

GARRISON CURLING CLUB

Information Circular: 2026-27 Season

April 22, 2026

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, Disclaimer & Notes

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. Also: note that our leagues are open to curlers 16 years of age or older.

This document is intended for use by returning GCC members, prospective members and the general public. The GCC is committed to providing fulsome information regarding its programming and important related information. Its contents are reviewed and approved by both the GCC’s Board of Directors and the Membership Committee. In particular, the Membership Committee actively considers all facets of programming on a regular basis, both on its own initiative as well as in response to member comments.

This document does not contain exhaustive information; accordingly, the GCC reserves the right to reasonably interpret its overall objectives and apply them to situations as they arise.

Club Calendar

May 1	Registration opens for Group 1 (returning teams).
May 9-14	First week of 5-week Pickleball season (Sat, Tue or Thu leagues).
May 14	Registration opens for Group 2 (other teams with curlers who were GCC members last year).
May 19	Registration opens for Group 3 (new teams not already in Group 1 or Group 2).
September 8	Ice installation begins.
September 25	The Club opens for practice.
September 26	Learn-to-Curl bootcamps (novices).
September 27	First day of regular season; clinics with the Pros (intermediate/advanced).
October 3	Learn-to-Curl bootcamps (novices).
Oct 10-12	Facility closed for Thanksgiving.
Oct 17	Annual General Meeting of Members in the GCC lounge.

Nov 11	Remembrance Day; the facility is closed until 430p.
Dec 18	Last day of GCC leagues before holiday break.
Dec 19-25	Facility closed for ice maintenance and Christmas.
Dec 26	Ron & Karen Parry Boxing Day Family Funspiel.
Dec 27-28	Ray Tull Memorial Senior Bonspiel.
Dec 29-Jan 1	The facility is closed for private events and New Years holiday.
Jan 2	Learn-to-Curl bootcamps; Clinics with the Pros (intermediate/advanced); Curling AB Club Championships (GCC Qualifier).
Jan 3	First day of GCC leagues after break.
Feb 13-14	GCC Skins Open - no league play.
Feb 15-16	The facility is closed for Family Day and ice maintenance; re-opens on Wednesday. (Note: no games that week for Mon Women, Mon Open, Mon Men, Mon D-League, Tue Seniors, Tue Open).
Mar 12	Last day of play for GCC leagues before Club Championships.
Mar 13-14	GCC Club Championships.
Mar 15	First day of 5-week Spring League.
Mar 27-28	Rock & Roller Bonspiel.
Apr 15	Last day of Spring League, last day of ice.

What's Noteworthy for the Coming Season?

While each of these items is discussed in more detail later in this document, here is a summary of *notable items* for the coming year:

- **League fees are increasing by 2%** to account for an increase in the Consumer Price Index.
- The **Curling Alberta Fee has been kept at \$22**. This includes the portion of the fee that is re-directed to Curling Canada.
- We've reconfigured our **registration priority** to reflect our goal of providing curlers who were GCC members last season with a priority over curlers who are new to the Club. **Group 1** (returning teams from last year) will have first priority; followed **Group 2** (teams made up from other GCC members from last year); followed by **Group 3** (all other teams, ie., those who are new to the Club).
- We're requiring Team Representatives (as defined further in this document) to **register and pay their fees within 5 days** of being informed by the GCC that their team's spot

has been reserved; failing which the spot will be released to other interested teams. **The Team Representative's fees will be non-refundable.** The balance of the team's **primary roster must register and pay their league fees by August 31.** If the Club does not receive 4x league fees (or, in the case of Doubles, 2x) by August 31, then the GCC may, at its discretion, cancel that team's reservation, refund any fees paid (notwithstanding the Refund Policy set out in this document) and open the spot to another team.

