

APPENDIX:

Master (Men and Women)

See below for competition specific details. The rules and details contained in the main body of the Competitor's Guide apply to this competition. In the event there is a perceived conflict between the Competitor's Guide and this appendix, this appendix is considered to take priority.

This appendix is subject to further review and evaluation on, at minimum, an annual basis.

Curling Alberta strongly recommends all athletes in the Masters category complete the online Safe Sport Program prior to participating in any Curling Alberta sanctioned event. Access the Safe Sport Program website, information, and participant training here:

<https://safesport.coach.ca/participants-training>

Teams competing in a Curling Alberta Provincial Qualifier do so with the knowledge that they must continue to play at all levels, up to and including the Provincial Championships, until they are eliminated. In effect, this means a competitor may enter the Masters category and another category (e.g. Seniors if eligible and/or Women's/Men's) as long as there is no date conflict up to and including the Provincial Championship.

The draw and schedule for the Provincial Qualifiers and Provincial Championships will be supplied to all teams and posted on the Curling Alberta Website.

A. PROVINCIAL QUALIFIERS - MASTER MEN ONLY

1. The details and format are as described in sections 1 and 2 of the Curling Alberta Provincial Berth Policy, with the possible exception of the Masters Women's category as described below.
2. In the Master Men's category, eight (8) provincial berths are awarded in total, all through results at the Provincial Qualifiers.
3. There are no pre-qualifying berths in the Masters category.
4. A delivery stick may be used.
5. All games are 8 ends and are not timed, however, teams are expected to maintain a reasonable pace of play as managed by the Chief Umpire (no minimum # of ends).

B. MASTER MEN PROVINCIAL CHAMPIONSHIP

1. The format is an eight (8)-team round-robin with 4 team page playoff.
2. All games are eight (8) ends (no minimum # of ends required) and are not timed. However, teams are still expected to maintain a reasonable pace of play as managed by the Chief Umpire.
3. Alternates, substitutes, and/or replacements are allowed to have competed in another level of competition within the Masters Category.
4. Each team has two (2) 60 second time outs per 8 end game. Travel time may be added.
5. A delivery stick may be used.
6. During RR, each player on each team will deliver a minimum of two LSD's. The 2 LSD's can be taken anytime during the round robin but not in the same game and must be one of each rotation. Based on the Original Team Lineup form, the four players must fill the minimum number of LSD deliveries. Refer to Competitors Guide for more information.
7. No Tie Breaker games will be played. Teams tied for a playoff position shall be ranked first by their head-to-head results and then by Draw Shot Challenge (DSC).

8. Post Round Robin:

- i. After the Round Robin, the Chief Umpire will notify each team of their playoff position. There will be no formal meeting held following the Round Robin. Teams advancing to the playoffs will receive their playoff information directly from the Chief Umpire and will not need to attend a post-Round Robin meeting. To streamline the process, any decisions such as stone color or LSFE (hammer) will be communicated to the Chief Umpire via text or email.
- ii. Teams should be prepared to make their choices within 15 minutes of notification and communicate those decisions to the Chief Umpire.

9. Playoffs

8 Team Round Robin - 4 team Page Playoffs

- i. **Playoffs** - The top four teams advance to the Page playoff. In the quarterfinals, the first- and second-placed teams and the third- and fourth-placed teams play each other. 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, with the winner of that game winning the competition.
The two teams qualifying in the 3rd and 4th spots for the page qualifiers will playoff using stones from the assigned sheet. They will conduct a coin toss for practice or stone handle color and draw for hammer. The winner advances to the semi-final; the loser is eliminated.
The 1st and 2nd qualifiers will playoff using stones from the assigned sheet. The 1st place team will have BOTH hammer and stone handle color and will have first practice. No LSD required. The winner advances to the championship final and the loser drops to the semi-final.
- ii. **Semi Final** - the loser of the 1 vs 2 game will have BOTH hammer and stone handle color and first practice. No LSD required. Stones selected from all 4 sheets
- iii. **Final** - If the '1st' place playoff team wins the 1 vs 2 game, they will have BOTH hammer and stone handle color.
- iv. If the '2nd' place playoff team wins the 1 vs 2 game and plays the '1st' place playoff team in the final, the '2nd' place playoff team will have CHOICE of hammer or stone handle color.
- v. If the '2nd' place playoff team plays the '3rd' place playoff team in the final, the '2nd' place playoff team will have BOTH hammer and stone handle color.

10. Playoff Stone Selection:

For playoff stone selections, the Chief Umpire will advise the sheets the Women select from, and which sheets the Men select from following the last draw.

C. MASTER WOMEN PROVINCIAL CHAMPIONSHIP

1. The Master Women's Provincial Championship will be limited to 32 teams, which will be based on first come, first serve to register for the event in Curling I/O. To clarify, there will be no provincial qualifiers staged.
 - i. The format will be determined based on the number of entries received and announced within 14 days of the registration deadline closing. The format will be emailed to all team members.
2. Alternates, substitutes, and/or replacements are allowed to have competed in another level of competition within the Masters Category.
3. All games are eight (8) ends (no minimum # of ends required) and are not timed. However, teams are still expected to maintain a reasonable pace of play as managed by the Chief Umpire.
4. Each team has two (2) 60 second time outs per 8 end game. Travel time may be added.
5. A delivery stick may be used.