

EVENT PLAYBOOK

PINK BROOM SPIRIT

Off the ice, your team can accumulate **Spirit Points** in the following categories:

- Best Team Attire and Table decor: up to 20 points
- Colouring Contest (during Doubles games): up to 15 points
- Tap the Rainbow Instagram Story: up to 50 points

Tap the Rainbow Instagram Story

Choose one team member to create and collect content to post to an **Instagram story**. @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**.

Remember the theme: **Tap the Rainbow**. Here are some ideas to get you inspired:

- Getting ready to curl
- Broom taps
- Elbow taps
- Tap to pay
- Beer on tap
- Tap-backs or take-outs
- A great delivery
- Cheering on your team

All stories must be submitted by 5:15pm on November 20 to be considered for spirit points!

TAP BACK CHALLENGE

Earn points for every tap-back your team makes

After the conclusion of the Traditional game, take turns attempting to tap (raise) a tight guard to the button.

All team members throw one attempted tap-back (or raise) on a stone that is placed on the centre line just in front of the rings. If the tap-back is successful, **points will be awarded based upon the final position of the pre-placed stone.** Sweeping is allowed. The skip should record the score on the scorecard provided. No points are scored if you do not touch the pre-placed stone with your delivered stone. Max possible is 24 points for your entire team.

Final Rock Location	Points Scored
Button / 4 Foot	3
8 Foot	2
12 Foot	1
Outside the house or out of play	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:

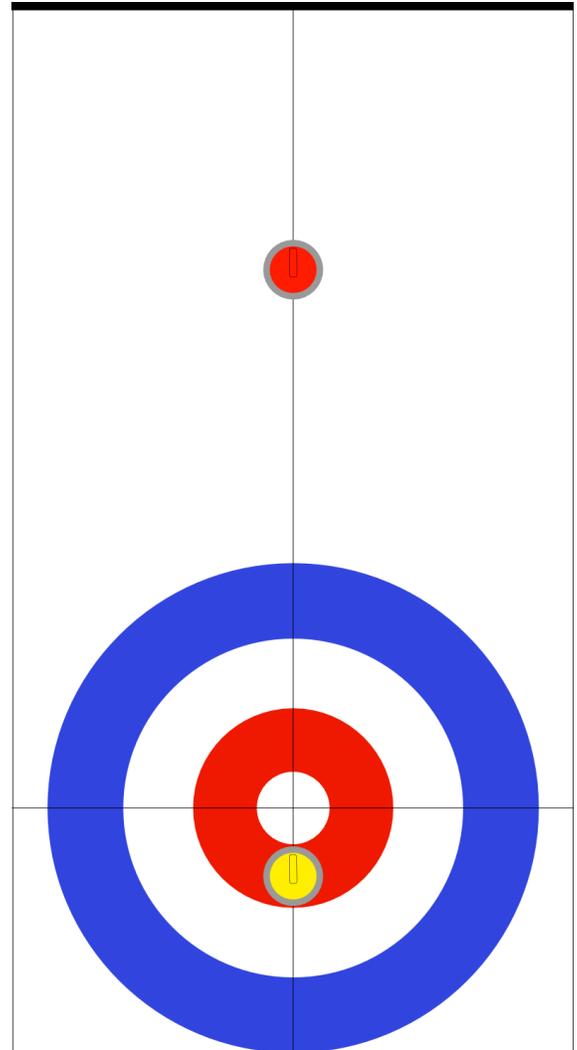
The non-throwing player can choose to be in a target position at the scoring end or in sweeping position at the delivery end. After the stone has been delivered, either player or both can sweep the stone.

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 Champions. In the case of a tie, the team that scored the most total points in the traditional and doubles games will be declared the winner.

Traditional Game (8 possible team points)

Win = 4 points, Tie = 2 points, Loss = 0 points

Tap Back Challenge (24 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