



Group Rental Information

Tartan Curling Club
1464 Broadway Avenue
Regina, SK
S4P 1E2

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Recommendations on How to Run a Shortie:

Shortie Bonspiels are a great way to be active with family, friends and coworkers. Curling is a sport anyone can enjoy at any age and skill level. Curling is enjoyed at the Tartan by curlers ages 12 to 102. Saskatchewan's Provincial sport is a great lifelong sports or a good team building option for a one time company outing. Non-curlers always leave the rink with a smile after a night of curling. Call the Tartan now at 522-1649 to book your next company social, family outing or team building opportunity.

Tips for Organizing Your Event

1. Book sheets that accommodate 1/2 to 2/3 of your participants
 - In other words a sheet holds 8 people at a time but you should book ONE sheet for every 12-16 people.
 - Most people do not want to be on the ice for the whole 4 or 5 hour shortie. That will give the participants 2-3 hours on ice during a 4 to 5 hour shortie.
 - This allows for lower rental costs, time to socialize, and an opportunity to watch your co-workers and friends

2. Organizing your curling before the event
 - The Tartan Office will prepare a schedule for you as part of your rental
 - All you need to do is provide a few details and preferences
 - Pre-Event Checklist
 - Company or Group Name: ____
 - Contact Name: ____
 - Contact Phone: ____
 - Number of Curlers: ____
 - Number of Non-curlers attending: ____
 - Number of ends per game (2, 3 or 4 are recommended): ____
 - Date and time you wish to start: ____
 - Date and time you wish to end: ____
 - Time you plan to eat (if eating): ____
 - Book Catering with Valley Girls Catering 306-569-7543
 - Number of tables needed for prizes, registration, etc...: ____
 - Instruction needed: ____
 - Any other special requests: ____
 - Team Names: (List)

3. Game-play options:

- Types of schedules:
 - Round Robin or Playoff styles are the most common
 - A good alternative is a points system with teams getting points for ends scored (1), points scored (1), ties (3) and wins (6). Bonus points can be offered for female, kids, using a stick, dressing up, etc...
 - All on the ice at once or half on ice and half in lounge (recommended)
- Below is a list of games to play during a game to add a little twist.
 - Rotate throwing order
 - sweeping NOT allowed
 - Teams sweep opponents rocks
 - Only in-turns allowed
 - Only out turns allowed
 - Red throws in-turns, yellow throws out-turns
 - Flip a Coin for each shot and Heads=IN-turns / Tails=OUT-turns
 - No take-outs (All rocks replaced if opponents rock is removed)
 - No sliding past the t-line or release before the t-line
 - Hogged rocks stay in play
 - Throw with Broom (like stick)
 - Blanking the end forfeits last rock
- The following rules can be determined before each end OR can be determined after the end is played with pulling a rule from the hat or envelope:
 - Reverse scoring (farthest from the pin but still in the rings counts)
 - Only rocks touching the 8-foot can count
 - The points are opposite, in other words if red is closest to the button yellow counts
 - Score one point for every rock out of play
 - Score only in the 12-foot
 - Count 1 for every rock in play
 - Shuffleboard rules: touching back line 5, back house (without touching tee-line) 3, top house 2, guard 1
 - No team can score more than 2 points
 - If team scores more than 2 points the opposing teams gets remainder

4. Fundraising Ideas

- Draw to the button contest
- Hot Shots Contest: A series of different shots.

- Auction off the players in the draw to the button or hot shots finals. Action is not only a good fundraiser it adds to the entertainment.
- Calcutta (Auction) teams off. If there is a clear winner of an event auctioning off the teams.
- 50/50's, door prizes, raffles, etc...
- Sponsorship and advertising. Sheet sponsors, lunch sponsors, team sponsors, draw to the button sponsors, prize donators, etc...

5. Glow Curling

- Curl under black lights, with music, and a disco ball
- No Sweeping
- Contact the Tartan Office for details

6. Shuffleboard on Ice

- 2 person teams
- 4 ends
- About ½ an hour per game
- Object:
 - To get your rocks as close to the backline, as possible, without completely going over.
- Rules:
 - You may NOT sweep your own team's rock until it has reached the furthest hog line.
 - You must NEVER sweep your opponents rocks
 - Rocks must completely cross the furthest hog line to be in play
 - 1 member of each team throws per end.
 - Teams alternate shooting 4 rocks each per end
 - Team with the youngest combined age shoots last in the first end
 - For ends 2 and on, team trailing in total score shoots last
- Scoring:
 - 1 Point: in free guard zone
 - 2 Points: touching the top of the house
 - 3 Points: touching the back of the house (must be completely across t-line)
 - 4 Points: touching the back line