



Training Development Day



The following document is provided by Curling Canada and has been modified so that it is in-line with the competition format for the 22-23 season.

Pre-Game Practice and Last Stone Draw (LSD) – Preliminary Round (August 2022)

**Regulations may be changed as per the competition requirements*

- 1) Teams will name the players delivering the last stone draws, including which turns, before the start of the first team practice. Failure to do so will result in an assigned distance of 399.20 cm.
- 2) Umpires will assume that every team that wins the Last Stone Draw will want the last stone in the first end. If a team does not want the last stone, IF they win the Last Stone Draw, they must inform the Umpire before the start of their practice.
- 3) Coaches may NOT deliver stones in the pre-game practice.
- 4) Speed traps are NOT allowed in the pre-game practice.
- 5) **Prior to pre-game practice teams will toss a coin. The winner will have choice of rock colour OR first or second practice.**
- 6) Teams will be allowed up to one minute of sliding time immediately prior to their pre-game practice.
- 7) Each team's pre-game practice will be nine minutes (seven-minutes Mixed Doubles).
- 8) First practice will commence thirty minutes prior to the posted draw time
- 9) Opposing teams must remain in the viewing area behind the glass or be positioned behind the scoreboard if in an arena setting, if space permits, for pregame practice and Last Stone Draw(s).
- 10) Last stone advantage will be determined by the Last Stone Draws before each round robin game and will be completed immediately following each team's pre-game practice.
- 11) The Last Stone Draw distance is calculated using the Curl Distance last stone draw measuring tool app. The distance is measured either from the centre of the house to the nearest point of the stone or, if the stone covers the centre, from two points 61 cm away from the centre using Triangulation. The app calculates the real distance from the centre to the centre of the stone in both cases, using the official formula from the World Curling Federation WCF.
- 12) Triangulation: any stone covering the tee (centre pin), will be measured from two separate points 61 cm from the tee and 90 degrees apart. These distances will be used to calculate the distance from the tee to the centre of the curling stone.
- 13) The better (lower) distance of the total of the two draws between the two teams will receive last stone advantage in the first end.

- 14) The draw to the button shall be played towards the home end.
- 15) Only the named 'game' players are allowed on the ice surface for the Last Stone Draw. Full sweeping is allowed; however, one of the players must hold the target broom (in mixed doubles a target broom holder is not required). In Mixed team competition, the team 's playing order must be followed for sweeping and holding the target broom.
- 16) **Following each team 's pre-game practice, the two different previously named players from the team will each throw a stone. There will be an announcement to deliver each Last Stone Draw. The first player will deliver the clockwise rotation while the second player will deliver the counterclockwise rotation.**
- 17) A stone delivered after the practice time has elapsed and prior to the announcement, or not delivered within the time allotted by the umpire (the stone must reach the near tee-line before the time expires), will be assigned 199.6 cm.
- 18) Should the team with first practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button (Clockwise rotation). If the third player records 0.0 cm or 199.6 cm, a fourth player, different from the first three throwers, will deliver (Counter–Clockwise rotation) and so on until a number other than 0.0 cm or 199.6 cm is registered (Mixed Doubles will alternate throwers).
- 19) If the second team registers the same two-stone distance as the team with first practice (other than 0.0 cm or 399.2 cm) the individual LSD stones are compared, and the lowest non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the same individual LSD stone distances, the teams will alternate delivering one stone each with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
- 20) Should the team with second practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button (Clockwise rotation). The team with second practice will continue to throw (different throwers, alternating Rotations) until a different comparable distance is achieved with the first team's distance thrown in the same order.
- 21) Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button (the stone measurement is taken as the inside edge of the stone is at the inner edge of the circle measured to the centre of the stone).

- a. On or touching the button = 29.4 cm (when a one-foot button) note: subject to change if the actual button diameter is more than one foot
 - b. In or touching the four foot = 75.1 cm
 - c. In or touching the eight foot = 136.1 cm
 - d. In or touching the twelve foot = 197.1 cm
- 22) If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
 - 23) Only the first two stones delivered will be registered for the accumulated distance.
 - 24) At the conclusion of the completion of the **BC Winter Games pool play**, with round robins of more than three games, the two highest individual recorded distances will be discarded to establish the final accumulated distance.
 - 25) If an Alternate player is used, they may deliver LSD(s) for the player they are replacing. Teams may use an Alternate player's LSD(s) for only one player.
 - 26) The number of LSD stones, and the number of clockwise and counterclockwise deliveries for each player, will be determined at each competition depending upon the number of games in the **preliminary** round. Based on the Original Team Lineup form, the four players must fulfil the minimum number of LSD deliveries. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 199.6 cm. **Each player is required to deliver one LSD stone.**
 - 27) For Mixed Doubles each player delivers an equal number of clockwise and counterclockwise LSD stones. If there are an odd number of games a variation of one rotation per player must occur.

Curling Canada's Coach Interaction Rules – (Pilot year) 2023 Under-18, Canada Winter Games and Under-21 National Championships

Curling Canada, along with all our Member Associations, support opportunities for coaches and young athletes to have more communication with each other throughout a game which is an advantage in other sports. Having coaches on ice level allows coaches to better support their teams' performance and development. Coaches will be provided with more convenient and frequent access to their team while the game is being played. This begins by positioning the coach in a better physical position where they are better able to view the game, listen to their team's conversations, and interact when permitted. Not only are we expecting to see improvements in our athletes' performance on the ice, but in our coaches and their satisfaction as we empower them to be more involved in the game.

Coach Interactions have been piloted in a few provinces over the past few seasons with special thanks to CURLSASK for leading this initiative. All provinces and territories will see Coach Interactions implemented this season at our Under-18, Canada Winter Games and Under-21 National Championships. These new Coach Interactions will replace the traditional time-outs that we have been using in the past. The following rules will be used for games at nationals for U18 Men/Women, U20 Mixed Doubles and U21 Men/Women. Listed below are the rules:

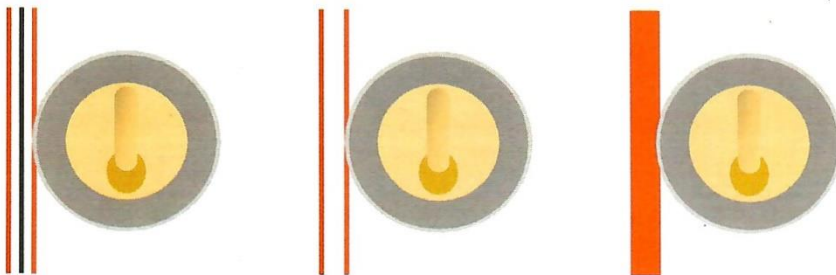
- **Coaches will be allowed a maximum of one (1) interaction per end.** Opposing coaches will also be allowed to interact with their respective team until the team that called the interaction has concluded their communication. The same rule applies for extra ends. Unused interactions cannot be carried over.
- **Coach Interactions will last between 30-60 seconds, but not longer.** If a team uses less than that amount of time, the opposition team's opportunity to communicate ends as well.
- Coaches may meet with their team either on the backboard or on the sideline between the hog lines for all interactions.
- **Interactions can be called by the team in control of the house or their coach.** If the coach is calling, they can vocalize to the player in control of the house.
- **Coaches are responsible for keeping track and policing the number of interactions used per end.** Disagreements will be brought forth to the Chief Umpire.
- **Four (4) minutes of Thinking Time will be added to the clock for all eight (8) end games** (U18 and Canada Winter Games) and **five (5) minutes will be added to the clock for all ten (10) end games** (U21) this season. Time clocks will run during interactions as normal thinking time. One (1) minute of Thinking Time will be added for each extra end.
- **Coaches will be allowed up to forty-five (45) seconds of talking time with their team between ends.** Coaches may meet with their team either on the backboard or on the sideline between the hog lines. Time clocks will begin when the 45 seconds is over.
- **Coaches will also have four (4) minutes to meet with their teams at the 4th end break** (U18 and Canada Winter Games) or **5th end break** (U21) respectively.
- **Coaches will use the assigned seating on the backboards during the games with their chairs positioned on the same side as their team's rocks.** Between ends, coaches can travel to either end respectful of games on adjacent sheets. Coaches must only travel along the sidelines and they must wear suitable footwear to be on the ice.
- **A single interaction will officially end after the coach and curlers stop talking** and the coach returns and is sitting on their designated seat behind the sheet.
- There will be absolutely no talking or body language by the coach to their team unless during an interaction, opposition interaction, or between ends. No talking or body language includes hand gestures, saying "good shot" or any other form of communication. Penalties to coaches include: **First Offense - Warning. Second Offense - loss of interaction in the same or following end. Third Offense - sitting inside with no interactions or communication for the remainder of the current game (if before mid-game break) or the entire next game (if after mid game break).**
- Coaches are allowed to use their phone or tablet to record game statistics, write down notes or take photos of game scenarios, but they are not permitted to use those devices or smart watches for communication purposes. Coaches will be removed from play if they are using any devices for communication purposes.

