



## 2026 Triples Jamboree Under 9 and Under 12

**Date:** February 14, 2026 (Saturday only)

**Location:** Dartmouth Curling Club

**Registration Deadline:** January 19, 2026 at 12:00 pm (noon).

**Individual Entry Fee:** \$25.00

Curling Canada's Long-Term Curler Development model identifies the LTCD stage for the Under-9 age group as 'FUNdamentals' and the Under-12 age group as 'Learn to Train'. These two stages focus on fair play and development of athletes and coaches. Hit Tap Draw and Triple/Fours are the recommended competitions for these two age groups.

Triples Curling is an exciting new discipline that has been developed by Curling Canada. Curling Canada has partnered with NS Curling to Pilot this initiative in 2026. Any questions regarding this event should be directed to Jill Brothers, NS Curling Technical Director.

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### A. STATEMENT OF INTENT

NS Curling's Triples Jamboree is a designated Tier 4 NS Curling participation event and 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. This bonspiel is all about the kids, the event is meant to be fun. We trust that all participants, coaches, and parents will respect the intent of this event as a 'Participation Bonspiel'.

### B. PARTICIPATION ELIGIBILITY

- 1) Due to ice and time constraints each event has a limited entry:
  - a) the Under-9 Triples Jamboree is limited to 30 individuals, which will be based on a first come, first served to register for the event in Curling IO.
  - b) the Under-12 Triples Jamboree is limited to 30 individuals, which will be based on a first come, first served to register for the event in Curling IO.
  - c) if a full complement of 30 individuals is registered in Curling IO, players may register to be placed on the waiting list.
- 2) All players must:
  - a) be a resident of Nova Scotia
  - b) be a member of a NS Curling affiliated curling club but not necessarily the same club
  - c) meet Curling Canada's Long-Term Curler Development age framework
    - i. Under 9 - born in 2019, 2018, 2017 or 2016
    - ii. Under 12 - born in 2016, 2015, or 2014.
- 3) If individuals want to play together, please make a note in the registration comments section.
- 4) NS curling will organize team rosters in advance and contact the adult registrant to assign a team chaperone (see chaperone details below). Teams may be composed of players of any gender, or of the same gender.

- 5) When registering your team in Curling IO, suggest a 'team name' (ie. Team Rockstars, Wildcats, Hogliners, Game of Stones, Ring Leaders, Curl Power, Lord of the Ice, etc.).
- 6) For more information regarding team registration or team rosters consult [Competition Guide, Sections 7.1-7.5.](#)
- 7) All players 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 one (1) day.
- 3) Regulation stones will be used for both U9 (half sheet – facing home end) and U12.
- 4) 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. Host club volunteers will be required to conduct measurements.
- 5) Games will not be timed.
- 6) There will not be a pre-competition practice scheduled.
- 7) There will be a pre-game practice.
- 8) No opening ceremony.
- 9) No games will be scheduled to start after 6:30 pm

### D. CHAPERONE STANDARD

- 1) Two (2) Youth Triples Leaders (U18 and U20 Curler Instructors) will be assigned to each sheet of ice, for every draw. Their role is to assist the players with the rotation of play and answer any player/chaperone questions.
- 2) After registration closes one chaperone per team will be invited to work with a team. These chaperones do not need to be fully certified; however, they must be a minimum of 'Safe Sport Certified' (online course at coach.ca) and have a 'Background Check' on file with NS Curling.
- 3) Parents interested in being a team chaperone should contact Jill Brothers to express their interest in working with a team. If there is no expressed interest NS Curling will contact parents to help assign a team chaperone.
- 4) The chaperone:
  - a) is considered a team member and must abide by all relevant policies and team expectations.
  - b) is expected to wear appropriate footwear while in the playing area.
  - c) 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.
  - d) may stand on their designated sideline (the side their stones are placed), between the hog-lines, or in assigned seating behind their skip.
  - e) may NOT "call sweeping or line" while a stone is in motion.
  - f) is 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 the event. Violation will result in immediate suspension of the chaperone involved for the remainder of the bonspiel, and subject to further disciplinary action.
- 5) The Curling Canada 'Fair Play Time Out Rule' shall be in effect.
- 6) For more information regarding coaching consult [Competition Guide, Sections 8.1-8.4.](#)

## **E. YOUTH LEADER INTERACTIONS**

- 1) An interaction replaces the traditional time-out. A maximum of two (2) interactions is allowed per end.
- 2) Youth Leaders are to notify the opposing youth leader of their intention to call an interaction.
- 3) Youth Leaders may only interact with their team when they are in control of the house.
- 4) An interaction may last between 5-60 seconds, but no longer. Opposing Youth Leaders are also allowed to interact with their team.
- 5) During an interaction, Youth Leaders may meet with their team either on the backboard or behind the backline. The team calling the interaction gets priority of position.
- 6) Youth Leaders are responsible for keeping track and policing the number of interactions used.
- 7) Youth Leaders are permitted to meet with their team between ends for a maximum of 45 seconds. Youth Leaders then have 15 seconds of travel time (along the sideline) to be set up at the other end of the sheet.

## **F. BONSPIEL HISTORY**

This is the first year for this event. Curling Canada has partnered with NS Curling to Pilot this initiative in 2026.

## **G. BONSPIEL PROCEDURES**

### **GENERAL**

- 1) The bonspiel is a designated Tier 4 NS Curling event.
- 2) The WCF moratorium on brush heads is NOT in effect. Hairbrushes cannot be used.
- 3) In the event of a Force Majeure and the bonspiel is not able to be held, all entry fees will be refunded.

