

NEPEAN NINTH-ENDERS CURLING CLUB (NNECC)
CLUB PROCEDURES & GUIDELINES: JANUARY 2019



Our mission is to have fun on and off the ice. We offer an opportunity to curl without judgment; encouraging first-time and experienced curlers to play and grow together. All are welcome.

CLUB:

The Nepean Ninth-Enders Curling Club is dedicated to promoting the enjoyment of the sport of curling for all ages. Club games are usually played Friday evenings at the Nepean Sportsplex.

CLUB MEETINGS:

Meetings are held on a semi-annual basis. The meeting in the fall focuses on the approval of the annual budget; the spring meeting confirms the Board for the next season. Special meetings are called when required.

SOCIAL EVENTS:

Each season the club hosts a number of social events including a fall 'Meet and Greet' to reunite the club after the summer break and introduce new members; a Holiday party; a Valentine's Day event; and a year-end banquet with awards presentation and a club meeting.

NNECC CHALLENGE:

This is an annual interclub match held with Briargreen, another Sportsplex curling club. Members volunteer and teams are set up for the one-day event, usually in January. The event is followed by a dinner and trophy presentation.

BALANCED SCHEDULE:

The season is divided into two draws with the same number of games in each draw. Games are

scheduled to ensure that teams meet one another once in each draw.

CLUB REVENUE:

Annual fees cover the cost of ice rental and a number of social events including the end of year dinner.

In addition, a 50/50 draw is held after each game in the lounge. Proceeds are used for special purchases and activities.

ANNUAL RECRUITMENT:

The Club participates in the Sportsplex's open house at the beginning of the season to recruit new players. Club members are also encouraged to recruit friends and colleagues for the club.

INSTRUCTION NIGHT:

Early in the first draw the Club holds an instruction night on the basics of curling. Primarily for new players, returning members may also attend should space allow.

TEAM SELECTION:

Teams are selected at the beginning of each draw by a group of Board members and Skips. The objective is to create balanced teams with players assigned to positions best matching their skill levels and interests. Partners are usually assigned to different teams.

TEAM POSITIONS:

For guidance the following was extracted from Ernie Richardson's Curling Book:

- LEAD: should draw consistently
- SECOND: should be a good hitter
- THIRD: should be able to hit, draw, raise rocks and, replace the Skip
- SKIP: should be able to play any shot, read the ice well, provide leadership and advice on curling etiquette

PACE OF PLAY:

The ice is booked from 7:15 to 9:15 pm on Sheets F through J. Please be ready to start your game at 7:15. Also, remember that the number of ends played count in the scoring.

Skips are encouraged to ensure a steady pace of play so that the game is completed within the allotted time.

If the 8th end is not started by the buzzer at 9 pm then the 8th end is completed by a shoot-out. Each team will throw one rock, the team that places the rock closest to the button scores one point for the end and adds one point to their score.

SCORING:

Points are awarded as follows:

- The winning team receives three points for the win plus one point for each end won. The losing team receives one point for each end won.
- Blank ends score ½ point for each team.
- Ties give each team 1 ½ points.
- A team winning by default scores eight points, the losing team scores three.
- The aggregate score should always total 11 points.

If two teams should tie for the top position at the end of the draw, the game in which they opposed each other decides the winner. If that still results in a tie, the team with the most wins in that draw is the winner.

FOUR-ROCK RULE:

The four-rock rule will remain in effect until the Club decides otherwise. The four-rock rule states that a takeout cannot be played on any stone sitting outside the house from the tee line up to the nearest hog line (the "free guard zone") until **four rocks** have been played. If a takeout is played, the offending rock is removed and the rock that was 'taken out' is returned to its original position.

DEFAULTS:

As long as one regular member of a team reports for curling, there is no default.

If a Skip and Third of the same team are absent the same night of curling, and the regular Lead and Second prefer not to move positions, then the Spares assigned to the team may play any position. This arrangement will be negotiated by the two regular players and the opposing team. In case of disagreement, the Spares Captain will have the final say.

When a team is unexpectedly left with two regular players at the final hour, please see the Spares Captain for re-assignment of spares or regular players.

CURLING PROBLEMS:

Any problem with a scheduled curling game, scoring, or illness of players should be brought to the attention of a Board member. Concerns about ice conditions should be raised with your Skip who will pass them on to the President.