

GARRISON CURLING CLUB

Information Circular: 2025-26 Season

April 24, 2025

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

Introduction	2
Club Calendar	2
What's New for the Coming Season?	3
Fees, Leagues & Schedules	4
GCC Membership Fees	4
Curling Alberta Individual Curler Fee	5
GCC League Fees	5
Regular Leagues	5
Sessional Leagues	7
Greenhorn Leagues	7
Six & Mix Pick-up League	8
Spring Leagues	9
Bonspiel Lineup	10
Rosters & Spares	10
Divisions, Seeding, Rounds, Points and Postseason	11
Concept of "Divisions"	12
Determining the Number of Games in a Round	12
Determining the Number of Divisions in a League	12
Awarding of Points; and Tie-breakers	14
GCC Postseason, League Playoffs & Club Championships	15
Registration Process	16
Instructions - Returning Teams	16
Instructions - New Teams	17
Important Dates	18
Teams Looking for Players and Players Looking for Teams	18
Refunds	18
Instruction	19
Practice Ice	19
Starting Times, Pace of Play & Buzzer Rule	19
Curling Etiquette	20
GCC Pro Shop	20
GCC Gift Cards	20
Lockers	21

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 during the regular season, but instead partners with a number of schools on the delivery of their physical education curricula, as well as works with other clubs to maximize the efficacy of Calgary-area youth curling initiatives. We do offer a five-game U18 league during our Spring session. Also note that our leagues are open to curlers 16 years of age or older.

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

Thu, May 1	Registration opens for returning teams (<u>more than</u> 50% of their roster players returning from the previous season)
Mon May 12	First day of pickleball
Wed May 14	Registration opens for new teams (new to the club; or new to that league)
Sun Aug 24	Last day of pickleball
Tue Sep 2	Ice installation begins
Fri Sep 26	Club opens for practice
Sat Sep 27	Learn-to-Curl bootcamps (novices); Clinics with the Pros (intermediate/advanced)
Sun Sep 28	First day of regular season
Sat Oct 4	Learn-to-Curl bootcamps
Sat Oct 11 to Mon Oct 13	Facility closed for Thanksgiving
Sat Oct 18	GCC Annual General Meeting of Members at 430p in the lounge
Tue Nov 11	Remembrance Day; facility closed until 430p
Fri Dec 19	Last day of GCC leagues before holiday break
Sat Dec 20 to Sat Dec 25	Facility closed for ice maintenance and Christmas

Sun Dec 26	Ron & Karen Parry Family Funspiel.
Sat-Sun Dec 27-28	Ray Tull Memorial Senior Bonspiel.
Mon-Fri, Dec 28-Jan 2	Facility closed for private events, New Years holidays.
Sat Jan 3	Learn-to-Curl bootcamps; Curling AB Club Championships (GCC Qualifier).
Sun Jan 4	First day of GCC leagues after break; Clinics with the Pros (intermediate/advanced); Curling AB Club Championships (GCC Qualifier).
Sat-Sun Feb 14-15	GCC Skins Open - no league play.
Mon-Tue Feb 16-17	Facility closed for Family Day and ice maintenance; re-opens at 415p on Wednesday. (Note: no games that week for Mon Women, Mon Open, Mon Men, Mon D-League, Tue Seniors, Tue Open.
Fri Mar 13	Last day of play for GCC leagues before Club Championships.
Sat-Sun Mar 14-15	GCC Club Championships.
Mon Mar 16	First day of Spring League.
Sat-Sun Mar 28-29	Rock & Roller Bonspiel.
Thu Apr 16	Last day of Spring League, last day of ice.

What's New for the Coming Season?