- **If an entire team withdraws after August 31**, all fees paid by team members will be **non-refundable.**
- We're **combining the two Saturday Greenhorn** leagues into one league; and the **two Sunday Greenhorn leagues into one league.** Like our other two-draw leagues, teams will generally alternate between early/late from week to week.
- The arena will be **closed on the Tuesday after Family Day, ie., February 16** to accommodate the final flood of the year. Accordingly, our Senior and Open leagues will be cancelled that day.
- Following a careful review of the pace of play, the **Buzzer Rule** will be changed so that the Buzzer will sound 95 minutes after the start of an 8 end game (previously 100 minutes).
- If an **uneven number of teams in a league results in a bye**, it will be allocated across **ALL divisions** in that league from round-to-round. If a bye occurs, it will be recorded as a victory for that team.
- **Monday Men** will *potentially* contract from 14 teams to 12 teams, to allow for a full twelve-team **Development League** to play opposite the men's league that night (D-League only occupied 10 slots this past year). Spots will be assigned in the order they are received pursuant to the registration process (see below). If all 14 returning teams express interest, then the last 2 will be put on a wait-list, pending confirmation that the spots allocated to D-League have been taken up. Accordingly it is very important for Group 1 teams to express their interest as soon as possible to ensure their spots.
- We're creating **new programming** opportunities as follows:
 - On the heels of a successful inaugural season, we have **added a second (earlier) draw for Wednesday Seniors**, which will now play at 900a *and* 1130a. Like Tuesday and Thursday Seniors, this league will generally alternate early/late from week to week.
 - With a rental league not returning Thursday mornings at 900a, we're taking over that slot and **adding another draw to Thursday Seniors.** Teams from that rental league will be accorded Group 1 registration status for Thursday Seniors.
 - We're **adding a Saturday evening Development League**, which will have one draw at 700p. D-League is for curlers with six or fewer years' experience.

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.

Although the GCC does not have a youth curling program, the minimum age to participate in our programs (other than seniors, which is age 50+) is 16.

GCC Membership Fees

The GCC has two classes of membership fees. The *Regular Membership* fee is \$50+GST 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. In the case of a Doubles roster, there are two Primaries and up to two Alternates.

The *Associate Membership* fee is \$175+GST. 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. Some clubs call this their “rover” fee. This fee reduces to \$100 starting January 1.

Curling Alberta Individual Curler Fee

It’s a requirement of Curling Alberta that its member clubs charge the Individual Curler Fee (the “ICF”) 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 ICF for the upcoming season has been set by Curling Alberta at \$22 per curler (no change from last year). The ICF is payable only once a year (whether already paid at the GCC or at another facility). The GCC collects the ICF and remits it, along with other personal information (which is kept confidential), to Curling Alberta. The GCC does not retain any of this ICF. For additional information on what the ICF covers and the benefits of membership in Curling Alberta, 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” means those playing in full-year sessions both before and after Christmas, i.e., it excludes our *seasonal* leagues like Greenhorn and Spring. Regular Leagues generally play 19-22 games. In order to promote equity in our league pricing, league fees are calculated on the basis of the following: # *games* multiplied by *the per-game fee* (see below). (This means, for example, that because the Sunday Open league plays fewer games due to holiday closures, its league fee is lower than other Open leagues).

Set out below is the **per-game** fee (per Primary curler) matrix for our *regular* leagues¹.

- Weekdays before 430p: \$15.61
- Weekdays at 430p and later: \$21.15
- Weekends before 430p: \$19.99
- Weekends at 430p and later: \$19.18
- Two-person leagues: \$12.28

Two person leagues such as Doubles and Stick have a lower per-game fee because they spend less time on the ice.

Several years ago 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. The program has proven so popular that we have created additional programming slots for the D-League over the last two years. The D-League experience limit has been set to 6 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.

The postseason commences after the final round, during which the top teams play for the right to go to the club championships (the weekend of March 13-14); **while all the rest play those last games for cash prizes.**

FULL-YEAR LEAGUES SCHEDULE 2026-27							
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
Sun Open 1130a (\$407.22) Max teams: 12	27	4,18,25	1,8,15,22,29	6,13	3,10,17,24,31	7,21,28	7

¹ Excludes the effect of weekly byes.

