

BUCKS COUNTY CURLING CLUB  
CLUB HANDBOOK



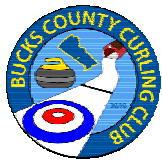
August 18, 2010



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## **INTRODUCTION**

The Bucks County Curling Club is run entirely by volunteers. A core group of members work very hard to keep this club functioning. We encourage all members volunteer to assist in club activities and help grow the Club. Please offer to help any new curler or member with information about curling or the Club. If you are not sure, please guide them to someone else who may know.

### **Purpose**

The Bucks County Curling Club Handbook has been developed to meet two primary objectives:

- To document club policies and procedures and make them available to club members.
- To provide additional information to members about the nature of the sport of curling, its rules and etiquette.

This Handbook serves as both a policy manual and an instructional tool for the club's members.

### **The Spirit of Curling (from the World Curling Federation (WCF) Handbook)**

"Curling is a game of skill and traditions. A shot well executed is a delight to see and so, too, it is 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 would prefer to lose rather than win unfairly."

"A good curler never attempts to distract an opponent or otherwise prevent him/her from playing his/her best."

"No curler ever deliberately breaks a rule of the game or any of its traditions. But, if he/she should do so inadvertently and be aware of it, he/she is the first to divulge the breach."

While the objective of the game is to determine the relative skills of the players, the spirit of the game demands good sportsmanship, kindly feeling and honorable conduct. This spirit should influence both the interpretation and application of the rules of the game and also the conduct of all participants on and off the ice."

The Spirit of Curling is familiar to all who curl. Curling is one of the few sports in the world that emphasizes etiquette. In most league play there are no referees or judges. Rules are based on the honor system and good shots are admired by all. Missed shots are never cheered.



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### **Curler's Code of Ethics (from the Canadian Curling Association)**

*I will play the game with a spirit of good sportsmanship.*

*I will conduct myself in an honorable manner both on and off the ice.*

*I will never knowingly break a rule or any of its traditions, but if I do, I will immediately divulge the breach when witnessed or brought to my attention.*

*I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates or officials.*

*I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.*

*I will humbly accept any penalty that the governing body at any level of curling deems appropriate, if I am found in violation of the Code of Ethics or rules of the game.*

### **Safety Tips**

Curlers get their “sea legs” on the ice after their first several games. It’s normally not difficult to get around on the ice. However, ice is ice, and if a curler is careless, a fall can result in a 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:

- For newer curlers, sliders should only be worn when delivering or waiting to deliver a stone.
- Step onto the ice with your “gripper” shoe and be careful. Never use your slider foot to step onto the ice.
- Always be very careful when stepping OFF the ice. Curlers are more likely to slip or fall when stepping onto or off the ice.
- Never lift a rock when you are standing on the ice.
- 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. Never use your feet to stop a fast moving rock; you could lose your balance and fall. Use your broom to stop a rock.
- Never push a rock toward someone who isn’t looking. Particularly important after an end.
- Always carry your broom with the broom head down, which you can use to help keep your balance. If you feel yourself falling, get the broom out of your way.
- Never go onto the ice when your balance is impaired from sickness, excessive alcohol, medication, etc. A fall can cause serious injury.
- While sweeping, if you can’t keep up with a fast moving stone, STOP! Don’t risk a fall.



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- When you first step onto the ice, take note of ice conditions. Sometimes the ice is more slippery than normal. If so, use extra caution while walking on the ice.
- Always watch where you walk! Avoid walking or sliding backwards on the ice.
- When sliding on the ice, avoid sudden stops. Someone may be behind you.
- For the safety of others, watch what you are doing with your broom.



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## **Curling Etiquette & Rules**

The following section contains official USCA rules, GNCC rules, accepted curling etiquette, rule clarifications and BCCC house rules.

