

FOREST CURLING & SOCIAL CLUB
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The Forest Curling & Social Club (FC&SC) would like to welcome you as a new member and provide you with basic information relating to the sport of curling and our club.

If you are an experienced curler and new to the club, this package will provide you with information about the club along with information that a new curler will find valuable.

If you are new to curling, six separate 2 hour Learn to Curl sessions have been organized to provide you with the basic skills and information to ensure you have an enjoyable and successful season. The clinics run from 2 to 4:00 pm and are scheduled for:

- Saturday, October 25
- Sunday, November 1, 9, and 16
- Saturday, November 29
- Saturday, December 6

It is important for any new curler to attend the Learn to Curl sessions, so make sure to register on the FC&SC website. Please make sure to review this entire New Member Information package prior to attending the Learn to Curl sessions.

If you have any questions, please email the club at membershipcurling@gmail.com.

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WELCOME FROM OUR FC&SC PRESIDENT

On behalf of the Board of Directors and the members of the Forest Curling & Social Club I would like to personally welcome you to our club.

The club has been in existence since 1884 and we lease the property from the Municipality of Lambton Shores. The Forest Curling & Social Club has a Club Manager and an Ice Manager, otherwise we are run by our enthusiastic members/volunteers. Each club member is required to complete 8 hours of volunteer work during a curling season. There are plenty of opportunities to match all kinds of skill sets. Over the years there have been many renovations and upgrades with more exciting changes to come!

Curling is a very popular sport in Canada and you will certainly know why as you experience this sport along with the great people you will meet. The sport can be played by curlers of all ages and physical abilities. We currently have a membership of approximately 360 curlers.

We offer a variety of recreational and competitive leagues to give curlers of any age an opportunity to participate at their skill level.

Members of our club are passionate about the sport and provide lots of help and support as people learn to play the game. FC&SC also offers a relaxed social environment where you'll make lots of new friends.

We're always looking for new curlers to join our club so we can share how much fun it is along with being a great way to be active and to pass the time in our cold winters.

Our objective is to make you feel welcome and at home at the Forest Curling & Social Club. I hope you enjoy the curling experience and if there is any way we can improve or help, please let us know.

If at any time you have any questions or concerns do not hesitate to contact myself or any member of the Board of Directors.

Good Curling and have a great season!

Roger Hay,
Forest Curling & Social Club President

LEARN TO CURL

The Learn to Curl program leverages the program provided by the Ontario Curling Association (OCA) and is highly recommended for people who are new to curling. Completion of the program will provide you with enough instruction and confidence to allow you to start playing in the league(s) of your choice.

Before you attend the first LTC session we suggest that you check out the following Youtube videos:

“2 minute Guide to the Sport of Curling”

https://www.youtube.com/watch?v=WXHh_wadqPw

Discover Curling will provide you with lots of information prior to your on-ice lessons.

Discover Curling | Lessons for New Curlers

<https://www.youtube.com/watch?v=il19wo1J97c>

Discover Curling Manual

The link below will take you to a “Discover Curling Manual”. It pretty much covers everything you would need to know about the game of curling. Don’t worry about learning the full content of this manual prior to stepping on the ice for the first time. We provide the link, so you can use it as a resource to better understand curling.

www.curling.ca/wp-content/uploads/2025/01/Discover-Curling-Manual-1.pdf

GLOSSARY OF CURLING TERMS

The following terms and definitions are used throughout the curling world:

BACK LINE: The line across the ice at the back of the house. Stones which are over this line are removed from play. If the rock is touching the back line the rock remains in play.

BITER: A stone that just touches the outer edge of the circles.

BLANK END: An end in which no points have been scored.

BONSPIEL: A curling competition or tournament.

BRUSH: A device used to sweep the ice in the path of a moving stone.

BURNED STONE/ROCK: A stone in motion touched by a member of either team, or any part of their equipment. Burned stones are removed from play.

BUTTON: The circle at the centre of the house.

CENTRE LINE: The line that runs down the length of the ice and through the centre of both houses.

COIN TOSS: A coin toss determines which team throws first or who has “hammer”. The Vices complete the coin toss.

COUNTER: Any stone in the rings or touching the rings which is a potential point.

CRUTCH: Used instead of a broom for balance when throwing a rock, also called **a stabilizer**.

CURL: The amount a rock bends while travelling down the sheet of ice.

