

GARRISON CURLING CLUB

Information Circular: 2024-25 Season

April 28, 2024

This circular contains important information regarding the upcoming curling season. Returning and new members should carefully read the entire document.

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Introduction

The Garrison Curling Club (the “GCC” or the “Club”) is a public, six-sheet curling facility located in the Garrison Woods neighbourhood of south west Calgary. We offer programs in mens, womens, open, mixed, seniors, doubles, novice and stick divisions. The GCC does not operate a youth (junior) curling program, but instead partners with a number of schools on the delivery of their physical education curriculum.

In addition to leagues programmed by the GCC, we also host a number of [rental leagues](#), all of which are interested in new curlers; so if a Club league doesn't work for a curler's schedule, these may be a good alternative.

Club Calendar

- **Wed May 15: Registration opens for returning teams (teams with more than 50% of their roster players returning to the same league from the previous season).**
- Wed Jun 5: Registration opens for new teams.
- Tue Sep 3: Ice installation begins.
- Fri Sep 27: Club opens for practice.
- Sat Sep 28: Learn-to-Curl sessions at 1230p and 300p.
- Sun Sep 29: First day of the GCC regular season.
- Sat Oct 5: Learn-to-Curl session at 200p
- Sat-Sun-Mon Oct 12,13,14: Facility closed for Thanksgiving weekend.
- Sat Oct 19: GCC Annual Meeting of Members at 430p in the lounge.
- Mon Nov 11: Remembrance Day; facility closed until 430p.
- Fri Dec 20: Last day of leagues before holiday break.
- Sat Dec 21-Wed Dec 25: Facility closed for mid-season maintenance and Christmas break.
- Thu Dec 26: *Ron & Karen Parry Memorial Family Funspiel.*
- Fri-Sat Dec 27-28: *Ray Tull Senior Open Bonspiel.*
- Wed Jan 1: Facility closed for New Years.
- Thu Jan 2: First day of curling after holiday break.
- Sat Jan 4: Learn-to-Curl sessions at 200p and 430p.
- Sun Jan 5: *Curling Alberta Club Championships GCC Qualifier*
- Sat-Sun Feb 15-16: *GCC Skins Open Bonspiel* (no league play).
- Mon Feb 17: Facility closed for Family Day.
- Fri Mar 14: Last day of league play.
- Sat-Sun Mar 15-16: Club Championships (all leagues, excluding Greenhorn and Stick).
- Mon Mar 17: First day of Spring League (5 games).
- Sat-Sun Apr 5-6: *Rock & Roller Bonspiel.*
- Thu Apr 17: Last day of Spring League.
- Sat Apr 19: Last day of ice.

What's New for the Coming Season?

While each of these programming items is discussed in more later in this document, here is a summary of what's new for the coming year:

- Registration is starting earlier (May/June v. July last year); this allows the Club to smooth out its cash flow over the low-revenue months and provides additional time to attract new teams to the GCC.
- League fees will be calculated based on a league's number of scheduled dates.
- The regular season will be extended by one week; so leagues - other than sessional leagues and Monday Womens (closure on the morning/afternoon of Remembrance day) get an additional game.
- The playoff format has been modified to keep teams intact and will feature competition across all divisions with cash payouts. Accordingly, built into this year's league fees (for all leagues other Stick, Six & Mix and Greenhorn) is an additional amount that will go towards prize money.
- The Curling Alberta Individual Curler Fee has been increased to \$17 per curler.
- In contrast to previous years, and due to the fact that there will be an increase in fees due to the (a) extra game, (b) the prize money contribution and (c) the Curling Alberta fee increase, the Club is not adding an inflation adjustment to league fees.
- We're adding a Monday Development League, which will alternate early/late with the existing Monday Men's League.
- If a team finished the previous season in "A" and starts the next season in the "upper half", it may not drop more than two divisions *after the first (seeding) round*. In other words, an "A" team from last year may only be relegated to "B" or "C" but not to "D".
- After the first (seeding) round, there will be a new tie-breaker: if a team in the "top half" is tied with a team in the "bottom half", the tie will be resolved in favour of the team in the top half.
- We're increasing the *official* roster for Doubles from three to 4 curlers and requiring that all curlers during the playoffs/club championships be on the roster (ie, no spares).
- The *weeknight late draw* will nominally be scheduled for 915p; with teams able to start as soon as the ice crew has prepared the sheets from the earlier draw.
- For registration, rather than one team representative *telephoning* the GCC office to reserve their team's spot in a league, that person will **email** registration@garrisoncurling.com. The GCC office will then contact that individual to take payment; following which team members can login to make their payments online.
- Spares, who had been allowed to play any position during the regular season but only front end (lead or second) during the playoffs/club championships, will now be restricted to playing front end *at all times*.