### **General Rules of Play:**

- A standard rink is 138 feet long (hack to hack) and 15 feet wide.
- No stone should exceed 44 pounds in weight, including handles.
- A stone must clear the far "hog line" to remain in play, unless it first strikes another stone that is in play.
- Any stone passing clear of the Back Line is out of play.
- Any stone touching the Side Line is considered out of play and is removed.
- All league matches are scheduled to last two (2) hours and consist of 8 "ends". The goal is to play all 8 ends in the scheduled period. The pace of play must be adjusted to meet this goal.
- Each team shall consist of four players on a side, each player delivering two alternately with his opponent. This rotation of players does not change once the match has begun.
- If one player on a team is absent, the first two players in rotation will play three stones each. It is also within the rules for the Lead or Second to play four stones in this case.
- If a team arrives late for a match, the opposing skip may choose to take one point and shorten the game by one end for every 15 minutes that the game is delayed. This is enforced in tournament play.
- Clock management by slow play is not permitted. If slow play for the purpose of gaining a match advantage is noticed, the "Drawmaster" may intercede.
- In case of a tie, play continues until either team scores; when time is limited, a tie is decided by the delivery of "skips' rocks"

### **Before the Match:**

- Always know the date and time of your game. Inform your Skip (and club scheduling) if you are unable to play, so there is time to find a spare to play for you.
- If you are the first draw of the evening, try to arrive at least 30 minutes before your scheduled match. We are curling on arena ice, so there is considerable set-up involved in converting to curling ice. We are a volunteer club, so everyone is expected to help setup before the first draw.
- Try to arrive at least 15 minutes before scheduled available ice time.
- Bring clean playing shoes and change into them in the warm room. Wipe your footwear thoroughly before stepping on the ice.
- Be sure to take all needed equipment (Broom, Slider) onto the ice with to avoid repeated trips on/off the ice.
- If using a club broom, get that yourself from the storage box and return it after the match.
- Shake hands with your opponents, introduce yourself and wish them "Good Curling".



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- BCCC Rule - the Leads shall toss a coin to determine which team begins play in the first end. The winner of the toss shall have the choice of last stone or stone color. (It is generally considered an advantage for your team to deliver last). The team that plays first selects the color of stones they will use. During subsequent play, the winning team of each end begins play in the next end. At other clubs, a player other than the Lead may do the coin tossing.
- USCA Rule – the Third (Vice), shall toss a coin to determine which team begins play in the first end. The winner of the toss shall have the choice of choosing last stone or stone color.

### During the Match:

- The rotation of play established in the first end shall be observed throughout the game.
- The stones are numbered and shall be played in order – this enables players to consistently throw the same stones and track the stones reaction to ice conditions. However, the order which the stones are played may be altered by the team (usually by the Skip) at any time.
- Each player shall be ready to deliver his/her stone when their turn comes, and shall not take an unreasonable time to play.
- The next player to throw should wait quietly and begin their preparations to throw as soon as the previous player has completed their delivery.
- The delivering player must release the stone before the stone crosses the near “hog” line.
- Never walk across the sheet (ice) when a player is delivering a stone.
- Be quiet and do not move or otherwise distract your opponent when they are about to deliver a rock.
- If a player plays an opponent’s stone by mistake, it will be played to completion, at which time the correct stone will be put in its place.
- A player should not attempt to deliver a shot without understanding what was called for by the Skip. Ask the Skip to repeat or clarify the call if necessary.
- Pay attention to what is going on in your game. Use the opportunity to learn when a rock needs brushing or to learn game strategy. Someday you may be a Skip!!
- During a match, players, other than the Skip and Acting Skip, must stand along the side of the rink between the hog lines unless they are delivering or sweeping a stone.
- Skips should stand still behind the end line and hold their broom (horizontal) off the ice when it is your opponent’s turn.
- Only the Skip or Acting Skip for the time being may stand within the house.
- Only the Skip or Acting Skip may stand behind the house.
- The Skip or “player in charge of the house” from the non-playing team may not start sweeping an opponent’s stone until it reaches the tee line. Behind the tee, if the delivering team’s choice is not to sweep, they shall not obstruct or prevent the opponent from sweeping the stone.
- Behind the tee line, only one player from each team may sweep at any one time. It may be any one player from the playing team, but only the “player in charge of the house” from the non-playing team.



