

# 2025/26 Competition Guide

## Men, Women and Mixed

### MIXED

**Date:** January 22 to 25, 2026 (Thursday to Sunday)  
**Host Club:** Bridgewater Curling Club  
**Registration Opens:** September 1, 2025  
**Registration Deadline:** December 23, 2025  
**Entry Fee:** \$200.00



### MEN and WOMEN (COMBINED EVENT)

**Date:** February 12 to 15, 2026 (Thursday to Sunday)  
**Location:** Lakeshore Curling Club  
**Registration Opens:** September 1, 2025  
**Registration Deadline:** January 13, 2026  
**Entry Fee:** \$200.00

**Maritime Championship:** March 13 to 15, 2026 at Bluenose CC

**Qualifying Event – Eligibility to compete is determined by results at Provincial Championship.**

**National Championship:** March 25 to 29, 2026 at Wolfville & Windsor CC

**Registration Opens:** November 1, 2025

**Link to National Championship information:** <https://novascotiastickcurling.ca/events/>

NS Stick Curling Association (NSSCA) Championship Rules may be changed, in whole or in part, prior to the playdown process. The rules for one year's championship shall not be construed to give or imply any right for future championships. NSSCA policy is to publicize its rules in advance of the competition affected by those rules. Any mistakes, omissions or ambiguity may be subject to clarification by the NSSCA Competitions Committee. This document can be deemed final 14 days prior to the start of the championship.

See below for competition specific details that are in effect for both the Men's, Women's and Mixed Championships. The NSSCA applies the following rules documents:

- Curling Canada Rules of Curling for General Play,
- Canadian Stick Curling Association (CSCA) Stick Curling Rules, and
- CSCA Canadian Two-Person Stick Curling Championship Logistics.

In the event there is a perceived conflict between the above documents and this document, this document is considered to take priority.

The objective of these events is to host provincial championships for stick curling across Nova Scotia. Winners of these events qualify for the Maritime Stick Curling Championship and are reserved a provincial spot at the Canadian Stick Curling Competitive Division Championship. These events were founded for competitive stick curlers. We keep this objective in mind when we set our eligibility requirements and rules.

## A. PARTICIPATION ELIGIBILITY

- 1) The championships may have a limited entry:
  - a) The Mixed Championship is initially limited to 24 teams, which will be based on a first come, first served to register for the event in Curling IO.
  - b) The Men's Championship is limited to 24 teams, which will be based on a first come, first served to register for the event in Curling IO.
  - c) The Women's Championship is limited to 18 teams, which will be based on a first come, first served to register for the event in Curling IO.
  - d) If a full compliment of teams is registered in Curling IO, teams should register to be placed on the waiting list. If six teams are registered on the waiting list the event could be opened up to 6 more teams.
- 2) All players must:
  - a) be a resident of Nova Scotia
  - b) be a member in good standing of a NS Curling affiliated curling club
  - c) be nineteen (19) years of age or older on December 31, 2025.
  - d) curl with a stick delivery device
- 3) Team Registration:
  - a) Registration is completed through the NS Curling website using the Curling IO platform.
  - b) Teams must register two (2) players. Alternate players are not allowed. A team may register a certified coach. A team's registration will not be accepted if both players are not registered prior to the registration deadline.
  - c) Teams must declare what club they are representing; at least one player must be in good standing at that club.
  - d) Men's and Women's teams shall consist of two (2) players of the same gender; team names will be listed in alphabetical order.
  - e) Mixed teams shall consist of one (1) male and one (1) female player; the female player will be listed first.
  - f) **NO LATE ENTRIES WILL BE ALLOWED UNDER ANY CIRCUMSTANCE.** All deadlines are set for 12:00 pm (noon) which gives anyone having a technical issue the opportunity to request assistance from NS Curling before the entry deadline.