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

- League fees will be going up 2.0%, to account for inflation.
- Due to a planned arena flood, the facility will be closed from Mon Feb 16 (Family Day) until 415p Wed Feb 18 (so Doubles that afternoon WILL proceed). In addition to the leagues already impacted by the Monday holiday closure, this will impact Tuesday Seniors and Tuesday Open.
- The [Curling Alberta Individual Curler Fee](#) has been increased from \$17 per curler to \$22. For any information relating to this, please consult the [Curling Alberta website](#).
- [All spots in Six & Mix pick-up league will become drop-in](#); although curlers may purchase tickets in advance for all the scheduled games.
- We have eliminated the \$25 per league late fee for curlers registering after September 1.
- Following the conclusion of a round during the regular season, if teams have not yet entered a game result within 2 days, the GCC office may, *at its discretion*, elect to enter the result as a tie, regardless of the actual outcome of the game. For example, if a game result for Wednesday Doubles in a given round is not entered by the Friday following the completion of that round, the GCC office may enter the result as a tie. This is required so

the GCC office can review the standings for that round, relegate/promote teams and prepare the next draw.

- The *Development Leagues* (Sun & Mon) are expanding eligibility from curlers with five or fewer years' experience to those with 6 or fewer years.
- While it's permitted to be a 5th or 6th player (i.e., on the roster) of more than one team, those teams can't be in the same league.
- We are dropping the minimum age to participate in GCC leagues from 18 years old to 16. It is anticipated that this will promote the participation of *experienced* youth curlers in GCC programming and not novice curlers (other than in Greenhorn).
- We are adding a U18 team to the Spring League schedule, which will play on Wednesdays from 500-630p.
- Lockers will be rented separately from the online registration process. [See page 21, below for details.](#)
- The [Buzzer Rule](#) is being:
 - Dropped for Greenhorn leagues.
 - Modified for Doubles League so that when it sounds you finish the end you're playing.

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 2025-26 season has been set at \$22 per curler (\$13 in 2023-24 and \$17 in 2024-25). 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. For additional information on what this fee covers, please refer to the [Curling Alberta website](#).

GCC League Fees

The Club prices its leagues based on the following factors: (a) the day of the week; (b) the time of day; and (c) the number of scheduled dates (regular and postseason) the league plays. 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. These fees are reviewed from time-to-time and adjusted accordingly. We also look at the impact inflation has on our costs.

Regular Leagues

"Regular Leagues" means those playing in full-year sessions both before and after Christmas, i.e., it excludes our sessional leagues like Greenhorn, Six & Mix and Spring.

Set out below is the **per-game** fee matrix for our regular leagues.

- Weekdays before 430p: \$15.30
- Weekdays after 430p: \$20.33
- Weekends before 430p: \$19.21
- Weekends after 430p: \$18.44
- Two-person leagues: \$11.80

Two years ago we introduced the *Development League* ("D-League") on Sunday evenings as a "regular league, to give our novice curlers the option of taking an intermediate step from our Greenhorn leagues. Because of demand, we created a second D-League on Monday evenings. In assessing the quality of play in this league and talking to members, we're increasing the D-League experience limit to 6 or fewer years. We anticipate this will be the final expansion of that eligibility criteria and that members whose eligibility is ending may wish to consider some long-term planning as to what they will do for the 2026-27 season.

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.