- The Development League is expanding eligibility from curlers with four or fewer years experience to those with 5 or fewer years.

Fees, Leagues & Schedules

Curlers are charged three types of fees: (a) a GCC membership fee; (b) a GCC league fee; and (c) the Curling Alberta Individual Curler Fee.

GCC Membership Fees

The GCC has two classes of membership fees. The *Regular Membership* fee is \$50 and is payable by everyone on a league roster, whether in a primary position (skip, third, second or lead) or as an alternate (5th or 6th player). It's only paid once, regardless of the number of leagues in which the member plays.

The *Associate Membership* fee is \$175. This class of membership is intended for curlers who can't commit to a GCC league but want to access the facility for practice and/or to spare in GCC leagues.

There are no increases to either of these fees this year.

Curling Alberta Individual Curler Fee

It's a requirement of Curling Alberta that its member clubs charge an individual curler fee to all those curling in leagues four or more times during the season. This extends not only to curlers in GCC leagues, but to curlers in rental leagues. The fee for the 2024-25 season has been set at \$17 per curler (\$13 in 2023-24). The fee is payable only once (if a curler has paid the fee elsewhere, they are not required to pay it again). The GCC collects this fee and remits it, along with other personal information, to Curling Alberta. The GCC does not retain any of this fee.

[Click here](#) for a direct link to the Curling Alberta website which explains this fee.

GCC League Fees

The Club prices its leagues based on the following factors: (a) the day of the week; (b) the time of day; (c) the number of scheduled regular season dates; and (d) the number of scheduled dates (regular season and playoffs) the league plays. The third and fourth items are new to the GCC and have been implemented to address, respectively, the issue of some leagues losing dates due to statutory holidays; and the desire to keep all teams as engaged as possible

through the incentive of cash payouts for victories during the postseason (see below: “GCC Postseason, League Playoffs & Club Championships” for a description of what fees each league member will contribute towards playoff cash).

The GCC also considers pricing in the context of the broader Calgary area market and our peer group, having regard to the on and off-ice experiences offered to our members and the nature of our operations: we are a member-owned, stand-alone facility without other programming (general fitness, golf, racquet sports, skating, swimming, etc.). These fees are reviewed from time-to-time and adjusted accordingly. We also look at the impact inflation has on our costs. Note: we have not applied any inflation factor this year: any absolute increase in the quantum of fees is reflective of (a) the additional game being played; (b) the contribution towards playoff prizes; and (c) the increase in the Curling Alberta fee.

Regular Leagues

“Regular Leagues” means those playing in sessions both before and after Christmas. Noteworthy this year is the **extension of the schedule by one week**. In addition to providing an extra game, it will eliminate the conflict that had developed having the GCC club championships the same weekend as the *Curling Alberta Club Championships*.

As noted above, fees are (and have been for many years) based on the day of the week and hour of the day leagues play. In moving to a **standardized fee per game** and then multiplying that number by the number of scheduled dates, we have created the following per-game fee matrix.

- Weekdays before 430p: \$15.00
- Weekdays after 430p: \$20.33
- Weekends before 430p: \$19.21
- Weekends after 430p: \$18.44
- Two-person leagues: \$11.80

Last year we introduced the *Development League* (“D-League”) as a “regular league, to give our novice curlers the option of taking an intermediate step from our Greenhorn leagues. We’re expanding the D-League this season to include a Monday evening draw; and increasing the experience limit to 5 or fewer years.

Other than Men, Women and Mixed (which must be two men and two women throwing in alternating gender order), all our leagues are “Open”, meaning any combination of men and/or women throwing in any order. At the GCC, “Senior” leagues are restricted to 50+ years of age.