Sun Development 700p ¹ (\$391.20) Max teams: 12	27	4,18,25	1,8,15,22,29	6,13	3,10,17,24,31	7,21,28	7
Mon Women 1130a (\$319.62) Max teams: 12	28	5,19,26	2,9,16,23,30	7,14	4,11,18,25	1,8,22	1,8
Mon Open 430p (\$430.53) Max teams: 12	28	5,19,26	2,9,16,23,30	7,14	4,11,18,25	1,8,22	1,8
Mon Men 7/915p (\$430.53) Max teams: 12/14	28	5,19,26	2,9,16,23,30	7,14	4,11,18,25	1,8,22	1,8
Mon Development 7/915p (\$430.53) Max teams: 12	28	5,19,26	2,9,16,23,30	7,14	4,11,18,25	1,8,22	1,8
Tue Seniors 900/1130a (\$342.73) Max teams: 24	29	6,13,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Tue Open 700/915p (\$459.18) Max teams: 24	29	6,13,20,27	3,10,17,24	1,8,15	5,12,19,26	2,9,23	2,9
Wed Seniors 900/1130a (\$342.73) Max teams: 24	30	7,14,21,28	4,18,25	2,9,16	6,13,20,27	3,10,17,24	3,10
Wed Doubles 415/530p (\$277.59) Max teams: 20	30	7,14,21,28	4,11,18,25	2,9,16	6,13,20,27	3,10,17,24	3,10
Wed Men 700/915p (\$480.33) Max teams: 24	30	7,14,21,28	4,11,18,25	2,9,16	6,13,20,27	3,10,17,24	3,10
Thu Seniors 900a/1115a/130p (\$358.33) Max teams: 36		1,8,15,22,29	5,12,19,26	3,10,17	7,14,21,28	4,11,18,25	4,11
Thu Open 7/915p (\$480.33) 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
Fri Stick Dbls 900/1015a (\$270.09) Max curlers: 48		2,9,16,23,30	6,13,20,27	4,11,18	8,15,22,29	5,12,19,26	5,12
Fri Mixed 430p (\$472.83) Max teams: 12		2,9,16,23,30	6,13,20,27	4,11,18	8,15,22,29	5,12,19,26	5,12
Fri Mixed 7/915p (\$480.33) 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
Sat Development 7p (\$352.83) Max teams: 12		3,17,24,31	7,14,21,28	5,12	9,16,23,30	6,20,27	6

“Sessional Leagues” are those playing either before and/or after Christmas and include the Greenhorn, and Spring 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).

For the upcoming season, we are combining the two Saturday time slots into one league and doing the same thing with the Sunday GH leagues. So rather than have four individual GH leagues with two playing on Saturday and two on Sunday, we will have a Saturday afternoon GH league with a maximum of 18 teams playing in draws at 230p and 430p (they would alternate from week-to-week) and the same for Sunday GH. The rationale for this is to expose our rookie curlers to a greater number of other curlers by playing in a larger league.

GH games have six ends and should last not more than 90-100 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. 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 wins. 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 \$24.73. This is higher than our other leagues because GCC instruction staff are on the ice providing in-game tips on technique and strategy; and 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.

<p>GREENHORN LEAGUE All sessions \$222.57</p>	<p>SESSIONAL LEAGUES SCHEDULE 2026-27</p>
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	Oct	Nov	Dec	Jan	Feb	Mar	Postseason
Fall Sat 230/430p	17,24,31	7,14,21,28	5,12				Rock & Roller bonspiel on Mar 27-28 (Easter weekend) is OPTIONAL but separate <u>registration required</u>
Fall Sun 230/430p	18,25	1,8,15,22,29	7,14				
Winter Sat 230/430p				16,23,30	6,20,27	6,13,20	
Winter Sun 230/430p				17,24,31	7,21,28	7,14,21	

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).

We estimate that ~80% of GH curlers come with their own team roster. The balance is made up of curlers (singles and pairs) 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).

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 provide match-making services, though we will try to accommodate requests.

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/Person (\$104.04)	Scheduled Dates
Monday @ 700p ²	Open Doubles	\$208.08 (Team of 2)	Mar 15,22,29; Apr 5,12
Tuesday @ 700p	Open	\$416.16 (Team of 4)	Mar 16,23,30; Apr 6,13
Wednesday @ 700p	Open	\$416.16 (Team of 4)	Mar 17,24,31; Apr 7,14
Thursday @ 700p	Open Rookie ³	\$416.16 (Team of 4)	Mar 18,25; Apr 1,8,15

² Note that Monday March 29 is Easter Monday

³ Curlers with 6 or fewer years’ experience.