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- When sweeping your opponents rock behind the tee line, the sweeper must wait until the rock reaches the line to start sweeping. Pre-warming the ice is not permitted.
- The playing team shall have first choice to sweep their stone. The “player in charge of the house” from the non-playing team may also sweep the same stone. This is the only instance that there would be two sweepers on the same stone behind the tee line.
- Compliment any player (from either team) on a good shot. Do not show your frustration at an opponent’s lucky shot or a teammate’s poor shot.
- Strategy discussions on the odd individual shot are necessary in curling. Excessive discussion on several shots can result in fewer ends completed. Try to keep efficient use of time with careful use of strategy discussions. To avoid prolonged discussions, only skips and thirds should actively participate in strategic decision making. Also, think through several probable scenarios so the next shot is already determined.
- If you touch a moving rock while you are brushing, it is called “burning the rock”. When a rock is burned before reaching the far hog line it should be immediately stopped and removed from the ice. When a rock is burned after reaching the far hog line, all stones are allowed to come to rest after which the non-offending team has the option to:
  1. remove the touched stone and replace all stones that were displaced after the infraction to their original positions, or
  2. leave all stones where they came to rest, or
  3. Place all stones where they reasonably consider the stones would have come to rest had the moving stone not been touched.
- GNCC Rule - Stick curlers follow the same rules as non-stick curlers in that the stone must be released prior to the stone crossing the hog line. The stone shall be delivered in a straight line from the hack to the point of release.
- After the last stone of an end has been delivered, the Vice Skips’ agree on the score. It is the Vice Skips’ responsibility to update their team’s scores on the score board. This should be done when it is convenient and doesn’t interrupt the flow of the game.
- Scoreboard etiquette: While spectators enjoy having the score posted quickly after the completion of an end, curling etiquette does exist in certain situations where delaying or even not posting the score would be considered a sportsmanlike gesture. For example, if after 3 or 4 ends, a team is leading by 7 or more (for example), then further scoring should be postponed until the trailing rink counts an end – please use your judgment. In these situations, it can be considered unsportsmanlike to rush and immediately post the results of an end.
- The etiquette of conceding a game: At any time, a team may concede a game by the conceding skip offering to shake hands with the skip of the winning team. After a team has conceded, they may still play for fun if time allows (no score). If time is short, good etiquette is to concede a game when all chances of winning the game are gone. This will allow the ice crew time to prepare the sheet for the next game to start on time. E.g. If a team needs 4 to tie the game on the 8<sup>th</sup> end, and by their third’s first stone is not laying at least one, then there is no hope and a skip’s handshake is proper etiquette.



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### **After the Match:**

- Give each of your teammates and opponents a handshake and thank them for the game before leaving the ice.
- House Rule: If another draw is planned on your ice, the team winning the match shall sweep the ice surface with a cotton broom in preparation for pebbling.
- House Rule: If this is the last match to be played on your ice, assist the Ice Operations Crew by helping to put away stones, hacks and other equipment in designated storage areas. Thank you for your help!

### **Sweeping (the basics):**

- The object of sweeping is to encourage the moving stone to continue farther and/or straighter in its path. The friction of the broom momentarily melts the surface of the ice, producing a bit of moisture which acts as a lubricant for the running stone.
- Strong, effective sweeping can significantly affect the distance a curling stone travels. Good sweeping can lengthen the distance of a draw shot by over 10 feet.
- Sweepers and the Skip should maintain communication on every shot. Sweepers have the best perspective on the weight (or speed) of the stone. It is their responsibility to judge the weight and sweep stones to the spot called for by the Skip. All players should learn to judge the quickness of the ice and predict the probable end location of the traveling stone.
- A Skip will often call for sweeping to keep a delivered stone "in line" with the intended target. Do not assume that the call for sweeping is in error simply because the stone is moving quickly.
- Sweeping calls vary with each Skip. If the Skip's calls are confusing, ask for clarification. Be careful not to respond to skip's calls from an adjoining sheet. However, do not debate the Skip's call.
- Players may sweep as soon as the stone has crossed the first tee line. They may sweep no farther than the Tee Line in the House.
- Only the Skip or Vice Skip may sweep an opponent's stone, and only after it has crossed the Tee Line in the House.
- If a traveling stone is touched, or "burned", by the broom of a sweeper or any of the team to which it belongs, it will be removed from play by the playing side.
- If the course of a traveling stone is altered by an opposing player, the skip to which it belongs will put the stone wherever he/she believes it would have otherwise come to rest.
- Sweepers should keep their brooms in a horizontal position when waiting for a stone to be delivered. The player in the hack should have only one vertical broom to focus on.
- A stone that is "falling out" towards the outside of the ice will generally not be helped by sweeping, unless the object is to make it fall out faster.



