



DO-IT-YOURSELF PACKAGE



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DAY OF THE EVENT

SCHEDULING

Number each team, put the numbers in the hat and have the skip (head honcho) of each team draw a number to determine which teams are competing against each other in the first draw (i.e.: 1 play 2, 3 play 4, etc.). When the first draw is complete, score the teams based on the scoring chart below. The top two scoring teams play each other in the second draw, followed by the next two highest scoring etc.

The curling club will have a bell that you can ring when 10 minutes is left in the allotted time for a game - teams should play 6 ends or complete the end they are on when the bell rings.

SKILLS DEMONSTRATION

During the half hour practice, you can have someone provide a demonstration if there are numerous first-time curlers.

OPTIONAL COMPETITIONS

There are many options for extra games and skills competitions in a bonspiel that can be added to the program and can provide an opportunity for additional fundraising. (i.e. Closest to the button competition) However, unless there is additional ice time available, you are best to begin with a simple two draw bonspiel.

SCORING

After the game is complete, teams earn points on this basis:

Win	5pts
Draw (tie)	3pts
Each point scored	0.5pt
Each end won	1pt

OTHER WAYS TO FUNDRAISE

- 50/50 draw
- Sell Unison Guitar String Bracelets

Are you looking for a unique way to support Unison? Why not try a curling bonspiel? Based on the successful experience of Manitoba Music, two members of the Unison Board of Directors organized a bonspiel in 2015 in Toronto. We've developed this DIY guide so you can do the same!

STEP 1 : FIND A CURLING CLUB

Bookings typically should be done several months in advance in order to secure a good date.

- Sample format:
- 11:00am - Registration
 - 11:30am - Practice
 - 12:00 - 1:30pm - Draw 1 (that's curling lingo for a game)
 - 2:00 - 3:30pm - Draw 2 (now that you're warmed up...)
 - 5:00 - 6:30pm - Prizes and Dinner

STEP 2 : DEVELOP A BUDGET

(SAMPLE BUDGET ATTACHED) You can treat a bonspiel just like a golf tournament: offer a team price (4 people per team) and a sponsor price (sponsor of one sheet which comes with a team). You could also offer a sheet sponsor-only price which does not include a team.

STEP 3 : BEGIN REGISTRATION

(SAMPLE FORM ATTACHED) Design a registration form and send it to everyone you know - this should begin several months before the event. You need an even number of teams. Each team will play two games. In year 1, try to put two teams on each sheet of ice - so if your curling club has 5 sheets, you will try to sell 10 teams.

STEP 4 : SELL SPONSORSHIPS

If you get really lucky and sell the maximum number of sheet sponsors, you could sell Dinner sponsor and/or lunch sponsor

STEP 5 : ARRANGE FOR A TROPHY AND PRIZES

Get creative here. There are no rules.

STEP 6 : ARRANGE FOOD AND BEVERAGE

- We recommend:
- Coffee/tea/water/juice (and maybe Baileys) on arrival with fruit/muffins etc.
 - Chips and pretzels etc. for between the two games
 - Full dinner
 - Drink tickets and/or wine at dinner

STEP 7 : ORDER SPONSOR SIGNAGE, PROGRAM, ETC.

(SAMPLE PROGRAM ATTACHED) Sheet sponsors can be recognized on a simple foamcore sign with their logo, on all emails that are sent to curlers, on the registration form (if they commit early enough), on a written program, and verbally at the event. Unison Rocks logo will be provided.

STEP 8 : GATHER A FEW VOLUNTEERS

You will want a couple people at registration and for scoring, as well as organizing prizes etc.