

2025 Under-12 Jamboree

Date: February 15 to 17, 2025 (Saturday to Monday - holiday)

Location: Bridgewater Curling Club

Registration Deadline: January 1, 2025

Entry Fee: \$200.00



Notice: NS Curling's Championship Rules may be changed, in whole or in part, prior to the playdown process. The rules for one year's championship will not be construed to give or imply any right for future championships. NS Curling policy is to publicize its rules in advance of the competition affected by those rules. Any mistakes, omissions or ambiguity may be subject to clarification by the Competitions Director. This document can be deemed final 14 days prior to the start of the championship.

See below for bonspiel specific details. In the event there is a perceived conflict between the Competitor Guide and this document, this document is considered to take priority.

A. STATEMENT OF INTENT

Curling Canada's Long-Term Curler Development model identifies the LTAD stage for the Under-12 age group as 'Learn to Train'. This stage focuses on fair play and development of athletes and coaches.

NS Curling's U12 event is designed to introduce young curlers to the fun and excitement of participating in an organized bonspiel, experience a new curling club, meet new friends, and create great memories. These bonspiels are all about the kids, they are meant to be fun. We trust that all participants, coaches, and parents will respect the intent of this event as a 'Participation Bonspiel'.

B. ELIGIBILITY

- 1) Limited Entry:
 - a) The Under-12 Jamboree is limited to 24 teams, which will be based on a first come, first served to register for the event on Curling IO.
 - b) If a full complement of 24 teams is registered on Curling IO, teams may register to be placed on the waiting list.
- 2) Teams **MUST** consist of four (4) players, plus an eligible coach.
- 3) Teams may be composed of players of any gender, or of the same gender.
- 4) All four (4) players must be residents of Nova Scotia, and meet the age requirement of 11 years of age and under on December 31, 2024.
- 5) Each player must be a member in good standing of a NS Curling affiliated curling club but not necessarily the same club.
- 6) The original four (4) players and coach must be registered in Curling IO. For more information regarding team registration or team rosters consult [Competitor Guide, Sections B\(3\) and B\(4\)](#).
- 7) A delivery stick may be used.
- 8) All athletes under the age of 12 years old **MUST** wear a helmet while on the ice.

C. HOSTING INFORMATION

- 1) A minimum of four (4) sheets of ice is required.
- 2) This bonspiel is scheduled for a maximum three (3) days.

- 3) Regulation stones will be used.
- 4) Games will not be timed.
- 5) There will not be a pre-competition practice scheduled.
- 6) There will not be a pre-game practice scheduled.
- 7) The bonspiel will not be officiated. The host club will have the general supervision and governance of event rules and procedures, including administering the draw and coin toss.
- 8) A host club volunteer will conduct all measurements.
- 9) Games may have live scoring on the NS Curling website.
- 10) No games will be scheduled to start after 6:30 pm

D. COACHES/CHAPERONES

- 1) Each team **MUST** be accompanied by a Coach or Chaperone.
- 2) Coaches do not need to be 'certified' to accompany a team; however, coaches accompanying a team must meet all NS Curling coach requirements in accordance with the **Competitor Guide, Section B(7)**.
- 3) Coaches are considered a team member and must abide by all relevant policies and team expectations.
- 4) The '**NS Curling Coach Training Project**' is in effect for this event:
 - a) Coaches will be permitted on the ice throughout the entire game to support their team's performance and development; listen to their team's conversations; and interact when allowed.
 - b) Coaches may be positioned either behind the hack on the backboards OR between the two hog lines.
 - c) Coaches may only interact with their team when they are NOT in control of the house. Once your team gains control of the house, the coach cedes the opportunity to talk with their players.
 - d) Coaches may NOT "call sweeping or line" while a stone is in motion.
 - e) Coaches are permitted to meet with their team between ends. Coaches are to keep these discussions to a maximum of 30 seconds.
 - f) Coaches are permitted one (1) 30-second timeout per end, when their team has control of the house. Timeouts are self monitored. Please do not abuse the time limit.
 - g) Coaches are to notify the opposing coach of their intention to call a time out.
 - h) Coaches are expected to wear curling shoes while in the playing area.
- 5) The Curling Canada 'Fair Play Time Out Rule' shall be in effect.
- 6) Coaches are prohibited from consuming alcoholic beverages or use any mind-altering substance from the time they leave home for travel to the event and until they arrive back at home after the conclusion of their event. Violation will result in immediate suspension of the coach involved for the remainder of the bonspiel, and subject to further disciplinary action.

E. BONSPIEL HISTORY

In 2024-25 the former U11 and U13 events were reformed into a U12 event. This follows Curling Canada's Long-Term Curler Development model.

