

APPENDIX:

Masters (Men and Women)

This appendix outlines competition-specific rules and procedures for the Masters category. The rules and details contained in the main body of the Competitors' Guide apply to this competition. In the event there is a perceived conflict between the Competitors' Guide and this Appendix, this Appendix takes precedence.

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

Safe Sport Recommendation

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://coach.ca/sport-safety/safe-sport-training>.

Please upload proof of Safe Sport Training completion to the curler's Curling Alberta Sideline Learning profile. Curling Alberta's Sideline Learning can be found here: <https://curlingalberta.sidelinelearning.com/login>

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.
2. In the Master Men's category, 8 provincial berths are awarded in total at the Provincial Qualifiers. There are no Master Women's Provincial Qualifiers.
 - a. There are no pre-qualifying berths in the Masters categories.
3. 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 number of ends).
4. A delivery stick may be used.
5. Broom checks will be done by the Chief Umpire and/or Game Umpires prior to all competitions, including Provincial Qualifiers to ensure broom handle, fabric, and broom foam compliance.

B. MASTER MEN PROVINCIAL CHAMPIONSHIP

1. The format is an 8-team Round Robin (RR) with a 4-Team Page Playoff.

2. Teams will not be seeded, instead teams will be randomly drawn.
3. All games are 8 ends and may be timed. Thinking time is 30 minutes and 4 minutes and 30 seconds for each extra end. The mid-game end break is 5 minutes. Each team will be given 1 (one) 60-second timeout per game. Travel time may be added.
4. Alternates, substitutes, and/or replacements are allowed to have competed in another level of competition within the Masters Category.
5. Each team has one (1) 60-second time out per eight (8) end game. Travel time may be added.
6. A delivery stick may be used.
7. Pre-Game Practice:
 - a. Prior to the start of a game, teams are permitted a nine (9) minute practice with their stones. Teams may throw an unlimited number of stones in their pre-game practice.
 - b. Last Stone Advantage (hammer) in the first end will be decided by two (2) draws to the button following each team's pre-game practice. First LSD will be thrown with a clockwise rotation, and the second LSD will be thrown with a counter-clockwise rotation.
 - c. LSD's will be delivered toward the home end only.
 - d. During RR, each player on each team will deliver a minimum of two (2) Last Stone Draws (LSD). The two (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 (4) players must fill in the minimum number of LSD deliveries. Refer to Competitors' Guide for more information.
8. 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).
9. Post-Round Robin:
 - a. 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 colour or last stone advantage will be communicated to the Chief Umpire via text or email.
 - b. Teams must be prepared to make their choices within 15 minutes of notification and communicate those decisions to the Chief Umpire.
 - c. Teams must be prepared to select colour of stone and/or LSFE (hammer) following their last round robin game.
 - d. Stone selection session is 15 minutes and teams may only use the colour they've chosen for the next game. This session is NOT on the Championship sheet.
10. PLAYOFFS:
 - i. Playoffs - The top four (4) teams advance to the Page Playoffs.

- ii. LSFE and stone handle colour will be determined as follows:
 - **Better W/L record:** The team with the better W/L record will have LSFE (hammer) **and** choice of stone handle colour.
 - **Same W/L record:** If the win/loss records **are identical**, the winner of the RR game will have the choice of LSFE **or** stone handle colour.
 - **If DSC used:** If DSC has been used to determine ranking, then the higher ranked team based on DSC has choice of colour **or** practice. And LSD will be used to determine LSFE. Once DSC ranking is used, it is the only ranking factor, and head-to-head records are not used.
 - iii. Teams ranked 3rd and 4th after the Round Robin will playoff using stones from the assigned sheet.
 - iv. The winner advances to the semi-final; the loser is eliminated.
 - v. Teams ranked 1st and 2nd after the Round Robin will playoff using stones from the assigned sheet. The winner of this game will advance to the championship final, while the loser of this game will drop to the semi-final
 - vi. **Semifinal** - The winner of the semifinal will advance to the final.
 - vii. **Final** – The winner of the final is declared the champion.
11. Playoff stone selections:
- The Chief Umpire will advise which sheets the Women select from, and which sheets the Men select from.

C. MASTER WOMEN PROVINCIAL CHAMPIONSHIP

1. The Master Women's Provincial Championship for the 2026-2027 season will be limited to 32 teams which will be based on first come, first serve to register for the event in Curling IO. To clarify, no Provincial Qualifiers will be staged.
 - a. The format for the Master Women's Provincial Championship 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. Teams may be seeded using a self-seeding format based on format and number of registrations. If a full Round Robin format is used, teams will not be seeded.
3. All games are 8 ends and may be timed. Thinking time is 30 minutes and 4 minutes 30 seconds for each extra end. The mid-game end break is 5 minutes. Each team will be given 1 (one) 60-second timeout per game. Travel time may be added.
4. Each team has one (1) 60-second time out per eight (8) end game. Travel time may be added.
5. A delivery stick may be used.
6. Alternates, substitutes, and/or replacements are allowed to have competed in another level of competition within the Masters Category.
7. Pre-Game Practice:
 - a. Prior to the start of a game, teams are permitted a nine (9) minute practice with their stones. Teams may throw an unlimited number of stones in their pre-game practice.
8. PLAYOFFS:
 - a. Playoff format, pre-game practice, and Last Stone Draw will be determined based on the number of entries received and announced within 14 days of the registration closing.
 - b. The Chief Umpire will advise which sheets the Women select from, and which sheets the Men select from, following the last draw.