MASTER LEAGUE SCHEDULE (2025-26)							
LEAGUE NAME, DRAW TIME(S) & LEAGUE FEE	Scheduled Dates (includes the last 1-2 dates of postseason play)						
	Sep	Oct	Nov	Dec	Jan	Feb	Mar
Mon Women 1130a (\$313.50) Max teams: 12	29	6,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Mon Open 430p (\$422.23) Max teams: 12	29	6,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Mon Men 7/915p (\$422.23) Max teams: 12	29	6,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Mon Development 7/915p (\$422.23) Max teams: 12	29	6,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Tue Seniors 900/1130a (\$321.00) Max teams: 24	30	7,14,21,28	4,18,25	2,9,16	6,13,20,27	3,10,24	3,10
Tue Open 700/915p (\$450.47) Max teams: 24	30	7,14,21,28	4,11,18,25	2,9,16	6,13,20,27	3,10,24	3,10
Wed Doubles 415/530p (\$272.29) Max teams: 20		1,8,15,22,29	5,12,19,26	3,10,17	7,14,21,28	4,11,18,25	4,11
Wed Men 700/915p (\$471.21) 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
Thu Seniors 1115a/130p (\$351.60) 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 Open 7/915p (\$471.21) 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
Fri Stick Dbls 900/1015a (\$264.79) Max curlers: 48		3,10,17,24,31	7,14,21,28	5,12,19	9,16,23,30	6,13,20,27	6,13
Fri Mixed 430p (\$463.71) Max teams: 12		3,10,17,24,31	7,14,21,28	5,12,19	9,16,23,30	6,13,20,27	6,13
Fri Mixed 7/915p (\$471.21) 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
Sun Open 1130a (\$399.38) Max teams: 12	28	5,19,26	2,9,16,23,30	7,14	4,11,18,25	1,8,22	1,8
Sun Development 700p (\$383.68) Max teams: 12	28	5,19,26	2,9,16,23,30	7,14	4,11,18,25	1,8,22	1,8

The last 1-2 of the dates shown above include the postseason, during which the top teams play for the right to go to the club championships (the weekend of March 14-15, 2026); while the rest play those last couple of games for cash prizes.

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 3 years’ experience. While each curler develops at their own pace, we estimate that it takes 40-60 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 will start in the lowest division in their new league and play teams that generally have similar capabilities. We ask that curlers respect the goal of GH - the acquisition of skills in a less competitive environment - and remain in GH because of their capabilities and NOT because it’s convenient for their schedule.

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 GCC Membership fee and the 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 \$24.25. 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 \$218.21	Scheduled Dates (2025-26)						
	Oct	Nov	Dec	Jan	Feb	Mar	Sat-Sun Mar 21-22
<u>Fall Session</u> (9 games) Saturday 200p Sunday 245p Sunday 445p	18,25 19,26 19,26	1,8,15,22,29 2,9,16,23,30 2,9,16,23,30	6,13 7,14 7,14				Rock & Roller bonspiel is OPTIONAL but separate <u>registration</u> <u>required</u>
<u>Winter Session</u> (9 games) Saturday 200p Sunday 245p Sunday 445p				17,24,31 18,25 18,25	7,21,28 1,8,22 1,8,22	7,14,21 1,8,15,22 1,8,15,22	

Given the sessional nature of GH, there are no official club championships; but, we hold a **two-day bonspiel** annually at the conclusion of the season (the “*Rock & Roller*”) for curlers with 6 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). The best time to do that is in July/August.

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 individual games by purchasing a ticket on the website right up until game time. Teams are created before each draw through a sign-up sheet in the lobby so curlers get to play with different people each week. So if you've got friends or family in town on a Saturday night and want to take them to the GCC to curl, no problem!

With up to three sheets available, we have room for 24 curlers during the draw. Last year, we set aside a number of slots for individuals who wished to purchase the entire slate of games in advance at a discounted price; with the balance going to “drop-in” spots. We’re moving to 100% drop-in this year; but no worries: if you want to buy tickets to all the sessions, you can still do that.

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

Note: unless a *Six & Mix* registrant is ALSO a GCC member, they’re not eligible to spare in other GCC leagues; and must pay book practice ice as a “non-member”.

SIX & MIX LEAGUE Drop-in fee/game: \$20	Scheduled Dates (2025-26)					
	Oct	Nov	Dec	Jan	Feb	Mar
<u>Fall Session</u> Saturday 700p	25	1,8,15,22,29	6			
<u>Winter Session</u> Saturday 700p				17,24,31	7,21,28	7

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. It’s expected that Spring League teams come fully formed and that the GCC office will not be required to assist in helping teams find players/players find teams.

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 six teams registered in each league (note: all our leagues were sold out last year).