### **COMPETITION FORMAT**

- 1) The bonspiel is scheduled for one day.
- 2) Teams will play three (3) games.
- 3) Each game is scheduled for three (3) Ends.
- 4) Each End consists of six shots per team, with each player throwing two stones.
- 5) No games will be scheduled to start after 6:30 pm.
- 6) Sheet distances:
  - a) Under 9 players throw from half-ice hacks (players use half of the sheet), delivering toward the home end.
  - b) Under 12 players throw the entire length of the sheet.
- 7) The official draw and schedule will be emailed to the parents of all registered participants.
- 8) The Free Guard Zone (5-rock rule) will NOT be in effect. The No-Tick rule will NOT apply.

### **RANKING & DRAW PLACEMENT PROCEDURE**

- 1) Every effort will be made to pair players with the teammates requested during registration.
- 2) Formed teams will be placed into the draw by random selection.

### **GAME TIMING**

- 1) Games will not be timed. Pace of play may be managed. Youth Leaders, please discuss ready curling with your team.
- 2) There will not be a mid-game break.

### **PRE-GAME CALL**

- 1) Twenty (20) minutes prior to the scheduled game time, when announced, Youth Leaders and their players will report to the designated coin toss area to:
  - a) Confirm their line-up and readiness to play
  - b) Receive any instructions.
  - c) Participate in a coin toss. The winner of the coin toss will select either:
    - i. practice order AND which side of the sheet they will practice on, OR
    - ii. stone handle colour.
- 2) A draw to the button competition will be used to determine last stone advantage in the first end.
- 3) Pre-game practice will begin immediately following the pre-game call.

### **PRE-GAME PRACTICE**

- 1) Pre-game practice will begin immediately following the pre-game call.
- 2) A unique feature of Triples is that both teams practice at the same time, with one team throwing on the left side of the sheet and the other on the right side of the sheet. This process reduces the time required to the point that it should take no more than 10 minutes.
- 3) The two teams alternate throwing their practice stones, just as they would in a game.
- 4) The practice throwing order is pre-determined during the coin toss:
  - a) Under 9 - each player throws two (2) stones towards the glass.
  - b) Under 12 - each player throws two (2) stones up, and two (2) stones back.
- 5) Chaperones are allowed access on the ice surface during practices, with appropriate curling footwear.

### **LAST STONE DRAW (LSD)**

- 1) Last stone advantage in the first end will be decided by a draw to the button contest immediately following the pre-game practice.
- 2) LSD throwing order:
  - a) Under 9 - The Lead player for each team throws one (1) LSD. The team that threw first in the pre-game practice will throw the first LSD.
  - b) Under 12 – All three players are required to throw an LSD. The Lead will throw prior to Game 1; the Middle player will throw prior to Game 2; and the Skip will throw prior to Game 3.
- 3) If both players cover the pin or miss the house (non-measurable stone), a different player on each team will throw one (1) LSD. This process is repeated until a stone can be measured.

### **GAME STRUCTURE**

- 1) Under-9 Throwing Order:
  - a) players are required to rotate positions for each Game. Teams can determine which player starts at each position in Game 1. However, from that point onward the rotation of players must be as follows:
    - i. Game 1: Player 1 = Lead, Player 2 = Middle, Player 3 = Skip
    - ii. Game 2: Player 3 = Lead, Player 1 = Middle, Player 2 = Skip
    - iii. Game 3: Player 2 = Lead, Player 3 = Middle, Player 1 = Skip
- 2) Under-12 Throwing Order:
  - a) players are required to rotate positions for each End of the game. Teams can determine which player starts at each position in End 1. However, from that point onward the rotation of players must be as follows:

- i. End 1: Player 1 = Lead, Player 2 = Middle, Player 3 = Skip
- ii. End 2: Player 3 = Lead, Player 1 = Middle, Player 2 = Skip
- iii. End 3: Player 2 = Lead, Player 3 = Middle, Player 1 = Skip

3) Positional Duties:

- a. Lead - throws the first two stones of the end, sweeps the next four stones.
- b. Middle - sweeps the first two stones of the end, throws the next two stones, holds the broom for the last two stones.
- c. Skip - holds the broom for the first four stones of the end, throws the last two stones.

4) Sweeping:

- a. the current moratorium on brush heads is NOT in effect. Hairbrushes cannot be used.
- b. only one player (i.e. the current sweeper) is allowed to sweep a stone until it reaches the far hog-line. After that point, one additional player (i.e. broom holder or thrower) can join in.

5) Scoring:

- a) Scoring in Ends one (1) and two (2) is the same for traditional curling.
- b) End 3 is known as the Golden End. Beyond adding excitement, the Golden End helps to ensure that games go the distance, with all players having the opportunity to play an end at each position.
- c) Any points scored in the Golden End are doubled. Examples: if a team scores 1 point, 2 points are awarded; if a team scores 2 points, 4 points are awarded, etc.

6) Tied Games:

- a) if the game is tied after the Golden End, a team shootout is used.
- b) the shootout involves all players from both teams, throwing alternating draws to the button.
- c) the throwing order and positional duties are the same as the Golden End. The team that scored last will throw first stone in the shootout.
- d) the sweeping rules are the same, except you cannot sweep the opposition stone behind the t-line.
- e) each stone is scored as follows:
  - i. 5 points (touching button)
  - ii. 4 points (touching 4-foot)
  - iii. 3 points (touching 8-foot)
  - iv. 2 points (touching 12-foot)
  - v. 1 point (in Free Guard Zone).

7) Since this is a participation event, final overall standings are not tabulated.