

2026/27 Competition Guide

2-Person Championships

Men, Women and Mixed



2-PERSON MEN and WOMEN (COMBINED EVENT)

Date: January 21 to 24, 2027 (Thursday to Sunday)

Location: Yarmouth Golf and Curling Centre

Registration Opens: November 1, 2026 at 11:00 am Atlantic

Registration Deadline: December 15, 2026 at 11:00 am Atlantic

Entry Fee: \$200.00 + \$20.00 per competitor as a direct contribution to the provincial representatives travel costs.

Registration Link for all three (3) Provincial Championships (Once opened scroll to bottom of page)
[Competitions - Nova Scotia Curling](#)

2-PERSON MIXED

Date: February 19 to 22, 2027 (Friday to Monday)

Host Club: Truro Curling Club

Registration Opens: November 1, 2026 at 11:00 am Atlantic

Registration Deadline: January 19, 2027 at 11:00 am Atlantic

Entry Fee: \$200.00 + \$20.00 per competitor as a direct contribution to the provincial representatives travel costs.

Maritime Championship: March 11 to 14, 2027 at West Prince Curling Club, Mill River Resort, PEI
Qualifying Event – Eligibility to compete is determined by results at Provincial Championships.

National Championship: March 30 to April 3, 2027 at Kelowna, BC (Tuesday to Saturday)

Registration Opens: November 1, 2026 at 12:00 pm (noon) Eastern

Link to National Championship information: [Events](#)

NSSCA policy is to annually publicize its rules by September 30th. The rules for one year shall not be construed to give or imply any right for future championships. Any mistakes, omissions or ambiguity may be subject to clarification by the NSSCA Competitions Committee. These rules may be amended, in whole or in part, prior to the provincial championship playdown process.

This document contains 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 Two-Person Stick Curling Championship Logistics.

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

A. CHAMPIONSHIP HISTORY

The first NS Stick Curling 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)

	2027	2026	2025	2024	2023	2022	2021
Men		21	24	21	21	20	13
Women		13	13	12	9	14	7
Date	Jan 21-24	Feb 12-15	Feb 13-16	Feb 16-19	Feb 16-20	Mar 17-20	Feb 14-17
Host	Yarmouth	Lakeshore	Lakeshore	Bluenose	Bluenose	Wolfville	Yarmouth

Year to Year Participation Information (MIXED)

	2027	2026	2025	2024	2023
Mixed		30	26	21	15
Date	Feb 19-22	Jan 15-18	Jan 17-19	Jan 19-21	Jan 20-22
Host	Truro	Bridgewater	Bridgewater	Amherst	Amherst

B. HOSTING INFORMATION

- 1) The NSSCA shall provide a hosting grant to the host club; in 2027 the club will receive \$100 per team entered in the event.
- 2) A minimum of four (4) sheets of ice is required to host a NSSCA championship.
- 3) The curling facility must be wheelchair accessible.
- 4) Each championship is scheduled for a maximum of four (4) days.
- 5) Games will not be timed.
- 6) If time allows, there may be a pre-competition practice scheduled.
- 7) There will be a pre-game practice scheduled.
- 8) There will NOT be a mid-game break or extra end break.
- 9) No opening ceremony. A closing ceremony is required.
- 10) The host club will provide:
 - a) A spare pool of a minimum of four (4) men and four (4) women.
 - b) One (1) Ice Player Assistant (IPA) for each wheelchair curler, if the registered wheelchair curler has requested assistance.
 - c) Ample volunteers prior to each draw:
 - I. To assist the umpire with measuring Last Stone Draws.
 - II. To prepare the ice surface to keep the draw/schedule on time.
 - III. To enter live scoring into Curling IO.
 - d) Triangulation measurement points in the home end, on each sheet of ice.
 - e) In ice space, for the entire curling year, for an NSSCA in ice mesh logo at the near end hog-line. At the end of the season logos must be removed and returned for use at next years championship.
 - f) Wheelchair delivery lines 18 inches on both sides of the centre line extending from the top of the house to the hog line.
- 11) 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.
- 12) The AGM shall be scheduled during the Mixed championship.
- 13) A Competition meeting shall be scheduled during the Women's & Men's championship.

C. CODE OF ETHICS

Curling is based on a code of ethics, fair play and personal integrity. Displays of emotion, broom banging, etc., which results in damage to any area or part of the playing surface, dressing rooms or any other area of the curling facility will result in a suspension of one game. Subsequent infractions will result in suspension for the remainder of the championship. You are expected to follow the fair play and etiquette traditions of curling and the rules of the game throughout the competition.

D. UMPIRES

- 1) The NSSCA appoints a Chief Umpire and a Game Umpire for each championship.
- 2) An umpire determines any matter in dispute between teams, whether or not the matter is covered by the rules.
- 3) An umpire may intervene at any time during a competition, and give directions concerning the placement of stones, the conduct of players and adherence to the rules.
- 4) The Chief Umpire, when authorised, may intervene at any time in any game and give such directions concerning the conduct of the game as is considered proper.
- 5) An umpire may delay a game for any reason and determine the length of the delay.
- 6) All matters pertaining to the rules are adjudicated by an umpire. In the event that there is an appeal against an umpire's decision, the decision of the Chief Umpire is final.
- 7) The Chief Umpire may eject any team member from a game for what is considered to be unacceptable conduct or language. The ejected person must leave the competition area and the team automatically will forfeit the game.
- 8) The Chief Umpire will recommend to the NSSCA the disqualification, or suspension, of any player from present or future competitions.
- 9) Umpires will conduct all measurements.
- 10) Rule enforcement and unsolvable on-ice situations should be directed to an Umpire.