DELIVERY STICK: A device that looks like a broom without the broom head. It is used for delivering rocks by people who may not be comfortable or able to bend down into the hack.

DRAW: Games that occur at the same time in a competition or bonspiel. eg. Draw 1 – games that are played at a designated start time (eg. 6:45 pm). Draw 2 – games played in the same competition at a subsequent start time (eg. 8:45 pm).

Can also refer to a portion of the curling season where there are several games with the same team members. A curling season can have 2 draws with approximately 9 weeks of play. Some leagues may use 3 draws that have approximately 7 weeks of play.

DRAW WEIGHT: The momentum required for a stone to reach the house (or circles) at the distant end.

END: A portion of a curling game that is completed when each team has thrown eight stones and the score has been decided. The majority of curling games are 8 ends in length however competitive games can be 10 ends. Some games may be set at 6 ends.

FREE GUARD ZONE: Area between the hog line and the rings where guards are set up and cannot be taken out of play by the opposing team until the 5th rock has been thrown.

GUARD: A stone that is placed in a position so that it may protect another stone.

HACKS: The foot-holds at each end of the ice from which the stone is delivered. If you are right-handed, throw from the left hack; if left-handed, throw from the right hack.

HEAVY: A rock delivered with a greater force than necessary.

HIT: A take-out. Removal of a stone from the playing area by hitting it with another stone.

HOG LINE: A line 10 metres from the hack at each end of the ice. A rock must be released by the thrower before crossing the hog line.

HOGGED STONE: A stone that does not reach the far hog line. It must be removed from play.

HOUSE: The rings or circles toward which play is directed consisting of a 12-foot ring, 8-foot ring, 4-foot ring and a button.

IN-TURN: The rotation applied to the handle of a stone that causes it to rotate in a clockwise direction and curl for a right-handed curler or counterclockwise for a left-handed curler.

JITNEY: Teams are determined each game by choosing names of available players who sign up for weekly games. Players change position each week or after every 2 ends. Jitneys are great for getting to know members and provide for player time flexibility.

LEAD: The first player on a team to deliver a pair of stones for his/her team in each end. Leads should be ready to throw at the beginning of each end and to help the pace of play while other team members put the rocks away. Leads position rocks in the hack for Skips.

LEAGUE: 1 or 2 draws on the same night with the same type of play such as Friday Mixed.

OUT-TURN: The rotation applied to the handle of a stone that causes it to turn and curl in a counter-clockwise direction for a righthanded curler or clockwise for a left-handed curler.

PEBBLE: A fine spray of water applied to a sheet of curling ice before commencing play.

RAISE: When one stone is bumped ahead by another.

ROCK: A curling rock, also known as a [curling stone](#), is a large, ellipsoidal piece of polished granite used in the sport of curling. It has a handle attached to the top and a concave bottom, with only the outer edge, called the [running band](#), making contact with the ice. These stones are typically around 4.5 inches high, 11.5 inches in diameter, and weigh about 42 pounds (19.1 kg).

ROLL: The movement of a curling stone after it has struck a stationary stone in play.

SECOND: The curler who delivers the second pair of stones for their team in each end.

SHEET: The specific playing surface upon which a curling game is played.

SHOT ROCK: At any time during an end, the stone closest to the button.

SIDE LINES: The lines that run along the side of a sheet of ice. Rocks touching the side lines are removed from play.

SKIP: The player who determines the strategy and directs play for the team. The skip delivers the last pair of stones for his/her team in each end.

SLIDER: Slippery material placed on the sole of the shoe opposite the throwing hand to make it easier to slide on the ice.

SOCIAL GAME: The game is fun and may be competitive however at the end of the game the winning team buys the first round of drinks and the losing team buys the second round.

SPARE: An alternate player or substitute.

STABILIZER: Used instead of a broom for balance when throwing a rock, also called a crutch.

START: At the beginning of a game, players shake hands and wish each other "good curling".

SWEEPING: The action of moving a broom or brush back and forth in the path of a moving stone.

