



General Rules for Play

The following outlines the general rules of play and tournament structure for LHBA's Curling Bonspiel. Instruction will be provided at the beginning of the tournament and within the first game.

- Each person must sign an online waiver (sent to you in advance) before playing.
- Please ensure your team is registered on time and ready to play at sheet level 5mins before your scheduled start time.
- Each person must wear clean indoor shoes with a grip sole (running shoes /sneaker style) or curling shoes. Recommend to wear comfortable/athletic style clothing. 'Step-on Sliders' will be provided for under your shoes. You will be shown how to use them onsite.
- 30 minute instruction on how to deliver, sweep, where to stand, roles, and safety will be given to each group by Highland Curling Club volunteers. These volunteers will stay for your first 4-end game to help, provide tips, and answer any questions.
- A coin flip/Rock-paper scissor game will determine the team who starts with the hammer.

- Each person throws 2 rocks - alternating with the other team as follows:
 - Lead throws first two
 - Second throws second two
 - Vice throws third two
 - Skip throws last two

- 2-Game Tournament Format:
 - A score card will be given to your designated 'skip' or member of your team at registration.
 - Game 1 schedule attached
 - After game 1, score sheets are to be handed to the score master at the registration desk
 - Scores will be tallied to determine who your team will play for your second game
 - In a bonspiel where teams only play 2 games, the team with the highest points at the end of 2 games will be named the winner of that draw
 - We will name a winning team from both draws

- Bonspiel Scoring is as follows:
 - Win = 10 points
 - Tie = 5 points
 - Showing Up = 3 points
 - **PLUS** 1 point an end and 0.25 per point

- The rocks must completely cross the hog line to stay in play.
- Throwers must release the rock before the hog line and a thrown rock must completely cross the hog line at the opposite end, to be in play.
- If a rock hits the sideboard or the sidelines, they are out of play.
- Only one team can score points for any given end. The team with the closest rock to the centre scores one point. This team can score additional points for each rock that is closer to the centre than their opponents' closest rock.
- Please beware of time and try to keep moving. The 6-end games will end at 6-ends or 1.5 hours - whichever comes first.
- Please do not hit the ice with brooms and please do not crash the rocks on the ice.
- Drinks are permitted at sheet level, but no glass. No food or glass on the ice.

If you have any questions about rules or scoring, please reach out to an instructor or LHBA team during the event. Thank you!