LEAGUE NAME, DRAW TIME(S) & LEAGUE FEE ¹	Scheduled Dates						
	Sep	Oct	Nov	Dec	Jan	Feb	Mar
Sun Open 1130a (\$391.70) Max teams: 12	29	6,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Sun Development 700p (\$376.30) Max teams: 12	29	6,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Mon Women 1130a ² (\$292.50) Max teams: 12	30	7,21,28	4,18,25	2,9,16	6,13,20,27	3,10,24	3,10
Mon Open 430p (\$414.10) Max teams: 12	30	7,21,28	4,11,18,25	2,9,16	6,13,20,27	3,10,24	3,10
Mon Men 7/915p (\$414.10) Max teams: 14	30	7,21,28	4,11,18,25	2,9,16	6,13,20,27	3,10,24	3,10
Mon Development 7/915p (\$414.10) Max teams: 10	30	7,21,28	4,11,18,25	2,9,16	6,13,20,27	3,10,24	3,10
Tue Seniors 900/1130a (\$345.00) Max teams: 24		1,8,15,22,29	5,12,19,26	3,10,17	7,14,21,28	4,11,18,25	4,11
Tue Open 700/915p (\$462.26) Max teams: 24		1,8,15,22,29	5,12,19,26	3,10,17	7,14,21,28	4,11,18,25	4,11
Wed Doubles 415/530p (\$267.10) Max teams: 20		2,9,16,23,30	6,13,20,27	4,11,18	8,15,22,29	5,12,19,26	5,12
Wed Men 700/915p (\$462.26) Max teams: 24		2,9,16,23,30	6,13,20,27	4,11,18	8,15,22,29	5,12,19,26	5,12
Thu Seniors 1115a/130p (\$345.00) Max teams: 24		3,10,17,24,31	7,14,21,28	5,12,19	9,16,23,30	6,13,20,27	6,13
Thu Open 7/915p (\$462.26) Max teams: 24		3,10,17,24,31	7,14,21,28	5,12,19	9,16,23,30	6,13,20,27	6,13
Fri Stick Dbls 900/1015a (\$259.60) ³ Maxcurlers: 48		4,11,18,25	1,8,15,22,29	6,13,20	10,17,24,31	7,14,21,28	7,14
Fri Mixed 430p (\$454.76) Max teams: 12		4,11,18,25	1,8,15,22,29	6,13,20	10,17,24,31	7,14,21,28	7,14
Fri Mixed 7/915p (\$462.26) Max teams: 24		4,11,18,25	1,8,15,22,29	6,13,20	10,17,24,31	7,14,21,28	7,14

¹ Early Bird Rate for those who register on or before September 1. League fee increases by \$25 thereafter.

² No curling on Monday, November 11, 2024 due to Remembrance Day

³ No playoffs in Stick.

Sessional Leagues

“Sessional Leagues” are those playing either before or after Christmas and include Greenhorn, Six & Mix (pick-up) and Spring leagues.

Greenhorn Leagues

Greenhorn (“GH”) is an adult open program intended for curlers with zero to 2 years’ experience. While each curler develops at their own pace, we estimate that it takes up to 40 games of GH play for an individual to be ready to “graduate”; but there’s no hard rule and it’s up to GH curlers to candidly assess their capabilities and move up to more competitive leagues as soon as possible (in the end, playing against more experienced teams will help new curlers improve more quickly). These would include the D-League and our other “regular leagues”, each of which has 2-4 divisions; so teams coming up from GH after a couple of years will start in the lowest division and play teams that generally have similar capabilities.

Our GH leagues are scheduled in fall and winter sessions, with no obligation to play both (although virtually all fall curlers return for the winter session). All GH curlers must also pay the \$50 GCC Membership fee and the \$17 Curling AB Fee (these are paid only once, even if a curler plays in both sessions).

GH games have six ends and should last not more than 90 minutes. Game results are recorded and standings are maintained; but there are no formal playoffs. GCC instruction staff are on the ice providing in-game tips on technique and strategy during the first half of the schedule. Depending on registration numbers, we also sometimes have a “house team” made up of experienced GCC curlers to ensure there are an even number of teams in the draw and to avoid byes over the relatively short session. The house team is another on-ice resource for our novice curlers. All games against house teams are recorded as ties. The GH team has the option of playing “straight-up” against the house team; or “trading” up to two players with the house team in order to maximize the instructional benefits and enjoy a more competitive game.

The GH league is particularly attractive to curlers who have just completed one of the Club’s *Learn-to-Curl* sessions, a two-hour boot camp that introduces participants to the basics of the sport.