## B. HOSTING INFORMATION

- 1) A minimum of four (4) sheets of ice is required.
- 2) Each championship is scheduled for a maximum of four (4) days.
- 3) Games will not be timed.
- 4) There will be a pre-competition practice scheduled, if time allows.
- 5) There will be a pre-game practice scheduled.
- 6) There will be no mid-game break or extra end break.
- 7) Each of the three (3) championships may have a social event scheduled.
- 8) The AGM shall be scheduled during the combined Men's and Women's championship.
- 9) No opening ceremony. A closing ceremony is required.
- 10) Games will have live scoring on the NS Curling website.
- 11) The host club will provide:
  - a) a spare pool of a minimum of four (4) male and four (4) women.
  - b) a minimum of two (2) Ice Player Assistants per wheelchair team, if a registered wheelchair curler has requested assistance prior to the competition starting.
  - c) ample volunteers prior to each draw, to assist the umpire with measuring Last Stone Draws.

- d) an adequate number of ice volunteers to keep the draw/schedule on time.
- e) triangulation measurement points in the home end, on each sheet of ice.

12) Ice and Stone Standards:

- a) The ice must be scraped, pebbled and nipped prior to the start of play each day.
- b) The ice must be mopped, pebbled and nipped after every two (2) draws have been played.
- c) The ice must be scraped, pebbled and nipped after every four (4) draws have been played.
- d) Club stones will be used.
- e) The ideal amount of curl for draws is four (4) feet of curl. Stones should be textured prior to the championship to achieve the desired amount of curl, if required. The club Ice Technician should employ a break in period (run rocks), if required.

## C. UMPIRES

The Competitions Committee shall appoint umpire(s) for each championship. Once the competition starts the Chief Umpire has the general supervision and governance of the rules and procedures. The Chief Umpire shall have full authority to enforce the rules of the game as adopted by NSSCA. The decision of the Chief Umpire is final in all aspects involving judgment calls. In emergency situations, the Chief Umpire may have to act immediately in areas outside of rules, policy or precedent. In these situations, the Chief Umpire is the final authority.

The Chief Umpire may intervene at any time and give directions to any player or coach. They may suspend or expel a player for abusive or unacceptable behaviour, including bad language. All conduct matters will be fully documented and filed with NSSCA for subsequent review and follow-up.

## D. CHAMPIONSHIP HISTORY

The first Stick Championship was held in 2007. The NSSCA was incorporated in 2020. The first Mixed Championship was held in 2023. Below is participation information since incorporation.

### Year to Year Participation Information (MEN and WOMEN)

	2026	2025	2024	2023	2022	2021
Men		24	21	21	20	13
Women		13	12	9	14	7
Date	Feb 12-15	Feb 13-16	Feb 16-19	Feb 16-20	Mar 17-20	Feb 14-17
Host	Lakeshore	Lakeshore	Bluenose	Bluenose	Wolfville	Yarmouth

### Year to Year Participation Information (MIXED)

	2026	2025	2024	2023
Mixed		26	21	15
Date	Jan 15-18	Jan 17-19	Jan 19-21	Jan 20-22
Host	Bridgewater	Bridgewater	Amherst	Amherst

## E. PROVINCIAL CHAMPIONSHIPS

### E1. GENERAL

- 1) Gold, silver and bronze medal winners will be declared at all provincial championships.
- 2) Eligibility to represent Nova Scotia at the Maritime Stick Curling Championship is determined based on rules enacted by the Maritime Stick Curling Championship provincial representatives.
- 3) Eligibility to represent Nova Scotia at the Canadian Stick Curling Competitive Division Championship is determined based on rules enacted by the Canadian Stick Curling Association.

- 4) If a team qualifying for either of those championships cannot fulfill their opportunity, then the next highest finishing team will be offered that opportunity. Provincial championship results will form the basis upon which alternate teams are offered an opportunity to represent Nova Scotia.
- 5) The WCF moratorium on brush heads is NOT in effect. Any commercially available non-hair curling brush may be used.
- 6) Umpires will conduct all measurements.
- 7) Players cannot be in the ice shed at any time during the event without an umpire present who has been assigned to and is working the event.