U13 Year to Year Participation Information

	2024	2023	2022	2021	2020	2019	2018	2017	2016
# Teams	16	8	Covid	Covid	22	29	21	29	29
Date	Feb 9-11	Feb 9-12	Feb 17-20	Feb 18-21	Feb 21-23	Mar 1-3	Feb 23-25	Feb 24-26	?
Host	Glooscap	Sydney	Sydney	Sydney	Yarmouth	Chester	Yarmouth	Yarmouth	Yarmouth

U11 Year to Year Participation Information

	2024	2023	2022	2021	2020	2019	2018	2017	2016
# Teams	16	10	Covid	Covid	Covid (24)	21	30	26	23
Date	Mar 9-11	Mar 10-12	Mar 11-13	Mar 12-14	Mar 13-15	Mar 18-20	Mar 9-11	?	Mar 11-13
Host	Dartmouth	Dartmouth	Dartmouth	Chester	Chester	CFB Halifax	Chester	Chester	CFB Halifax

F. BONSPIEL PROCEDURES

GENERAL

- 1) This bonspiel is a designated Tier 4 NS Curling event.
- 2) The current moratorium on brush heads is NOT in effect. Hairbrushes cannot be used.

COMPETITION FORMAT IN THE PRELIMINARY ROUND (Friday and Saturday)

- 1) Teams may play a maximum of three (3) games per day.
- 2) Each team is guaranteed four (4) games.
- 3) With a full participation level of 24 teams, preliminary play will be six (6) pools of four (4) teams.
- 4) All games are four (4) ends duration. Teams are encouraged to play all four ends.
- 5) If a game is tied after the allotted 4-ends the game will be recorded as a tie.
- 6) No games will be scheduled to start after 6:30 pm.

RANKING & DRAW PLACEMENT PROCEDURE

- 1) Teams will be placed into the draw by random selection.
- 2) Every effort will be made so that teams from the same club are not placed into the same pool.

GAME TIMING

- 1) Games will NOT be timed. Pace of play may be managed. Coaches, please discuss ready curling with your team. For more information regarding Pace of Play Rule consult [Competitor Guide, Section D\(7\)](#).
- 2) There will be no mid-game break.
- 3) Coaches are permitted to meet with their team between ends. Coaches are to keep these discussions to a maximum of 30 seconds.

PRE-GAME CALL

- 1) Fifteen (15) minutes prior to the scheduled game time, when announced, teams will report to the designated coin toss area to confirm their line-up, readiness to play, and to receive any instructions. If a team is late, they will be deemed to have lost the toss.
- 2) There will not be a pre-game practice. Teams will conduct a coin toss and will select either last stone advantage in the first end or stone handle colour.
- 3) Teams should be allowed on the ice five (5) minutes prior to game time to allow slides and cool sliders but practice rocks will not be thrown.

SKILLS COMPETITION (For Playoff Ranking)

- 1) The host club will administer the skills competition process.
- 2) Immediately following the team's third game, all game players will engage in a skills competition by drawing to the button, with sweeping. Teams will alternate throwing. No restrictions to which turn to throw.
 - a) Stones will be measured (in centimeters) from the button to the nearest edge of the stone.
 - b) Stones covering the pin will be given a 0.0 cm measurement.
 - c) Stones finishing outside of the house will be given a 199.6 cm measurement.
- 3) The best three (3) measurements of the four (4) stones thrown will determine the team's 'skills competition score'.
- 4) If a team played with three (3) players in their third game then those three (3) measurements will determine the team's 'skills competition score'.
- 5) If a stone is displaced prior to measurement:
 - a) by the delivering team, the stone will receive a measurement of 199.6 centimeters.
 - b) by another individual, the stone is placed to its original position by the delivering team.

TEAM RANKING PROCESS FOR PLAYOFFS

- 1) The host club will administer the team ranking process.
- 2) Every team makes the playoffs. Playoffs have a Main event and Consolation events.
- 3) Playoff team rankings will be determined first by best win/loss record. Teams tied with the same win/loss record will be ranked as follows:
 - a) Team who won the head-to-head game will be ranked higher
 - b) If an unsolvable tie exists, the 'skills competition score' will be used to rank the teams.
 - i. The team with the lowest 'skills competition score' will always be ranked higher.
 - ii. If tied teams have the same 'skills competition score', then the next highest individual recorded distance will be eliminated from each team, until the tie is broken.
 - iii. If teams still remain tied a flip of the coin will be used to break the tie.
- 4) Teams from different pools, with the same win/loss record, will use their 'skills competition score' to determine ranking.

PLAYOFF FORMAT (Sunday)

- 1) The host club will administer the playoff process.
- 2) Team ranking will determine placement into the playoff draw.
- 3) The higher ranked team will always have choice of last stone advantage in the first end OR stone handle colour.
- 4) In the event there is a tied game during the playoffs, one extra end will be played. If the game is not decided after the extra end is played, one player from each team will throw one draw to the button (with sweeping), closest to the button will be declared the winner.