

2026 PINK BROOM PLAYBOOK

Subject to change
Updated 12 November 2026

MEET THE TEAMS

	Pink	Light Blue	Red	Orange
Skip	Todd Harper	Ryan Ostonal	Matt Kluke	JR Hammond
Third	Chris Boyd	Rafe Larsen	Greg Elzinga	Kelvin Choo
Second	Dan Eddy	Guillaume Beaurain	Landon Gilmour	Brent Fokkens
Lead	Tony Stupich	David Lindsay	Jordie Johnson	Luca Afflitto
Skip	Aaron Thompson	Scott Robertson	Brett Rancourt	Peter Haughton
Third	Marty Shook	Steven Petersen	Yves Moisan	Josh Talbot
Second	Herman Lam	Jonathan Clarke	Patrick Barry	Giovanni Vendramin
Lead	Luke Swenson	Michael Tsai	Justin Mallard	S.Y. Lee
	Yellow	**Green**	**Indigo Blue**	**Violet**
Skip	Tim Henderson	Leeny Adelsberger	Taco Niet	Colin Ratushniak
Third	Brandon Yan	Andrew Brown	Matthew Gillis	Matthew Jolly
Second	Robert Clarke	Vadim Teplitskiy	Parsa Nouraei	Courtney Gillen
Lead	Michael Smith	Michael Jonasson	Jose Campos	Eva Dvorakova
Skip	Jesse Meredith	Michael Sommerville	Steeve Lepage	Breighton Ma
Third	Christopher Ward	Mitch McRae	Anna Weal	Amy Tejirian
Second	Kyle Record	Scott Erdman	Lauren Melleney	Carol Brodie
Lead	Nick Danford	Cameron Barker	Thomas Smith	Liam Davis

SCHEDULE

9:15 - 9:40	**Team Check-In**	Lounge
9:40 - 10:45	**Traditional Game (four ends)**	Be ready to start on time
10:45 - 11:00	**Full House Team Challenge**	Each player throws one stone
11:00 - 11:30	**Team Spirit in Lounge**	Bar service begins at 11:00 am
11:35 - 12:40	**Choose Your Adventure (four ends)**	Each end is played and scored differently
12:40 - 1:30	**Lunch in Lounge**	Soup and sandwiches
1:30 - 2:30	**Doubles 1 (four ends)**	Spirit activities in Lounge
2:30 - 3:30	**Doubles 2 (four ends)**	Spirit activities in Lounge
3:45 - 5:00	**Skins Game (four ends)**	
5:00 - 5:30	**Pageant Show, 50/50 Draw and Prizes**	

PINK BROOM SPIRIT

Off the ice, your team can challenge for the **Pink Broom Spirit Award** by earning points in these categories:

Attire and Attitude (up to 10 points)

Colourful costumes are encouraged, but **no glitter or feathers please** (these are not good for ice conditions). Team camaraderie and lounge table décor are also factors in this category.

Instagram Reel (up to 10 points)

Choose one team member to create and collect content to post to an **Instagram reel**. @pacrimcurling will follow the Instagram account of the chosen player. In a series of **photos or videos,** capture the action both on and off the ice to highlight your team players and your team colour.

Include **#PinkBroom** and mention **@pacrimcurling**. Reel must be posted by 5:00pm.

Creative Colouring (up to 10 points)

During the Doubles games, the players not on the ice will be provided instructions for a colouring challenge that celebrates the team's hue.

Little Miss Pink Broom Pageant (up to 10 points)

Bring the creativity, the camp, and the C-U-R-L to earn maximum spirit points! Throughout the day, each team will style, decorate, and transform their team doll into her fiercest drag persona—complete with a **fabulous name and a short backstory**. At 5:00 pm, each team has one minute to debut their Little Miss Pink Broom to the other teams and pageant judges.

FULL HOUSE CHALLENGE

Earn points for “filling the house”

After the Traditional game, teams complete this challenge separately.
Each team member throws one stone. Sweeping is allowed on all stones in play.
Stones are not removed until after all four have been delivered.
Points are scored based on the final position of all four stones.
To earn maximum points, one stone must touch button, one must touch 4-foot, one must touch 8-foot and one must touch 12-foot.
Only one stone can be counted per location. If a stone is straddling two locations, you choose which one you want to count. Maximum possible score is 10.

FINAL STONE POSITION	Success	Nope
Touching Button	4	0
Touching 4-Foot Ring	3	0
Touching 8-Foot Ring	2	0
Touching 12-Foot Ring	1	0