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, 2026). 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, 2026). This two-day open cashspiel is for members and non-members and is restricted to curlers aged 50+.
- *GCC Curling Alberta Club Championship Qualifier* (Jan 2-3, 2027). This event qualifies up to two teams in each of the Men's and Women's divisions to represent the GCC at the regionals, with an opportunity to carry on to the provincials and then the nationals. This is as close as club curlers get to play in a Scotties or Brier-like environment.
- *GCC Skins Cashspiel* (Feb 13-14, 2027). This two-day open cashspiel, for members and non-members, is the Club's signature event. It features a Saturday evening banquet and live music.
- *GCC Club Championships* (Mar 13-14, 2027). This weekend brings together league champs to claim the big prize.
- *The Rock & Roller* Bonspiel (Mar 27-28, 2027; note: this is Easter weekend). This two-day open cashspiel is restricted to GCC members 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). Curlers who are *not* on the roster and brought in to play are called "Spares".

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 lead or second and may not hold the broom (subject to the qualification below for our Mixed leagues).

Not less than 50% of the curlers on the ice must be on that team's roster. In other words, a team can't ice a team composed of one rostered curler and two or 3 spares.

Teams may continue to add players to their official rosters until **December 31**. After that, 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 Primary curlers pay the league fee; but **all** curlers (Primary and Alternate) pay the GCC membership fee and the ICF. Teams then work out their internal economics accordingly.

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 (including GH); 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. GH Spares can play any position.

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, and spares are arranged through, the Club. This league does not participate in the formal Club Championship process, though they have internal playoffs.

For **Doubles**, a team's official roster comprises a minimum of two (Primary curlers) and a maximum of 4 registered curlers (the additional curlers are Alternates). During the regular season, at least one curler on the ice must be a rostered team member. Note that spares are not permitted at all 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.

While the “Open” division in curling means any combination of genders in any throwing order, **Mixed** is restricted to two males and two females in *alternating* order. Acceptable throwing orders are:

- In the case where a team ices 4 curlers:
 - M-F-M-F; or
 - F-M-F-M
- In the case where a team ices 3 curlers:
 - M-F-M
 - F-M-F

The GCC rules stating that spares may only play lead or second are modified as follows for our Mixed leagues:

- At all times, the throwing order must alternate genders.
- Spares may never play skip (but they may hold the broom when the skip throws if there are only three curlers).
- If a team ices four curlers with two rostered members and two spares:
 - If the rostered players are the same gender, they must play skip and second. The spares must play lead and third.
 - If the rostered players are different genders, they must play skip and third.
- If a team ices three curlers with two rostered members and one spare:
 - If the rostered players are the same gender, the spare must throw in the middle.
 - If the rostered players are different genders, the spare must throw first.

Divisions, Seeding, Rounds, Points & Post 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 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 and Stick* (see below), generally have a minimum of six and a maximum of 24 teams. In order to foster equitable competition, leagues are typically divided into as many as four divisions, ranging from “A” to “D”, with “A” being the highest level of competition. As programming expands, it’s possible that the number of teams and divisions in a league may increase beyond the levels noted above. 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 following a round, 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 more 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 general statement, we avoid registration situations that create an uneven number of teams (thereby eliminating the potential of a weekly bye), so we hope to always deal with an even number of teams (See below: “Byes”)

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. 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 starting on Saturday. This is required so the GCC office can review the standings for that round, complete the relegation/promotion calculations 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 the top six of their league (based on aggregate points) 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 realistic prospect of making their way back into playoff contention.

Division	Number of Teams in the League ⁴						
	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.

⁴ In the case of an odd number of teams (which will necessitate a weekly bye), the number of divisions and teams per division may change.

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 requests to do so 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.

Byes

Through careful monitoring of registrations, the Club *generally* avoids situations that result in an odd number of teams in a league, thereby necessitating a weekly bye. Unfortunately, last-minute team withdrawals can result in this occurring.

