



GREAT LAKES CURLING ASSOCIATION REGIONAL CHAMPIONSHIP GUIDELINES

Revised September 29, 2018

I. Organization

The Great Lakes Curling Association (GLCA) is allocated team representation in various National Championships as designated by the United States Curling Association (USCA). The representative teams are determined by Regional Championships under the direction of the GLCA.

These guidelines are designed to assist the host clubs and regional event chairpersons in organizing and running the regional championships. All championships are to be conducted under the USCA Championship Eligibility, Rules, and Procedures.

The President of the GLCA, or his/her designee, shall serve as the Regional Chairperson. The Regional Chairperson shall have the responsibility to oversee the regional championship and to ensure that the championships are held in accordance with USCA rules and GLCA guidelines.

II. Determining Host Clubs

Sites and dates for the regional championships are determined by the GLCA on a rotating basis in accordance with GLCA guidelines. The objective shall be to balance the championship locations so as, to the extent possible, to achieve the following (items are listed in order of priority):

- 1) Men's or Women's regional championships shall not occur at the same time as Junior or Mixed regional championships;
- 2) No more than one championship event per year at any one club, except in the case when Men's and Women's regional championships are held concurrently at the same site;
- 3) No GLCA club hosts the same regional championship again until all other eligible member clubs in the GLCA have had the opportunity to host that event.

An additional responsibility in determining host clubs is to ensure that reasonable playing conditions can be anticipated at each host club. Each host club shall be required to certify, at the spring GLCA meeting prior to the season in which that host club is expected to host a regional championship, that the following minimum playing conditions can be expected:

- a) Ice speed shall be 20 seconds or greater (hog to tee), shall exhibit consistent characteristics from shot to shot, and shall have a minimum of "negative" curl.
- b) Standard rubber hacks shall be used, and these hacks shall be firmly affixed to the ice surface.
- c) Stones shall be more or less identical in size, shape, and running characteristics and shall conform to USCA requirements for weight, circumference, and height.

Note: These minimum playing conditions are to be used for host club certification only. The absence of such conditions during any regional championship may not be construed as grounds for the challenge of the results of that event.

The GLCA Board of Directors shall approve and maintain a Championship Rotation List that shows the projected host clubs for a minimum of 5-year going forward period.

III. Responsibilities of the Host Club

By agreeing to host a regional championship, the hosting club accepts certain responsibilities as follows:

- 1) To certify at the GLCA meeting held in the spring prior to the event in question that the host club anticipates being able to meet the playing condition criteria outlined in Section II.
- 2) To work with the Championship/Rules committee to develop a plan for the contingency that the total number of teams entered in that particular event will be greater than that which can be accommodated by the host club.
- 3) To organize and administer the regional championship in accordance with USCA rules and GLCA guidelines.
- 4) To designate a Club Chairperson for that event and communicate the name of the chairperson to the GLCA secretary no later than June 1 of the year preceding the regional championship. The Club Chairperson shall serve, along with the Regional Chairperson, as liaison to the USCA in accordance with the USCA rules.
- 5) To arrange for qualified personnel for preparing ice, timing games, etc., as necessary.
- 6) To make a best effort to have the ice scraped prior to the pre-event practice, prior to the first game of the event, and after every two games on each day of the event.
- 7) To make arrangements in advance to ensure ice time is available beginning with practice times until the last potential game is to be completed.
- 8) To provide information to each participating team about local hotels and travel directions.

IV. Guidelines for the Competition

Unless otherwise noted below, all regional championships shall be conducted in accordance with the USCA Championships Rules and Procedures in effect for that given season.

A. Team Registration

For all regional championships, all teams that meet the appropriate USCA general eligibility requirements for that particular playdown, and also meet the USCA residency requirements for playing down in the GLCA, shall be eligible to compete directly at the regional championship (i.e., no club playdowns shall be necessary). The deadline for teams to enter any GLCA competition is governed and controlled by USCA guidelines. The USCA, in turn, will forward information regarding teams registered for a particular event to the GLCA regional and club chair for that event. Teams that are registered to compete on the appropriate deadline shall be considered to be committed to participating in the regional competition and must pay all appropriate fees (see below), even if that team elects later to drop out prior to the regional

competition. Sanctions may be imposed by the GLCA Board of Directors against teams that drop out after the appropriate deadline in the absence of reasonable extenuating circumstances.

B. Participation Fees

At the time that a team declares its intention to enter a regional championship competition, that team must pay the appropriate USCA entry fee for that competition, along with a GLCA entry fee of \$20 per team for junior events or \$60 per team for other events. All necessary entry fees will be paid directly to the USCA. The full amount of the GLCA portion of the entry fees for a given event will be paid to the host club to help defray local expenses. In the event that the regional entry fee total for a host club is less than \$500, the GLCA will supplement the amount collected, guaranteeing a host club a minimum of \$500.

C. Draws

The winning teams shall be determined by a draw format depending on the number of sheets at the host club and the number of teams participating.