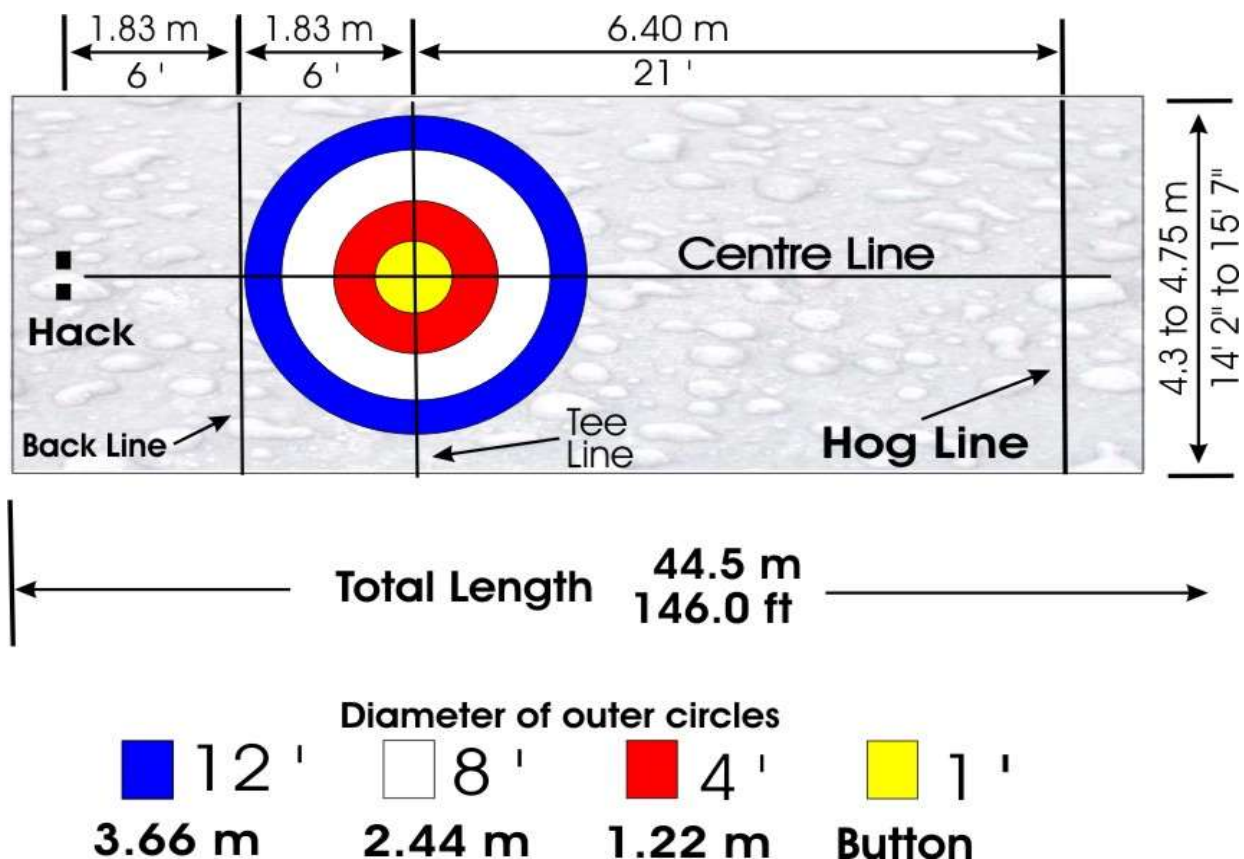
TAKE OUT: Removal of a stone from the playing area.

TEE LINE: The line that passes through the centre of the house parallel to the hog line and backline. Only one sweeper can sweep behind the tee line for opposition stones.

THIRD,/VICE-SKIP/VICE: The third player on a team to throw two stones in each end. This player acts as the skip when the skip is delivering his/her stones, assists with shot selection decisions and determine the scoring after each end is complete.

WEIGHT: The amount of force given to the stone during the delivery.

CURLING SHHEET:



STARTING IN THE LEAGUES

Each league convenor receives a list of curlers who have registered for their league. Unless the league is a team entry league, the convenor will organize the teams and create a game schedule. Curlers may be notified by email however members are encouraged to login to the Forest Curling & Social Club website (www.forestcurling.ca) and look for their information under the leagues(s) for which they registered. Convenor information is listed with each league on the website.

Each curling team is made up of 4 players, lead, second, third (more commonly called vice), and the skip. When you first learn to curl, you will be placed in the lead position and as need or time dictates, you may find that you move to other positions given your skill and preference. While you are starting out, your team members will assist you wherever needed. Everyone is very helpful and enjoys sharing this wonderful sport with newcomers.