E. PARTICIPATION ELIGIBILITY

E1. PROVINCIAL CHAMPIONSHIPS

- 1) Championships may have a limited entry. Historical participation data, number of ices, and number of competition days available will determine the number of initial registrations available.
 - a) The Women's Championship is initially limited to 12 teams, which will be based on first registered for the event in Curling IO.
 - b) The Men's Championship is initially limited to 18 teams, which will be based on first registered for the event in Curling IO.
 - c) The Mixed Championship is initially limited to 24 teams, which will be based on first registered for the event in Curling IO.
 - d) If a full complement of teams is registered in Curling IO, teams are encouraged to register on the waiting list.
 - e) If there are enough teams on the waiting list to provide an equitable draw, a team's waiting list status may be upgraded, to allow for their participation into the championship. Gender parity is considered when allocating additional teams.
 - f) NSSCA reserves the right to add one or more teams after the registration deadline to have a number of participating teams which allows for a balanced schedule of games.

- 2) To be eligible to play in any NSSCA championship, players must meet all of the following criteria:
 - 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, 2026.
 - d) use the stick delivery system.
- 3) Team Registration:
 - a) Registration is completed through the NS Curling website using the Curling IO platform.
 - b) Each team must be comprised of, and must register, two (2) players. A team's registration will not be accepted if two players are not registered prior to the registration deadline.
 - c) Alternate players are not allowed.
 - d) A team may register a certified coach.
 - e) Men's and Women's championship - team names will be listed in alphabetical order.
 - f) Mixed championship - the female player will be listed first.
 - g) Teams must declare what club they are representing; at least one player must be in good standing at that club.
 - h) During the registration process teams will be required to state if it is their intention to participate in the National Championship Group, should they win the provincial championship.
 - i) During the registration process teams will be required to state if it is their intention to participate in the Maritime Championship, if they meet the qualification requirements.
 - j) All registration deadlines are set for 11:00 AM AST which gives anyone having a technical issue the opportunity to request assistance before the entry deadline.

E2. PROVINCIAL REPRESENTATIVE BERTH INTO NATIONALS

- 1) Three (3) gender specific provincial champions (Men's, Women's, Mixed) will be declared to represent the province in the CSCA National Championship Group.
- 2) Provincial championship results will form the basis upon which teams qualify to represent NSSCA at the CSCA National Championships.
- 3) The gold medal winners of the Men's and Women's provincial championship are eligible to register and compete in the Mixed provincial championship.
- 4) The NSSCA philosophy is that both team members should have the same goals, and must "earn" their way to be declared a Provincial Representative. Therefore, the team must remain fully intact, meaning both registered players must remain together to represent the NSSCA.
 - a) There are two exceptions to the rule:
 - I. If a team should lose a player for a catastrophic reason, such as medical necessity or death, the team will be allowed to replace that player with an eligible replacement player.
 - a. Teams may request a medical replacement for a team member that has been declared unfit to play by reason of medical condition or injury. A medical certificate may be requested.
 - b. Should a team member die, the deceased player may be replaced.
 - c. An eligible replacement player is someone who participated in the same provincial championship the requesting team qualified in.
 - d. The Competitions Committee shall verify and approve a replacement player.
 - II. In the event a player qualifies through provincial playdowns to represent the NSSCA in both a gender specific division and the mixed division that conflicted player must declare which CSCA National Championship Group berth they are accepting.

- a. The conflicted player will have 24 hours to inform the Competitions Committee Chairperson of their decision.
 - b. The residual player will be allowed to replace the conflicted player with an eligible replacement player within three (3) days of the conclusion of the provincial championship.
 - c. An eligible replacement player is someone who participated in the same provincial championship the residual player qualified in.
 - d. The Competitions Committee shall verify and approve a replacement player.
- 5) If the gold medalist team declines the opportunity to be the NSSCA Provincial Representative team, then the following teams (both registered players must remain together), in the listed order, will be offered the NSSCA berth:
 - a) The silver medalist team
 - b) The bronze medalist team
 - c) The bronze medal game runner-up
 - d) The previous years Provincial Representative team at Nationals
 - e) In the unlikely event that each of these five teams declines the opportunity then the Competitions Committee will appoint a Provincial Representative Team.
- 6) Each provincial representative team competing in the CSCA National Championship Group (Men's, Women's and Mixed) will receive \$800 to support the team with expenses related to the National Championship.

E3. CANADIAN STICK CURLING ASSOCIATION (CSCA) CHAMPIONSHIP EVENTS

In 2026 the CSCA changed its championship format to encompass two simultaneous championships - a National Championship Group (an earned berth) and a National Challenge Group (open registration). Each event contains three divisions - Men's, Women's and Mixed. Players may compete in only one CSCA event.