SHEETS	TEAMS	FORMAT
4	Up to 6	Full round-robin
4	7 or 8	Round-robin with divisions
4	9 or more	Modified double knockout
3	Up to 6 (5 if men & women events combined)	Full round-robin
3	6 to 8	Round-robin with divisions
3	9 or more	Modified double knockout

Approved sample draws for up to ten (10) teams are attached to this guideline. If more than ten (10) teams are entered in a regional championship, the Regional Chairperson shall create the appropriate draw, which shall be approved by a majority of the Championship/Rules committee. The regional championship draw shall determine a winner and an alternate team to represent the GLCA in each National Championship.

The Club Chairperson for a particular event shall be responsible for developing the final draw to be used, based on the attached approved draws. A copy of the final draw, along with the seeding calculations (see below) shall be provided to the Regional Chairperson for approval prior to the event.

When setting times for the draws, the following minimum times must be used, except when shorter times are mutually agreed upon by all affected teams:

- 1) If there is any chance that a team could be required to play in two consecutive draws on a given day, the start times of those two draws must be at least five hours apart for ten end games and four and a half hours apart for eight end games.

- 2) If there is any chance that a team could be required to play in two consecutive draws on two separate days (i.e., the last draw of the first day and the first draw of the second day), the start times of those two draws must be at least thirteen hours apart.

D. Assigning Teams in the Draw

Following the entry deadline for a particular regional championship in which three or more teams are entered, upon receiving the participant list from the USCA the Club Chairperson shall provide a listing of all the players of all of the teams entered in that particular event to each of the teams. Each team shall seed all of the teams entered in that competition, excluding their own team, numerically from "1" down to the number of teams entered minus one, with "1" being the highest seed (i.e. the best team), and shall return these seedings to the Club Chairperson within three (3) days of the receipt of the team listings. The Club Chairperson for that event shall add all of the seedings for each team together, and the team with the lowest cumulative seeding shall be seeded "1" for the competition, second lowest seeded "2", etc. Ties will be broken in favor of the team receiving the highest individual seeds, or, if still tied following that procedure, by random draw.

Team assignments to the draw should be made and distributed to all competing team skips as soon as possible prior to the start of the competition. Should a team withdraw after the first game assignments have been distributed, then the first game team assignments shall be completely redone using the existing seedings of the remaining teams (i.e., the remaining teams shall NOT be asked to provide new seedings; the existing seedings, with those from the withdrawn team removed, will be used to recalculate the draw positions).

E. Pre-Event Practice

Each team shall have the opportunity to practice on each sheet to be used in the competition prior to the first game of the competition. The length of time that each team may practice on each sheet shall be determined by the host club, but it is recommended that, if possible, each team be allotted ten (10) minutes of practice time on each sheet to be used in the competition. All such practice sessions shall end not less than two (2) hours before the first game of the competition is to begin. When the number of teams necessitate multiple practice sessions, the practice sessions shall be scheduled such that the teams that must travel the farthest are scheduled for the latest practice times.

F. Last Rock and Handle Colors

The assignment of last rock in the first end shall be determined by a Last Stone Draw at the end of the pre-game practice session (see below) immediately prior to the game in question, in accordance with USCA Rules of Curling & Competition.

For round-robin draws, teams will be assigned stone handle color such that dark and light handles are used an equal number of times, if possible. If an event uses the modified double knockout format, stone handle colors shall be determined by coin toss, with the team winning

the coin toss having their choice of either handle color or pre-game practice time (first or second; see below).

G. Pre-Game Practice

Each team shall be given opportunity to practice immediately before each game on the sheet scheduled for their game. For round-robin draws, the order of practice will be assigned so that each team has an equal number of times with first and second practice. If a round-robin draw has an odd number of round-robin games teams a coin toss will be used to determine practice time for the first game.

The first practice time will commence thirty (30) minutes before the scheduled start time of the game, with the second practice time to commence twenty (20) minutes prior to game time. Practices shall be conducted in accordance with the USCA Rules of Curling & Competition. Note that the Last Stone Draw procedure is performed at the end of each team's respective practice.

H. Pebbling and Cleaning the Ice

When possible, the ice should be scraped prior to the pre-event practice, prior to the first game, and at a minimum after every two games each day.

Additional preparation and care of the ice shall be at the discretion of the host club, except that each sheet shall be swept and pebbled immediately prior to the first practice session preceding each game. After both practice sessions have been completed, the sheet shall be swept, but not pebbled.

During the mid-game break, at the end of five (5) ends of a ten-end game or four (4) ends of an eight-end game, the sheet will again be swept, but not pebbled. At the discretion of the host club and the ice makers, pebble may be applied around the hacks and behind the back lines during the mid-game break.

Other maintenance of the ice due to unusual circumstances, such as scraping ice buildups from drips or repairing chipped ice, may be done at the mutual request of both teams or if deemed necessary by the Chief Umpire to ensure safe and fair play.

I. Referees and Rules

A Chief Umpire shall be designated by the host club for the event, and that Chief Umpire must be certified as a USCA Level 2 (or higher) official or be approved by the GLCA Competition/Rules Committee. The Club Chairperson may serve as the Chief Umpire, so long as that individual meets the above training requirement or is approved by the GLCA Competition/Rules committee. The Chief Umpire shall review both the current GLCA Championship Guidelines and the current USCA Rules of Curling & Competition document prior to the beginning of the regional championship for which that individual will be Chief Umpire. The Chief Umpire is responsible for settling all disputes during the event. The Chief Umpire may, at their sole

discretion, consult with the Regional Chairperson and/or other USCA Certified Officials regarding rules interpretations.