Sparing - a curler must find a replacement curler (spare) if they can't make a game. When you sign into the website, you can enter your sparing availability under the "Member's Home" tab. As well under that same tab, you will be able to go into the "Find a Spare" area and click on the

league that you need a spare for. You will be presented with a list of members who have indicated their availability. Through this, you can reach out to multiple people simultaneously in order to find a replacement. Please try to find someone who is playing a similar position to yourself. It is best to use the website for this as people can revise their availability at any time however there are also lists of spares on the bulletin boards for each league.

Although it is your responsibility to find a spare, contact your Skip at the earliest convenience to advise them that you will need a spare and let them know the name of the curler who will playing on your behalf.

CURLING EQUIPMENT

Curling is a sport that doesn't require a lot of expensive equipment however we provide the following list:

Footwear: To be able to deliver a stone with a flat footed slide, a curler requires a proper sliding shoe, one having a slick, low friction material that covers the entire sole and heel. Various types of slider materials are available. One example of a synthetic material that is very popular is Teflon plastic. Teflon sliders come in a variety of thicknesses. Generally, the thicker the Teflon, the faster the slider. Entry level curlers may begin with a slider that slips over a clean pair of inside use only running shoes. The club has these available for use. Quickness of the sliding surface becomes important as the curler's ability to slide develops and improves. The sliding shoe should only be worn on the curling ice. Protectors, or grippers, should be placed over the slider to prevent damage to it while walking off the ice as well as when the curler is

brushing. While a slider is essential, it is equally important to have the non-sliding shoe equipped with a surface that will grip the ice well. Common types of grippers/anti-sliders are soles made of a pebbled type of rubber or those made of soft crepe-like rubber.

Brushes: Synthetic brushes are the most popular and are usually made with a nylon fabric. Various adaptations to the "standard" brush including handle shape, handle width and brush head angle have been made by manufacturers in their attempts to make brushing easier and more effective.

Curling Stick / Delivery Stick: a device used in curling to deliver a stone from an upright position, allowing players to bypass the traditional slide delivery. This stick or stick attachment enables players to push the stone along the ice without bending down, accommodating various physical limitations and making the sport more accessible.

Gloves/Mitts: Gloves and mitts provide warmth and protection for the hands during brushing. The palm of the glove should be made of a material that will grip the brush handle and not slip.

Helmet: not required but highly recommended to prevent concussions from falls.

Clothing: Jackets that allow for layers of clothing underneath are very popular. It is important that the clothes are warm and allow for ease of movement. When choosing clothing, it is important to choose clothing that does not shed lint on the ice. For that reason, wool sweaters and those made of loose fibers are discouraged.

Name tags – You will receive a name after you register to curl with the club. Names tags are available shortly after the start of the leagues for new members. Please wear your name tag for every game.

FACILITIES AND STAFF

Shoe/boot cleaners – clean the bottom of shoes or boots on the cleaners at the entrance to the club to prevent grit from the parking lot being tracked into the club.

Change Rooms – there is a Ladies' and a Men's change room which include lockers and washrooms. These are located as you enter the curling club.

Lockers are available to rent for the curling season. Locker rental can be purchased during the on-line registration process. This is optional.

Bulletin Boards – are in the hallway outside the change rooms and have designated spots for each league where schedules and other information is posted.

Defibrillator - a defibrillator is in the lounge near the entrance to the ice surface.

Upper lounge and Bar Staff – The bar is in the upper lounge and has alcoholic and non-alcoholic drinks as well as snacks for sale. The bar is staffed by club members/volunteers who have their Smart Serve licence. The bar is a cash only bar.

Curling Facility staff – The Club Manager and Ice Manager are employees of the Forest Curling & Social Club. They have specialised training to create and maintain the ice and manage the day to day operations of the club.

Curling Ice - You will notice after most games, the ice team will sweep, pebble and nip each sheet of ice, preparing it for the next game. This takes approximately 15 minutes. Curlers waiting to get on the ice to start a game are asked to wait until the ice team has completed their ice preparation.

Entry to ice sheets - If your game is on sheet 1 or 2, then enter through the door on the left as you face the ice surface. If your game is on sheet 3 or 4, enter through door on the right.

Make sure you step on the sticky mat as you enter the ice surface to remove any loose dirt or particles on your curling shoes.