16. TRIAL RULE

The following rule will apply to all WCF competitions in the 2022-23 season and is an extension of the trial run at the 2022 World Men's and Women's Curling Championships.

If, prior to the delivery of the sixth stone of an end, a delivered stone causes, either directly or indirectly, an opposition stone in the Free Guard Zone (FGZ) which is touching the centre line to be moved to an off-centre line position or to a position outside the FGZ, the non-offending team has the option to:

- i) remove the delivered stone from play, and replace all stones that were displaced to their positions prior to the violation taking place; or
- ii) leave all stones where they came to rest.



No tick-shot rule: If the stone is touching at least part of the centre line marking, it is considered on the centre line

OFFICIAL GUIDE FOR QUALIFIER AND BC CHAMPIONSHIPS

This guide contains the information teams need to prepare their competitors, coaches and chaperones for a 2023 Qualifier or for a 2023 BC Curling Championship. It remains the responsibility of the competitors and coaches to read and adhere to all policies contained in the most recent publication of this document on the Curl BC website. Any questions should be directed to the Curl BC office

This document must be used in conjunction with the current version of the Curling Canada Rules for Officiated Play. Where the two documents differ, this guide will supersede the Curling Canada Rules for Officiated Play.

This guide contains the following sections:

1. Curl BC General Rules.
2. Curl BC Category Specific Rules.
3. Curl BC Competitor Guide.
4. Curl BC Team Briefing.



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Application

These rules apply to:

- A. All Curl BC zones (previously referred to as regions) and member facilities; and Curlers participating in competitions governed by Curl BC.
- B. These Curl BC General Rules (the “Curl BC General Rules”) take precedence over the Curling Canada Rules for Officiated Play (Curling Canada Rules)
- C. A team briefing (the “team briefing”) and Competitors’ Guide (the competitors guide”) is issued for each season as an appendix to the Curl BC General Rules and Category Specific Rules, the Team Briefing and/or Competitor Guide shall form an integral part of the Curl BC Rules for the event and shall be enforceable as part of the Curl BC General Rules. Where the Team Briefing or Competitors Guide contradicts the Curl BC General Rules, the Curl BC General Rules shall take precedence.

General Competition Rules

Curling Canada rules for Officiated play shall apply except when superseded by the Curl BC General Rules

Any changes to the team must be submitted prior to competition. Forms can not be submitted at the event

Update LSD format—Two identified players from each team will deliver an LSD. First player will deliver a clockwise rotation while the second will deliver a counter clockwise rotation

Time outs—two time outs per game and one time-out during each extra end

Multi Game Days— Maximum number of games a team will be required to play is three per day

Uniforms (Can't stress importance) - competitors can wear advertising of their team sponsor(s) provided it is in good taste and does not conflict with Curl BC sponsors.

5th player & substitutes—be familiar with the eligibility of a 5th player or a spare / substitution

Playdowns Leading to BC Championships

Pre-game practice : whenever possible, as time permits, each team will be allowed a 9-minute pre-game practice before each game, where the team may deliver a maximum of 16 rocks total on the same sheet of ice which they are about to play. They will then be allotted 1 minute to throw their LSD's.

Prior to pre-game practice, teams will toss a coin with the winner having a choice of first or last practice OR rock colour

BC Championships

Team briefing document specific to a championship will be emailed

Game time operations: 10 ends—38 min, 8 ends—30 min.

Mid-game break— 8/10 ends - 5 minutes

4th end –7 min 8 ends – wheelchair

Pre event practice: A practice session will be scheduled for all teams prior to the start of a championship

pre game practice: Each team will be allowed a nine minute warm-up before each game.

Preliminary and playoff formats

Preliminary round will be triple knockout

Playoff round will depend on the number of entries received

Section 2 Specific Rules Championships

Each championship has rules pertaining to that event. With the introduction of the Coach's' Interaction Policy the rules are changing and the policy needs updating again.

Wheelchair

Location	Richmond Dec 9 th – 11 th
Format	Triple knockout
Game	8 ends
Time	38 minutes
Rules	Rules specific to event

U18

Location	Richmond Dec 27 th – 31 st
Format	Triple knockout
Game	8 ends
Time	30 minutes (+4 min Coach's Interaction) 34 minutes
Rules	Rules specific to event

Women's & Men's

Location	Chilliwack Jan 10 th – 15 th
Format	Triple knockout
Game	10 ends
Time	38 minutes
Rules	Rules specific to event

U21

Location	Duncan Jan 24 th -29 th
Format	Triple knockout
Game	10 ends
Time	38 minutes (+5 min Coach's Interaction) 43 minutes
Rules	Rules specific to event

Mixed Doubles

Location	McArthur Is Feb 7 th – 12 th
Format	Triple knockout
Game	8 ends
Time	22 minutes (+4 min Coach's Interaction BCWG MD Qual) 26 minutes
Rules	Rules specific to event

Stick (Open & Women)

Location	Armstrong Feb 17 th – 19 th
Format	Triple knockout
Game	6 ends
Rules	Rules specific to event

Masters

Location	Parksville Feb 21 st – 26 th
Format	Triple knockout
Game	8 ends
Time	30 Minutes
Rules	Rules specific to event

Mixed

Location	Penticton Feb 28 th – Mar 5 th
Format	Triple knockout
Game	8 ends
Time	30 Minutes
Rules	Rules specific to event

Seniors

Location	Langley Mar 21 st – 26 th
Format	Triple knockout
Game	8 ends
Time	30 Minutes
Rules	Rules specific to event

BC Winter Games

Location	Vernon Mar 23 rd – 26 th
Format	Triple knockout
Game	8 ends
Time	30 minutes (+ 4 min Coach's Interaction) 34 minutes
Rules	Rules specific to event

BC Club Championship

Location	Abbotsford Mar 28 th – Apr 2 nd
Format	Triple knockout
Game	8 ends
Time	30 minutes
Rules	Rules specific to event

Section 3 Competitors Guide for all Championships

1 B. TEAMS

6. Pre Competition Practice

A. Zone, Open Qualifier Events:

- i. Practice ice may be available prior to competition. The team should arrange these sessions directly with the host club. Instructions will be emailed

B. BC Championships:

- i. When pre-event practice is sanctioned, the schedule will be provided by Curl BC.
- ii. Team will receive 10 minutes on each sheet of ice they will play on during the BC Championship.

