









COMPETITOR GUIDE 2021-2022











COMPETITOR GUIDE

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ALL CHAMPIONSHIPS WILL ADHERE TO THE MANITOBA HEALTH ORDERS AS ISSUED BY THE PROVINCE.

EVENTS MAY BE CANCELLED AT ANYTIME

ALL CURLMANTOBA EVENTS

ELIGIBILITY

- 1. Each competitor must meet all eligibility conditions as established by CurlManitoba.
- 2. Each competitor shall adhere to the CurlManitoba residency requirements.
- 3. All players must be members of a Manitoba Club, which is in good standing with CurlManitoba to compete in the Regional Qualifiers, Berth Bonspiels and Provincial Championships.
- 4. All entries are the sole responsibility of the individual who entered the team. This person is the only person authorized to alter an entry, therefore maintaining the team's eligibility.
- 5. All four or five competitors registered on a team must be members of the same CurlManitoba Winnipeg member club **or** members of any CurlManitoba rural member club within the same Sport Region (north, west, south or east).

Exceptions:

U18: A team may be comprised of four players who wish to register through a school. They must all be registered students at the same school by October 1, 2021.

- 6. Athlete verification shall be as shown on the list of members of the club for the current season filed with CurlManitoba. All curling clubs are required to submit their member list NO LATER than December 15, 2021.
- 7. If a team is declared ineligible after securing a provincial berth, then the team cannot compete in the Provincial Championship by dropping the ineligible athlete(s). They are simply not eligible and the entire team will be replaced.
- 8. In the event of a team who has earned a berth is not able to compete at a Provincial Championship, CurlManitoba will name an alternate team.
- 9. Commercial advertising may be worn on the participants apparel during Berth Bonspiels and Regional Qualifiers provided it is deemed to be in good taste.

AGE REQUIREMENTS for the 2021-2022 Season

U18 Under 18 17 years of age maximum on June 30, 2021, born July 1, 2003 or later.

COACHING

Requirements

All coaches must have completed their certification requirements a minimum of 30 days prior to all Championships.

- 1. A coach may coach either one junior men's or one junior women's team and one U18 men's or one U18 women's team during events leading up to and including the Provincial Championships in a given season.
- 2. An assistant coach may be registered for an U18 events leading up to and including the Provincial Championship.
 - The assistant coach must meet all of the coaching requirements.
 - The assistant coach will be allowed access to the team ONLY when the coach is absent for an entire game.
 - The coach and assistant coach are NOT interchangeable during any one game.
- 3. Each team participating in the U18 MUST register a coach that meets the requirements for the Provincial Championship.
- 4. At all U18 Championships, coaches must be in the facility when their team is playing except for unforeseen circumstances.
- 5. U18 teams without a coach present for unforeseen circumstances will be permitted to use their time outs but the opposing coach will NOT be allowed access to the ice.

U18 Coac	h Requirements
	All coaches must be a minimum of 21 Years of Age as of December 31, 2021. Competition Coach Trained for any events leading up to any Championship. Making Ethical Decisions On-Line Evaluation-Competition Stream is mandatory. Respect in Sport for Activity Leaders Certification is mandatory. Criminal Record check is mandatory for the Provincial Championships. Competition Coach Certification is mandatory for the Provincial Championships. Child Abuse Registry Screening is mandatory for the Provincial Championships.
	EXEMPTIONS FOR THE 2021-2022 U18 CHAMPIONSHIP SEASON: I requirements are Respect in Sport for Activity Leaders Certification is mandatory. Criminal Record check is mandatory for the Provincial Championships Child Abuse Registry Screening is mandatory for the Provincial Championships.

TIME OUTS

- Coaching U18 level is mandatory BUT when a coach is unable to be present due to
 extenuating circumstances the team will be allowed their two 90-second time outs.
 The opposing coach will not be allowed access to the ice or their team during the
 opposition's two time outs.
- 2. Two 90-second coaching breaks are permitted in all games.
- 3. One 90-second time out per team is allowed in an extra end. Time outs not used

- during regulation play may not be carried over to extra ends.
- 4. The time out will commence when any member of the team calls the time out. The time out is complete at the end of 90 seconds **OR** once the coach/team calling the time out has finished communication. The coach/team that did not call the time out shall exit the playing surface.
- 5. There will be a 5-minute 4th end break at the Provincial Championships.
- 6. Coaches must notify the Umpire to call a time out and should endeavor to notify their opposing coach.
- 7. All time-outs including the 4th end break will take place in the ice area.
- 8. Either a player or a coach may call a Time Out.
- 9. The coach/team that called the time out may access the playing surface with their coach; the coach must stay within two feet of the sideboards AND the backboards (at the playing end). If the coach wants to position themselves at the hog line they must be within 2 feet of the sideboard. (Appendix J Diagram)

 The team that did not call the time out may ONLY communicate with their coach at the home end and shall not access the playing surface.
- 10. A coach may not enter the house at any time.
- 11. Only the registered coach may meet with the team during a timeout.
- 12. A coach may access the team during the 4th end break.
- 13. The coach and any team member cannot be the same person.

