APPENDIX to the Competition Guide

2027 Under-12 Jamboree

Date: February 13 to 14, 2027 (Sunday and Monday - holiday)
Location: Dartmouth Curling Club
Registration Deadline: January 13, 2027 at 12:00 pm (noon).
Entry Fee: $250.00

This appendix is subject to review and evaluation, at a minimum, on an annual basis. The rules for one year's bonspiel will not be construed to give or imply any right for future championships. The 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 Advisory Panel. This appendix can be deemed final 14 days prior to the start of the bonspiel.

See below for the bonspiel specific details. The rules and details contained in the main body of the Competition Guide apply to this bonspiel. In the event there is a perceived conflict between the Competition Guide and this appendix; this appendix is considered first.

A. STATEMENT OF INTENT

Curling Canada's Long-Term Curler Development model identifies the LTCD stage for the Under-12 age group as 'Learn to Train'. This stage focuses on fair play and development of athletes and coaches. Hit Tap Draw and Triples/Fours are the recommended competitions for this age group.

NS Curling's Under 12 bonspiel is designed to introduce young curlers to the fun and excitement of participating in an organized event, experiencing a new curling club, meeting new friends, and creating 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) The bonspiel is a limited entry, no qualification event.
   a) The Under-12 Jamboree is limited to 16 teams, which will be on a first come, first served to register for the event in Curling IO.
   b) If a full complement of 16 teams is registered, teams may register to be placed on the waiting list.
2) Teams MUST register four (4) players and an eligible coach. Teams may be composed of players of any gender, or of the same gender. A team's registration will not be accepted if all four (4) players and coach are not registered prior to the registration deadline.
3) For more information regarding team registration or team rosters, consult Competition Guide, Sections 7.1-7.5.
4) All players must be:
   a) a resident of Nova Scotia.
   b) a member of a NS Curling affiliated curling club but not necessarily the same club.
   c) Under 12 - born in 2017, 2016, 2015
5) For more information regarding eligibility rules consult Competition Guide, Section 12.2.
6) All players MUST wear a helmet while on the ice.
7) A delivery stick may be used.

C. HOSTING INFORMATION

1) A minimum of four (4) sheets of ice is required.
2) This bonspiel is scheduled for a maximum of two (2) days.
3) Club regulation stones will be used.
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 all 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. COACHING STANDARD

1) Each team MUST be accompanied by a registered Coach/Chaperone who must be present within the event facility.
2) Teams may register an Assistant Coach.
3) Coaches/Chaperones do not need to be fully 'certified' to accompany a team; however, they must be a minimum of 'Safe Sport Certified' and have a 'Background Check' on file with NS Curling.
4) The Coach:
   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 (see Coach Interaction below).
   d) may NOT "call sweeping or line" while a stone is in motion.
   e) 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 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.
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. COACH INTERACTIONS

NS Curling will align with Curling Canada's U-12 Coach Interaction rules - Resources – Youth Curling

F. BONSPIEL HISTORY

In 2025, the former U11 and U13 events were reformed into a U12 event. This follows Curling Canada's Long-Term Curler Development model.

U12 Year to Year Participation Information

	2026	2025					
# Teams	11	14					
Date	Feb 15-16	Feb 15-17					
Host	Windsor	Bridgewater					

G. BONSPIEL PROCEDURES

GENERAL

1) This 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) With a full complement of 16 teams the draw format will be a knockout competition, with seven (7) consolations.
2) Each team is guaranteed four (4) games.
3) Teams will play two (2) games each day.
4) Each game is scheduled for four (4) ends.
5) If a game is tied after the allotted four (4) ends, a shootout will occur.
6) No games will be scheduled to start after 6:30 pm.
7) The official draw and schedule will be emailed to the primary team contact.
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) Teams will be placed into the draw by random selection.
2) Every effort will be made so that teams from the same club do not play each other in their first game.

GAME TIMING

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

PRE-GAME CALL

1) Thirty (30) minutes prior to the scheduled game time, when announced, teams will report to the designated coin toss area to:
   a) Confirm their line-up and readiness to play
   b) Name which player will be throwing the Last Stone Draw. Each team will play four (4) games therefore each player is required to throw one (1) Last Stone Draw during the event.
   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 color.
   d) Receive any instructions.
2) If a team is late, they will be deemed to have lost the toss.
3) A draw to the button competition will be used to determine last stone advantage in the first end.
4) 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) Both teams will practice at the same time, with one team throwing on the left side of the sheet and the other team throwing on the right side of the sheet.
3) The teams will alternate throwing their practice stones, just as they would in a game.
4) Each player throws two (2) stones up, and two (2) stones back.
5) Coaches 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) One (1) player for each team will throw one (1) Last Stone Draw. Each team plays four (4) games therefore each player is required to throw one (1) Last Stone Draw during the event.
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.

TIED GAMES

1) If a game is tied after the 4th end, a shootout competition will determine the winner.
2) The shootout will be thrown towards the home end. Each player will take one (1) stone to the away end, to be thrown towards the home end.
3) The shootout involves all players from both teams throwing alternating draws to the button.
4) The team that scored last will throw the first stone in the shootout.

Each stone is scored as follows:

- Touching button – 5 points
- Touching 4-foot – 4 points
- Touching 8-foot – 3 points
- Touching 12-foot – 2 points

- In the Free Guard Zone – 1 point

The team with the highest shootout score wins the game.

5) Teams are still tied after the shootout:
    a) one player from each team will throw one (1) stone to the button.
    b) closest measurable stone to the pin wins the game.
    c) if both players cover the pin or miss the house (non-measurable stone), a different player on each team will throw one stone to the button. This process is repeated until a stone can be measured.