#### **E2. RULES OF PLAY SPECIFIC TO STICK CURLING**

- 1) A stone is in play, and considered delivered, when it reaches the hog-line at the delivering end.
- 2) Delivery of a stone:
  - a) If the delivery of a stone begins from the hack, the stone must be delivered along a straight line from the hack to the intended target broom.
  - b) The delivery of a stone may also begin anywhere in front of the hack with a portion of the stone touching the centre line prior to the delivery. The stone must be delivered along a straight line from this position on the centre line to the intended target broom.
  - c) The delivery of a stone may start from a position between the top of the house and near the hog line. The stone must be positioned fully within 18 inches of the centre line and the thrower must remain stationary throughout the delivery – the player can not stride forward.
  - d) The stone needs to be clear of the delivery stick prior to reaching the near hog line.
- 3) The first delivered three (3) stones in any end may not be removed from play before the delivery of the fourth stone of that end.
- 4) When any stone is removed from play prior to the fourth stone of the end, directly or indirectly and without exception, the delivered stone is removed from play and any other displaced stones replaced as close as possible to their original position(s).
- 5) There is no application of the center-line 'No Tick Rule', the second and third delivered stone of the end may move a stone off the centre line, but not out of play.
- 6) For safety purposes, the maximum take-out weight is a target of eight (8) seconds, from hog-line to hog-line, with a tolerance of one-second.
- 7) Sweeping/brushing of a stone is not allowed between the hog-lines. Sweeping may begin when the stone reaches the hog-line. Sweeping of the opponent's stone may begin when the stone reaches the t-line.

#### **E3. PLAYER POSITIONS**

- 1) One (1) member of each team positions themselves at each end of the sheet of ice, and must not cross center ice, except when a time-out is called.
- 2) The two (2) delivering curlers alternate delivering six (6) stones each per end, while their teammate skips that end. Then the roles are reversed.
- 3) Prior to the delivery of a stone, a player may not cross the delivering end hog-line in an attempt to better visualize a rock position, unless utilizing a time-out.
- 4) Post delivery and once the stone comes to rest, the delivering player must move directly to the side and make their way back to the hog line or delivering end to keep play moving. They may not linger at centre ice to visualize or discuss what is happening at the other end.

#### **E4. SPARES AND REPLACEMENTS**

- 1) When a spare is required, spares will be assigned from the top of the host clubs spare list, based on their availability for that game.

- 2) If a team member becomes unavailable to participate during a game, they may be replaced by a spare. A replaced team member may not return to that game.
- 3) If a team member becomes unavailable to participate after the team has played at least one game then the team will be assigned a spare from the spare pool, based on availability.
- 4) If only one (1) team member of a team is present at the scheduled game time, that person may choose to play with a spare.
  - a) The spare must play the entire game.
  - b) If it is the turn of the absent team member to throw the LSD then the spare player must throw the LSD.

#### **E5. ICE PLAYER ASSISTANTS (IPA)**

- 1) The use of an IPA is highly encouraged by all wheelchair players to brace their chair during the delivery of a stone.
- 2) The wheelchair player may provide their own IPA, or request a volunteer IPA from the host club.
- 3) The IPA may:
  - a) hold/brace the wheelchair and position /clean stones for delivery
  - b) catch wayward stones, clean up stones post end, and hang the score.
  - c) sweep at the direction of the team members, from the hog line to the back line, including opponent's stones behind the tee line.
  - d) not be involved in the shot calling or strategy discussions during a game. If the IPA is the declared coach of the team, they may participate in strategy during time-outs.
- 4) The IPA must wear appropriate footwear.