1 D. COMPETITION

a. Timing:

1. Games will not be timed at the zone or open qualifier events. All games will be timed at the BC Championship level.
2. Time clocks are not typically used at zone or open qualifier events
3. If games are NOT timed, the Umpire will enforce the “pace of play” per the rule book (17 (7)) to assist teams with keeping the games on schedule.

b. Time-Outs:

1. Time-outs are to be signaled with the traditional "T" sign and the Chief Umpire will time the 90 seconds from the time that both coaches together reach the ice level and must be signaled from the ice surface by the team whose clock is running.
2. If the play is at the away end the team that did not call the time-out will not meet with their coach until the coach of the team that called the time out reaches the hogline at the away end.
3. The coach of the team that did not call the time-out will have access to their team at the home end backboards only and must give priority to the team calling the time-out.
4. At the conclusion of the time-out (expiration of time) or when the team that calls the time-out leaves the field of play, the time-out is over for both teams. Coaches that call the time-out can access their teams on the backboards of the playing end only.
5. Only the designated coach or 5th player (not both) can meet with their team during the time out. Coaches can access their teams from the backboards only, there is no use of empty sheets or walks ways unless all sheets have walk ways.

4. STONE SELECTION, PRACTICE AND LAST STONE ADVANTAGE

Teams will toss a coin before the practice a minimum 30 minutes prior to the game; the winner will have the choice of practice order OR rock color in the preliminary round of all events including BC Championships. Teams will practice using only their stones for that game and may not handle or otherwise disturb their opponent's stones. The last stone draw sheet needs to be completed by both teams and given to the Chief Umpire indicating the players who will be delivering the last stone draws. All players will throw an equal number of last stone draws during the event (depending on the number of games played). Players are requested to stay off the ice until 1 minute to practice has been announced. Under the direction of the Chief Umpire, curlers may cool their sliders and they may slide. Opposing teams may not be in the field of play during the other team's pre-game practice.

2.C. COMPETITION

1. GAME DURATION

Minimum Length of Game:

- a. In ten (10) end games, a minimum of five (5) ends must be played.
- b. In eight (8) end games a minimum of four (4) ends must be played.
- c. In all playoff, semifinal, and final games, a minimum of six (6) ends must be played (or as adjusted by a Chief Umpire, e.g. for streamed or televised games, 8 ends must be played).

2. PRE-COMPETITION PRACTICE

Prior to the start of a competition, when available and in conjunction with the host, Curl BC will sanction and schedule practice ice time for all teams, giving each team an equal amount of time on relevant sheets of ice. A schedule will be provided to all teams prior to the event.

3. PRELIMINARY ROUND STONE SELECTION:

Teams will conduct a coin toss and will select either practice session of stone handle colour as per the process outlined in section 1 of stone selection, practice and last stone draw

4. Double Knockout ROUND or MODIFIED Page playoff Stone Selection

Only stones on the assigned sheet are used.

In a triple knockout format If a team has qualified from a better bracket they will receive BOTH hammer and choice of stone colour in the DKO or Modified Page Round. If teams have qualified from same bracket, the teams will draw for hammer. The team that won the last preliminary round game or if they have not played, the team with the better cumulative LSD for the event will have choice of first/second practice or stone colour.

5. PLAYOFF STONE SELECTION (1v2 game, 3v4 game, Semi or Final)

Within 15 minutes after the preliminary round, double knockout round or modified page playoff round teams must determine stone handle colour by meeting with the chief umpire and completing the playoff stone selection document as required. The Chief Umpire will assign stones in the event of non-compliance. For dual events (events with teams of each gender playing at the same time such as U18, U21, Men's/Women's, Seniors, Masters, BC Winter Games), the following will apply:

- i. In the odd years (2023 for example) the top team on the Men's side (regardless of format) will have priority for selecting rocks.
- ii. In the even years (2022 for example) the top team on the Women's side will have priority for selecting rocks.

In a triple knockout format If a team has qualified from a better bracket they will receive BOTH hammer and choice of stone colour in the playoffs. If teams have qualified from same bracket, the teams will draw for hammer and the team that won the last preliminary round game or if they have not played, the team with the better cumulative LSD for the event will have choice of first/second practice or stone colour.

In all Triple Knockout BC championship events, teams are seeded based on the bracket that they qualified from. This will be done as follows:

3 team Playoff - A Qualifier will advance to the Final and the B and C qualifiers will advance to the Semi-Final.

4 team playoff - A and B Qualifiers will play in 1v2 game and the two C qualifiers will play in 3v4 game

6 team playoff - A Qualifiers play B Qualifiers with winners advancing to the 1v2 game. Losers play C qualifiers with the winners advancing to the 3v4 game

8 team playoff - 8 qualifiers play in Double Knockout Round with 4 teams advancing to the page playoff.

STONE SELECTION



POST PRELIMINARY ROBIN

Teams making playoffs must complete the playoff stone selection document within (30) minutes of qualifying for the playoffs. Teams may select a complete set of stones from any of the sheets that were used in preliminary play. If more than one game is occurring at the same time (i.e. 1 vs 2 and 3 vs 4, first choice will go to the highest-ranking team and subsequent choices will follow; second place, then third place, then fourth place teams. A team that does not complete the document within the allotted time, or is not prepared to make a decision forfeits the game choices (last stone advantage, stone colour, etc.) to which the team is entitled. Communication can be done electronically. For example, if we are simply waiting for a team to select colour of stones for a playoff game, it can be texted or e-mailed to the Chief Umpire within the 30 minute time frame. Teams must be prepared to select 2 sets of each colour of stones and/or hammer on this form.

30 minutes prior to the first pre-game practice, the Chief Umpire and the ice technicians will move the selected stones to the game sheet. Prior to the first game practice, the Chief Umpire will confirm with a team representative that the stones, they have chosen are on the sheet ready for play.

In combined championships the format for selecting stones will be as follows:

- In odd years, the men will select first – for example the first place men's team will select first and then the first place women's team and will alternate until all teams have been able to select their stones.
- In even years, the women will select first – for example the first place women's team will select first and then the first place men's team and will alternate until all teams have been able to select their stones.
- For example this year the women will select first as the championship occurs in 2022. For the Juniors the men will select first as their championship occurs in 2021. **NO EXCEPTIONS TO THIS RULE.**

At the conclusion of each playoff game, the above process shall be repeated.

Playoffs: Stone Selection & Last Stone Advantage

Following the conclusion of the triple knockout, the top 3, 4, 6 or 8 teams will participate in the playoff process as outlined in the current version of the Curl BC OFFICIAL GUIDE FOR QUALIFIER AND BC CHAMPIONSHIPS. Stone selection does not begin in any BC Championship until teams reach the 4-team playoff games, semi-final, or final games of an event.

IN THE 1V2 GAME : If the teams played each other in the triple knockout the A qualifier will have BOTH choice of hammer and stone colour. If the teams did not play each other the A qualifier will have CHOICE of hammer OR stone colour. The team with hammer will practice first.

IN THE 3V4 GAME : Teams will flip a coin for choice of stone colour OR 1st or 2nd practice. A draw to the button will determine hammer and the team that practices 1st will deliver the clockwise rotation and the team that practices 2nd will deliver the counter clockwise rotation.