Set out below is the protocol for byes, if they occur:

- Byes will be allocated throughout the *entire* league. So any team, regardless of the division in which it competes, may be assigned a bye.
- While the number of byes will be dependent on the number of teams and scheduled games in that league, every effort will be made to allocate byes equitably. In that regard, the Club retains the discretion to reasonably allocate byes taking into account all factors.
- Teams with byes will be awarded a victory with the attendant points designated for their division (see below: "Awarding of Points; and Tie-breakers").
- League fees **will not** be adjusted for players whose teams get a bye.

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” includes ties as wins, but they 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 (restricted to when there’s a tie among only two teams).
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” at the end of the regular season 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 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.

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 Seniors ⁵	2-4	1-2
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

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 round; 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 (incl. Consolation)	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 ⁶	

⁵ The number of teams making the playoffs and the number of playoff weeks is dependent on final registration.

⁶ 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.

Prize Money

As noted above, the postseason comprises those games that are played *after* the regular season ends (ie, the last round of the year). While every team participates in the postseason, only the *top* teams will play in their league playoffs. Each postseason victory (whether playoff or not) is worth cash.

The anticipated payout for a postseason win (other than a club championship victory) is \$60, but the amount may be higher, in the event that the GCC is able to secure additional funding. Cash is collected at the GCC bar immediately after each game. ANY CASH THAT IS NOT PICKED UP THE DAY OF A POSTSEASON VICTORY BY THE TIME THE BAR CLOSSES WILL BE RETAINED BY THE GCC. If a team forfeits a postseason game and the winning team is therefore not scheduled to be in the building the day of a game, then arrangements can be made to collect the money at a later date and time; provided that all such money will be retained by the Club if not collected on or before the last day of ice (as described earlier in this document).

Once teams qualify for the Club Championships (whether or not there is a play-in game), there is a different prize money structure. There is no “per game” cash payout, as with postseason games; but Club champions will each receive \$300 (Doubles: \$150). Prize money must be claimed that day at the GCC bar before it closes or it will be retained by the Club.

Entering Game Results

Note that any *Primary* member of a team is able to enter a game result (so *Alternates* can't); but in order to avoid confusion, we make it the responsibility of the **winning** team to enter a game result (or, in the case of a tie, either team). The option to enter a game result is visible on every Primary player's dashboard when they log in. If the option is not visible, it's because someone else has already done it.

Results are either “win”, “loss” or “tie”. Although it's displayed as an option, we don't track “default” losses at the GCC. If you spot a mistake in a game result, please contact the office and we can manually correct it. We regret that we cannot correct game results for those played in a previous round once the next round (or postseason) has commenced.

As noted above, 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 starting on Saturday. This is required so

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

Registration Process

The GCC registration timeline for all our **four-curler leagues** operates on a “priority” system. See the additional comments for two-curler leagues (Doubles and Stick), see below.

- **Group 1.** At least three curlers played together on a team in **THAT** league last year. This is a “Returning Team”.
- **Group 2.** Teams not qualifying as Group 1 made up of four Primary curlers who were GCC members last year.
- **Group 3.** All others who are not in Groups 1 or 2. This effectively means all teams whose curlers are brand new to the GCC.

For Doubles:

- You’ll be considered a “Returning Team” and therefore in Group 1 if your two primary curlers played in the league last year.
- If you’ve only got one primary curler who played in the league last year, you’ll be in Group 2.
- All those not in Groups 1 or 2 are in Group 3.

For Stick, all curlers who played last year are in Group 1, while the rest are in Group 2.

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

Instructions on Registering

Once a team has established the Group in which they belong, and NOT before the First Registration Date, the Team Representative (which need not be the skip) sends an **email** to registration@garrisoncurling.com providing the following information:

- Their name and phone number.
- The league(s) for which the Team Representative is reserving the spot.
- The team name, ie, the name under which the team will appear in the schedule (this can be changed later).

- The names, phone numbers and email addresses of all Primary and Alternate curlers. These must be provided to establish their registration priority.

If a team does not register prior to the date when the next group is eligible to register, they run the risk of not being able to play in the league, if other teams take all remaining spots.

