learn the game. Love the game.