FOR THE SEMI-FINAL GAME: If the A qualifier loses the A/B page playoff game and plays in the semi-final they have BOTH choice of hammer and stone colour. If the B qualifier loses the A/B page playoff game and plays in the semi-final they will have CHOICE of hammer or stone colour. The team with hammer will practice 1st.

CHAMPIONSHIP GAME: If the A qualifier is the winner of the A/B page playoff game they will have BOTH choice of hammer and stone colour. If the B qualifier is the winner of the A/B page playoff and the A qualifier is the winner of the semi-final game the B qualifier will have CHOICE of Hammer OR stone colour. If the C qualifier wins the semi-final game the winner of the A/B game will have BOTH choice of hammer and stone colour. The team with the hammer will practice first.



**END PART
ONE**

Aug
2022



CHIEF UMPIRE MANUAL

UPDATED BY:

PHIL MCKENZIE

CURL BC OFFICIATING COORDINATOR

CURL BC: 2001A – 3713 Kensington Ave, Burnaby, BC V5B 0A7 CURL BC

ROLE OF UMPIRES

Umpiring is performed by dedicated volunteers without whom the sport could no progress.

The role the Umpire has been established to ensure fair play in any competition. Umpires act as a complement to the game, working with teams in a fair and neutral manner within the rules of the game, doing measurements and intervening only to make a correction or following a breach of the rules.

Umpire decisions must be made in fairness and with sound judgement relative to Curling Canada's "Rules of Officiated Play".

All Umpires must have a thorough knowledge of the rules, their interpretation and implementation. Within the umpiring system, dependent on the assignment, the Umpire should have a sound knowledge of the record sheets, scoreboards, measuring devices, hog lines, statistics and time clocks. Each plays an important part in the smooth running of any competition.

The game is first and foremost for the curlers and the role of the Umpire is secondary

Umpiring is very serious and is a position of trust and responsibility.

RULES:

The Chief Umpire is responsible for rule enforcement and interpretations in all areas covered by the current rule book, board policy, Official Guide to Zone, Open and BC Championships or precedent as it applies to the on-ice competition and his/her decision shall be final. During the course of the game, the Chief Umpire may have to act immediately in areas outside of written rules, policy or precedent. In this situation, the Chief Umpire will be the final authority.

The current **CURL BC Rules** on the Curl BC website and the **CURLING CANADA Rules of Curling (September 2022 – September 2026)** are available in hard copy format only.

Please make sure you are familiar with both documents.

DUTIES OF THE CHIEF UMPIRE

Prior to the event:

- The draw is provided by Curl BC and should be reviewed to ensure no back-to-back games on the same sheet. Discuss ice assignments for playoff games with Curl BC Event Manager and the Ice Technician. (Playoff games may be played on the same sheet of ice as the final provided appropriate ice preparation takes place between games and no team receives an unfair advantage.)
- Prepare the team meeting document and send to Curl BC who will send it to the teams prior to the competition. Have copies available at the pre-competition practice if a team wants a printed copy. Team meeting should not take more than **10 minutes**.
- Contact Curl BC Competition Manager for the event.
- Contact the local event manager to confirm the following:
 1. Determine location for the official's room (locked if possible).
 2. Determine location for the clocks (where they are clearly visible to the teams) and timers have an unobstructed view of the sheet they are timing on.
 3. Curl BC will utilize Curl Time software and Curl BC equipment for all events. This equipment will be shipped from the Curl BC office to each event via Purolator or dropped off at the host facility by Curl BC.
 4. Schedule a meeting with local officials prior to the start of the event.
 5. Hotel room will be booked for you by Curl BC as necessary
 6. Ensure transportation is available to and from the rink as necessary.
 7. Ensure that all officiating equipment is ordered. Will Sutton (wsutton@curlbc.ca) is the Curl BC contact and the Chief Umpire should be in contact with Will to request ahead of time, the time clocks (see above), observer's boards with magnetic boards, timer's binders, radios and headsets, daisy chains and jackets. When equipment is received, it is to be checked, inventoried and an email sent to Will confirming the arrival and completeness of the equipment (this is the responsibility of the Chief Umpire (and/or their designate). For the major events Curl BC will ship all the scoreboards etc. from AMJ Van Lines.
 8. Ensure that digital/laser measuring devices (or at a minimum, measuring tapes) are available to perform the Last Stone Draw Measurements.

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9. Curl BC and the Host Committee will arrange a substitute pool and will provide the Chief Umpire with names, contact information and their schedule of availability. Substitutes will practice during a regularly scheduled practice prior to the event and will be available for selection by the team requiring a substitute. Contact information will be provided for substitute players. The Chief Umpire will advise the teams prior to the event when the substitute will be practicing and their availability.
10. Curl BC along with the host committee will provide a list of all team members including 5th players and coaches prior to the start of the championship. Only those coaches approved for the event by Curl BC are to be allowed coaching privileges including Field-of-play access. If a team has more than one coach, only one is recognized per game, and the coach can be changed on a game-by-game basis as long as a change of team lineup form is submitted to the Chief Umpire identifying the coach for that game. Both coaches and/or coach & 5th player may participate in the pre-game practice. Either the coach or the 5th player may be involved in a time out but not both.

PRACTICES

PRE-COMPETITION PRACTICE: A practice session will be scheduled for all teams prior to the start of the first draw of the championship. Assignment of teams to each practice session will be done by Curl BC and the teams should be notified of their practice times by Curl BC.

Teams will be permitted to practice for 10 minutes on each sheet of ice in use during the event. ALL PRACTICES WILL BE STRICTLY TIMED AND MANAGED. Teams will begin practice under the direction of the Chief Umpire or Game Umpire, on the assigned sheet and move one sheet to the right at the end of each practice period.

STONE MATCHING: Only team members and certified coaches in full uniform that are recognized as part of the team will be allowed in the Field-of-Play and can be involved in the matching of stones or any other team-related activity on the ice surface at any time during the championship.

EQUIPMENT INSPECTION: Chief Umpires or Game Umpires may inspect equipment and uniforms equipment at any time. Particular attention should be paid to the **INSIDE** of grippers as often that is where the 'wear' occurs. (No hair brooms are allowed except as delivering devices).

Please refer to Curling Canada website for information regarding approved equipment <https://www.curling.ca/sweeping-moratorium-faqs>

Brooms may be inspected throughout the championship.

PRE-GAME PRACTICE:

Pre-game practice of nine (9) minutes will be provided before each draw. For Playdown events leading up to a BC Championship, teams will deliver a maximum of 16 rocks total. For BC Championships there is no limit to the number of stones thrown during practice.

Teams will be assigned an equal number +/- 1 of each stone handle color. Curl BC stones are used for all BC Championship events (stone colors are blue and red). For all other events, the stones at the facility will be used. Prior to pre-game practice, teams will toss a coin with the winner having choice of first or last practice OR rock colour. All games are played with the stones found on the assigned game sheet (except for playoff games as outlined in the appendices).

Teams practicing first will practice for 9-minutes beginning thirty (30) minutes prior to the game time. Teams practicing second will practice for 9-minutes beginning fifteen (15) minutes prior to the start of the game. The Chief Umpire may amend these practice start times to not less than 20 and 10 minutes prior to games.

Players may step on the ice to cool their sliders and may slide one minute prior to the start of practice under the direction of an umpire.

Following the practice and the last stone draw for hammer, the icemaker may choose to clean the ice and re-pebble the hack area ONLY.