The CSCA guaranteed and backfill berths are awarded in each gender division of the National Championship Grouping based on a team's past performance at a National Championship.

- 1) If a NSSCA team accepts a CSCA guaranteed or backfill berth:
 - a) They must immediately advise the NSSCA Competitions Committee Chairperson,
 - b) To safeguard competition integrity, players are NOT eligible to compete in any NSSCA provincial championship for the remainder of that season.
- 2) If a team declines a CSCA guaranteed or backfill berth:
 - a) They must immediately advise the NSSCA Competitions Committee Chairperson
 - b) Those players are eligible to:
 - I. Compete in the NSSCA gender specific and mixed provincial playdowns,
 - II. Represent the NSSCA in that years National Championship Group.
- 3) After October 31st the CSCA should be in a position to offer pre-qualification berths. Based on provincial/territorial participation at the 2026 National Championships, the following NS teams may be in a position to receive a CSCA guaranteed or backfill berth into the 2027 National Championship Group:

Division	Team	Qualification Route
Mixed	Penny LaRocque/Flint Churchill	Gold Championship Group
Men's	John Cameron/Nic Doucette	Gold Challenge Group
Women's	Pauline Bullerwell/Diane Mallinson	Gold Challenge Group

E4. MARITIME CHAMPIONSHIP (inaugural event held 2007)

- 1) The number of eligible teams to represent Nova Scotia at the Maritime Stick Curling Championship is determined based on rules enacted by the Maritime Championship provincial representatives.
- 2) Teams accepting a CSCA guaranteed or backfill berth will initially be offered a berth into the Maritime Championship.
- 3) Provincial championship results will form the basis upon which remaining teams are offered an opportunity to represent the NSSCA.
- 4) If a team qualifying for the Maritime Championship cannot fulfill their opportunity, then the next highest finishing team at the Provincial Championship will be offered that opportunity.

F. RULES OF PLAY

F1. TEAMS

- 1) One (1) member of each team positions themselves at each end of the sheet of ice, and must not cross center ice, even as a result of follow through – except as provided for in Section F5 (Extra Ends) and Section F9 (Time Outs).
- 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) One player will deliver all stones in the 1st, 3rd and 5th ends, the other player will deliver all stones in the 2nd, 4th and 6th ends.

F2. EQUIPMENT

- 1) Delivery Stick Device:
 - a) Each stone must be delivered with an approved delivery stick, from a standing or sitting (in a wheelchair) position. The delivery stick shall not convey any mechanical advantage other than acting as an extension of the arm/hand. Mechanical advantage is defined as the amplification of a force (i.e springs, pistons, etc)
 - b) Delivery sticks which are designed to be adjustable include but are not limited to those with the type of head commonly utilized by wheelchair players (adaptable to change rotation) and commercially available delivery sticks with extension handles (adaptable to change length).
 - c) Each player must use, for the entire game, the delivery stick which is used for delivery of their first stone of the game. In the event of a broken delivery stick it may be replaced with one similar in design.
 - d) Approved standards for delivery stick devices are as follows:
 - I. Maximum length of 8.04 feet
 - II. Must not be able to automatically assist in aiming the stone
 - III. Must not be able to assist in the weight/speed of the stone
- 2) Sweeping Device:
 - a) Any commercially available non-hair curling brush may be used. WCF approved brush heads are not required.
 - b) The same brush and brush head must be used for the entire game.
- 3) Communication Devices:
 - a) Teams shall not use any electronic communication device or any modification to the voice, i.e. bullhorn, whistle, etc., unless previously approved by the Chief Umpire. Walkie talkies or other two-way communication devices are not allowed.

- 4) Footwear
 - a) Any footwear must be clean and may not negatively impact ice conditions.
 - b) Footwear includes the GRIPPER, defined as any slip-on or permanently installed modification intended to improve stability and safety of the wearer, and the SLIDER. It also includes any non-traditional footwear worn by the player while on the ice.
 - c) Players are not limited in their choice of footwear. All footwear is subject to inspection by an umpire if there are concerns that deterioration is negatively affecting the ice surface.

F3. DURATION OF THE GAME

- 1) Each game is scheduled for six (6) ends.
- 2) A game may be conceded at any time.
- 3) If a game is tied after the allotted six (6) ends, extra end(s) will be played until a winner is declared.
- 4) If for any reason a game in progress is postponed to another time, the game shall continue from the last completed end (*CSCA Logistics Section V1.2*).

F4. DELAY OF GAME START

- 1) If a team is unable to commence play at the scheduled game time:
 - a) If the delay of the start of play is 1 to 10 minutes
 - I. the non-offending team receives one (1) point and will have last stone advantage in the first end of actual play.
 - II. one (1) end is considered completed.
 - b) If the delay of the start of play is 11 to 20 minutes
 - I. the non-offending team receives one (1) additional point and will have last stone advantage in the first end of actual play.
 - II. two (2) ends are considered completed.
 - c) If play has not started after 20 minutes:
 - I. the non-offending team is declared winner by forfeit.
 - II. the final score shall be recorded as 'W' (win) and 'L' (loss).
 - III. The non-offending team may receive 20 minutes of practice time, to start at the same time as the other games start.
- 2) If only one member of a team is present:
 - a) That person may choose to play with a spare from the spare list; the spare must play the entire game.
 - b) If a spare is not available on site, Delay of Game Start rules above applies.
- 3) Both teams shall complete their practice and LSD at their scheduled practice time.
- 4) LSD Measurements when there is a delay of game:
 - a) If both players of a team are NOT present at the scheduled practice time, they will be given the maximum distance for the purpose of calculating LSD.
 - b) If one team member is present:
 - I. if it is the turn of the team member on site to throw the LSD, they will do so for the purpose of calculating their DSC.
 - II. if it is the turn of the absent team member to throw the LSD, then that player will receive the maximum distance of 199.6 cm.
 - c) If a spare player is utilized and it is the turn of the absent team member to throw the LSD then the spare player must throw the LSD.