CHOOSE YOUR ADVENTURE

Each end is played and scored differently

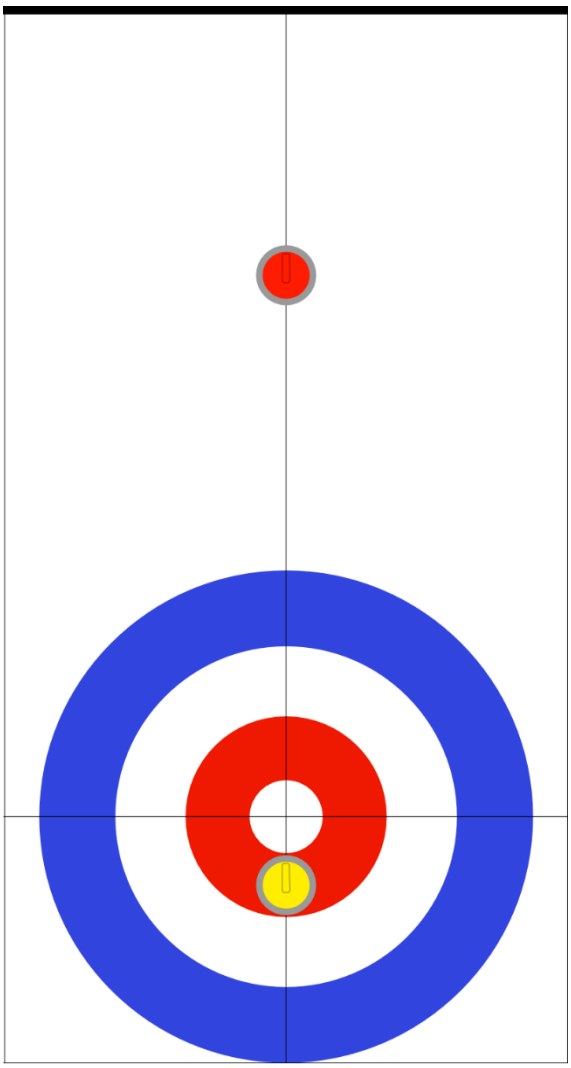
Start your game normally (shake hands and flip coin to determine who has hammer). The team with HAMMER will select one **Choose Your Adventure** card from the wall. Follow the instructions for play detailed on the card.

The team who does not score upon completion of the first end, will receive hammer in the next end, and select the next card from the wall, which will instruct play for the second end. Repeat for the third and fourth end!

HOW TO PLAY DOUBLES

Flip a coin to determine who has the hammer in the first end. The team that did not score in the previous end has hammer in the next end.

Setup and Delivery:



Each team plays with six stones (one is pre-set and five are thrown).

Team with hammer decides how to position the pre-set stones. **The position of the pre-set stones determines which team delivers first.**

Team with hammer can decide to put their stone in the back four foot (YELLOW stone in image) and the other team's stone as the centre guard (RED stone in image). If you choose this option, the opposition would deliver first in the end. If you choose to put your own stone as the guard, then you would deliver first.

In the diagram, the RED team (guard stone) delivers the first stone.

Player 1 throws 1st and 5th stone of the end.

Player 2 throws 2nd, 3rd and 4th stone of the end.

If desired, players can alternate positions of being Player 1 or 2 as the game proceeds.

The Power Play set-up (with corner guards) is NOT permitted at the Pink Broom.

Sweeping:

The non-throwing player can choose to be in a target position at the scoring end or in sweeping position at the delivery end. After the stone has been delivered, either player or both can sweep the stone.

Taking out stones:

No stone in play, including the pre-set stones and those in the house, can be moved to an out-of-play position prior to the delivery of the fourth stone of an end (i.e. the second delivered stone of team with hammer is the first stone that can remove any stone from play). If there is a violation and without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

Scoring is the same as in standard curling. Mark the score on the electronic scoreboard after each of the four ends.

Don't be afraid to switch up your position line-up throughout the game.

HOW TO PLAY SKINS

Hammer alternates between teams after each end regardless of the result. Flip a coin. Coin toss winner chooses to have hammer in ends 1 and 3 or in ends 2 and 4.

Objective:

Team with hammer must score 2 or more points to win the skin.

Team without hammer must steal 1 or more points to win the skin.

In the case of a blank end or the team with hammer scores only one point, the skin is not won and it is carried over to the next end. This continues until a team accomplishes its objective and wins the skins.

If the fourth end is a carry over, the skips draw to the button to determine which team wins the outstanding skins.

Marking the Score:

Skins have a different point value each end. Mark the appropriate score for the team that wins the skin in each end. Mark a Blank End if the skin is not won. Event scorekeepers will tally your point accumulation.

- First end = 1 point
- Second end = 2 points
- Third end = 4 points
- Fourth end = 8 points

Skins is an aggressive game. It doesn't matter if the team with hammer scores 2 or 8 points against you, so go hard for the steal in each end if you do not have the hammer. Teams with hammer should make sure to score at least a single to carry the skin over to the next end.

PINK BROOM SCORING

Record the result for **all four ends** of play on the electronic scoreboard. Event scorekeepers will tally your points.

The team that accumulates the most points over the day becomes **Pink Broom Champion**. In the case of a tie, the team with the higher combined scores from all traditional and doubles games will be declared the winner.

Traditional Game (8 possible team points)	Win = 4 points, Tie = 2 points, Loss = 0 points
Team Challenge (20 possible team points)	Each team player throws one stone (see scorecard)
Choose Your Adventure (36+ possible team points)	Scoring is a mystery
Doubles Games (16 possible team points)	Win = 4 points, Tie = 2 points, Loss = 0 points
Skins Game (30 possible team points)	First end = 1 point Second end = 2 points Third end = 4 points Fourth end = 8 points