The per-game fee for GH is \$23.77. This is higher than our other leagues for the following reasons:

- As noted above, GCC instruction staff are on the ice providing in-game tips on technique and strategy.

- Many GH curlers use Club brooms, stabilizers and sliders; and a portion of the league fees helps defray the costs of periodic replacement of equipment.

GREENHORN LEAGUE All sessions \$213.93	Scheduled Dates						
	Oct	Nov	Dec	Jan	Feb	Mar	Apr
<u>Fall Session</u> Saturday 200p Sunday 245p Sunday 445p	19,26 20,27 20,27	2,9,16,23,30 3,10,17,24 3,10,17,24	7,14 1,8,15 1,8,15				Rock & Roller bonspiel <u>registration</u> <u>required</u>
<u>Winter Session</u> Saturday 200p Sunday 245p Sunday 445p				18,25 19,26 19,26	1,8,22 2,9,23 2,9,23	1,8,15,22 2,9,16,23 2,9,16,23	

Given the sessional nature of GH, there are no official club championships; but, we hold a **two-day bonspiel** annually in early April (the “*Rock & Roller*”) for teams whose curlers have 5 or fewer years experience (whether they are in GH, D-League or other leagues).

Based on our experience, ~75% of GH curlers come with their own team roster. The balance is made up of curlers placed by the GCC office. We annually have dozens of match-making mandates (teams looking for curlers; curlers looking for teams) throughout the Club, including GH. So don’t hesitate to reach out if you want to curl but don’t have a team (or you’re a team looking for a curler).

Six & Mix Pick-up League

Our *Six & Mix* is an adult open pick-up league that plays at 700p Saturday evenings, with separate mini-sessions in both the fall and winter (there’s no requirement to sign-up and pay for both). Membership in the GCC is not required; nor is the Curling AB Fee payable.

The purpose of this league is to provide an enhanced social experience in a non-competitive atmosphere. Individuals - not teams - register for the session. Teams are created before each draw through a sign-up sheet in the lobby so curlers get to play with different people each week.

With up to three sheets available, we have room for 24 curlers during the draw; with a maximum of twenty who can register and pay in advance for all that session’s games at the reduced per-game rate of rate \$17; and 4 “drop-in” spots allocated to each draw (purchased online right up to game time for \$21). So if you’ve got friends or family in town on a Saturday night and want to take them to the GCC for a game, no problem!

Post-draw mixing in the lounge is a key ingredient to the success of this program. Games and music will feature prominently!

SIX & MIX LEAGUE \$119 for entire session; drop-in fee/game: \$21	Scheduled Dates					
	Oct	Nov	Dec	Jan	Feb	Mar
<u>Fall Session</u> Saturday 700p	26	2,9,16,23,30	7			
<u>Winter Session</u> Saturday 700p				25	1,8,22	1,8,15

Spring Leagues

Once our club championships are completed, the GCC is pleased to offer a variety of Spring Leagues for those who are keen to extend the season. You do not have to be a member of the Club to participate in our 6-end Spring Leagues.

Registration for Spring Leagues starts in February; but final confirmation that the league is proceeding won't occur until closer to the start date of the session with a requirement that we have at least eight teams registered in each league (note: all our leagues were sold out last year).

The per-game fee for Spring League is \$16.67.

Day @ Time	League	Cost/Team	Scheduled Dates
Monday @ 630p	Open Doubles	\$166.70 (Team of 2)	Mar 17,24,31; Apr 7,14
Tuesday @ 630p	Open	\$333.40 (Team of 4)	Mar 18,25; Apr 1,8,15
Wednesday @ 630p	Open	\$333.40 (Team of 4)	Mar 19,26; Apr 2,9,16
Thursday @ 630p	Open Rookie ⁴	\$333.40 (Team of 4)	Mar 20,27; Apr 3,10,17

Rosters & Spares

Rosters comprise 4-6 curlers (other than for Stick and Doubles leagues), four of whom are identified in the traditional "primary" line-up of skip, third, second and lead; and then one or two "alternates" (5th or 6th players). Many squads find that having a six-person team eliminates the need to find spares when there's an absence. The designation of curlers as officially being on the "roster" (whether in a primary position or as an alternate) is important, as rostered players

⁴ Curlers with 5 or fewer years' experience.

can play any position throughout the regular season and playoffs/club championships; while spares can only play front end. Teams may continue to add players to their official rosters up until December 31. After that point, roster additions will not be allowed.