Once a spot has been reserved by the Team Representative, that person, and any of their teammates for whom the Club has an email address, will be contacted by GCC staff and instructed to complete the process by going online to register and make their payment(s).

- The Team Representative will be required to make their payment(s) within 5 days of receiving confirmation from the GCC that their place has been secured. Payments made by Team Representatives will - regardless of the provisions noted in this document - be **non-refundable**. These payments will stand as deposits towards securing that team’s spot in the league.
- Every curler who was registered the previous season will have preserved their online profiles and they can register and pay by going to the website.
- If you are playing in multiple leagues, all fees can be paid online at the same time; but this is not required - just note that once a registration has been made online, the system locks out the member and additional registrations can only be done by GCC staff manually by calling the office at 403-242-8191.
- 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 the “New Members” link.
- The **balance of the team’s primary roster must register and pay** their league fees by **August 31**. If the Club does not receive 4x league fees (or, in the case of Doubles, 2x) by August 31, then the GCC may, at its discretion, cancel that team’s reservation, refund any fees paid (notwithstanding the Refund Policy set out in this document) and open the spot to other team.

Important Registration Dates

Here are the registration dates for our programs. Emails should be sent to registration@garrisoncurling.com no earlier than 800a on the dates listed below:

League(s)	Group 1	Group 2	Group 3
	May NOT register before 800a on		
Men, Women, Seniors, Open, Doubles, Mixed, Development, Stick, Greenhorn (Fall Sessions)	May 1	May 14	May 19
Greenhorn - Winter Sessions	December 1	December 14	December 19

Spring	N/A	N/A	N/A
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Teams Looking for Players and Players Looking for Teams

The GCC office is pleased 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 email us at info@garrisoncurling.com to submit a request to find a player or a team.

Lessons

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 on specialized topics.

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.

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 target pace of play (the “Pace”) for our leagues.

League	Target 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 95 minutes after the *scheduled* start time of an 8-end game and 70 minutes for a 6-end game, if applicable (the “Buzzer Rule”). This is to ensure that games do not exceed their target pace and to facilitate ice maintenance in between draws.

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 delivering t-line.**

The Buzzer Rule does not apply to Stick and Greenhorn. 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.

The GCC is pleased to support our members who are involved with charitable organizations, through the donation of ice time and/or instruction. All requests for such support should be directed to the Club in writing at info@garrisoncurling.com.

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 \$60. Lockers are booked exclusively via telephone by **calling the Garrison Curling Club at 403-242-8191 starting September 8**. Preferential rights to rent a locker are noted below: and GCC members will have priority over rental league curlers as noted below:

- GCC members who had lockers last year will have a preferential right to rent a locker for the upcoming season until October 1.
- Thereafter, other GCC members will have a preferential right to rent a locker until October 15.
- Thereafter, rental league curlers will have an opportunity to rent a locker.

Refund Policy

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 GCC has established a refund policy (the "Refund Policy"). 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 obligations that the Club must meet, whether or not curling programs take place.

Closure by the Club

For **all leagues** (other than Sessional Leagues, as defined in the most recent annual *Information Circular*), if the Club closes as a result of a Force Majeure Event:

1. The GCC may, in its sole discretion, reschedule or cancel games; or cancel the remainder of the season. Such a decision will be based, among other things, on ongoing guidance from public health authorities, government officials and governing curling bodies; or other factors to be reasonably considered by the Club.
2. The GCC may, in its sole discretion and subject to compliance with public health restrictions then in effect, extend the curling season in order to provide as many curling dates as possible to Members.
3. In the event a League has played fifty percent or more of its Scheduled Dates (as defined in the most recent annual *information circular*), no refunds will be issued to Members.
4. In the event a League has played fewer than fifty percent of its Scheduled Dates:
 - a. The Membership Fee and Curling AB Fee will be retained by the GCC.
 - b. Twenty-five percent of the League Fee will be retained by the GCC. The remaining 75% will be refunded pro rata to members for any unplayed Scheduled Dates.
5. Refunds will be made to registered team Members in accordance with GCC records, regardless of whether a team internally allocated fees in different amounts or if one person paid for the entire team. In that case, it will be up to teams to reconcile any refunds owed to individual curlers.
6. Members may elect to receive refunds in either cash or credit towards curling fees; or may make a donation back to the Club. In the event a credit is chosen, it must be used for the next season's fees. These credits may not be used for other Club services or carried over to later seasons. In the event that no election is made or a credit is not claimed by October 31 of the following season, a member will be deemed to have donated the money to the GCC.
7. Any amounts that might be payable pursuant to the Refund Policy will be paid no later than the end of June of the year in which the season is scheduled to end.