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## Definitions

- Back End:** The team members who curl last in an end (Vice Skip & Skip).
- Back Line:** The line at the far end of the House, just touching the twelve-foot circle. A stone completely crossing this line is out of play.
- Biter:** A stone just touching the outside edge of the twelve-foot circle.
- Bonspiel:** Curling Tournaments.
- Button:** The one-foot diameter circle at the center of the house.
- Curl:** The horizontal distance a rock travels from the thrower's release point until the rock's resting point or point of contact with another stone.
- Courtesy lines** Hash marks painted on the sheet sidelines 4 feet before the hog line. Players for the team not delivering the stone should stand no closer to either house than the courtesy line.
- Delivery:** The forward body motion of a curler as the rock is being shot. It is the act of a thrower to propel the rock down the ice.
- Draw:** A shot the comes to rest in the house without striking another stone.  
The complete schedule for a league of rinks (teams).
- End:** One end is the delivery of all 16 rocks (eight per team) to the far house and the agreement of any stones counting by the thirds.
- Fall, Fall out:** When a stone moves the opposite way from the direction that it is turning, as it travels down the ice.
- Freeze:** A rock that finishes in front of and next to another rock.
- Front End:** The team members who curl first in an end (Lead and Second).
- Guard:** A stone that is placed in front of another so as to "guard" it and prevent the opposition from directly hitting the stone.
- Hack:** A rubber foothold for the foot set into the ice at the point of delivery.
- Hammer:** The last rock in an end or the last stone delivered in an end.
- Heavy Ice:** When the ice is slow and the rocks have to be thrown with more effort. An ice condition where the thrower must use more speed, hence throw harder, to deliver the rock to the opposite end of the sheet.



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- Hog Line:** A throwing foul line located 21 feet from the center of the house. To remain in play, a rock must be released before the near hog line and travel beyond the further hog line.
- Hogged:** A delivered rock that did not reach the opposite end's Hog Line.
- House:** The scoring area, 12 feet in diameter, with concentric circles of four and eight feet diameter.
- In-Turn:** A delivered stone that is released with the palm of the hand turned up, towards the body.
- Keen Ice:** When the ice is "fast" and the rocks have to be thrown with less effort. An ice condition where the thrower must use less speed, hence throw softer, to deliver the rock to the opposite end of the sheet.
- Lead:** The player who delivers the first set of two rocks, alternating with the opponent's lead.
- Narrow:** A stone delivered towards the area closer to the target than the Skip's broom is held; also "inside".
- Off-the-broom:** A stone not delivered towards the Skip's broom.
- On-the-broom:** A stone delivered directly towards the Skip's broom.
- Out-Turn:** A delivered stone that is released with the palm of the hand turned down, away from the body.
- Pebble:** The preparation of the ice surface for curling by applying hot water droplets providing a running surface for the stone.
- Port:** An opening between two stones sufficient to allow another stone to pass through.
- Raise:** Hitting a target stone lightly with a delivered stone to move the target stone to a different spot on the ice.
- Rink:** A curling team, which consists of four members: lead, second, third (or vice skip) and the skip. All players are involved in every shot with one delivering, two sweeping and one calling the strategy.
- Rocks:** Also known as stones and are the playing pieces of curling. Sixteen (eight for each team) are used in playing the game. They weigh about 42 pounds and are made of rare, dense and polished granite quarried only on Ailsa Craig, an island off Scotland's coast.



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- Roll:** Any movement of a stone after striking another; it is often desirable for a delivered stone to “hit and roll” into scoring position.
- Second:** The player who delivers the second set of two rocks, alternating with the opponent’s second.
- Sheet:** The playing surface for curling.
- Shot rock:** The stone lying closest to the center of the house.
- Skip:** The captain of the rink (team). The player who normally calls the play of the team and delivers the last set of two rocks, alternating with the opponent’s skip.
- Straight Ice:** An ice condition where the rocks do not curl very much, or run straight.
- Swingy Ice:** An ice condition where the rocks curl more than expected and is partially due to sloped ice.
- Takeout:** A type of shot that requires enough speed to travel to the other end of the sheet and strike another rock hard enough to remove it from play.
- Tee:** The exact center of the house. Also referred to as the button.
- Turn:** The twist of the stone’s handle upon release that makes the rock curve as it travels down the ice. The rock curls in the direction of the turn.
- Vice Skip:** The player, also known as the “Third”, who normally delivers the third set of two rocks, alternating with the opponent’s third.
- Weight (s):** The amount of speed that a thrower gives to a curling stone to achieve the Skip’s call. There are several types of weights:
- Draw:** The speed (slower) of a delivered stone so that the stone will stop where the Skip wants it, somewhere beyond the hog and in front of the back line.
- Takeout:** The speed (faster) of a delivered stone so that the stone will have enough energy to remove another stone upon impact.