#### **E6. COMPETITION FORMAT IN THE QUALIFYING ROUND**

- 1) The anticipated format in the qualifying round is round-robin pool play, with each pool containing six (6) teams.
- 2) The absolute number of participating teams will determine:
  - a) How many teams will be placed in each pool
  - b) The number of teams qualifying for the playoffs.
  - c) If there will be a pre-competition practice.
- 3) NSSCA reserves the right to modify the draw format to meet the requirements of the championship.
- 4) Game length:
  - a) Each game is scheduled for six (6) ends.
  - b) If a game is tied after the allotted six (6) ends, extra end(s) will be played until a winner is declared.
    - i. All extra ends will be played toward the home end.
    - ii. Each team will take their six (6) game stones to the away end.
    - iii. The first three (3) stones on each team will be delivered by the lead. The players will then alternate positions. The final three (3) stones will be delivered by the second player.
    - iv. After the lead throws three (3) stones, players move to their opposite end, crossing at mid-ice.
    - v. If any consultation takes place during the cross-over that team will forfeit their extra end time-out.
- 5) Number of Games:

- a) In the qualifying round, all attempts possible will be made to ensure teams are guaranteed a minimum of five (5) games during the qualifying round, and that all teams play the same number of games.
- b) If a pool contains a total that is more than six teams, teams may not play all teams in their pool.
- c) In the qualifying round, the maximum number of games a team will be required to play in a single day is three games, and no more than two (2) games in a four (4) hour period.
- d) There are no scheduling restrictions during the playoffs.

6) Draw Production:

- a) The official draw/schedule will be emailed to the registered primary team contact.
- b) The stone colour and practice order will be identified in the draw/schedule.
- c) The semi-final losers will participate in a bronze medal game.
- d) The following guidelines will be used in making the draw/schedule:
  - i. Pre-game practice will require 15 minutes
  - ii. A 6-end game will be completed in 70 minutes
  - iii. Ice preparation (sweep, pebble, nip) will take 15 minutes for four sheets, 20 minutes for 5/6 sheets.
  - iv. Ice preparation (scrape, pebble, nip) will take 60 minutes.
- e) The official draw, including draw times, is subject to change after being published. If any changes are made, teams will be notified by email.
- f) The draw will be published into the NS Curling Live Scoreboard no later than three (3) days prior to the start of competition. Real-time scores will be posted.
- g) If there is a discrepancy between ice allocation posted at the host club and the on-line draw schedule, the information posted at the host club will be considered correct.

## **E7. RANKING & DRAW PLACEMENT PROCESS**

A ranking system ensures fairness in the championship draw providing transparency and removing subjective opinions, rating players based on a measure of their performance and potential. The NSSCA has established a performance points-based system. It generates a numerical rating for 'each' player where they accumulate points over the previous two championship seasons. Teams in the men's, women's, and mixed provincial championships will be placed into the draw based on their combined performance points earned over the previous two (2) seasons.

- 1) Team performance points are awarded after an event has concluded.
- 2) A team's performance points are split equally and merged into each players individual performance points.
- 3) Each player carries their individual performance points forward for two seasons.
- 4) During the qualifying round, team performance points are earned as follows:
  - i. Six (6) points for each win.
  - ii. Four (4) points if a team is tied for a playoff position but does not advance due to LSD results.
  - iii. Two (2) points if a team finishes with no wins.
- 5) Teams making the playoffs, earn team performance points as follows:
  - i. 10 points for qualifying for playoffs
  - ii. 10 points for each win
  - iii. 10 points for winning the championship
- 6) A summary of individual performance points is at the end of this document.

- 7) Upon registration for a championship, each player's accumulated performance points will be combined with their partners accumulated performance points. This will form the basis for their teams ranking in that championship.
- 8) Ties in team performance points will be broken by random draw.

#### **E8. GAME TIMING AND TIME OUTS**

- 1) Games will not be timed. Players are expected to keep up a reasonable pace of play during competition (approximately 10 minutes per end). The Umpire will enforce 'Pace of Play Rule' to keep the games on schedule.
- 2) If a game concludes under the 'Pace of Play Rule' and an extra end is required, the Pace of Play Rules will remain in effect.
- 3) Where games do not begin at the same time, it will be noted by the umpire at what point games are starting their first end in relation to the other games already being played.
- 4) Each team will receive two (2) 90-second time outs per 6-end game.
- 5) Each team will receive one (1) 90-second time out during any extra end of play.
- 6) When a time out is called:
  - a) the team calling the time out may consult anywhere on the ice surface, including in the playing area inside the hog line of the receiving end.
  - b) the opposing team may consult anywhere outside the hog line of the receiving end.