For **Greenhorn leagues**, if the Club closes as a result of a Force Majeure Event:

1. In the event the League has played at least 50% of its Scheduled Dates, the Membership Fee, League Fee and Curling AB Fee will be retained by the GCC.
2. In the event a Greenhorn League has played fewer than 50% of its Scheduled Dates:
 - a. The Membership Fee and Curling AB Fee will be retained by the GCC.
 - b. Twenty-five percent of the League Fee will be retained by the GCC. The remainder will be refunded pro rata for any unplayed Scheduled Dates.

3. Any amounts that might be payable pursuant to the Refund Policy will be paid on or before the end of February in the case of a Fall Greenhorn League; and on or before the end of June in the case of a Winter Greenhorn League.

For those purchasing an **Associate Membership**, if the Club closes as a result of a Force Majeure Event:

1. In the event the closure occurs before October 1, the Associate Membership fee will be refunded in full.
2. In the event the closure occurs between October 1 and December 1, \$100 will be retained by the GCC.
3. In the event the closure occurs after December 1, no refunds will be issued to Associate Members.

For **Spring League**, if the Club closes as a result of a Force Majeure Event:

1. In the event the League has played 50% or more of its Scheduled Dates, the League Fee will be retained by the GCC.
2. In the event the League has played fewer than 50% of its Scheduled Dates, the League Fee will be refunded pro rata for any unplayed Scheduled Dates.

In order to reasonably deal with situations where *individual* games might be cancelled (such as in the case of an area power outage or equipment failure), the Club will consider the circumstances to determine an equitable outcome for the affected members which may include, but is not limited to: a refund of league fees; a credit; a rescheduling of a game or games; or no further action.

Withdrawal by a Member

With respect to **members withdrawing** before or during the season/a session for any reason:

1. For **GCC leagues other than Greenhorn**:
 - a. If withdrawal occurs before September 1, the Membership Fee, League Fee and Curling AB Fee will be reimbursed in full.
 - b. If withdrawal occurs on or after September 1, but before December 1:
 - i. The Membership Fee and the Curling AB Fee will be retained by the GCC.
 - ii. The League Fee will be refunded pro rata for any remaining Scheduled Dates.
 - c. If withdrawal occurs on or after December 1, no refunds will be issued to the Member.
2. For **Greenhorn**:

- a. If withdrawal occurs 10 or more days prior to the first Scheduled Date, the Membership Fee, League Fee and Curling AB Fee will be reimbursed in full.
 - b. If withdrawal occurs less than 10 days prior to the first Scheduled Date up to and including the fifth Scheduled Date:
 - i. The Membership Fee and the Curling AB Fee will be retained in their entirety by the GCC.
 - ii. The League Fee will be refunded pro rata for any remaining Scheduled Dates.
 - c. If withdrawal occurs on or after the 6th Scheduled Date, no refunds will be issued.
3. For those buying an **Associate Membership**:
- a. If withdrawal occurs before October 1, the Associate Membership fee will be refunded in full.
 - b. If withdrawal occurs between October 1 and December 1, \$100 will be retained by the GCC.
 - c. If withdrawal occurs after December 1, no refunds will be issued to Associate Members.
4. Refunds to those who have withdrawn will be made by the end of the month following the month in which the curler withdraws.

Withdrawal by Entire Team

Notwithstanding anything in the Refund Policy, if an entire team withdraws from a league **after August 31, all the amounts paid by team members will be non-refundable**. Staged withdrawals by individual team members, if their result is that the entire team withdraws - will come within this provision.