OTHER PRACTICE:

Evening Practice: Evening practice will be available for all BC Championships, if the schedule of events permits. If evening practice is available, the following process will occur. The Chief Umpire will provide teams with a practice schedule based on their game schedule the following day. Immediately following the preliminary round game of the day, each team will have the option to be scheduled for a 10 minute practice on the first sheet of ice they are scheduled to play on the following day. If teams are not able to practice on the sheet may play on their second or third game each day

As time permits and in consultation with the Chief Umpire and Ice Technician and depending on set-up for televised / live streamed games), all teams that qualify for the playoffs may practice for a maximum of one hour (may or may not be on assigned ice for the next game or with their designated stones).

During the event, no other practice is permitted.

LAST STONE ADVANTAGE IN THE FIRST END:

The Last Stone Draw following each team's pre-game practice will decide last stone advantage in the first end.

At the completion of the 9-minute pre-game practice, under the direction of an umpire, two identified players from each team will throw a stone (full sweeping allowed with one player holding the broom in the house at the playing end - exception for mixed). The chief umpire will be notified 45 minutes prior to the first team's practice the name of the player delivering the last stone draw for each team.

Each player will be required to deliver a minimum number of draw shots (as determined by the event) for last stone advantage.

Following each teams pre-game practice, two identified competitors from each team will deliver a LSD after each pre-game practice. The first player will deliver the clockwise rotation while the second player will deliver the counter clockwise rotation.

The person delivering the stone can be any member of the team. Only the four players and only the two players for mixed doubles are allowed on the ice surface during the last stone draw. The other team members (including the

coach(s) and alternate) must stand as far behind the sheet as possible (in an arena) or on the backboards (curling facility) and must not give any instructions.

Teams have one (1) minute to deliver their last stone draw to the home end. A stone delivered prior to the umpire announcement or not delivered within the time allotted by the umpire will be assigned a distance of 199.6 cm (the stone must reach the nearer tee-line before time expires).

If the 1st team records a distance of 0.0 cm or 199.6 cm (using a laser measure) a second player will deliver a draw to the button using the same rotation. *The second delivery will be used to determine hammer for that game.* The 1st team will then leave the ice and the 2nd team will practice. If the 2nd team matches the 1st team in distance over two stones, another player from the 1st team will alternate with the 2 team until the hammer is decided.

The better distance between the two teams will receive last stone advantage in the first end. The draw to the button shall be played towards the home end.

Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button:

Triangulation: Any stone covering the center pin will be measured from two separate points 61.0 cm from the tee. These distances will calculate the exact distance from the tee to the center of the curling stone.

Measuring Protocol for Last Stone Draws: Stones finishing in the house are measured. If the measure can be inserted into the pin the stone is measurable. Stones finishing so close to the tee that they cannot be measured are recorded as 0.0 cm. Stones that do not finish in the house are recorded as 199.6 cm (using the laser measure).

If a team does not play the last stone draw (i.e. – late arrival) it is recorded as 199.6 cm (using the laser measure).

If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the measurement is completed, the stone is replaced as close to its original position by the delivering team.

If there is a hogline violation, the stone will be removed and recorded as 185.4 cm (199.6 if using the laser measure)

TIMEOUTS

Each team will receive two (2) 90-second timeouts per game and one (1) 90-second timeout in each extra end.

Teams are encouraged to use a “T” signal to request a team timeout or an “X” signal to request a technical / officials timeout (timeout for free guard zone measurement, end of end measurement, rule interpretation, etc):

The timeout will start when the timeout signal is made unless additional travel time has previously been allocated by the Chief Umpire.

The coach or alternate (not both) whose team requested the timeout may access the playing area at the end of the sheet but not access the playing surface.

The coach or alternate of the team who did not call the timeout will be allowed to meet with their team on the backboard at the home end only.

If the team that calls the timeout completes their timeout before the 90 seconds has expired and leaves the Field-of-Play, the timeout is over for both teams.

Time clocks will start when the 90-seconds (including travel time if applicable) have expired and will stop when the delivered stone has reached the nearer tee-line at the delivering end.

COACHES FAIR PLAY TIMEOUT (U21, U18, BC Winter Games): The purpose of the Coaches Fair Play Timeout is to provide a coach with the opportunity to diffuse a potentially negative situation regarding a team or player’s on ice demeanor before the situation escalates or to counsel an athlete relative to adhering to the rules of the game.

- Each coach will be provided the opportunity to request a one (1) minute fair play timeout per game.
- A coach’s fair play timeout will only be implemented with the approval of the Chief Umpire.
- Only the coach who requested the fair play timeout may access the playing area accompanied by an official.
- A coach’s fair play timeout may be recommended by an official.

BC Winter Games: Will include Coaches Interaction



BC PROVINCIAL CHAMPIONSHIP FORMATS

BC Men's Championship will consist of 12 teams competing in a triple knockout preliminary round format and a 4-team page playoff. The A and B qualifiers will advance to the 1 vs 2 playoff game and the 2 C qualifiers will advance to the 3 vs 4 playoff game. Games will be 10 ends in length. The winner of the 1 vs 2 game gets a bye to the final. The loser of the 1 vs 2 game plays the winner of the 3 vs 4 game in the semi-final. The winner of the semi-final plays the winner of the 1 vs 2 game in the final.

The BC Scotties Presented by Best Western will consist of 8-teams competing in a triple knockout preliminary round and a 4-team page playoff. The A and B qualifiers will advance to the 1 vs 2 playoff game, and the 2 C qualifiers will advance to the 3 vs 4 playoff game. Games will be 10 ends in length. The winner of the 1 vs 2 game gets a bye to the final. The loser of the 1 vs 2 game plays the winner of the 3 vs 4 game in the semi-final. The winner of the semi-final plays the winner of the 1 vs 2 game in the final.

BC U18 Championship shall be an open girls' and open boys' event. The format will be a triple knockout preliminary round and the playoff format will be based upon the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length.

BC U21 Championship shall be an open entry Women's and Men's championship with a triple knockout preliminary round format and the playoff formats that are based upon the total number of entries in each event (see chart rule 8G of the 2023 Curl BC General Rules for an explanation of the playoff formats based on the open event field sizes.) Games will be 10 ends in length.

BC Master Championship shall be an open entry Women's and Men's championships. The format for the 2023 preliminary round will be a triple knockout format and a playoff format based upon the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length.

BC Mixed Championship shall be an open entry championship consisting of a triple knockout preliminary round format and a playoff format based on the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length.

BC Mixed Doubles Championship shall be an open entry event. The format for the 2023 preliminary round will be a triple knockout format and the playoff format based upon the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length.

BC Open and BC Women's Stick Championships are open entry BC Championships. The format for the 2023 preliminary round will be a triple knockout. The playoff format in both events will be based upon the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules). A consolation round will occur for those teams not advancing to the championship playoff round.

BC Senior Championship shall be an open Women's and open Men's championship with a triple knockout preliminary round format and a playoff format based upon the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules). Games will be 8 ends in length.

BC Winter Games shall consist of two pools of four teams with the top two in each pool advancing to a semi-final. All round-robin games will be 8 ends. Teams that do not qualify for the semi-finals will be re-formed to play mixed doubles.

Playoff Format: Following the conclusion of the round robin the top two teams in each pool will qualify for playoffs. Tie-breaker games will not be played to determine playoff teams. Ties are to be broken by head-to-head competition during the round robin pool play. Pool A #1 team plays #2 team from Pool B. Pool A #2 team plays #1 team from Pool B. The two semi-final winners play for gold/silver while the two semi-final losing teams will play for bronze.