Day @ Time	League	Cost/Team	Scheduled Dates
Monday @ 700p	Open Doubles	\$204 (Team of 2)	Mar 16,23,30; Apr 6,13
Tuesday @ 700p	Open	\$408 (Team of 4)	Mar 17,24,31; Apr 7,14
Wednesday @ 500p	U18 (Competitive)	\$408 (Team of 4)	Mar 18,25; Apr 1,8,15
Wednesday @ 700p	Open	\$408 (Team of 4)	Mar 18,25; Apr 1,8,15

Thursday @ 700p	Open Rookie ¹	\$408 (Team of 4)	Mar 19,26; Apr 2,9,16
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Bonspiel Lineup

Bonspiels are a wonderful opportunity to meet new curlers, win some cash and to generally have a lot of fun. Our lineup for next season has something for every level of curler:

- *Ron & Karen Parry Family Funspiel* (Dec 26, 2025). This funspiel is open to GCC members and their guests. It's a wonderful Boxing Day tradition.
- *Ray Tull Memorial Senior Bonspiel* (Dec 27-28, 2025). This two-day open cashspiel is open to members and non-members and is restricted to curlers who are aged 50+.
- *GCC Skins Bonspiel* (Feb 14-15, 2026). This two-day open cashspiel is the Club's signature event. It features a Saturday evening banquet and live music.
- *The Rock & Roller Bonspiel* (Mar 28-29, 2026). This two-day open cashspiel is restricted to curlers with 6 or fewer years' experience. It features a Saturday evening banquet and live music.

For more information on GCC bonspiels and those hosted by other clubs, [click on this link](#).

Rosters & Spares

Rosters comprise 4-6 curlers (other than for Stick and Doubles leagues), four of whom are identified in the traditional spots of skip, third, second and lead. These are considered the "Primary" positions; 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 or Alternate position) is important, as rostered players can play any position throughout the regular season and playoffs/club championships; while spares can only play front end (lead or second). Teams may continue to add players to their official rosters up until December 31. After that point, roster additions will not be allowed. For more competitive teams who are likely to participate in the GCC Club Championships as well as various playdowns and bonspiels, the month of March can be a very busy time of the year. For that reason, we strongly encourage teams to have six curlers on their rosters.

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

¹ Curlers with 6 or fewer years' experience.

New for this year is clarification that curlers may be Alternates on multiple teams in the club; but not in the same league.

Every member of the Club (whether Regular or Associate) is automatically eligible to spare in GCC leagues. Some members, in order to indicate their specific interest in sparing, place their names on the official [spare list](#) (which is visible on the website 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 GCC membership fee; or they'll have to buy an [Associate Membership](#). Under both scenarios, *they can then spare throughout the club*.

Due to the restriction in the **Development League** that curlers must have not more than 6 years' experience, spares for that league must comply with that requirement. For **Greenhorn**, it's permissible to have curlers with more than 3 years' experience; in fact we encourage GH teams to bring in spares *with* experience because they often act as an on-ice instruction resource.

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. Note that the form allows people to specify what positions they're interested in sparing; but - as noted above - spares in our regular leagues may ONLY play lead or second (and may NOT hold the broom).

Our **Stick league** is a doubles ("[Sturling](#)") 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, though they have internal playoffs.

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. Note that spares are not permitted during the playoffs/club championships (which is different than for our other leagues). 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 Postseason

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 within 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 organizes 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 to 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.

Determining the Number of Divisions in a League

The number of divisions in a league depends on the number of teams registered 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. As noted above, a new element for this season is that following the conclusion of a round during the regular season, if teams have not yet entered a game result within 2 days, the GCC office may, at its discretion, elect to enter the result as a tie, regardless of the actual outcome of the game. For example, if a game result for Wednesday Doubles in a given round is not entered by the Friday following the completion of that round, the GCC office may enter the result as a tie. This is required so the GCC office can review the standings for that round and prepare the next draw.