#### **E9. PRE-COMPETITION PRACTICE**

- 1) A pre-competition practice will be scheduled, if time allows.
  - a) When pre-competition practice is sanctioned:
    - i. A schedule will be created to allow teams an equal amount of practice time.
    - ii. The amount of practice time will be identified in the championship draw schedule.
    - iii. Local teams and teams that play earliest will normally practice first.
    - iv. Teams are not required to participate. As a matter of courtesy please let the Competitions Committee know if you are not going to attend your practice session.
  - b) When pre-competition practice is NOT part of the championship event:
    - i. Arrangements can be made by the team directly with the host club.
    - ii. Teams cannot practice within 24-hours of the championships Draw #1.
    - iii. Any team that practices within 24-hours of the championships Draw #1 will forfeit the hammer in their first game.
    - iv. Competitors who play regularly in a league at the host club are exempt from the 24-hour rule if participating in a scheduled league game.
- 2) No extra in-competition practice sessions will be available.

#### **E10. PRE-GAME CALL**

- 1) Fifteen (15) minutes prior to the scheduled game time, when announced, teams will report to the designated pre-game area to:
  - a) confirm their line-up and readiness to play
  - b) name which player will be delivering the Last Stone Draw (LSD).
  - c) receive any instructions.
- 2) The team listed first will be assigned dark-coloured handles and will practice first. During the qualifying round each team will be assigned both colour of handles equally, +/-1 if an odd number of games are played.
- 3) Last stone advantage in the first end will be determined by a draw to the button contest.

## **E11. PRE-GAME PRACTICE**

- 1) Prior to the start of a game teams will be allowed a pre-game practice on the same sheet of ice which they are about to play and ONLY with the stones they will be using in the game.
- 2) First pre-game practice will commence at the scheduled game time.
- 3) Pre-game practice is not mandatory, but the team's attendance for Last Stone Draw (LSD) is required.
- 4) Each team's pre-game practice will consist of five (5) minutes of practice time with a one (1) minute remaining warning, followed by a one (1) minute time period for the LSD. Second practice will follow the same format. Please follow the umpire's announcements to deliver the LSDs.
- 5) The umpire will measure and record all LSD measurements for use in tie-breaker determinations. Do not move any stones without the umpire's approval.

## **E12. LAST STONE DRAW (LSD) IN THE QUALIFYING ROUND**

Last stone advantage in the first end will be determined by a draw to the button contest (LSD) following each team's pre-game practice. The team with the better (lower) distance will receive last stone advantage in the first end.

- 1) LSD Procedures:
  - a) Under the direction of the umpire, all LSD stones will be delivered toward the home end.
  - b) A maximum of 1-minute will be given to deliver an LSD.
  - c) There will be an announcement from the umpire to deliver each LSD.
  - d) A stone delivered prior to the LSD announcement, or not delivered within the allotted 1-minute, will be assigned a distance of 199.6 cm.
  - e) All stones finishing in the rings will be measured. Stones that do not finish in the rings are recorded as 199.6 cm.
  - f) Should the team with first practice record an unmeasurable distance of 0.0 cm or 199.6, a different player will deliver an LSD. If that stone is not measurable, a coin toss will break the tie. Additional throws are not required.
  - g) If the second team registers the same measurable (other than 0.0 or 199.6 cm) distance as the team with first practice, a coin toss will break the tie. Additional throws are not required.
  - h) If a team arrives too late to participate in their Last Stone Draw (LSD), they will deliver the first stone of the first end and receive the maximum LSD distance (199.6 cm) for that game. Upon arrival, the team will name the player who the maximum LSD distance will be assigned to.
  - i) The opposing team will remain behind the glass until after the LSD has been delivered (applies to both practice sessions).
- 2) Calculating LSD Measurements:
  - a) The LSD distance is calculated using the Curl Distance LSD measuring tool app.
  - b) The distance is measured either from the centre pin to the nearest point of the stone or, if the stone covers the centre pin, from two points 61 cm away from the centre pin using Triangulation.
  - c) The app calculates the real distance from the centre pin to the centre of the stone in both cases.
  - d) If triangulation is not being used to measure stones, stones that finish so close to the centre pin that they cannot be measured will be recorded as 0.0 cm.