BC Winter Games PLAYOFFS Stone Selection: Where opponents in the semifinals have not played in the same round-robin pool and in the event that they have identical round-robin win / loss records, the results of the LSD shall be applied to award choice of hammer or stone color selection. For the purposes of awarding the hammer in cross pool games a bye will not be considered a win.

The opponents in the final and bronze medal games may or may not have been from the same pool. The team with the better round-robin win / loss record will have both hammer and choice of color. If the opponents have identical round-robin win / loss records, the results of the LSD will be applied to award choice of hammer or stone color selection.

BC Wheelchair Championship shall be an open entry event. The format for the preliminary round will be a triple knockout format and a playoff round format will be based on the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules). Each team will receive 38-minutes of thinking time for an eight (8) end game. Each team will receive 6-minutes of thinking time for each extra end. The mid game break is 7-minutes at the end of the 4th end.

BC Club Challenge Provincial Championship shall be an open entry Women's and Men's championship consisting of a triple knockout preliminary round format and a playoff format that is based upon the total number of entries (see chart rule 8G of the 2023 Curl BC General Rules for playoff formats on field sizes). Teams will play 8-end games.

Open Entry BC Championship Playoff Formats

The below outlines the playoff formats based on the number of entries the category receives in open entry BC Championships:

<u>Entries</u>	<u>Playoff Format</u>
3 Teams	Semi (if Necessary) then Final
4-7 Teams	Semi (B vs C Qualifier) and Finals (A Qualifier vs Winner of Semi-Final)
8 – 16 Teams	Page Playoff (A Qualifier vs B Qualifier with winner advancing to Final and loser advancing to the Semi Final & Two C Qualifiers play in 3v4 game with the winner advancing to the Semi-Final.
17 – 23 Teams	Modified Page playoff (2 A Qualifiers vs 2 B Qualifiers with the winners advancing to the 1v2 Game. The losers play the 2 C qualifiers in the 3v6 and 4v6 game with the winners of those games advancing to the 3v4 game.
24 – 32 Teams	8 team Double Knockout Round leading to a Page Playoff with the 2 A qualifiers playing in 1v2 game and the 2 B qualifiers playing in 3v4 game

Mixed Doubles

A team is composed of two (2) players, one male and one female. Alternate players are not allowed. A team must forfeit any game(s) where it fails to have both players playing for the entire game. One coach will be allowed for each team.

The scoring will be the same as in a regular curling game, The “positioned” stones that are placed prior to the beginning of each end are eligible to be counted in the scoring,

Each team will deliver 5 stones per end. The player delivering the 1 stone of an end must also deliver the last stone of that end. The other team member will deliver the 2nd, 3rd and 4th stones of the end. The player delivery rotation can change from end- to-end.

No stone in play, including the “positioned” stones and those in the house, can be moved to an out-of-play position prior to the delivery of the 4th stone of the end (the 4th delivered stone is the 1st stone that can remove any stone from play). If there is a violation, the delivered stone will be removed from play and any displaced stone(s) will be replaced to their original position by the non-offending team.

Prior to the start of every end, one team will place its “positioned” stone at the playing end of the sheet in one of two positions. The opponent’s “positioned” stone will then be placed in whichever position remains vacant.

POSSIBLE STONE POSITIONS:

POSITION “A”: The stone is placed to bisect the center line and is either immediately in front of or immediately behind one of 3 points in the ice:

The points are placed on the center line:

- o At the mid-point between the hogline and the outermost edge of the top of the house
- o 0.915 m (3-feet) from the mid-point closer to the house
- o 0.915 m (3-feet) from the mid-point closer to the hogline

*Based on the ice conditions, the Chief Umpire will determine the specific placement for each sheet for **Position A** to be used prior to the start of the pre-game practice and that same placement will be used for the entire game.*

POSITION “B”: The stone is placed in the back of the house, bisected by the center line and abutting the back edge of the tee (if a delivered stone freezes to the *Position “B”* stone the delivered stone will be the stone closest to the button and counting). Stationary in-house stone for the team with last stone will be placed on the center line with the back edge of the stone on the back of the four foot circle.

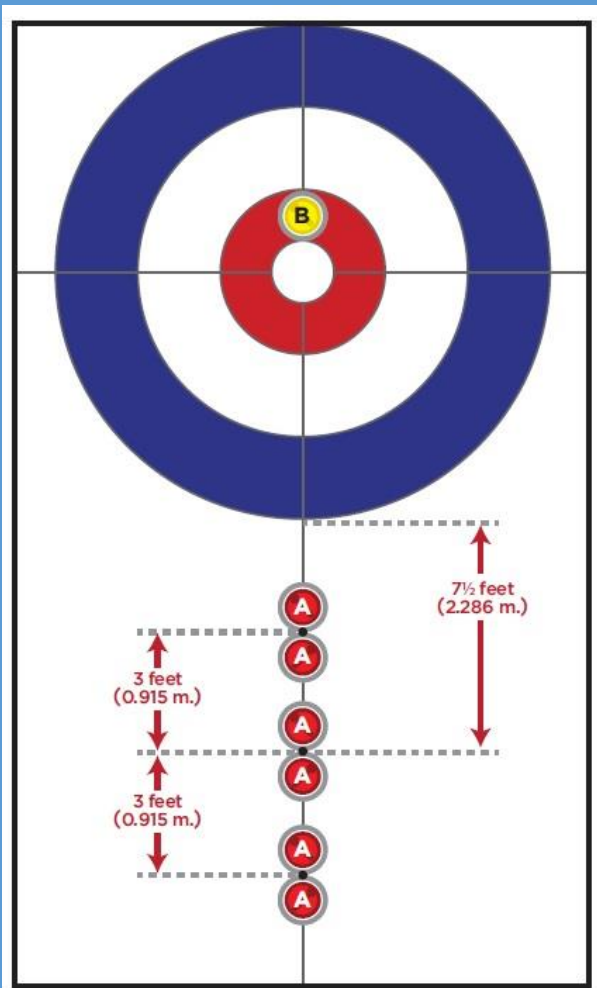


Fig. 1: Position A & B

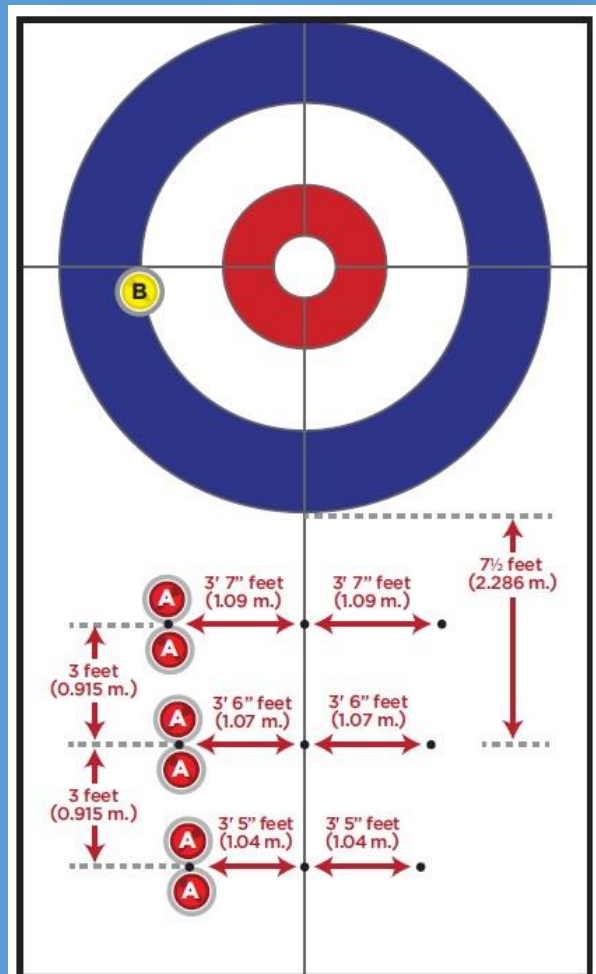


Fig. 2: Power Play Option

Prior to the event, the Chief Umpire / Deputy Chief Umpire should check each sheet of ice to confirm the necessary points on the ice are placed properly.