F5. EXTRA ENDS

In case of a tie, and extra end, or additional ends are played.

- 1) All extra ends will be played toward the home end, the same direction as the 2nd, 4th and 6th end.
- 2) The player who threw in the 1st, 3rd and 5th ends will deliver the first three (3) stones while the player who threw in the 2nd, 4th and 6th ends will deliver the final three (3) stones.
- 3) After the first three (3) stones have been delivered, the players will immediately move to their opposite end of play, crossing at centre ice, and play will continue without interruption.
- 4) If any consultation takes place before play starts or during the cross-over, that team will forfeit their extra end time-out.

F6. PLAY OF THE GAME

- 1) Each stone must be delivered with a delivery stick device that meets the equipment standards.
- 2) The delivery must be made from a standing or sitting (in a wheelchair) position.
- 3) The stone must be released from the delivery stick before the front of the stone reaches the hog-line at the delivering end.
- 4) A stone is in play, and considered delivered, when it reaches the hog-line at the delivering end.
- 5) A stone that has NOT reached the hog-line at the delivering end may be returned to the player and redelivered. The player will redeliver the same called shot and broom location.
- 6) Brushing is not allowed between the hog-lines.
 - a) The delivering team member at the playing end may cross the hog-line to follow the delivered stone to the house. Brushing of the stone may not begin until the stone has reached the hog-line.
 - b) Brushing of the opponent's stone may not begin until it has reached the tee-line at the playing end.
- 7) The first three (3) stones delivered in any end may not be removed from play before the delivery of the fourth stone of that end.
- 8) There is no application of the center-line 'No Tick Rule' in 2-person stick play – stones touching the centre line may be moved off the centre-line by the second or third delivered stone of the end (but may not be removed from play).
- 9) 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).
- 10) For safety purposes, the maximum take-out weight is seven (7) seconds, from hog-line to hog-line. If an umpire deems the maximum take out weight rule has been violated the delivered stone will be removed from play and all affected stones returned to their original position.

F7. POINT OF DELIVERY

- 1) Once a players first stone has been delivered, the delivering team must use that delivery position for the duration of the game.
 - a) If the stone is delivered from the left hack, it must continue to be delivered from the left hack. If the stone is delivered from the right hack, it must continue to be delivered from the right hack.
 - b) The stone must be delivered with the same hand (or both hands if using both to deliver) for the duration of the game. If using both hands, it is permissible to drop one hand before releasing the stone.
- 2) In the case of a wheelchair player or a player throwing from a stationary standing position between the top of the house and the near hog line, the stone must begin from a point within 18 inches of the centre line.

- a) The entire width of the stone must be within 18 inches of the centre line.
- b) The thrower must remain stationary throughout the delivery – the player can not stride forward.
- 3) When the player delivers the stone from an area between the hack and the outermost edge of the top of the house at the delivery end, a portion of the stone must be touching the centre line prior to starting the delivery.
- 4) When a player delivers from the proper hack position (right foot in the left hack for righthanders and left foot in the right foot for lefthanders) the stone does not need to be touching the center line at the starting point, but the player must move on a direct line to the target broom.
- 5) If the stone is delivered from a point on the ice surface other than the hack, including behind the hack and including the wheelchair or standing position in front of the rings, it must be delivered from that position for the duration of the game.
- 6) The stone must be delivered along a straight line to the intended target broom.

F8. PLAYER POSITIONING

- 1) 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 delivering end to keep play moving. They may not linger at centre ice to visualize or discuss what is happening at the other end.

Interpretation Ruling from the 2026 Canadian Championships - The intention of the rule is that the player should get into position to deliver their next stone, but not impede or distract the delivery of a stone by their opponent. It was decided that the player after delivering a stone should either remain outside the hog-line and off to the side, or move to the side and behind the back line as soon as possible. An exception could be made for players in wheelchairs or with profound mobility issues.

- 2) Prior to delivery of a stone, a player may not cross the delivering end hog-line in an attempt to better visualize rock position unless utilizing a time out.
- 3) 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.

F9. TIME OUTS

- 1) Each team may call two 90-second time outs during each game and one 90-second time out in each extra end.
- 2) When a time out is called:
 - a) the team calling the time out may consult anywhere on their ice surface, including in the playing area inside the hog-line of the receiving end.
 - b) the opposing team may consult anywhere on their ice surface outside the hog-line of the receiving end.