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## **CLUB ADMINISTRATION**

### **Board Meetings:**

- The Bucks County Curling Club shall hold regularly scheduled board meetings, typically once per month.
- A quorum of Board Members must be present for the meeting to be considered official. A quorum is defined as a majority (more than half) of board members.
- Board meetings are open to all members in good standing. If particularly sensitive business is to be discussed (such as disciplinary actions), the board may elect to hold a portion of the meeting as closed.
- Guests at Board Meetings may participate in open discussions but may not make or amend motions nor may they vote.

### **Electronic Voting:**

- All Club business should be addressed during regular Board Meetings. However, on rare occasions, items may require board action quickly. In these instances, the board may be consulted by phone or email for discussion, motions and voting. The general process for electronic voting shall be:
  1. The person raising the issue shall contact the President (or VP if President is unavailable) to establish that the issue cannot wait until the next meeting. Once that is agreed upon,
  2. A description of the issue shall be written down in sufficient detail so that the board members can understand the concern and initiate a discussion if needed. Include all related information, just as would be done at a regular meeting. The President, issue presenter, or Secretary shall then email the issue description and related info to all board members.
  3. After a sufficient period of discussion, a motion can be made, seconded and then voted upon.
  4. The Club Secretary shall record the issue description, discussion and vote in the club minutes.

### **Expense Reimbursement Policy:**

- Any expense by a Club member where reimbursement is expected shall be approved by the Board of Directors prior to incurring the expense. Full receipts of the expense shall be provided. Failure to comply with this policy shall mean that reimbursement is forfeited.



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## **LEAGUE ADMINISTRATION**

### **Curling Rules:**

- Any question about the Rules of Curling shall be resolved through the current USCA Championships Rules Booklet. The decision of the Draw Master on any rule or interpretation is final and cannot be appealed.
- See also the Etiquette and Rules section of this Handbook.

### **Rink (Team) Composition:**

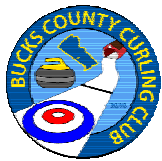
- Rinks shall consist of four (4) players, each player delivering two alternately with his opponent. This rotation of players does not change once the match has begun.
- Rinks may curl with a minimum of three (3) curlers.
- Rinks must have at least two (2) of their roster curlers present, otherwise the team is deemed to have defaulted.
- Rinks may have up to two (2) spares.
- Spares shall replace the position of the absent player or a lower position. Teams should not move players down from their assigned position. Example: If a team is missing their second, then the spare should play second or lead.
- Skip Rule: If a team is missing their Skip, then they may replace him/her with another Skip. However, teams are encouraged to move their own players up, if they are comfortable with higher positions. Example: Vice plays Skip, Second plays Vice, etc.

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

- A rink (team) with only 3 players on the roster need only have 1 of the roster curlers present. Two spares will be added to complete the match. When playing with 3 curlers, the lead and second shall play three stones each in proper rotation.

### **Spares (Substitutes):**

- The league scheduler will attempt to provide a substitute player for any team needing one.
- Curlers are asked to notify their Skip AND "league scheduling" if they will be unable to attend their match. This should be done as soon as it is known, to allow sufficient time to arrange for the spare.
- Spares must be in good standing with the BCCC and can be any paid member. Full time spares and others who have not played another match on that night have priority for placement into matches.
- Curlers are also encouraged to notify scheduling if they are available and want to curl a second match as a spare that week or for a particular draw. Email requests have 2nd priority to be assigned as spares, followed by those that sign up that night.
- SPARE RULE: Spares shall replace the position of the absent player or a lower position. Teams should not move players down from their assigned position. Example: If a team is missing their second, then the Spare should play second or lead.
- SPARE RULE: Spares may play Skip, subject to approval of regular team members.



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### **Late curlers:**

- If a team does not meet the definition of “rink composition” at 10 minutes past the scheduled starting time, then the opposing team will receive one point for the first end. The opposing team will receive an additional point and play one less end for the next 10 minutes in lateness. After 30 minutes, the team is deemed to have defaulted. A team may curl “for fun” if they want to. Curlers in attendance that have paid may 1) curl for “fun” or practice on their sheet or 2) enter other games as substitutes or 3) be refunded their ice fee.

