

Men's Jacket Event 2025-2026

Convenors: ***Vince Bezzina and Jim Anderson***

The Men's Jacket Event is a series of six games played on Saturdays throughout the curling season. Four HCCC "Curling Jackets" will be awarded at the end of the season, to each Skip, Vice, Second and Lead who has the highest number of cumulative points. A big "Thank-you" to our sponsors this year who are the "***Highland Professional Shop, Pero Sports Inc.***" and "***Anderson Craft Ales***".

The dates/times for the Jacket Events this season include **three 9am** morning and **three 12:30pm** afternoon draws:

- October 25th – **12:30 pm** Game Start – Bar and banquet hall closed, no service available all day
- November 22nd – **9:00 am** Game Start – Bar and banquet hall closed, no service available all day
- December 13th – **12:30 pm** Game Start – Pub available, menu orders
- January 10th – **9:00 am** Game Start – Brunch
- February 21st – **12:30 pm** Game Start – Brunch
- March 21st – **9:00 am** Game Start – Jacket Awards (with finger foods and Anderson Ale Tasting to follow)

Please arrive at least 15 minutes prior to game time.

Rules for the Jacket Event

The Men's Jacket Event is open to all male curlers, regardless of their experience or skill level. Individual entry registration is required, and players will be assigned to teams randomly. Players will be slotted to play a position (Lead, Second, Vice or Skip) based on your normal playing position in other leagues. Occasionally you may have to play a different position, depending on the day and who shows up. The position you play the most games in will be the position that you compete for the Jacket in.

Each Jacket Event is limited to the first 48 players to register on the Curl Highland website. Registration opens 10am August 25th 2025, and you need to register for each of the six events separately. If you have registered and are unable to play, please cancel your registration on the website and email one of the convenors to let them know so they can fill your spot.

Games will be scored as follows:

- Win – 10 points
- Tie – 5 points
- Ends Won – 1 point (to a maximum of 6)
- Rocks Scored – $\frac{1}{4}$ point each (to a maximum of 12 rocks)

Score cards will be provided to all Vices and should be turned in after each game.

At the final closing event we will do a random draw to assign a factor weight to each of the six games. The factors will be 5, 10, 15, 20, 25 and 30 and will be multiplied by your actual score achieved in that game to determine your points.

For example, If the random draw determines that Game 1 has a "25" factor and you scored 13 points, then your points for that game will be $13 \times 25 = 325$. If Game 2 gets a "10" factor, and you scored 3 points, then your points for the 2nd game will be $3 \times 10 = 30$ points, etc. Whoever has the most cumulative points at each position wins the Jacket!