Information to help maintain the ice - Have grippers in good condition by replacing your gripper every year (or more often if you are curling in multiple leagues).

Don't kneel or leave hand prints on the ice after delivering a stone as this will impact the movement of subsequent stones.

Don't lift rocks off the surface of the ice where they could potentially be dropped and crack the ice.

The curling club is managed (other than the Club Manager and Ice Manager) by **volunteers** including, but not limited to, the Board of Directors, league convenors, curling coaches, bar and

kitchen help. There are lots of opportunities to help and get your volunteer hours completed while at the same time meeting new people.

SOME CURLING BASICS

Safety

- Be aware that the ice is slippery and grippers should be worn at all times except when delivering the rock.
- Never step forward/onto the ice with your sliding foot.
- Sweep comfortably together but do not crowd the rock or each other.
- Equipment not in use should be placed against the wall to allow safe passage to the ice for other curlers.

Etiquette

- Shake hands/fist bump with your opponents before and after each game.
- The opposing vices will toss a coin at the start of each game to determine last rock advantage, i.e. hammer. The other team chooses stone colour and throws first.
- When your opponent is preparing for delivery, and you will be throwing immediately following, stand on the backboard and remain quiet and still during their delivery. If you are not next up to throw a stone, then you should be at the side of the sheet, single file and **between the hog lines**. Move only after the rock has been released.
- To keep the game moving, as soon as your opponent has thrown their rock, get into the hack and clean your rock. Ideally you are ready to throw when your skip is ready.
- The lead moves the skip's stone into position before the hack while the skip is determining the shot and moving to the other end of the ice. This helps keep the game moving.
- **Only** skips and vices may congregate behind the tee line.
- At the conclusion of an end, all players remain outside the rings until the vices have agreed on the score. Do not remove any rocks until this has been determined.
- A losing skip can terminate the game before all ends are completed if they believe their team no longer has a realistic chance of winning. Competitive games end once the losing team has "run out of rocks"—that is, once it has fewer stones in play and available for play than the number of points needed to tie the game.
- At the end of the game after the handshakes/fist bumps, curlers will change out of their curling gear and then proceed to the lounge where the winning team members will offer to purchase the opposing team member a beverage, the losing team members will offer to purchase a reciprocal beverage. This is a long-standing tradition and allows for the teams to chat and get to know each other after the games. If for any reason you must leave immediately after a game, make sure you inform the opposing team member.
 - NOTE: Not all leagues follow this tradition, so if you are unsure of the practice of a particular league, then please ask your skip.

Sweeping

- Only one player from each team may sweep behind the tee line.

- An opposing team's rock may only be swept behind the tee line by either the skip or the vice.
- The delivering team has first right to sweep its rock behind the tee line but shall not prevent the non-delivering team from doing so.
- There must be brush head movement when sweeping and the final sweeping motion shall finish outside the path of the stone. All members of the delivering team may sweep between the tee lines.
- If a rock in motion is touched by you or your equipment, acknowledge it and report it to your skip. If touched between the hog lines, it automatically comes off. If touched in the house, after all stones come to rest, the non-offending skip has the option to:
 - Remove the touched stone, and replace all stones that were displaced to their original positions,
 - Leave all stones where they came to rest
 - Place all stones where the skip reasonably considers the stones would have come to rest had the moving stone not been touched
- Any stationary opponent rock located in the 'free guard zone' cannot be removed to an out-of-play position by the delivering team prior to the 5th rock of the end.

Important Rules for Play

- A rock must finish inside the inner edge (closest to the ring) of the hog line to be in play, except when it has hit another rock in play.
- A rock that completely crosses the back line or touches the side line is taken out of play.
- You must release the rock before the rock reaches the hog line at the delivering end.
- A rock that has not been released from a player's hand may be returned to the hack and re-delivered as long as it has not reached the near tee line during delivery.
- If a player delivers a rock out of turn, and the mistake is not noted until the rock has come to rest, the rock is in play. The player missing his turn will deliver their rock as the last one of that end. If the skips can't agree on who missed their turn then the lead of the team that made the mistake will throw the last rock for the team in that end.
- If the wrong colour rock is thrown, it is replaced by the proper colour rock.

COMPLETING A CURLING GAME WITHIN THE ALLOTTED TIME

This guide is intended to help inform teams of various ways to complete 8-ends within the 2-hour time limit (approximately 15 minutes per end). The hope is for everyone to take ownership and be comfortable providing and receiving comments/reminders in a positive manner for the good of the game.