J. Game Duration and Timing

Whenever possible, clocks will be used to monitor the game duration. If no suitable timing devices are available, the Club Chairperson for the event shall take whatever action is necessary to ensure that no team is disadvantaged by the slow play of another team.

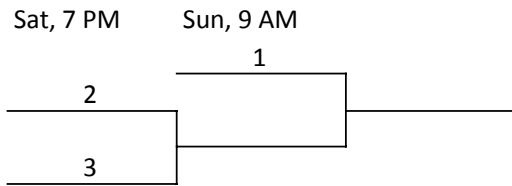
Time allotments for completing games shall be in accordance with the USCA Rules of Curling & Competition. Teams shall be allotted time outs or coach's interventions as permitted by the USCA Rules of Curling & Competition, except in the case where clocks are not being used, in which case there shall be no timeouts.

GLCA Championship Draw

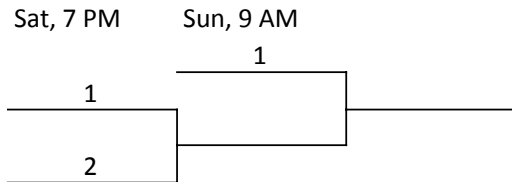
Three Sheets - Three Teams

Fri, 2 PM	Pre-Event Practice and Pre-Event Meeting		
	Sheet 1	Sheet 2	Sheet 3
Fri, 7 PM	2 vs 3		
Sat, 9 AM		1 vs 3	
Sat, 2 PM			1 vs 2

If all three teams have 1 win and 1 loss:



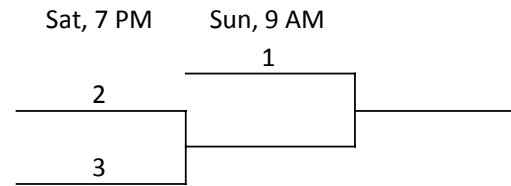
If one team is 2-0 and another 1-1:



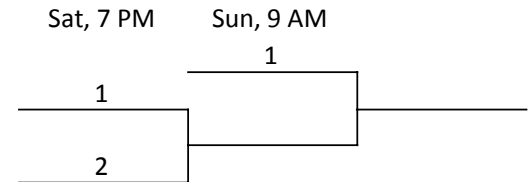
Three Sheets - Four Teams

Fri, 2 PM	Pre-Event Practice and Pre-Event Meeting		
	Sheet 1	Sheet 2	Sheet 3
Fri, 7 PM		1 vs 4	2 vs 3
Sat, 9 AM		1 vs 3	2 vs 4
Sat, 2 PM	1 vs 2	3 vs 4	

If three teams have 2 wins and 1 loss:



If one team is 3-0 and another 2-1:

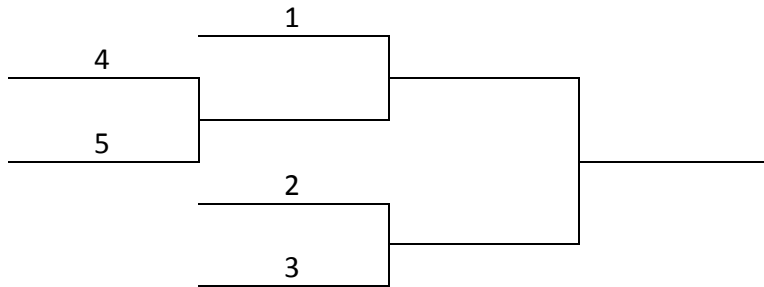


**GLCA Championship Draw
Three Sheets - Five Teams**

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting		
	Sheet 1	Sheet 2	Sheet 3
Fri, 2 PM	1 vs 5	2 vs 4	
Fri, 7 PM	2 vs 3		1 vs 4
Sat, 9 AM		3 vs 4	2 vs 5
Sat, 2 PM	3 vs 5	1 vs 2	
Sat, 7 PM		4 vs 5	1 vs 3

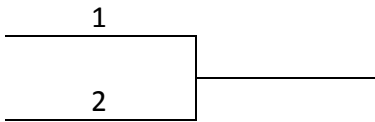
If all teams have 2 wins and 2 losses:

Sun, 9 AM Sun, 2 PM Sun, 7 PM



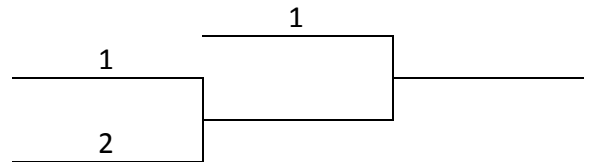
If two teams are 3-1:

Sun, 9 AM



If one team is 4-0 and another is 3-1:

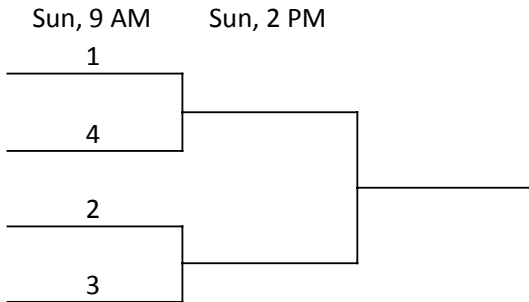
Sun, 9 AM Sun, 2 PM



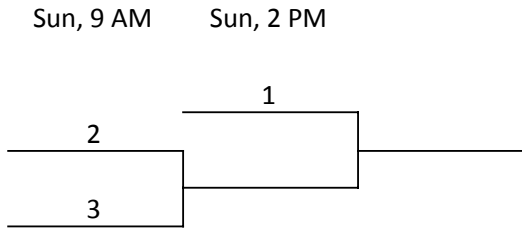
**GLCA Championship Draw
Three Sheets - Six Teams**

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting		
	Sheet 1	Sheet 2	Sheet 3
Fri, 2 PM	1 vs 6	3 vs 4	2 vs 5
Fri, 7 PM	3 vs 5	1 vs 2	4 vs 6
Sat, 9 AM	2 vs 6	4 vs 5	1 vs 3
Sat, 2 PM	1 vs 4	2 vs 3	5 vs 6
Sat, 7 PM	3 vs 6	1 vs 5	2 vs 4

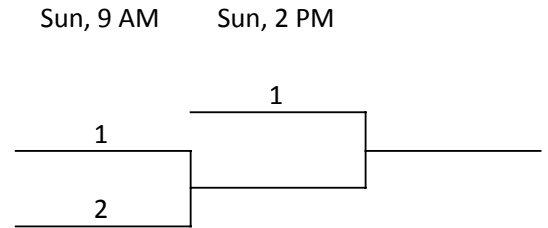
If four teams have 3 wins and 2 losses:



If three teams have 4 wins and 1 loss:



If one team is 5-0 and another 4-1:



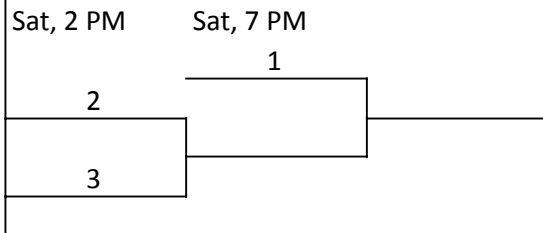
GLCA Championship Draw
Three Sheets - Six Teams, Two Pools

Pool A Teams: 1, 4, 5

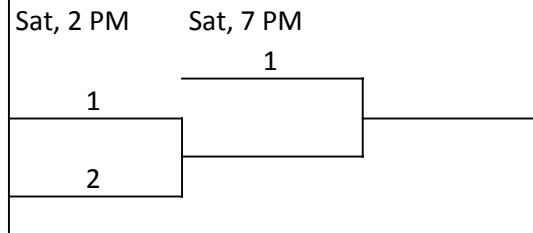
Pool B Teams: 2, 3, 6

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting		
	Sheet 1	Sheet 2	Sheet 3
Fri, 2 PM	3 vs 6	4 vs 5	
Fri, 7 PM		2 vs 6	1 vs 5
Sat, 9 AM	1 vs 4		2 vs 3

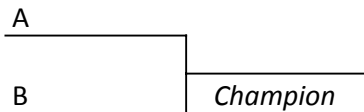
If a pool ends up with three teams with 1 loss:



If a pool ends up with one team 2-0 and another 1-1:



Sun, 9 AM



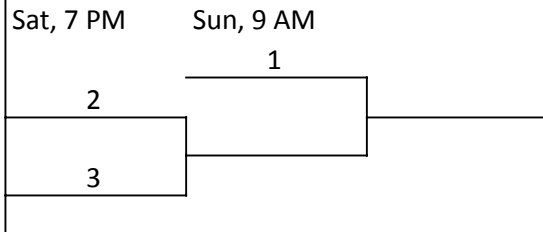
GLCA Championship Draw
Three Sheets - Seven Teams, Two Pools

Pool A Teams: 1, 4, 5

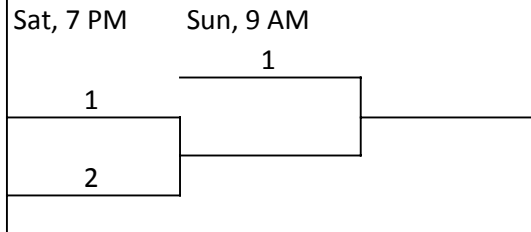
Pool B Teams: 2, 3, 6, 7

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting		
	Sheet 1	Sheet 2	Sheet 3
Fri, 2 PM	3 vs 6	1 vs 4	2 vs 7
Fri, 7 PM	4 vs 5	2 vs 6	
Sat, 9 AM	6 vs 7		2 vs 3
Sat, 2 PM		3 vs 7	1 vs 5

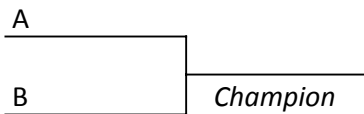
If a pool ends up with three teams with 1 loss:



If a pool ends up with one team 2-0 and another 1-1:



Sun, 2 PM



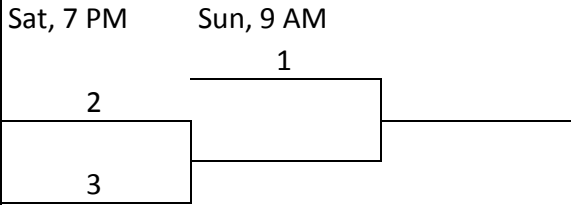
**GLCA Championship Draw
Three Sheets - Eight Teams**