3) Stone Moved Before Measurement:

a) A stone that is moved by the delivering team before being measured will be assigned the distance of the next defined circle away from the button, as follows:

Position of Stone	Distance Assigned
On or touching the large button	29.4 cm (when a one-foot button)
On or touching the small button	15.2 cm
In or touching the four-foot	75.1 cm
In or touching the eight-foot	136.1 cm
In or touching the twelve-foot	197.1 cm

b) 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.

4) Number of LSD Stones To Be Thrown:

a) Players on a team must alternate game to game delivering the LSD stone.  
b) If it is the turn of an absent team member to throw the LSD then the spare player must throw the LSD.

**E13. ACCUMULATED DRAW SHOT DISTANCE (ADSD)**

- 1) The Accumulated Draw Shot Distance (ADSD) is used to rank teams in unsolvable ties (when head-to-head records result in a tie or ties).
- 2) At the conclusion of preliminary play, depending on the overall number of LSDs delivered, some of the individual recorded LSD distances may be discarded to establish the ADSD.
- 3) The calculation will be done by discarding the highest individual recorded distances and then averaging the remaining throws to establish the final 'average' accumulated distance for the team.

Number of Team LSDs Delivered	Number of LSD Measurements to Discard
1 to 3	Do not discard any
4 to 5	One (1)
6 to 8	Two (2)

4) After each round the calculations for ADSD will be posted. The calculation will show the team average LSD result.

**E14. PLAYOFF TEAM RANKING**

- 1) Playoff teams will be ranked and placed into the playoff draw according to their qualifying round results.
- 2) There will be NO tiebreaker games scheduled.
- 3) The following criteria (in order) will be used to rank teams at the completion of the qualifying round:
  - a) Teams will be ranked on their win/loss record.
  - b) If teams are tied, the team with the best head-to-head results will be ranked higher.
  - c) Any unsolvable ties will be determined through ADSD.
    - i. The team with the overall lowest average ADSD will always be ranked higher.

- ii. If teams have the same average ADSD total, then the next highest individual recorded LSD distance will be eliminated from each team until the tie is broken.
- iii. If teams remain tied, a flip of the coin will be used to break the tie.
- iv. Head-to-head cannot be considered across pools, ADSD only must be used.
- v. Once ADSD ranking is used, it is the only ranking factor and head-to-head results are not used.

#### **E15. PLAYOFF MEETING**

- 1) The Chief Umpire will make all decisions with regard to the administration of playoff games.
- 2) Prior to a team's final qualifying round game, the Chief Umpire will notify teams if a Playoff Meeting will be held.
- 3) If a meeting is held, team's qualifying for playoff games must send one (1) team member to the playoff meeting.
- 4) The Chief Umpire will identify each team's advantages and choices with respect to last stone advantage in the first end, handle colour selection, and any adjustments to scheduling or ice assignments.
- 5) A team that does not attend the playoff meeting, or is not prepared to decide, forfeits their game choices (last stone advantage in first end, stone handle colour, and practice order) to which the team may be entitled.

#### **E16. PLAYOFF ADVANTAGES AND CHOICES**

- 1) In all playoff games, the team with fewer losses during the qualifying round:
  - a) will receive choice of stone handle colour **AND** last stone advantage in the first end, **AND** have first pre-game practice. No LSD is required.
- 2) If both teams have the same number of losses during the qualifying round:
  - a) If the teams played each other in the qualifying round:
    - i. the winner of the game will have choice of either practice order **OR** stone handle colour. Teams will draw to the button for last stone advantage in the first end.
  - b) If the teams did not play each other in the qualifying round:
    - i. teams will conduct a coin toss to determine choice of either practice order **OR** stone handle colour. Teams will draw to the button for last stone advantage in the first end.