Only four curlers on the team must pay the league fee; but all registered curlers on the team must pay the GCC membership fee and the Curling Alberta Individual Curler fee. Teams then work out their internal economics accordingly.

Every member of the Club (whether Regular or Associate) is automatically eligible to spare in GCC leagues. Some members, in order to indicate their interest in sparing, place their names on the official [spare list](#) (which is visible once you login). While we encourage teams looking for a curler to consult the spare list - as our Associate Members may have joined the Club precisely because they want to get a call to spare - there is no *requirement* that teams go to the spare list to access curlers. Non members may not spare; so if you've got a friend from another club who you want to bring in, they will either have to be added as an alternate to your team (if you've got room) and pay the \$50 GCC membership fee; or they'll have to buy an Associate Membership for \$175. Under both scenarios, *they can then spare throughout the club*.

Once registered for the season, members can place their own names on the spare list by going to their online profiles, navigating to "Spare/Substitute Details", and filling in the form.

Our **Stick league** is a doubles format and registration is individual, ie, rosters are created by the Club and spares are arranged through the Draw Master. This league does not participate in the Club Championship process.

For **Doubles**, a team's official roster comprises a minimum of two and a maximum of 4 registered curlers. Only two curlers need to pay the league fee. During the regular season, at least one curler must be a rostered team member. New for this year is that spares are not permitted during the playoffs/club championships. Given the nature of doubles curling, there are no restrictions on what stones a rostered curler or spare can throw.

Divisions, Seeding, Rounds, Points and Playoffs for the 2024-25 Season

Our programming goal is to provide the best possible curling experience for the greatest number of members in a manner that is consistent from league to league. While we acknowledge that individual curlers may prefer one format over another, a standardized approach to programming (number of games per round; number of points awarded for wins and ties; number of teams per division, etc.) allows for the most efficient administration of our leagues and survives beyond any single curler's membership in a specific league or the club. This is particularly relevant

when dealing with a wide variety of skill sets in a given league; and is validated by the fact that there is almost always movement in a league from year-to-year (old teams leaving, new teams joining). “Customizing” formats because some curlers or teams may consider themselves more competitive or more recreational *that season* is not a sustainable practice.

Concept of “Divisions”

GCC leagues, other than Greenhorn, Stick and Six & Mix (see below), have a minimum of six and a maximum of 24 teams. In order to foster equitable competition, leagues may be divided into as many as four divisions, ranging from “A” to “D”, with “A” being the highest level of competition. The objective is to ensure that teams with similar abilities generally play each other.

Like many clubs, the GCC has implemented a system where teams can move between divisions, with more successful teams moving up (promotion) and less successful teams moving down (relegation).

Determining the Number of Games in a Round

The GCC uses a series of rounds in which teams in the same division play each other. Other than leagues with fewer than twelve teams (where there is just one division and one year-long round), the GCC generally has 3-4 rounds during the regular season.

In an effort to allow for maximum movement of teams throughout the season among different divisions and neither unduly penalize nor reward anomalous outcomes, it’s been determined that fewer - rather than more - games per round is the most equitable format. Accordingly, a poor first round is *generally* not fatal to a team’s chances at moving up the aggregate standings, and potentially getting promoted in a subsequent round, particularly with some of the other changes implemented this year (i.e., promotion and relegation after the first round).

Determining the Number of Divisions in a League

The number of divisions in a league depends on the number of registered teams in that league. As a rule, we avoid registration situations that create an uneven number of teams (thereby eliminating the potential of a weekly bye), so we’re always dealing with an even number of teams.

As noted above, in leagues with fewer than twelve teams, there is only one division for the entire regular season and therefore only one round. The teams play a continual round-robin.

For all divisions with 12 or more teams, there are two or more divisions. Teams are promoted and relegated between divisions, based on their records, at the end of a round.

The first round is a “seeding” round divided into two divisions, A and B. This creates a “top-half” and a “bottom-half”. Returning teams start the year in the half where they finished the previous regular season. Those in the bottom-half are joined by new teams, subject to the qualification noted below.

Points are awarded for a win or a tie. A win or a tie in a higher division is worth more points than a win or a tie in a lower division (other than in “C” and “D” divisions, where points are the same).