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, based on aggregate points. 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 relegation then occurs at the conclusion of subsequent rounds with the top two teams moving up and the bottom two moving down (other than the last round of the regular season). The aggregate standings at the conclusion of the final round of the regular season are used to determine the 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. Ties count as a "half-win"; so if a team had 4 ties that would be converted to two wins for the purposes of calculating winning percentage).
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

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

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.

Stick League has a different playoff format; and the Greenhorn Leagues do not have playoffs.

All teams participating in the postseason (those in the playoffs and those not) compete in a cash-for-victories format. The table on the left shows how many of the top teams from each league will compete for the league championship, with winners moving on to the club

championships. These playoff games would be the last one or two of the “Scheduled Dates” previously noted. In order to fund the prize money, fees have been added to league dues in the amount of \$7.50 if a league has one week of playoffs; and \$15.00 if a league has two weeks of playoffs. The payout for a postseason win is \$60, but the amount may be higher, in the event that the GCC is able to secure additional funding.

To clarify: a league's draw (available online and visible in each member's dashboard) for its final round of the regular season WILL NOT display these last 1-2 postseason games. A separate, manual schedule for these will be created. Every year we have several teams who are under the misapprehension that curling is completely finished at the conclusion of the final game in the last draw; and they forget the 1-2 games of the postseason. To see when curling is COMPLETELY done for the year, consult the [Master League Schedule](#), above.

The following sets out the rules for the playoffs and the club championships.

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. Other team may NOT sweep behind the T-Line	Extra Ends
Spares	Maximum of two. Must play front end ²	

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”.

Registration requires one person on the team to “reserve” a spot. The process is *exclusively* “online” whereby **one team member emails the club at the email address listed below**, to advise they’re coming back.

Instructions - Returning Teams

One returning team member sends an **email** providing the following information:

- Their name and phone number.
- 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.

² Spares are not permitted during the playoffs or club championships in Doubles. Note that Doubles teams are allowed to have four registered curlers on their roster.

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 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](#).

Instructions - 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 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 waitlist, 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 waitlist 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.

Important 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	New
Men, Women, Seniors, Open, Doubles, Mixed, Development, Stick, Greenhorn (Fall Sessions)	May 1	May 14
Greenhorn - Winter Sessions	December 1	December 11
Spring	February 1	N/A

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.

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.

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.

Finally, we hold **group clinics** throughout the year (6 maximum registrants per clinic) on specialized topics.

For information on all these instruction options, [click here](#).

Practice Ice

When there is a gap in our league/arena maintenance schedules, we make our empty sheets available for practice in 45-minute slots. Practice is free for our members, who can book up to 7 days in advance. There is a charge for non-members. [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

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.

Subject to the exceptions noted below and 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 and 70 minutes for a 6-end game, if applicable (the “Buzzer Rule”).

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.

The Buzzer Rule does not apply to Stick, Greenhorn and Six & Mix. Nor does it apply to teams in the GCC playoffs or club championships.

For Doubles, there is a modified Buzzer Rule: the Buzzer will sound 50 minutes after the designated start time. When it sounds, teams complete the end they’re in and the game is then finished.

Under no circumstances can teams agree to waive the Buzzer Rule. GCC staff will, from time-to-time, monitor individual games for Pace. Should a sheet not be playing up to the Pace, GCC staff may speak to one or both skips. Curlers are reminded to accept such communication in the spirit in which it is intended (i.e., to move the game along) and to treat GCC staff respectfully.

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.

Lockers

The GCC is pleased to offer its curlers (GCC members and rental league curlers) the use of lockers for the curling season. The rates for the upcoming year are \$50 for GCC members and \$75 for rental league curlers.

In previous years, locker rentals were included as options during the online registration and payment process. Starting this year, these will be booked exclusively via telephone by calling the Garrison Curling Club at 403-242-8191. Curlers who had lockers last year will have a preferential right to rent a locker for the upcoming season until July 31. Thereafter, other curlers will have the opportunity to rent a locker. If you did NOT have a locker during the previous season, please do not contact the office until or after August 1.