

APPENDIX:

Senior (Men's and Women's)

See below for competition specific details. 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 reviewed annually and is subject to updates.

Safe Sport Compliance

All participants are required to comply with Safe Sport Training requirements. Full details, including training expectations, deadlines, and compliance procedures, are outlined in the Competitor's Guide and on Curling Alberta's website. **Failure to comply may result in the participant being deemed ineligible to participate in competition.**

A. PROVINCIAL QUALIFIERS

1. The details and format are as described in Sections 1 and 2 of the Curling Alberta Provincial Berth Policy.
2. 8 Provincial berths are awarded in total, all through results at the Provincial Qualifiers.
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. There are no pre-qualifying berths in the Senior category.
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.**
6. All Curling Alberta competitions that lead to a Curling Canada sanctioned National Championship will abide by Curling Canada's timeout structure. At the Senior level, all teams will be given one (1) 60-second timeout per game.

B. PROVINCIAL CHAMPIONSHIP

1. The format is an eight-team Round Robin (RR) with a 4 Team Page Playoff.
2. There is no seeding in this category. Teams will be randomly drawn.

3. All games are 8 ends, with no minimum number of ends, and may be timed. Thinking time is 30 minutes and an additional 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 and an additional 1 (one) 60-second timeout per extra End. Travel time may be added.
4. Stone handle colour is predetermined and dark-handled stones (red) practice first.
5. 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 First End (LSFE) will be decided by two (2) Last Stone Draws (LSDs) to the button following each team's pre-game practice. The first draw will be thrown with a clockwise rotation and second draw will be thrown with a counterclockwise rotation.
 - c. LSDs will be delivered toward the home end only.
6. During the Round Robin, each player on each team will deliver a minimum of two (2) LSDs . These two (2) LSDs may be taken at any time during the Round Robin. However, they must be completed in separate games (i.e., no player may take both LSDs in the same game). One LSD must be delivered in 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.
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). DSC is determined by the total distance of all LSDs, then removing the two largest LSD distances.
8. Post Round Robin:
 - a. At the conclusion of the Round Robin, the Chief Umpire will notify each team of its playoff position. No post-Round Robin meeting will be held.
 - b. Teams advancing to the playoffs will receive playoff information directly from the Chief Umpire. Decisions regarding stone colour and/or Last Stone First End (LSFE/hammer) must be communicated to the Chief Umpire by text message or email.
 - c. Teams must communicate their decisions within 15 minutes of notification and should be prepared to select their stone colour and/or LSFE (hammer) immediately following their final Round Robin game.
 - d. Unless otherwise specified in the Team Meeting Document, the playoff format will be a four-team Page Playoff. Refer to Section 2(C)(5) of the Competitors' Guide for details.

9. PLAYOFFS:

- a. Playoffs - The top four (4) teams advance to the Page Playoffs. Refer to the Competitors' Guide for format breakdown.

10. Playoff Stone Selection:

- a. The Chief Umpire will advise which sheets the Women select from, and which sheets the Men select from.
- b. 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.