At the start of a curling season, Convenors are asked to review this document with the skips in their league. In turn, Skips should review the document with their teams so that everyone knows the expectations and is more receptive to guidance and assistance. Skips should encourage their vices to approach them if need be and be receptive when they do.

Guidelines:

General

1. Please arrive at the rink well in advance of your game. Give yourself plenty of time to put on your equipment, socialize and catch up on the latest gossip with your fellow curlers.
2. Have all players on the ice at least 5 minutes prior to your start time. Proceed with greetings, salutations and coin toss prior to start time. During coin toss Skips can proceed to the far end of the rink to be ready to call ice for their Lead.
3. Once a player has slid out of the hack, the next opposing player should then pull their rock out and start the cleaning and setup process so they are ready for when their skip calls the shot.
4. Assist your team members by helping to get their rock and if a call was not clear or heard, perhaps another teammate can enlighten them.
5. If players require a stick to throw or use a "crutch" as a sliding tool, they should consider this as part of their own equipment so they don't have to share, which can take time. Also, make sure you have an efficient way of bringing your stick/crutch to the opposite end of the ice.
6. Team members should not criticize their Skip's calls. This can cause Skips to second guess every decision and to be out of their comfort zone. Let the Skip make their call. If a team member doesn't like the call, save it for after the game. Perhaps the Skip was thinking 2 or 3 moves ahead. Skips may, however, ask team members for their thoughts on a particular shot call.
7. **Leads:**
 - a. After the coin toss the lead for the team that lost the toss should immediately pick out their first rock to be thrown and begin the process of cleaning the rock and getting set in the hack.
 - b. The Lead from the other team should be on the backboards and be ready to get into the hack as soon as the opponent has slid out of the hack.
 - c. At the conclusion of an end, the leads of both teams should go directly to the back board and start getting ready. The lead of the team that scored should get their rock, clean it and be ready in the hack for their Skip's call while others clear the house.
 - d. The other lead should be ready to get into the hack as soon as the other lead has slid out and released the rock.
8. **Seconds and Vices**
 - a. Since the Seconds and Vices will be clearing the rocks after a completed end while the leads get ready, if time does not permit the organizing of rocks by 1-2, 3-4 etc. at the back board by the time the first shot of the end is called, then organize them after the first rock is thrown. Skips can do their part by organizing rocks during the playing of the end as rocks are removed from play.

9. Vices:

- a. Although everyone on the team is responsible for playing as promptly as they can, the Vice is in the best position to monitor progress throughout the game.
- b. Do a **“TIME CHECK”** after each end to see if the game is running behind (15 min per end). If it is, assess if it is due to team member tardiness or a delay in shots being called. The Vice can either assist team mates to be ready for making shots or can inform their skip that the game is running behind.
- c. Vices should confer with each other if slow play is observed. By acknowledging the slow play by either team, it helps to remind each Vice to follow up where required.
- d. When determining the score, have a good look, and if it is not readily apparent which rock is closer, then measure. Measuring devices are at both ends of the ice beside sheet 4.

10. Sweepers

- a. Should always observe what shot is being called. This is imperative since they are the ones who will be judging the weight as it travels down the ice.
- b. Make sure you set the Skip's rock at the hack and observe the shot that the Skip has called for themselves. Sweepers can ask for clarification, but Skips should not have to explain the entire shot and keep their strategy descriptions brief.
- c. You can also clean around the area where the rock will be delivered.

11. Skips

- a. Skips can strategize with their Vice from time to time. An entire team consultation is rarely required.
- b. The sweepers should have been observing the shot you have called for yourself, so you should only have to clarify where the rock should end up and the intended weight you plan on throwing.
- c. After an end has concluded be ready to start the next end. Don't waste time chatting with your team. If you want to chat with the other skip, do so while calling the next shots.
- d. Skips should be efficient in their strategies. Anticipate the shot you will most likely call based on the opponent making their shot. If you are taking too long to think about each shot, then review strategy resources available or on line.
- e. If your vice comes to you and indicates that the game is running behind, and it is not due to team members being tardy, then accept that it might be your “thinking time” in making decisions.

In closing, please try and be efficient with your time, be encouraging, be supportive, be patient and always demonstrate good sportsmanship. Let's all do our part by following the above guidelines which should allow all games to be completed within their designated time and greatly increase the enjoyment for everyone.