### **Make-Up Games and Forfeits:**

Forfeits hurt our leagues. Please try to avoid forfeits.

- Skips should exchange email addresses and telephone numbers with all their players.
- All players should notify their skip (and scheduling) if they expect to miss a game – the more notice the better!! (See also Rink Composition and Spares).
- If a team knows in advance that they will have less than 2 roster members (1 for a 3 person team) for a certain regularly scheduled game, then they **MUST** contact the opposition skip to give notice that they are unable to field a team and attempt to arrange a make-up game. Teams should contact scheduling to **INFORM** him/her of the make-up and to **REQUEST** available ice times to schedule the make-up game. Teams must then inform scheduling as soon as the make-up date is arranged so that ice time may be booked. Without this notice, the team requesting the change will forfeit the match. Please note: It is the teams’ (skips’) responsibility to schedule the make-up games.
- If a make-up date cannot be agreed upon, the team requesting a rescheduling is charged with a forfeit for that match.
- Teams that show up that with less than the accepted Rink (team) composition as stated above shall forfeit their game.

### **Postponement:**

- If for any reason, a game is postponed to another time, or a game is suspended, the game will continue at the point of suspension. If suspension occurs in the middle of an end, that end shall be restarted.

### **Cancellation of a Curling Night:**

It is not the responsibility of the Bucks County Curling Club to determine what constitutes safe driving conditions for any curler. Only the curler knows their local road conditions and/or their vehicles limitations on ice and snow. If at all possible, Curling will proceed. Possible reasons that Curling would be completely cancelled include the following:

- Extreme weather conditions including excessively high seasonal temperatures not conducive to adequate ice conditions.
- Road closures due to extreme weather conditions.
- Closure or loss of ice at the Bucks County Ice Sports Center.
- Requests for make-ups, due to weather conditions, by a large percentage of scheduled games (e.g. more than 75% of the matches). (See Make-Up Games and Forfeits).



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Any curlers deciding not to attend curling due to weather conditions must contact their Skip as soon as possible so the skip may determine if he/she can still field a team or whether a make-up game should be requested. Skips must communicate with their players and with their opposing skips in these situations. If a team has less than 2 roster players, the procedure for requesting a make-up game must be followed. (See "Make-up Games and Forfeits").

**Cancellation Notification:**

The Board will implement the following processes to inform the membership.

- The President makes the determination in consultation with the Draw Master.
- The primary method of notifying club members of a weather cancellation will be the BCCC website. A notice will be placed on the website front page as soon as a decision is made. If curling is questionable, look at the website before leaving home.
- If the website is unavailable, a notice shall be sent by email to the Skips' roster (and the general email roster if possible). The email will announce the cancellation and ask skips to contact their curlers (and vice versa) via email and/or telephone to acknowledge the cancellation.
- The President, with help from the Draw Master, will get in contact with all of the Skips by phone. Known scheduled spares will then be contacted by phone.
- It will be up to the skips to contact their team members by phone if necessary. If a skip is not available, the third shall be contacted, etc.



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## SCOREBOARD USE & UNDERSTANDING

BUCKS COUNTY CURLING CLUB												
		2		5	7							
1	2	3	4	5	6	7	8	9	10	11	12	8
1			3			6						4

### Shots Scored:

The center numbers on the score board represent the score of the match.

### Ends Played:

The cards hung above or below the center numbers to show the accumulated points scored by the rink up to and including that end.

### End in Progress:

The card number displayed in the holder (right of the center numbers) is the end in progress.

### Blank End:

If neither rink scores, then the end number is hung with the team that scored last, to the right of the number 12.

### Sample Game:

- [1] Red scores 1 point in the first end. [Red leads 1-0]
- [2] Blue scores 3 points in the second end. [Blue leads 3-1]
- [3] Red scores 3 points in the third end. [Red leads 4-3]
- [4] No points were scored (blank end) in the fourth end. The card is hung at the far right side of the board on the same color as the previous end. [Red leads 4-3]
- [5] Blue scores 2 points in the fifth end. [Blue leads 5-4]
- [6] Red scores 3 points in the sixth end. [Red leads 7-5]
- [7] Blue scores 1 point in the seventh end. [Red leads 7-6]
- [8] The eighth end is in progress.