F10. ICE PLAYER ASSISTANT (IPA)

- 1) A wheelchair curler, or competitors with declared and confirmed mobility issues, if they so choose, may have a designated IPA during play. The use of an IPA is highly encouraged by all wheelchair curlers to brace their chair during delivery.
 - a) The wheelchair player may provide their own IPA, or request a volunteer IPA from the host club.

- b) If a wheelchair curler provides their own designated IPA the IPA will participate in every game, subject to the rules of spares.
 - c) Club provided IPA's may not always be available so advance arrangement must be made with the host club. It is possible a different club provided IPA may be required for each game.
- 2) 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 only at the direction of the team members, with line-direction provided by the delivering team member and weight-direction provided by the non-delivering team member, who must position themselves off to the side of the sheet.
 - d) not be involved in the shot calling or strategy discussions during a game. In the event an IPA is the declared coach of the team, they may participate in strategy only during an approved time-out.
- 3) For safety reasons, the IPA must wear proper footwear to actively participate on the ice.
- 4) If an IPA is not available, a rubber gripper may be used under the wheel of the chair in order to stabilize it during delivery. An umpire may inspect the gripper to ensure that it will not cause damage to the ice.

G. NSSCA COMPETITION PROCESSES

G1. PLAYING CONDITIONS

The ice surface is critical to the game's success. The ice must be flat, level, and uniform to ensure consistent stone speed and predictability. The temperature and humidity levels are also critical, as they effect the ice's performance. Proper scraping and pebbling are essential for creating a fast, predictable ice that enhances shot accuracy and reduces player's risk. Maintaining these conditions is vital for fair play. The host club is responsible to ensure the best possible ice surface.

The rotation of the curling stone is a critical factor in determining curl direction and trajectory (amount of curl) achieved. More rotation gives curlers greater control over the stones path, it becomes more consistent in how it responds to the ice and more predictable in its curl pattern. A stone with more rotation maintains its momentum and direction better than one with minimal turns.

A player's release, line of delivery, rotation rate and the clubs ice surface conditions will all influence the amount of curl achieved. We are not aware of any science-based studies on the impact of stone rotation or what the optimal number of stone rotations are in stick curling. We do know four rotations versus one rotation will have different influences on the amount of curl, especially on 'sharp' (textured) stones.

Developing a standard/guideline for the amount of curl expected during a championship requires some leeway due to the different releases/rotations from curlers. However, a standard/guideline needs to be quantified to ensure a fair competition for all. Therefore, the NSSCA standard/guideline for the amount of curl expected from the host club is as follows:

- 1) On a tee-line draw from hog-line to tee-line, with three (3) complete rotations of the stone, a stone should curl 3.5 to 4.0 feet. The ice should produce a minimum speed of 13.5 to 14.0 seconds, from hog-line to hog-line. *(Note: the CSCA ideal amount of curl (Section X Logistics) is 3-5 feet, does not mention of number of rotations).*
- 2) If required, stones should be textured prior to the championship to achieve the noted standard/guideline. The club Ice Technician should employ a break in period for textured stones.

G2. SPARE POOL AND REPLACEMENT PLAYER

- 1) Teams are not permitted to have a designated alternate.
- 2) The host committee will provide a list of spares. Spares may not always be available at the club so advance arrangement should be made to the extent possible.
- 3) 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. Spares cannot be drawn from a team registered in the event.
- 4) If a registered team member becomes unavailable to participate:
 - a) Prior to the teams first game, the other team member may select their own eligible replacement player to play for the duration of the event.
 - b) After the team has played at least one game, then the team will be assigned a spare from the spare pool, based on availability. The assigned spare will become a replacement player to the conclusion of the event.
 - c) During a game, they may be replaced by a spare at that point in the game, either delivering stones or calling the game.
- 5) If only one (1) member of a team is present at the scheduled game time refer to Section F4 Delay of Game Start.
- 6) A replaced team member may not return to that game.
- 7) A spare can compete on a team up to, and including, the championship game.
- 8) A team must include at least one member of the registered team and a spare. If a team is unable to field at least one member of the registered team during a game, they must forfeit the game.

G3. PACE OF PLAY

- 1) It is important to be mindful of your pace of play. 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 Rule 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) If the score is such that it is mathematically impossible for a team to tie the game, they are asked to concede the game and exit the ice shed. If you do not, an umpire may ask you to do so.
- 5) The following guidelines are used in making the draw/schedule:
 - a) Pre-game practice should be completed in 15 minutes
 - b) A 6-end game, including extra-end, should be completed in 70 minutes
 - c) Ice preparation (mop, pebble, nip) should be completed in 15 minutes for four sheets, 20 minutes for 5/6 sheets.
 - d) Ice preparation (scrape, pebble, nip) should be completed in 60 minutes.

G4. PRE-COMPETITION PRACTICE

- 1) If time allows, a pre-competition practice may be scheduled.
 - a) When a 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 Chairperson know if you are not going to attend your practice session.

- b) When a 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 last stone advantage 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 will be available.

G5. 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) identify 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 immediately following each team's pre-game practice.

G6. PRE-GAME PRACTICE

An umpire will supervise the pre-game practice and LSD process. Please follow the umpire's announcements.

