

2023 PINK BROOM PLAYBOOK

MEET THE TEAMS

	Pink	Light Blue	Red	Orange
Skip	Bob Halifax	Ryan Ostonal	Jeffrey Hernaez	Glen Broad
Third	Brandon Yan	David Becher	Rob Gleeson	Herman Lam
Second	Steve Adolph	Denis Laferriere	Parvinder Grewal	Allan Wray
Lead	Yves Moisan	Jeff Cheng	Jarrett Hagglund	Ken Masse
Skip	Miguel Arrais	Adam Tumilson	Matt Kluke	Randall Noble
Third	Mikey Van Nen	Breighton Ma	Matthew Gillis	Eliott Wilkes
Second	Oszkar Breti	Sean Nardi	Matthew De Rose	Andrew Fenton
Lead	Riley Hauptman	Ian Poole	S.Y. Lee	Adrian Pape
	Yellow	Green	Indigo Blue	Violet
Skip	Yellow Tyson Lepage	Green Cameron Corazza	Indigo Blue Matt Sokolan	Violet Eduardo Rosales
Skip Third			_	
•	Tyson Lepage	Cameron Corazza	Matt Sokolan	Eduardo Rosales
Third	Tyson Lepage Matthew Hinton	Cameron Corazza Steeve Lepage	Matt Sokolan Jon Benjamin	Eduardo Rosales Duncan McGillivray
Third Second	Tyson Lepage Matthew Hinton Kevin Parsons	Cameron Corazza Steeve Lepage Jamie Watson	Matt Sokolan Jon Benjamin Sanya Oh	Eduardo Rosales Duncan McGillivray Sean Fitzgerald
Third Second Lead	Tyson Lepage Matthew Hinton Kevin Parsons Craig Parkes	Cameron Corazza Steeve Lepage Jamie Watson Derek Kief	Matt Sokolan Jon Benjamin Sanya Oh Daniel Kang	Eduardo Rosales Duncan McGillivray Sean Fitzgerald Andrew Benson
Third Second Lead Skip	Tyson Lepage Matthew Hinton Kevin Parsons Craig Parkes Peter Haughton	Cameron Corazza Steeve Lepage Jamie Watson Derek Kief Johnny LaRusic	Matt Sokolan Jon Benjamin Sanya Oh Daniel Kang Armand Yousif	Eduardo Rosales Duncan McGillivray Sean Fitzgerald Andrew Benson Robert Kirkwood

SCHEDULE

9:15 - 9:40	Meet Your Team	Find your Team Table in the Lounge
9:40 - 10:45	Traditional Game (four ends)	Be ready 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)	Colouring Contest and Instagram Story
2:30 - 3:30	Doubles 2 (four ends)	Colouring Contest and Instagram Story
3:45 - 5:00	Skins Game (four ends)	Each end is worth valuable points
5:00 - 5:30	50/50 Draw and Prizes	Celebrate with Squirrel Friendz

PINK BROOM SPIRIT

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

- > Team Attire and Table Decor: up to 20 spirit points
 - Be creative and celebrate your team identity with colour-appropriate outfits, a table centerpiece and/or lounge mascot.
- > Rock the Rainbow Instagram Story: up to 20 spirit points
 - 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.

Colouring Contest (during Doubles games): up to 20 spirit points



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 pts	0
Touching 4-Foot Ring	3 pts	0
Touching 8-Foot Ring	2 pts	0
Touching 12-Foot Ring	1 pt	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.

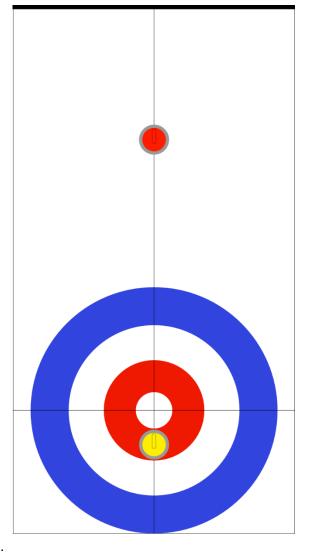
Player 2 throws 2nd, 3rd and 4th stone of the end.

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, a draw to the button will 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

Skins Game (30 possible team 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

Full House 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

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