#### **E17. PLAYOFF TEAM ADVANTAGES AND CHOICES - FAILURE TO COMPLY**

- 1) Prior to each playoff game, the team who receives the choice(s) identified above will advise the Chief Umpire (electronically by text or email is acceptable), no later than 60 minutes before the start of their pre-game practice, of their choice(s) for the game.
- 2) Failure to comply will result in the team forfeiting their game choices (last stone advantage, stone handle colour and practice order) to which the team is entitled. Teams will conduct a coin toss to determine choice of either practice order **OR** stone handle colour. Teams will draw to the button for last stone advantage in the first end.

**Men's Individual Performance Points**

		2024 Men	2025 Men	2026 TOTAL
1	Jim Allen	6	X	6
2	Keith Bennett	27	6	33
3	Peter Boudreau	34	1	35
4	Jim Burgess	X	11	11
5	Wayne Burke	X	11	11
6	Gary Burton	6	X	6
7	John Cameron	6	22	28
8	Colin Campbell	X	19	19
9	Art Chisholm	X	17	17
10	Richard Christie	X	14	14
11	David Clarke	14	X	14
12	Haylett Clarke	19	6	25
13	Bob Coady	3	X	3
14	Jeff Crouse	6	6	12
15	Bruce Densmore	34	22	56
16	Chris Donnachie	1	11	12
17	Paul Doucet	17	40	57
18	Pierre Doucet	17	40	57
19	Nic Doucette	6	22	28
20	Chuck Dyke	19	11	30
21	Don Fanning	3	30	33
22	Gary Fanning	3	30	33
23	John Ferguson	X	14	14
24	Ken Fitzgerald	14	22	36
25	Wayne Fitzgerald	X	1	1
26	John Flinn	14	3	17
27	Bob Forbes	X	11	11
28	Lowell Jenkins	6	X	6
29	Gerry Jensen	X	17	17
30	Keith Laidig	X	11	11
31	Paul Landry	27	6	33

**Men's Individual Performance Points**

		2024 Men	2025 Men	2026 TOTAL
32	Milt Larsen	14	3	17
33	Bruce Lohnes	14	X	14
34	John MacNaughton	6	X	6
35	Dave MacDougal	19	X	19
36	Scott MacKay	X	3	3
37	John MacRae	X	6	6
38	John Marshall	19	6	25
39	Bernie McIntyre	3	3	6
40	Mike McKenzie	6	X	6
41	Bill Milberry	X	19	19
42	Scott Moulton	X	6	6
43	Allison Munro	3	11	14
44	Don Murchy	X	6	6
45	Leith Orr	1	11	12
46	Stephen Parfitt	X	1	1
47	Jim Russell	X	6	6
48	Laughlin Rutt	6	19	25
49	Paul Sampson	X	6	6
50	David Sangster	1	X	1
51	Stewart Slauenwhite	6	19	25
52	Lou Smith	3	X	3
53	Kevin Snell	3	11	14
54	Lloyd Tancock	6	X	6
55	Steve Taylor	X	3	3
56	John Thompson	1	X	1
57	Jared Ward	3	1	4
58	Ken Ward	3	1	4
59	Kevan Welch	6	11	17
60	Kim Whytock	14	1	15
61	John Woodroffe	3	3	6