- 1) Prior to the start of a game each team will be offered 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 that 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) The umpire will provide each team with one (1) minute to cool sliders and transfer any stones to the away end.
- 5) 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.
- 6) 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 - best practice is to have the umpire remove the stone.

G7. LAST STONE DRAW (LSD)

Choice of holding or relinquishing 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 have choice of: having last stone advantage in the first end, or conceding it to their opponent.

- 1) LSD Procedures:
 - a) Under the direction of the umpire, each team will deliver one (1) LSD 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 the 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) The opposing team will remain behind the glass until after the LSD has been delivered (applies to both practice sessions). One (1) player from the opposing team has the right to observe the measurement of the LSD stone.
 - g) If the results of both team's LSD measurement are the same (unmeasurable or measurable), the teams shall conduct a coin toss to 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.
- 2) Calculating LSD Measurements
- a) If triangulation is being used to measure stones:
 - I. The LSD distance is calculated using the Curl Distance LSD measuring tool app.
 - II. 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.
 - III. The app calculates the real distance from the centre pin to the centre of the stone in both cases.
 - b) If triangulation is NOT being used to measure stones
 - I. The distance is measured from the centre pin to the nearest point of the stone.
 - II. 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 are not required to alternate throwing the LSD from game to game however, during the qualifying round, players on a team must deliver an equal number of LSDs, +/-1 if an odd number of games are played.
 - b) Teams are responsible to ensure the correct number of LSD's are thrown by each player. An incorrect number of LSD's thrown will result in an assigned distance of 199.6 cm for each incorrect LSD thrown.

- c) If it is the turn of an absent team member to throw the LSD then the spare player must throw the LSD.

H. QUALIFYING ROUND PROCEDURES

H1. COMPETITION FORMAT

- 1) The planned 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) Number of Games:
 - a) In the qualifying round, all attempts possible are to 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, a team cannot play more than three (3) games in one day or more than two (2) games in a four (4) hour period.
 - d) There are no scheduling restrictions during playoff play.
- 5) Teams are requested to promptly post the score at the conclusion of the end, including the 6th end, scores will be posted online.
- 6) Gold, silver and bronze medal winners will be declared at all provincial championships.
- 7) The semi-final losers will participate in a bronze medal game.
- 8) Each championship winning team will receive the following:
 - a) One championship banner
 - b) Heart - 1 each
 - c) Medal - 1 each

H2. DRAW PRODUCTION

- 1) The official draw/schedule will be emailed to the registered primary team contact.
- 2) Team numbers that appear first in the draw schedule will practice first and throw dark coloured handles.
- 3) The official draw, including draw times, is subject to change after being published. If any changes are made, teams will be notified by email.
- 4) 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 by the host club.
- 5) 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.

H3. RANKING & DRAW PLACEMENT

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 the championship has concluded.
- 2) Calculation of Team Performance Points
 - a) Qualifying round team performance points are calculated as follows:
 - I. Six (6) points for each win.
 - II. Two (2) points if a team finishes with no wins.
 - III. Subtract Average LSD results (in meters)
 - b) Playoff team performance points are calculated as follows:
 - I. 10 points for qualifying for playoffs
 - II. 10 points for a bye in the first playoff round
 - III. 10 points for each playoff win
 - IV. 10 points for winning the championship
 - V. Four (4) points if a team is tied for a playoff position but does not advance due to LSD results.
- 3) A team's performance points are split equally and assigned into each player's individual performance points.
- 4) Each player carries their individual performance points forward for two seasons.
- 5) A summary of individual performance points is at the end of this document.
- 6) Upon registration for a championship, each player's performance points will be combined with their partner's performance points. This will form the basis for their team's ranking in that championship.
- 7) Ties in team performance points will be broken by random draw.

I. PLAYOFF PROCEDURES

I1. ADMINISTRATION OF PLAYOFF GAMES

- 1) The Chief Umpire will make all decisions with regard to the administration of playoff games.
- 2) 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.

I2. ADVANCEMENT TO PLAYOFFS

- 1) After the completion of the qualifying round teams will be ranked based on their round robin record. There will be NO tiebreaker games played.
- 2) The following criteria (in order) will be used to rank teams:
 - a) Teams will be ranked according to their win/loss record.
 - b) If two teams are tied, the team that won their round robin game will be ranked higher.
 - c) Where three or more teams are tied, the record of the games between the tied teams shall provide the ranking (should this procedure provide a ranking for some teams but not all, then the record of the games between the remaining teams that are still tied shall determine the ranking).
 - d) For all remaining teams, whose ranking cannot be determined by (a), (b) or (c), ranking is determined using the Draw Shot Challenge (DSC) described in Section I3 below.

- e) When teams compete in separate pools and the merged ranking is used to determine the final rankings at the end of the qualifying round, the ranking will be determined by comparing the DSC's from the teams in all groups with the same ranking, with the best DSC being ranked highest.