At the conclusion of the first (seeding) round, leagues with twelve or more teams break into the divisions based on the number of points they’ve earned in that round, as noted below. The formula is subject to the rule that no team which finished the previous season in “A” division may drop more than two divisions after the seeding round. This has been implemented to avoid anomalous situations where a top team, over the course of a relatively short placement round, gets relegated to “D” with no prospect of making their way back into playoff contention.

Division	Number of Teams in the League						
	12	14	16	18	20	22	24
	Number of Teams per Division						
A	6	6	8	6	6	6	6
B	6	8	8	6	6	8	6
C				6	8	8	6
D							6

Promotion and relation then occurs at the conclusion of subsequent rounds with the top two moving up and the bottom two moving down (other than the last round of the regular season). The standings at the conclusion of the final round of the regular season are used to determine the top-half and bottom-half seeding the following season.

While the general rule is that new teams to a league (i.e., ones that didn’t play in that league last year) start the seeding round in the bottom-half, the GCC will *exceptionally* consider situations where there may be a compelling reason to seed a new team in the top-half. Such a decision will be based on an assessment of that team’s (or their curlers’) performance in: (a) other GCC leagues; (b) other clubs; or (c) sanctioned curling events. As noted above, we generally want to ensure that teams play against other teams of a similar caliber.

Awarding of Points; and Tie-breakers

Points are awarded for a win or a tie; and a win or a tie in a higher division is worth more points than a win or a tie in a lower division, other than for C and D divisions, which are the same. Although the selection options for our on-line game results permit “defaults” to be recorded as a form of “loss”, there is no difference at the GCC between a game loss and a default loss: they are both losses.

# of Divisions	Points Awarded for a Win/Tie by Division			
	A	B	C	D
1	4.0/2.0			
2	4.0/2.0	3.0/1.5		
3	4.0/2.0	3.0/1.5	2.0/1.0	
4	4.0/2.0	3.0/1.5	2.0/1.0	2.0/1.0

If teams are tied in points at the conclusion of a round, the following are the tie-breakers, in order:

1. Higher winning percentage (note that the program we use to calculate the “winning percentage” actually includes ties as wins.
2. More victories.
3. Fewer losses.
4. Head-to-head record
5. Count-back (whichever team most recently won a game)
6. Coin toss conducted by the GCC office.

Notwithstanding the foregoing, **but only applicable following the first (seeding) round**, in the event of a tie in points between a team that is in the “top half” and a team that is in the “bottom half”, the tie will be resolved in favour of the team in the “top half”. This recognizes the fact that the former will have played games against more competitive teams.

GCC Postseason, League Playoffs & Club Championships

Teams will be eligible to compete for their league championship and potentially the club championship based on their season-long *aggregate points*, regardless of the division in which

they are seeded at the end of the regular season. So it's possible that a team in "B" could be among the top teams based on aggregate, year-long points.

League	Teams in Playoffs	Weeks of Playoffs
Monday Women	4	1
Monday Open	2	1
Monday Men	2	1
Monday D-League	2	1
Tuesday Seniors	4	2
Tuesday Open	4	2
Wednesday Doubles	4	1
Wednesday Men	4	2
Thursday Seniors	4	2
Thursday Open	4	2
Friday 430p Mixed	2	1
Friday Evening Mixed	4	2
Sunday Open	2	1
Sunday D-League	2	1

New for 2024-25 is a postseason format where all teams remain intact and compete for playoff prize money. Each victory is worth \$60, whether or not that team is competing for the league championship.

The table on the left shows how many of the top teams from each league will compete for their league championship, with winners moving on to the club championships. These playoff games would be the last one or two of the "Scheduled Dates" noted on page 6.

In order to fund the prize money, the individual curler contribution will be \$7.50 if a league has one week of playoffs; and \$15.00 if a league has two weeks of playoffs. These amounts are included in the league fees.

The following sets out the rules for the playoffs and the club championships. Note that the Club Championships will be held the weekend of Sat-Sun Mar 15-16, 2025, which is one week later than previous years:

Element	League Playoffs	Club Championship
Hammer (first end)	Higher-seeded team	Coin-toss
Buzzer rule effective	No	
Tie at the end of regulation resolved by	Draw to the button with Sweepers	Extra End
Spares	Maximum of two. Must play front end ⁵	

⁵ Spares are not permitted during the playoffs or club championships in doubles. Note that doubles teams are now allowed to have four registered curlers on their roster.