TRIPLE KNOCKOUT PLAYOFF FORMAT Ice Assignments and Stone Selection

Ice Assignments for Playoff Games: The ice sheets assigned for playoffs may depend on what sheets of ice teams most recently played on and to some degree on the needs of television/streaming. There is no restriction on using the same sheet of ice for all playoff games, provided appropriate ice preparation takes place.

Stone Selection, Practice and Last Stone Draw: See above for BC Championship ice selection criteria if this is a combined ladies and men event. Following the conclusion of the triple knockout, the top 3, 4, 6 or 8 teams will participate in the Playoff process. Stone Selection does not begin in any BC Championship until teams reach the 4-team page playoff games, semi-final, or final games of an event.

Playoff Games: Following the conclusion of the triple knockout, the Qualifying teams will participate in the Playoff process as outlined in the current version of the *Curl BC OFFICIAL GUIDE FOR QUALIFIER AND BC CHAMPIONSHIPS*.

IN THE 1v2 GAME: If the teams played each other in the triple knockout the A qualifier will have BOTH choice of hammer and stone color. If the teams did not play each other the A qualifier will have CHOICE of hammer or stone color. The team with hammer will practice first. **IN THE 3v4 GAME:** Teams will flip a coin for choice of stone color or 1st or 2nd practice. A draw to the button will determine hammer and the team that practices 1st will deliver the clockwise rotation and the team that practices 2nd will deliver the counter clockwise rotation.

FOR THE SEMI-FINAL GAME: If the A qualifier loses the A / B page playoff game and plays in the semi-final they will have BOTH choice of hammer and stone color. If the B qualifier loses the A / B page playoff game and plays in the semi-final they will have CHOICE of hammer or stone color. The team with hammer will practice 1st.

CHAMPIONSHIP GAME: If the A qualifier is the winner of the A / B page playoff game they will have BOTH choice of hammer and stone color. If the B qualifier is the winner of the A / B page playoff game and the A qualifier is the winner of the semi-final game the B qualifier will have CHOICE of hammer or stone color. If the C qualifier wins the semi-final game the winner of the A / B game will have BOTH choice of hammer and stone color. The team with hammer will practice 1st.

UMPIRE / TECHNICAL TIMEOUT

If called by a Game Umpire the umpire will notify the Timing Game Umpire by radio and starts a stop watch. The Timing Game Umpire notifies the timing official on the appropriate sheet and ensures that the time clock is stopped promptly.

If the teams are requesting a technical time out they will use an “X” signal. If the reason is considered valid (e.g. – FGZ measure) by the Umpire, then it is considered an Umpire’s timeout. The game clock starts when the Umpire has rendered a decision and leaves the Field-of-Play, or when the Umpire directs the Timing Game Umpire to tell the timing official to restart the clock.

If the reason is not considered valid the game clock is restarted immediately at the direction of the Game Umpire.

Game Umpires may call a timeout at any time.

TIME CLOCK ADJUSTMENTS

If a time clock malfunction or error has been recognized, the time to be given back should be noted and the necessary adjustments to the clock made between ends, except during the final end when timing adjustments must be made stone by stone. Time will only be added where required, but never taken away due to a timing error.

The Chief Umpire will notify the coaches of the occurrence and of the action taken. The Game Umpire will notify the skips of the occurrence and of the action taken.

If the malfunction occurs during the last scheduled end or an extra end, an Umpire’s timeout will be called and the necessary adjustments to the time clock will be made immediately

REVIEW FOR GAME UMPIRES

Game Umpires are to assist the Chief Umpire in the running of the event both in and off the Field-of-Play.

Pre-Competition:

- Be familiar with Curl BC Competitor's Guide and Team Meeting Document for the competition.
- Arrive in time to assist with the pre-competition check prior to the team practice day.
- Assist on the team practice day with checking uniforms and equipment as requested.

During the Competition:

Observe the following and undertake allocated duties given for each session, which may include:

- Conduct the pre-game practice (home umpire).
- Collect Line up forms, Change of Line up forms, LSD declaration forms and give copies to the Chief Umpire and Stats team.
- Perform LSD measures and post hammer on scoreboards (as quickly as possible for stats and media), deliver results to CU.
- Introduce yourself to skips of your assigned game | (s) and game observers.
- Concentrate on your assigned game(s) only.
- Assist teams by answering questions and providing information.
- Ensure fair play between teams.
- Be neutral and fair in decision making.
- Intervene only to make corrections or if a rule is broken.
- Perform all measures.
- Avoid casual conversation with players, coaches, other officials or spectators. (during the game)
- Record any violations and inform the Chief Umpire (minor infractions can be done at the end of the game).
- Report any improper communication between players and coaches. The enforcement of fines will be administered
- Verify score before posting on the scoreboard; change the totals on the scoreboards if appropriate.
- Time the breaks; confirm the time between ends and Team timeouts.
- Monitor your game clock(s).
- Finalize scoreboards (at both ends) including X's if appropriate.
- Return all forms to the Officials ' room.
- Ensure all issues are reported to the Chief Umpire.

Attend meetings as required by the Chief Umpire and run any additional (evening / pre-playoff) practice sessions as requested.

At the completion of the draw

- Assist in getting teams into the venue for the Closing Ceremony / Medal presentation.
- Clear officials' room plus pack Curl BC equipment.

GAME UMPIRE

Pre-game

- Responsible for all on-ice activities during a draw and directly involved with activities at the assigned end.
- At least 10 minutes before first practice, check with the Ice Maker for readiness of the ice and complete a 'walk-around' to check that all equipment is properly in place.
- Conduct pre-game practice and conduct radio check.
- Announce practice using the standard script.
- If there is a march in of teams, the Away Game Umpire is responsible for getting teams to the marshaling area quickly after practices.
- Introduce yourself to the volunteer officials at your end.
- Introduce yourself to the teams as appropriate.
- When all officials are in place, conduct a radio check to ensure all officials with radios are on-air.
- Announce 1 minute to game time. Time the 1 minute and when teams are in place and ready, announce "games may now begin".

During the game:

- Be aware of and move close to critical playing situations at the assigned end.
- Control ice access by media and coaches.
- Photographers may not use flash. Positioning is stationery between hoglines on the walkways, or behind the receiving end (if space permits)

Be in position at the away end prior to the end of the first practice then:

- Ensure no practice stones are delivered after the end of each practice session with the exception of the Last Stone Draw. Ask the players at the end of practice to return all stones to the home end.

Measurement Protocol:

Check micrometers before every draw, and if possible have point of micrometers and 6' measure on ice. Measure should slide easily.

Go clockwise on measures, give clear signals, get consensus from the thirds before moving stones

TIMING GAME UMPIRE

- Turn on radio before leaving Officials' room.
- At least 45 minutes before draw time, check to ensure all clocks and displays are set up and functioning properly.
- Ensure one timing official is in position and ready to time first practice (usually on Sheet C).
- Communicate between Home End Game Umpire and practice sheet timing official through first and second practice.
- Ensure all other timing officials are in position at least ten minutes before draw time.