I3. DRAW SHOT CHALLENGE (DSC)

- 1) The Draw Shot Challenge (DSC) is the average distance of all the Last Stone Draw stones, which were delivered by a team during the qualifying round, excluding the least favourable result(s) as detailed in 6) below.
- 2) The DSC is used to rank potential playoff teams in unsolvable ties (when head-to-head records result in a tie(s) OR across pools when all teams have not played each other).
- 3) The team with the lessor DSC receives the higher ranking. If the DSC's are equal, then the team with the best non-equal counting LSD receives the higher ranking. In the case where all counting LSD's are equal, a coin toss will be used to break the tie.
- 4) Where there is more than one pool and the pools are of differing sizes, to ensure the DSC is calculated in the same way, only the LSD's from the first 'equal number' of games will be used.
- 5) At the conclusion of qualifying round, depending on the overall number of LSDs delivered, some of the individual recorded LSD distances may be discarded to establish the DSC.
- 6) The calculation will be done by discarding the highest individual recorded distances and then averaging the remaining throws to establish the final 'average' 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)

- 7) After a teams third game the calculations for DSC will be posted. The calculation will show a teams average LSD result.

I4. PLAYOFF ADVANTAGES AND CHOICES

- 1) If all pools have the same number of teams:
 - a) In all playoff games, the team with the fewer losses during the qualifying round:
 - I. 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.
 - b) If both teams have the same number of losses during the qualifying round:
 - I. If the teams played each other in the qualifying round:
 - a. 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.
 - II. If the teams did NOT play each other in the qualifying round:
 - a. 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.
- 2) If pools do NOT have the same number of teams:
 - a) In all playoff games, the team with the fewer losses during the qualifying round:
 - I. Will receive choice of stone handle colour **AND** practice order
 - II. Teams will draw to the button for last stone advantage in the first end.
 - b) If both teams have the same number of losses during the qualifying round:

- I. If the teams played each other in the qualifying round:
 - a. 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.
 - II. If the teams did NOT play each other in the qualifying round:
 - a. 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.
- 3) Teams are not required to alternate LSD throwers from game to game in the playoffs, the same player may throw the LSD prior to each playoff game.

Women's Individual Performance Points

		2025 Women	2026 Women	2-Year TOTAL
1	Nancy McConnery	32	39.153	71.153
2	Marilyn Neily	32	39.153	71.153
3	Anne Blandford	16	26.370	42.370
4	Donalda Buckingham	16	26.370	42.370
5	Joan MacKinnon	19	21.586	40.586
6	Judy Power	19	21.586	40.586
7	Penny LaRocque	8	26.338	34.338
8	Gail Hayes	19	10.307	29.307
9	Sharon Clarke	X	26.338	26.338
10	Audrey Dorey	11	10.416	21.416
11	Betty Mattson	11	10.416	21.416
12	Doreen Densmore	8	13.236	21.236
13	Denise Fitzgerald	8	13.236	21.236
14	Judy McMahon	19	X	19.000
15	Pauline Bullerwell	8	10.032	18.032
16	Lynn Doucette	11	2.523	13.523
17	Patti Simpson	11	2.523	13.523
18	Mona Chaisson	X	13.503	13.503
19	Ellen Fanning	X	13.503	13.503
20	Susan Forbrigger	8	2.451	10.451
21	Shelley Murray	8	2.451	10.451
22	Karen Jay	X	10.307	10.307
23	Diane Mallinson	X	10.032	10.032
24	Linda Nette	3	5.670	8.670
25	Sheila Stevens	3	5.670	8.670
26	Eva Calder	8	0.437	8.437
27	Kathy Walker	8	0.437	8.437
28	Shelley Crouse	3	X	3.000
29	Dawn Tancock	3	X	3.000
30	Jennie Bustin	1	X	1.000
31	Edie Lloyd	1	X	1.000

Men's Individual Performance Points

		2025 Men	2026 Men	2-Year TOTAL
1	Paul Doucet	40	13.334	53.334
2	Pierre Doucet	40	13.334	53.334
3	Bruce Densmore	22	26.479	48.479
4	Ken Fitzgerald	22	26.479	48.479
5	Richard Christie	14	27.654	41.654
6	John Ferguson	14	27.654	41.654
7	Bill Milberry	19	19.545	38.545
8	Don Fanning	30	8.382	38.382
9	Gary Fanning	30	8.382	38.382
10	Peter Boudreau	1	36.606	37.606
11	Bruce Lohnes	X	36.606	36.606
12	Jim Russell	6	26.665	32.665
13	John Cameron	22	5.547	27.547
14	Nic Doucette	22	5.547	27.547
15	Joe Popovitch	X	26.665	26.665
16	Jeff Crouse	6	16.572	22.572
17	John Woodroffe	3	19.545	22.545
18	Haylett Clarke	6	16.399	22.399
19	John Marshall	6	16.399	22.399
20	Laughlin Rutt	19	2.818	21.818
21	Stewart Slauenwhite	19	2.818	21.818
22	Chris Donnachie	11	8.343	19.343
23	Leith Orr	11	8.343	19.343
24	Colin Campbell	19	X	19.000
25	Art Chisholm	17	X	17.000
26	Gerry Jensen	17	X	17.000
27	Lloyd Tancock	X	16.572	16.572
28	Harvey Heinrichs	X	16.491	16.491
29	Andrew James	X	16.491	16.491
30	Milt Larsen	3	13.479	16.479
31	John Flinn	3	13.479	16.479