Pool A Teams: 1, 4, 5, 8

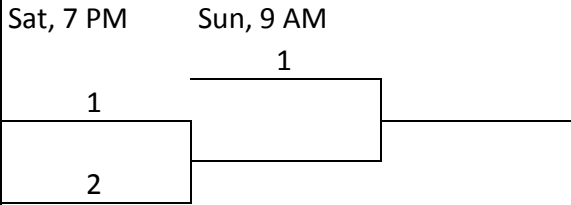
Pool B Teams: 2, 3, 6, 7

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting		
	Sheet 1	Sheet 2	Sheet 3
Fri, 2 PM	3 vs 6	1 vs 4	2 vs 7
Fri, 7 PM	4 vs 5	2 vs 6	1 vs 8
Sat, 9 AM	6 vs 7	5 vs 8	2 vs 3
Sat, 2 PM	4 vs 8	3 vs 7	1 vs 5

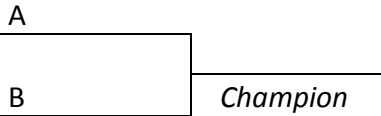
If a pool ends up with three teams with 1 loss:



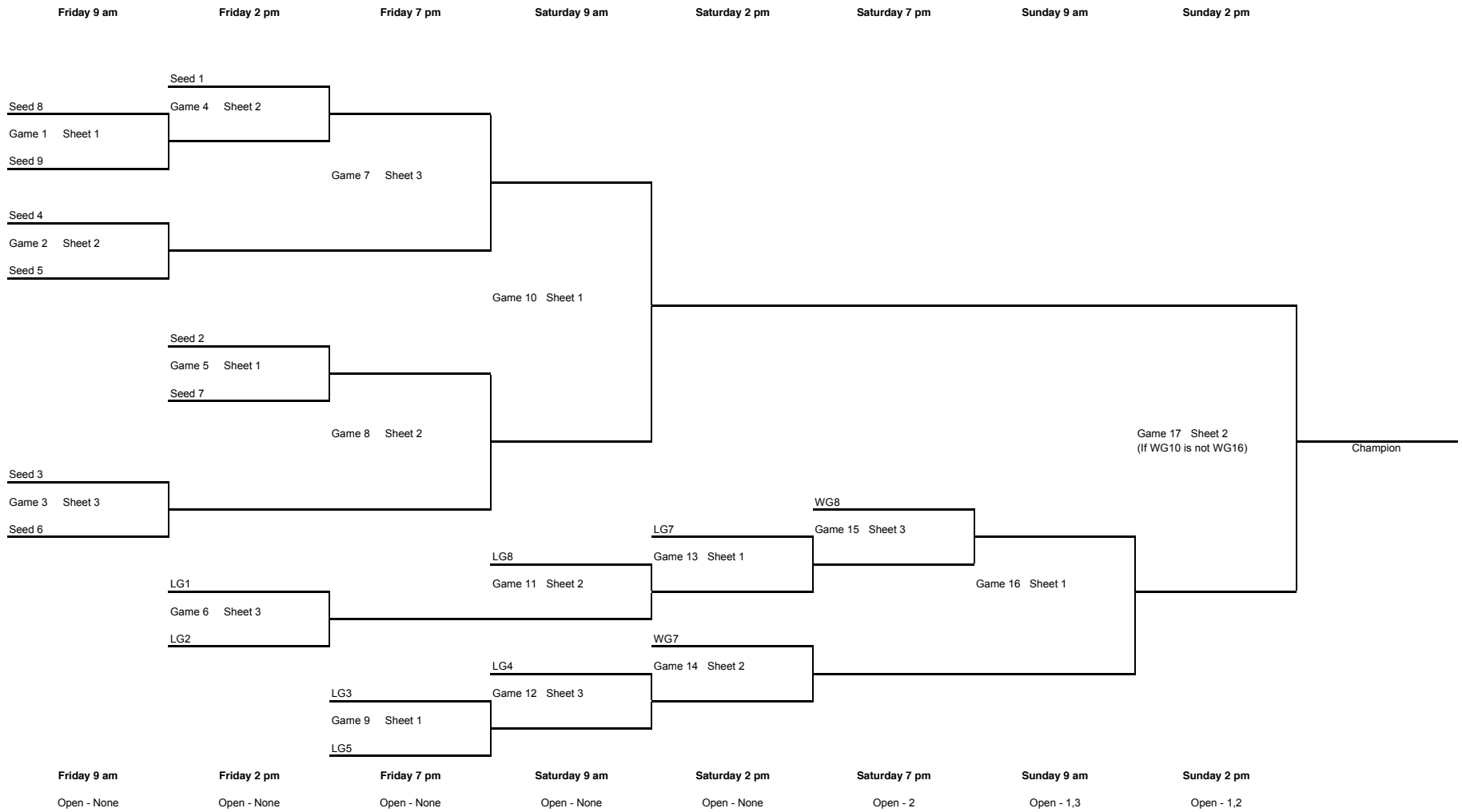
If a pool ends up with one team 2-0 and another 1-1:



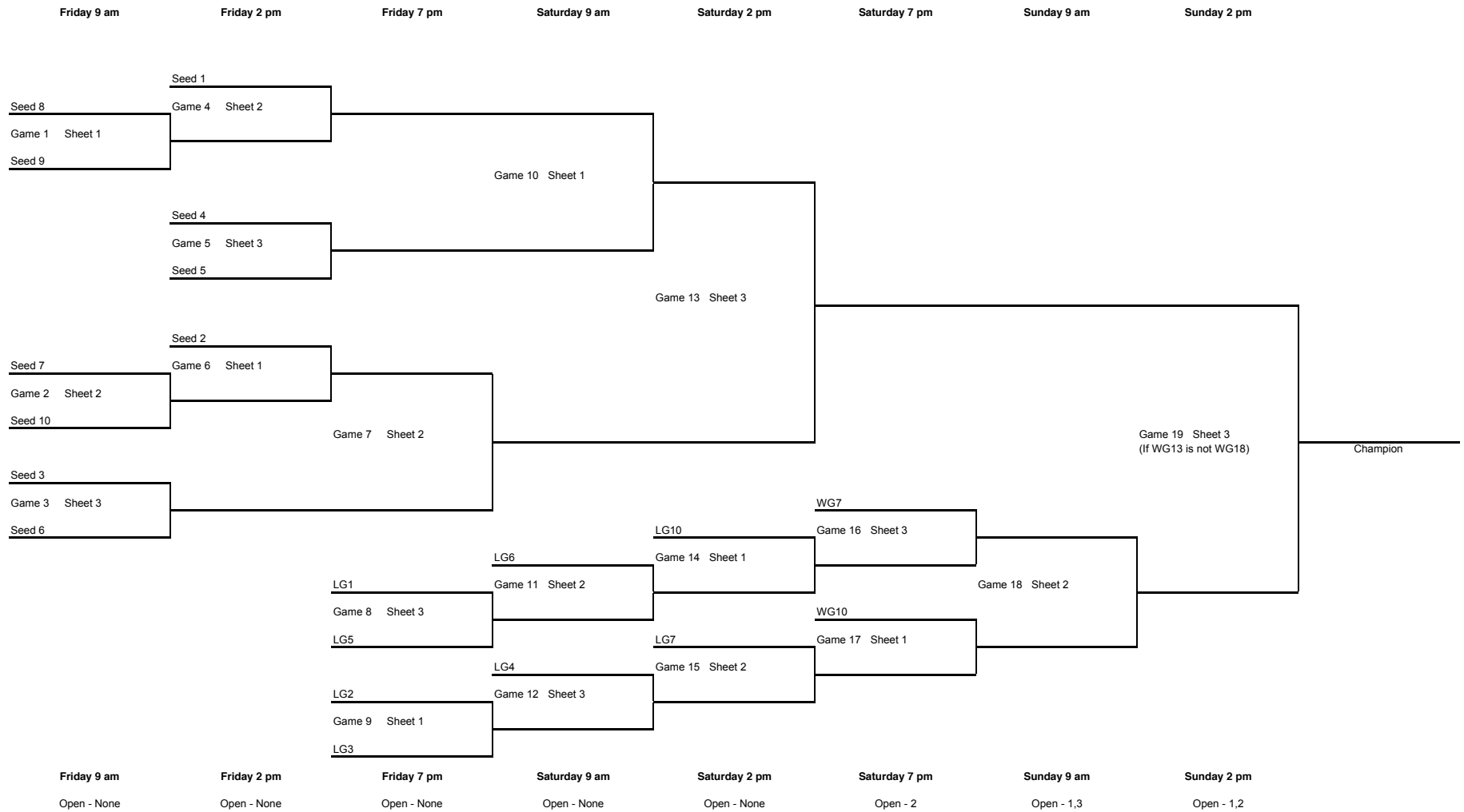
Sun, 2 PM



GLCA Championship Draw
 9 Teams
 3 Sheets



GLCA Championship Draw
 10 Teams
 3 Sheets

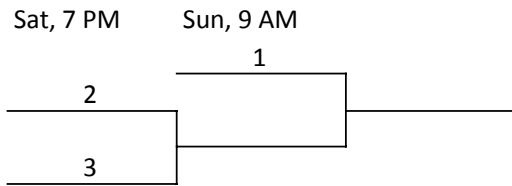


GLCA Championship Draw

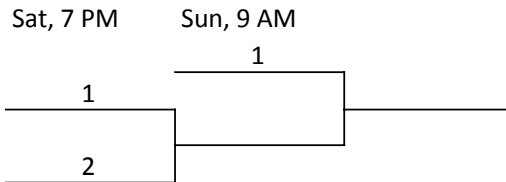
Four Sheets - Three Teams

Fri, 2 PM	Pre-Event Practice and Pre-Event Meeting			
	Sheet 1	Sheet 2	Sheet 3	Sheet 4
Fri, 7 PM	2 vs 3			
Sat, 9 AM		1 vs 3		
Sat, 2 PM			1 vs 2	

If all three teams have 1 win and 1 loss:



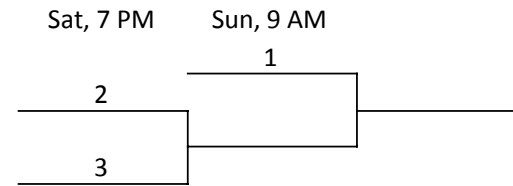
If one team is 2-0 and another 1-1:



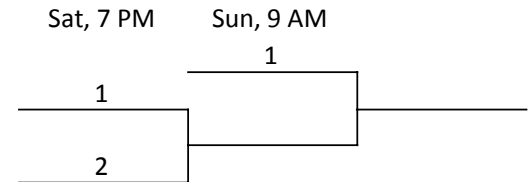
Four Sheets - Four Teams

Fri, 2 PM	Pre-Event Practice and Pre-Event Meeting			
	Sheet 1	Sheet 2	Sheet 3	Sheet 4
Fri, 7 PM		1 vs 4	2 vs 3	
Sat, 9 AM	1 vs 2			3 vs 4
Sat, 2 PM		1 vs 3	2 vs 4	

If three teams have 2 wins and 1 loss:



If one team is 3-0 and another 2-1:

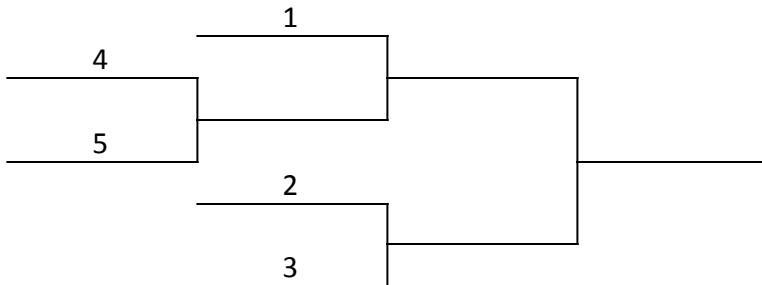


**GLCA Championship Draw
Four Sheets - Five Teams**

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting			
	Sheet 1	Sheet 2	Sheet 3	Sheet 4
Fri, 2 PM	1 vs 5	2 vs 4		
Fri, 7 PM			1 vs 4	2 vs 3
Sat, 9 AM		3 vs 4	2 vs 5	
Sat, 2 PM	1 vs 3			4 vs 5
Sat, 7 PM	3 vs 5	1 vs 2		

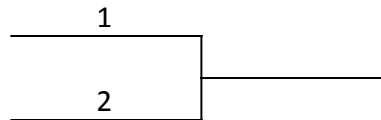
If all teams have 2 wins and 2 losses:

Sun, 9 AM Sun, 2 PM Sun, 7 PM



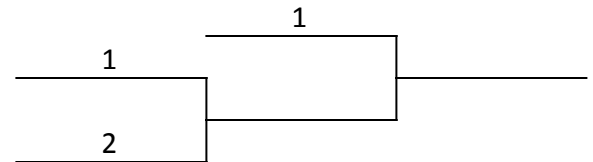
If two teams are 3-1:

Sun, 9 AM



If one team is 4-0 and another is 3-1:

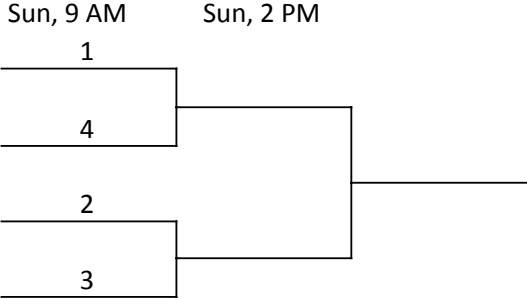
Sun, 9 AM Sun, 2 PM



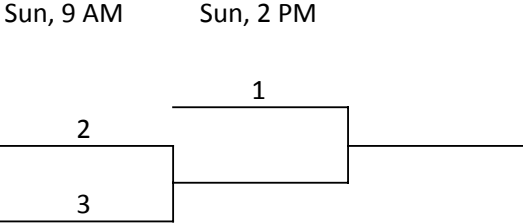
**GLCA Championship Draw
Four Sheets - Six Teams**

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting			
	Sheet 1	Sheet 2	Sheet 3	Sheet 4
Fri, 2 PM		3 vs 4	2 vs 5	1 vs 6
Fri, 7 PM	3 vs 5	1 vs 2	4 vs 6	
Sat, 9 AM	2 vs 6	4 vs 5	1 vs 3	
Sat, 2 PM	1 vs 4		5 vs 6	2 vs 3
Sat, 7 PM		3 vs 6	2 vs 4	1 vs 5

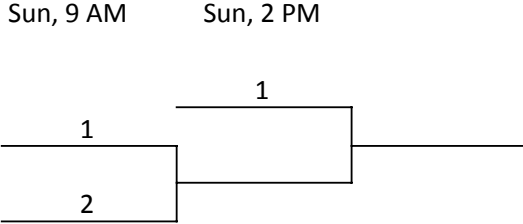
If four teams have 3 wins and 2 losses:



If three teams have 4 wins and 1 loss:



If one team is 5-0 and another 4-1:

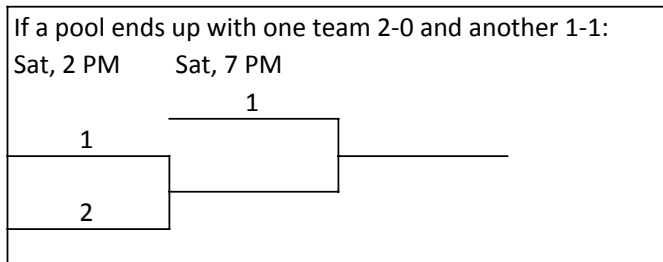
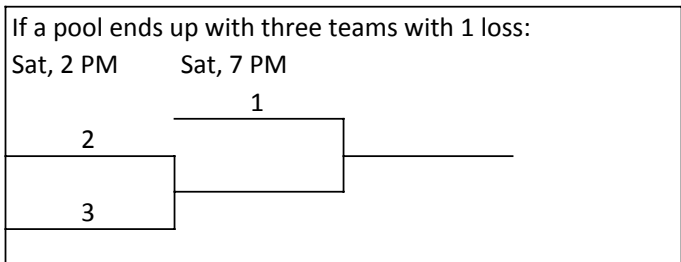


GLCA Championship Draw
Four Sheets - Seven Teams, Two Pools

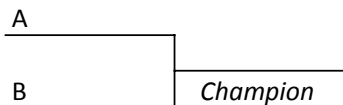
Pool A Teams: 1, 4, 5

Pool B Teams: 2, 3, 6, 7

Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting			
	Sheet 1	Sheet 2	Sheet 3	Sheet 4
Fri, 2 PM	3 vs 6	1 vs 5	2 vs 7	
Fri, 7 PM	4 vs 5	2 vs 6		3 vs 7
Sat, 9 AM	6 vs 7		2 vs 3	1 vs 4



Sun, 9 AM

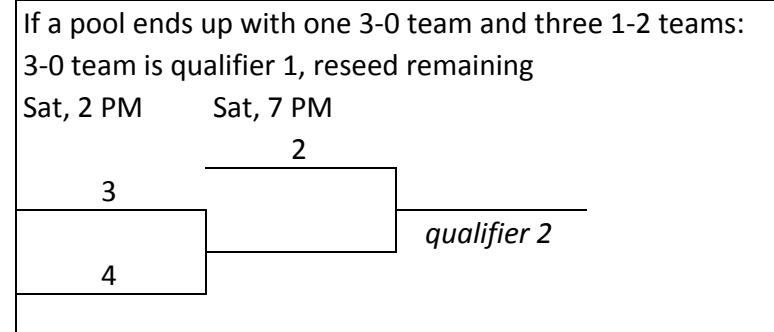
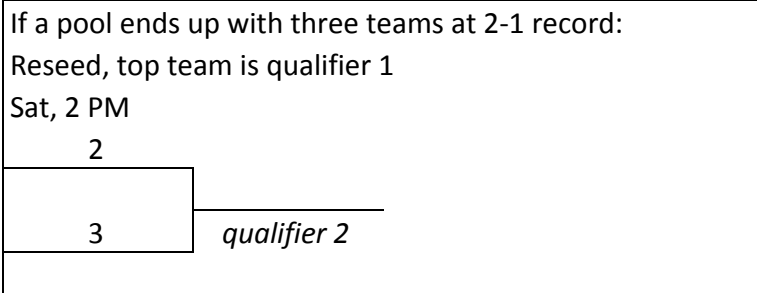


GLCA Championship Draw
Four Sheets - Eight Teams, Two Pools

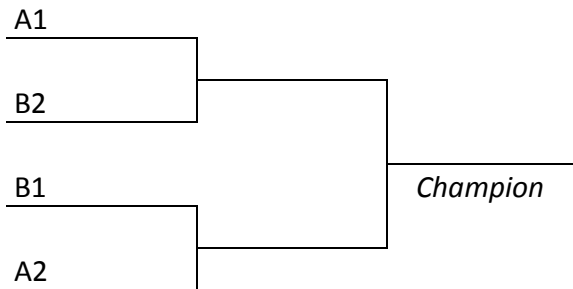
Pool A Teams: 1, 4, 5, 8

Pool B Teams: 2, 3, 6, 7

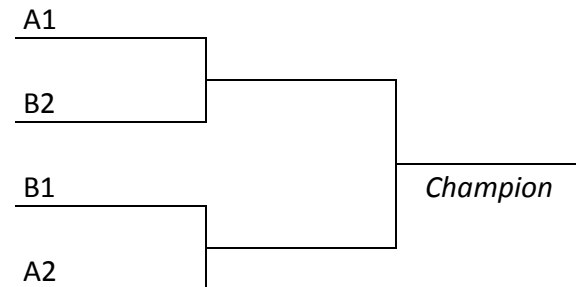
Fri, 9 AM	Pre-Event Practice and Pre-Event Meeting			
	Sheet 1	Sheet 2	Sheet 3	Sheet 4
Fri, 2 PM	2 vs 7	1 vs 8	4 vs 5	3 vs 6
Fri, 7 PM	1 vs 4	2 vs 3	6 vs 7	5 vs 8
Sat, 9 AM	2 vs 6	1 vs 5	4 vs 8	3 vs 7



Sat, 7 PM Sun, 9 AM



Sun, 9 AM Sun, 2 PM



GLCA Championship Draw
 9 Teams
 4 Sheets