During the Game:

- Oversee all timing operations with particular attention to any new or struggling timing official(s).
- Be prepared to assist as required in unusual operations such as replayed ends or extra end setup.
- Communicate between Game Umpires as required.
- Relay any hogline calls or timeouts to the appropriate timing official.



CHIEF UMPIRE'S REPORT

EVENT:	
DATE:	
LOCATION:	
CHIEF UMPIRE:	

PRE-EVENT ACTIVITIES	
Were communications with the host committee adequate?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Comment:	
<i>wrap around text</i>	
Were communications with the Curl BC Liaison adequate?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Comment:	
<i>wrap around text</i>	

RESULTS OF PRECOMPETITION CHECK	
Did all Curl BC equipment arrive on time?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Was all Curl BC equipment in good working order?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Comment:	
<i>wrap around text</i>	
Were repairs needed or made to the equipment?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Comment:	
<i>wrap around text</i>	
Was the facility adequate for staging the championship?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Comment:	
<i>wrap around text</i>	

PERSONNEL	
Mentoring Candidate:	Yes <input type="checkbox"/> No <input type="checkbox"/> If yes, name
<i>Data requested by Sport BC</i>	
Game Umpires:	
# of certified Level 2 or 2+	
# who completed Level 2 certification at this event	

STANDINGS AT THE COMPLETION OF THE ROUND ROBIN
--

	TEAM NAME	WINS	LOSSES
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

1 vs 2 Page Game

VS
RESULT:

3 vs 4 Page Game

VS
RESULT:

Semi Final

VS
RESULT:

FINALS

VS
RESULT:

**CURLING CANADA: TECHNICAL DEVELOPMENT PROGRAM
LEVEL 1 OFFICIAL PRACTICAL COMPONENT FORM**

The purpose of this form is to provide a statement concerning the fulfillment of the Level 1 Practical Requirement.

NAME: _____ PHONE: _____

MAILING ADDRESS: _____

EMAIL: _____

PRACTICAL EXPERIENCE

EVENT NAME	DATE	TYPE OF DUTY	# OF GAMES	NAME OF HEAD OFFICIAL	SIGNATURE OF HEAD OFFICIAL

To receive credit for the Level 1 Practical component, an individual must serve under the supervision of a certified (Level 3 or Higher) head official in the following roles at an organized practical training event, Provincial or National Championship(s)

1. Game Observer (min 2 games) + Timer (min 2 games) + Hogline (min 2 games) OR if no Hogline
2. Game Observer (min 3 games) + Timer (min 3 games) OR if no Observers
3. Timer (min 6 games)

I hereby declare that the above information is true:

Signature of Candidate
** Signatures can be signed or typed*

Signature of Provincial Coordinator

Date

At completion of this form candidates may submit via mail, fax, email or online form.

Mail to: Curl BC, Suite 2001A 3713 Kensington Avenue, Burnaby BC, V5B 0A7

Fax: (604) 333-3615

Email: pcseke@curlbc.ca

Online Form: <https://www.curlbc.ca/resources/documents-forms-officials/>

[Click here for Level 1](#)

[Click here for Level 2](#)

* available in the electronic form.

Updated: July 2022

**CURLING CANADA: TECHNICAL DEVELOPMENT PROGRAM
LEVEL 2 OFFICIAL PRACTICAL COMPONENT FORM**

The purpose of this form is to provide a statement concerning the fulfillment of the Level 1 Practical Requirement.

NAME: _____ **PHONE:** _____

MAILING ADDRESS: _____

EMAIL: _____

PRACTICAL EXPERIENCE

EVENT NAME	DATE	TYPE OF DUTY	# OF GAMES	NAME OF HEAD OFFICIAL	SIGNATURE OF HEAD OFFICIAL

To receive credit for the Level 2 Practical component, an individual must serve as a supervising official at a Provincial or National Championship for a minimum of 6 games under the supervision of a certified Level 3(+) head official

Requirements: A Timing Supervisor (min. 2 games) + Home Supervisor (min. 2 games) + Away Supervisor (min. 2 games)

I hereby declare that the above information is true:

Signature of Candidate
** Signatures can be signed or typed*

Signature of Provincial Coordinator

Date

At completion of this form candidates may submit via mail, fax, email or online form.

Mail to: Curl BC, Suite 2001A 3713 Kensington Avenue, Burnaby BC, V5B 0A7

Fax: (604) 333-3615

Email: pcseke@curlbc.ca

Online Form: <https://www.curlbc.ca/resources/documents-forms-officials/>

[Click here for Level 1](#)

[Click here for Level 2](#)

* available in the electronic form.

Updated: July 2022

The word "QUESTIONS" is written in a bold, white, sans-serif font with a slight 3D effect. It is centered on a white rectangular background. Surrounding the text are numerous overlapping squares in various shades of blue and green, some solid and some semi-transparent, creating a dynamic, abstract pattern. The entire graphic is set against a solid blue background.

QUESTIONS

Officials Menu

Timer & Observer Training – Self taught. Observer training / Timer training

Game Umpire Training – Electronic Course Material

Game Umpire Training (Formerly Level 2) video link

Game Umpire (Formerly Level 2) Technical exam access

Level 3 Program & Mentorship - A letter of recommendation from a provincial or national chief umpire with whom the candidate has worked as a supervising official at a championship event.

List of events the candidate has been actively involved as a supervising official in the previous 3 years, or has taken a refresher of the Level 2 officiating course.

Experience recruiting and scheduling officials for a provincial or national championship event

Development Opportunities – Basically a notice board for officials

Documents & Forms -

- [Chief Umpire Report Form \(also available as PDF in Chief Umpire Manual\)](#)
- [Concussion Guidelines and Return to Play Policy](#)
 - [Accident and Incident Report Form](#)
- [Team Briefing Template- BC Winter Games Zone Qualifiers](#)
- [Team Briefing Template- BC Women's and Men's Open Qualifier](#)
- [Team Briefing Template-BC Winter Games, BC U18, BC U21](#)
- [Team Briefing Template- BC Men's and BC Scotties](#)
- [Team Briefing Template -Open Entry BC Championships \(Seniors, Masters, Mixed, Club Championship\)](#)
- [Team Briefing Template-CWG Mixed Doubles Qualifier](#)
- [Team Briefing Template- Open BC Mixed Doubles](#)
- [Team Briefing Template-Wheelchair](#)
- [Team Briefing Template-Open and Women's Stick BC Championships](#)
- [Last Stone Draw 8 sheets](#)
- [Mixed Doubles On-Ice Officials' Form](#)
- [Mixed Doubles Rules \(PDF\)](#)
- [Playoff Stone selection](#)
- [Pre-Competition Ring Check](#)
- [Ice Players Assistant -Training Guide](#)
- [Ice Players Assistant -Presentation](#)
- [Generic Score Card](#)
- [Modified Score Card](#)
- [Expense form \(Excel\)](#)
- [Team Line-Up Card](#)
- [Time Sheet 10 End](#)
- [Time Sheet 8 End](#)
- [Time Sheet Mixed Doubles](#)
- [Time Sheet Wheelchair](#)
- [Pre-Game Announcements for Wheelchair](#)
- [Ice Players Assistant Training Guide for Wheelchair Championships](#)
- [Last Stone Draw Protocols-Zone/Open Qualifier and BC Championships](#)