Registration Process

The GCC registration process operates on the basis that “returning” teams (those with more than 50% of their curlers returning from the previous season) have a preferential right to reserve a spot in the same league (the “Preferential Period”); following which new teams may sign-up once general registration opens, *if there are available spots*.

- If a four person team or doubles team splits up and there’s an equal number of curlers forming new teams, then both would be considered “new” and not “returning”. This is to ensure that neither splinter group has a registration advantage over the other.
- For Stick league, all curlers who played the previous season are considered “returning”.
- For Monday D-League, all teams are considered “new”.

Registration requires one person on the team to “reserve” a spot. This year, in an effort to streamline the process and avoid long wait times in person or on the telephone, we’re adopting *exclusively* an “online” process whereby **one team member emails the club at the email address listed below**.

Returning Teams

Send an **email** providing the following information:

- The name and phone number of the person reserving the team’s spot.
- The league(s) for which the person is reserving the spot.
- The names, phone numbers and email addresses of all primary and alternate curlers, if they are known.

If a returning team does not register during the Preferential Period, they run the risk of not being able to return to the league, if new teams take all remaining spots.

Once a spot has been reserved by a team member, that person will be contacted by telephone within three (3) business days by GCC staff to take their payment(s). Following that, the balance of the team members can go online to make their payments.

- If a curler played at the GCC last season, their online profile will have been retained and they can register and pay by going to the website and clicking on Existing Members > Member Renewal.
- If a curler is new to the Club (or used to play at the GCC but took one or more years off), they can register and pay by going to the website and clicking on New Members > Create Account.

New Teams

New teams (which may or may not comprise curlers who played at the GCC last year - but in a different league) may not know, at the time the person is submitting a registration email, whether there is an open spot in a league. For teams that are new, if there is no available spot in the league when an inquiry is made, their team will go on a waiting list.

Like returning teams, one representative should send an email providing the following information:

- The name and phone number of the person requesting a spot.
- The league(s) for which the person is requesting the spot.
- The names, phone numbers and email addresses of all primary and alternate curlers, if they are known.

Once the email has been received, that person will be contacted by telephone within three (3) business days by GCC staff to confirm either a spot has been reserved for them or they've been placed on the waiting list. If their spot is confirmed, GCC staff will take their payment(s). Following that, the balance of the team members can go online to make their payments.

- If a curler played at the GCC last season, their online profile will have been retained and they can register and pay by going to the website and clicking on Existing Members > Member Renewal.
- If a curler is new to the Club (or used to play at the GCC but took one or more years off), they can register and pay by going to the website and clicking on New Members > Create Account.

If the team has been placed on the waiting list, no payment will be required until a spot has been confirmed. If a spot opens up, the GCC office will contact the team representative in the order on the wait list to determine whether they still wish to play. There is no certainty that a spot will become available; and a spot may only become available close to the start of the season. So new teams should plan accordingly.

Registration Dates

Here are the registration dates for our programs.

Emails can be sent to registration@garrisoncurling.com **no earlier than 800a** on the dates listed below:

League(s)	Returning Teams	New Teams
Men, Women, Seniors, Open, Doubles, Mixed, Development ⁶⁷	Wed May 15	Wed Jun 5
Stick	Wed May 15	Wed Jun 5
Greenhorn - Fall Sessions	Wed May 15	Wed Jun 5
Six & Mix - Fall Session	Wed May 15	N/A
Greenhorn - Winter Sessions	December 1	December 11
Six & Mix - Winter Session	December 1	N/A
Spring	February 1	N/A

Teams will not be allowed to participate in league play until all members have paid their fees.

Teams Looking for Players and Players Looking for Teams

The GCC office is happy to provide match-making services for teams looking for players as well as players looking for teams. We have many such mandates each year, across every league. Sometimes we're even able to create completely new teams. To improve our chances of finding a match for you, **please check with us as soon as possible after registration is open!** Don't wait until mid-September.

For those interested in finding a team, please help us by telling us (a) league(s) of interest; (b) position(s) interested in playing; and (c) years of curling experience.

⁶ For the newly-created Monday Development League, all teams are considered "new".

⁷ League fees increase by \$25 if payment is remitted after September 1 for all leagues other than Greenhorn, Six & Mix and Stick, unless the curler or team has been wait-listed by the GCC or the GCC has a mandate to help a team find a curler (see below: "Teams Looking for Players and Players Looking for Teams").