Men's Individual Performance Points

		2025 Men	2026 Men	2-Year TOTAL
32	Kevin Snell	11	5.207	16.207
33	Keith Bennett	6	5.803	11.803
34	Paul Landry	6	5.803	11.803
35	John MacRae	6	5.707	11.707
36	Chuck Dyke	11	X	11.000
37	Kevan Welch	11	X	11.000
38	Allison Munro	11	X	11.000
39	Jim Burgess	11	X	11.000
40	Wayne Burke	11	X	11.000
41	Bob Forbes	11	X	11.000
42	Keith Laidig	11	X	11.000
43	Tony Stirling	X	8.550	8.550
44	Charles Stock	X	8.550	8.550
45	Scott Moulton	6	X	6.000
46	Don Murchy	6	X	6.000
47	Paul Sampson	6	X	6.000
48	Maurice Poirer	X	5.707	5.707
49	Michael Chiasson	X	5.207	5.207
50	Wayne Fitzgerald	1	2.538	3.538
51	Bernie McIntyre	3	X	3.000
52	Scott MacKay	3	X	3.000
53	Steve Taylor	3	X	3.000
54	Mike Carter	X	2.793	2.793
55	Kevin Titchie	X	2.793	2.793
56	Dave Devenney	X	2.538	2.538
57	Kim Whytock	1	X	1.000
58	Jared Ward	1	X	1.000
59	Ken Ward	1	X	1.000
60	Stephen Parfitt	1	X	1.000
61	Steven Dunn	X	0.412	0.412
62	Dave Waters	X	0.412	0.412

Mixed (Female) Individual Performance Points

		2025 Mixed	2026 Mixed	2-Year TOTAL
1	Judy Power	17	38.480	55.480
2	Donalda Buckingham	37	X	37.000
3	Diane Boulanger	22	13.058	35.058
4	Ellen Fanning	27	7.562	34.562
5	Nancy McConnery	X	31.499	31.499
6	Pauline Bullerwell	9	21.438	30.438
7	Eileen Samson	6	23.580	29.580
8	Elaine Himmelman	22	7.203	29.203
9	Penny LaRocque	X	25.672	25.672
10	Marilyn Neily	9	15.828	24.828
11	Jane Delaney	17	7.512	24.512
12	Mary Wagner	6	18.325	24.325
13	Uttara Deshpande	17	7.269	24.269
14	Diane Mallinson	20	2.497	22.497
15	Denise Fitzgerald	9	10.459	19.459
16	Patti Simpson	1	18.116	19.116
17	Nanette Bourque	9	7.606	16.606
18	Gail Hayes	9	7.037	16.037
19	Lynn Doucette	3	10.789	13.789
20	Shelley Crouse	6	7.615	13.615
21	Charlotte Pitman	X	10.631	10.631
22	Joan MacKinnon	9	X	9.000
23	Karla Wilms	1	7.002	8.002
24	Patty Sleep	X	7.201	7.201
25	Mona Chiasson	X	7.138	7.138
26	Jennifer Stanfield	X	7.046	7.046
27	Lisette Bourque	6	0.397	6.397
28	Mardi Rawding	6	X	6.000
29	Dawn Tancock	3	2.442	5.442
30	Betty Mattson	3	2.363	5.363
31	Kathy Walker	3	X	3.000
32	Cheryl MacRae	X	2.246	2.246
33	Sherry Chandler	X	2.137	2.137
34	Linda Weckman	1	X	1.000
35	Margie Moulton	X	0.868	0.868

Mixed (Male) Individual Performance Points

		2025 Mixed	2026 Mixed	2-Year TOTAL
1	Keith Bennett	17	38.480	55.480
2	Peter Boudreau	37	10.789	47.789
3	Harvey Heinrichs	22	13.058	35.058
4	Don Fanning	27	7.562	34.562
5	Bruce Lohnes	X	31.499	31.499
6	John Cameron	9	21.438	30.438
7	Bob Forbes	6	23.580	29.580
8	Andrew James	22	7.203	29.203
9	Paul Landry	X	25.672	25.672
10	Bruce Densmore	9	15.828	24.828
11	Pat Delaney	17	7.512	24.512
12	Arden Wagner	6	18.325	24.325
13	Ashok Deshpande	17	7.269	24.269
14	Shawn Christensen	20	2.497	22.497
15	Ken Fitzgerald	9	10.459	19.459
16	Flint Churchill	1	18.116	19.116
17	Glenn Bourque	9	7.606	16.606
18	Milton Larsen	9	7.037	16.037
19	Jeff Crouse	6	7.615	13.615
20	Gerry Pitman	X	10.631	10.631
21	Chris MacKinnon	9	X	9.000
22	Daniel Wilms	1	7.002	8.002
23	Paul Sampson	X	7.201	7.201
24	Mike Chiasson	X	7.138	7.138
25	David Clarke	X	7.046	7.046
26	Charles Bourque	6	0.397	6.397
27	Terry Atherton	6	X	6.000
28	Lloyd Tancock	3	2.442	5.442
29	Stephen Mattson	3	2.363	5.363
30	Haylett Clarke	3	X	3.000
31	Mike Colquhoun	3	X	3.000
32	John MacRae	X	2.246	2.246
33	Ron Grinham	X	2.137	2.137
34	Tom Weckman	1	X	1.000
35	Gordie Moulton	X	0.868	0.868