WHAT'S HAPPENING?

How does one find out what's going on at the club and in the “curling world”?

- The club's website www.forestcurling.ca is the “Go To” source for the majority of your information needs. We try to keep it up to date with all the applicable information. By logging in with your login credentials you will be able to see your game schedules, enter

your sparing availability as well as find a spare. Events will be posted and you will be able to register for the various events via the website.

- At the league bulletin boards located in the hallway outside the change rooms. The ladies also have a bulletin board in their locker room.
- Through the league convenors
- Forest Curling & Social Club Facebook [https://www.facebook.com/Forest Curling & Social Club](https://www.facebook.com/ForestCurling&SocialClub). Make sure that you “like” this page as it is updated regularly with current events etc.
- Via tent cards and flyers placed on the tables located in the upper lounge/viewing area.
- Regular emails from the President.
- Curling World Curling magazines and other publications
- TSN www.tsn.ca/curling - The TSN website has articles of interest as well as television schedules.
- CurlION www.curl-on.ca - lists bonspiels, competitions and results as well as maps and information on member clubs.
- Curling Canada www.curling.ca – The website contains a lot of information from a national perspective.

CURLING LEAGUES

We have a wide range of leagues to choose from whether you're looking to join as an individual or a team, a novice or an experienced curler. For Convenor information see the website.

Day	Time	League	Description
Monday	9:30 am 1:00 pm	Jitney	A jitney allows a mix of players and positions for each game. All players must pre-register for this jitney. ONLINE Registration will open the week prior to the jitney and close at midnight on Saturday prior to the jitney. All levels welcome.
	6:30 pm 8:45 pm	Monday Night Major	The Major League is a team entry event. Teams are sponsored by local businesses, and the league entry fee is \$350 per year, paid independently from member registration to the convener. Teams are open to both men and women in any combination. There is a round-robin with all teams, followed by flighted play-offs.
Tuesday	9:30 am 1:00 pm	Daytime Competitive	The Competitive League is a team entry event. Teams pay an entry fee of \$120 per year, independently from member registration to the convener. These funds go to cash prizes. Teams are open to both men and women in any combination.
	4:50 pm 6:50 pm	Women's	This is a fun league, great for beginners and seasoned players. Our conveners will make up teams of registered ladies prior to each draw. Each season has 3 draws of 6 - 9 weeks each.
Wednesday	6:00 pm 8:00 pm	Mixed	Open to Full, Snowbird, One League (this one selected), New Curler and Student members. The convener / draw master makes teams from individual entries 3 times per season. Teams are the regular mixed format. All levels welcome.
Thursday	9:30 am 1:00 pm	Jitney	A jitney allows a mix of players and positions for each game. All players must pre-register for this jitney. ONLINE Registration will open the week prior to the jitney and close at midnight on Tuesday prior to the jitney. All levels welcome.
	6:30 pm 8:30 pm	Men's	The Thursday Men's League is an individual sign-up event. The convener(s) makes up teams from the individual entries 3 times per season. The first one runs to Christmas and there are two after the holidays. Typically, meat prizes are awarded to the top teams. The last place team gets something special. All levels welcome.
Friday	9:30 am 1:00 pm	Daytime Competitive	The Senior Competitive League is a team entry event, and the league entry fee is \$120 per year, paid independently from member registration to the convener. There is a round robin with all teams that determine flight standings for the playoff. Teams are open to both men and women in any combination.

	6:30 pm 8:00 pm	Mixed / Social	The convener / draw master makes teams from individual entries 3 times per season. Teams are the regular mixed format. All levels welcome.
Saturday			Bonspiels, rentals. See the club calendar on the website
Sunday	10:00 am	Juniors (youth ages 12 to 20)	Participants learn all aspects of the game including on-ice skills, strategy, etiquette and safety, all while having fun! Equipment is provided by the club for youth to try the sport but members will be encouraged to purchase their own once they have established what their needs are.
	12:30 pm	L'il Rockers (children ages 5 to 11)	Certified coaches, younger members use lighter composite rocks and can participate in club spiels. Participants learn all aspects of the game including on-ice skills, strategy, etiquette and safety, all while having fun! Equipment is provided by the club for youth to try the sport but members will be encouraged to purchase their own once they have established what their needs are.