## Women's Individual Performance Points

		2024 Women	2025 Women	2026 TOTAL
1	Caroline Belliveau	11	X	11
2	Anne Blandford	19	16	35
3	Lisette Bourque	11	X	11
4	Donalda Buckingham	19	16	35
5	Pauline Bullerwell	27	8	35
6	Jennie Bustin	X	1	1
7	Eva Calder	14	8	22
8	Shelley Crouse	X	3	3
9	Doreen Densmore	X	8	8
10	Audrey Dorey	1	11	12
11	Lynn Doucette	1	11	12
12	Ellen Fanning	3	X	3
13	Denise Fitzgerald	11	8	19
14	Susan Forbriger	X	8	8
15	Gail Hayes	34	19	53
16	Karen Jay	34	X	34
17	Penny LaRocque	X	8	8
18	Barb Leck	3	X	3
19	Edie Lloyd	X	1	1
20	Joan MacKinnon	16	19	35
21	Diane Mallinson	27	X	27
22	Betty Mattson	1	11	12
23	Nancy McConnery	17	32	49
24	Judy McMahon	X	19	19
25	Shelley Murray	X	8	8
26	Marilyn Neily	17	32	49
27	Linda Nette	1	3	4
28	Judy Power	16	19	35
29	Patti Simpson	1	11	12
30	Sheila Stevens	1	3	4
31	Dawn Tancock	X	3	3
32	Kathy Walker	14	8	22
33	Karla Wilms	11	X	11

**Mixed (Female) Individual Performance Points**

		2024 Mixed	2025 Mixed	2026 TOTAL
1	Diane Boulanger	X	22	22
2	Lisette Bourque	6	6	12
3	Nanette Bourque	19	9	28
4	Donalda Buckingham	X	37	37
5	Pauline Bullerwell	16	9	25
6	Debbie Cook	3	X	3
7	Shelley Crouse	31	6	37
8	Jane Delaney	3	17	20
9	Uttara Deshpande	X	17	17
10	Audrey Dorey	17	X	17
11	Lynn Doucette	X	3	3
12	Ellen Fanning	8	27	35
13	Denise Fitzgerald	14	9	23
14	Terry Gilroy	24	X	24
15	Gail Hayes	8	9	17
16	Elaine Himmelman	X	22	22
17	Karen Jay	1	X	1
18	Penny LaRocque	14	X	14
19	Joan MacKinnon	14	9	23
20	Diane Mallinson	3	20	23
21	Jane Marshall	3	X	3
22	Betty Mattson	3	3	6
23	Marilyn Neily	8	9	17
24	Judy Power	X	17	17
25	Mardi Rawding	X	6	6
26	Eileen Samson	X	6	6
27	Patti Simpson	X	1	1
28	Dawn Tancock	11	3	14
29	Mary Wagner	X	6	6
30	Kathy Walker	8	3	11
31	Linda Weckman	X	1	1
32	Karla Wilms	3	1	4

**Mixed (Male) Individual Performance Points**

		2024 Mixed	2025 Mixed	2026 TOTAL
1	Terry Atherton	X	6	6
2	Keith Bennett	X	17	17
3	Peter Boudreau	14	37	51
4	Charles Bourque	6	6	12
5	Glenn Bourque	19	9	28
6	John Cameron	16	9	25
7	Shawn Christensen	X	20	20
8	Flint Churchill	X	1	1
9	Haylett Clarke	8	3	11
10	Mike Colquhoun	3	3	6
11	Randy Cook	3	X	3
12	Jeff Crouse	31	6	37
13	Pat Delaney	3	17	20
14	Bruce Densmore	8	9	17
15	Ashok Deshpande	X	17	17
16	Don Fanning	8	27	35
17	Ken Fitzgerald	14	9	23
18	John Flinn	1	X	1
19	Bob Forbes	X	6	6
20	Harvey Heinrichs	X	22	22
21	Ron Hoeg	24	X	24
22	Andrew James	X	22	22
23	Milton Larsen	8	9	17
24	Dave MacDougal	14	X	14
25	Chris MacKinnon	X	9	9
26	John Marshall	3	X	3
27	Stephen Mattson	3	3	6
28	Tony Stirling	17	X	17
29	Lloyd Tancock	11	3	14
30	Arden Wagner	X	6	6
31	Tom Weckman	X	1	1
32	Daniel Wilms	3	1	4