Please call the office at 403-242-8191 or email us at info@garrisoncurling.com to submit a request to find a player or a team.

Refunds

Due to the possibility of the curling season being shortened by the imposition of public health restrictions or other circumstances beyond the Club's control (a "Force Majeure Event"), the Club has established a **refund policy** (the "Refund Policy"). Please [click here](#) for a copy. The Refund Policy recognizes that there are a number of fixed costs associated with activation of the ice plant, the launch of the curling season and ongoing financial obligations that the Club must meet, whether or not curling programs take place.

Instruction

The GCC is pleased to offer a number of instruction opportunities for members and guests.

Learn-to-Curl ("LTC") is our two-hour curling boot camp for people with no experience. It's designed to teach fundamentals and is particularly well-suited to people considering our Greenhorn Leagues. The LTC schedule for the upcoming season is set out below. All sessions are \$60 and include curling equipment:

Date	Sat Sep 28	Sat Sep 28	Sat Oct 5	Sat Jan 4	Sat Jan 4
Time	1230-230p	300-500p	200-400p	200-400p	430-630p

Please contact the GCC office at 403-242-8191 to reserve a spot.

We also offer forty-five minute **private lessons** with the GCC's instruction staff. These can be customized to suit a range of topics including: balance and delivery; weight control; accuracy; sweeping technique; judging weight and strategy. Lessons may have up to four participants.

	GCC Members & Guests	Non-Members
First person	\$65.00	\$75.00
Up to 3 additional curlers	\$20.00 per curler	\$25.00 per curler

For more information on instruction, [click here](#) or call us at 403-242-8191.

Practice Ice

Practice ice is available throughout the week in 45-minute blocks.

	Regular & Associate Members	Non-Members
Book up to	7 days in advance	3 days in advance
Cost	Free for Members and Associate Members (and for their families if practicing with them); \$15 for other guests	\$35.00 per person

[Click here](#) to see when practice ice is available and instructions on how to book it.

Starting Times, Pace of Play & Buzzer Rule

Like many sports, maintaining a proper pace-of-play results in a more enjoyable experience for all participants. Set out below is the pace of play (the “Pace”) for our leagues.

League	Pace (from start of game)
Four-curler, 8-end games	15 minutes/end; total 2.0 hours
Four curler, 6-end games	15 minutes/end; total 1.5 hours
Two-curler, 6-end games	10/minutes/end; total 1.0 hours

Please arrive in advance of your designated start time and be ready to throw the first rock at that time or even earlier, if the sheet is ready.

New for this season is a move for our late weeknight draws from 930p to

915p. Although all members had become accustomed to arriving early and, for the most part, getting on the ice between 900-915p in any event, we’ve moved up the *official* start time. Please ensure that you wait for the sheet to be prepared by our ice staff, before going on. Given that two draws will already have been played, it’s imperative that our staff do some work to provide quality ice.

To ensure that ice is ready for the next draw if a sheet is off the Pace, a buzzer will sound 100 minutes after the *scheduled* start time of an 8-end game game and 70 minutes for a 6-end game (the “Buzzer Rule”). The Buzzer Rule does not apply to Stick, Doubles and Six & Mix.

When the buzzer sounds, teams complete the end that is in progress; and play one more end. An end is considered “in progress” if the first rock of that end has crossed the near t-line. Under no circumstances can teams agree to waive the Buzzer Rule. For GCC leagues, the Buzzer

Rule is in effect for the regular season; but will not be in effect for playoffs and club championship games. The Buzzer Rule is in effect at all times for Rental leagues.

Curling Etiquette

Please review [this link on curling etiquette](#) to understand what you can do to contribute to the best possible experience at the GCC, not only for yourself but for others.

GCC Pro Shop

The GCC offers a number of items for sale from its [Pro Shop](#), including brooms, sticks, grippers, head protection, gloves, timers and shoes. If we don't have it, let us know and we can usually bring it in within 24-48 hours. We charge the same prices as area retailers; so please help support the club by making your purchases at the GCC.

GCC Gift Cards

Are you looking to give a curling experience to a friend or family member? Perhaps pay for a new broom or buy them a meal? Our gift cards are a great way to go. They're accepted throughout the Club wherever a credit or debit card would be used. Gift cards are on sale in the office and can be loaded with any denomination.