FIFTH PLAYERS

- 1. No fifths are allowed at the U18 Championship.
- 2. A named 5th will be considered a part of the spare pool but may sit with their coach during any game.
- 3. Fifth Players must maintain the eligibility of the team.
- 4. Following a team's registration should a player be unable to play due to extenuating circumstances (injury, illness, employment, coaching at another sanctioned event, etc.) the team will continue with the remaining three players or with a spare.

GAME TIME

- 1. All games will be 8 ends.
- 2. A bell will ring at 1 hour and 50 minutes indicating that the end in progress shall be completed and one more shall be played.
- 3. A second bell will ring 20 minutes later (2 hours and 10 minutes). Finish the end in progress and the game is considered complete.
- 4. Unless specified, a game may be conceded at any time. In the event of a tie at the conclusion of play, play shall be continued without changing the rotation of play (end the stones are thrown to) for each additional end or ends as may be required to decide the winning team.

MEDIA

CurlManitoba is fortunate to have great support from media across the province. Every player is asked to do their part in maintaining that support by cooperating with media when requested. The presence of photographers and cameramen is a fact during a CurlManitoba Championship. While it may seem courteous to you to stop your movement while they take their picture, it is not your responsibility to do so. Your job is to be in position to sweep or make your next shot. If you must move in front of their camera to do so, do not be concerned about it.

<u>Social Media Guidelines for Athletes and Coaches</u> Definitions

The following term has this meaning in these Guidelines:

"Social media" – The catch-all term that is applied broadly to new computer-mediated communication media such as blogs, YouTube, Facebook, and Twitter Purpose

- These Guidelines provide athletes and coaches with tips and suggestions for social media use. Athletes and coaches are strongly encouraged to develop their own strategy for social media use (either written down or not) and ensure that their strategy for social media use is acceptable pursuant to CurlManitoba's *Code of Conduct, Behavioural and Discipline Policies*.
- 2. Given the nature of social media as a continually developing communication sphere, CurlManitoba trusts its athletes and coaches to use their best judgment when interacting with social media. These Guidelines are not hard and fast rules or behavioural laws; but rather ideas that will inform athletes' and coaches' best judgment.

Social Media Guidelines for Athletes

The following tips should be used by athletes to form their own strategy for social media use:

- 1. Set your privacy settings to restrict who can search for you and what private information other people can see.
- 2. Coaches, teammates, officials, or opposing competitors may all add you to Facebook or follow you on Twitter. You are not required to follow anyone or be Facebook friends with anyone.
- 3. If you feel harassed by someone in a social medium, report it to your coach, Umpire, or to CurlManitoba.
- 4. Do not feel pressure to join a fan page on Facebook or follow a Twitter feed.
- 5. Content posted on Twitter and Facebook, relative to your privacy settings, is considered public. In most cases, you do not have a reasonable expectation of privacy for any material that you post.
- 6. Avoid posting pictures of, or alluding to, participation in illegal activity such as: speeding, physical assault, harassment, drinking alcohol (if underage), and illicit drugs.
- 7. Model appropriate behaviour in social media befitting your status as a) an elite athlete, and b) a member of your club and of CurlManitoba. As a Member of CurlManitoba, you have agreed to CurlManitoba's *Code of Conduct, Behavioural and Discipline Policies* and most follow that Code when you post material and interact with other people through social media.
- 8. Be aware that your public Facebook page or Twitter feed may be monitored by your club, coach, or by CurlManitoba and content or behaviour demonstrated in social media may be subject to sanction under CurlManitoba's *Code of Conduct, Behavioural and Discipline Policies.*

Social Media Guidelines for Coaches

The following tips should be used by coaches to form their own strategy for social media use:

- 1. Choosing not to engage with social media is an acceptable social media strategy. But you must have good reasons for your choice and be active in other communication media.
- 2. Despite what Facebook says, you are not actually "friends" with athletes. Resist commenting on athletes' personal activities, status updates, or tweets on Twitter.
- Consider monitoring or being generally aware of athletes' public social media behaviour to ensure compliance with CurlManitoba's Code of Conduct, Behavioural and Discipline Policies.
- 4. Coaches may not demand access to an athlete's private posts on Twitter or Facebook.
- 5. Do not "friend" athletes on Facebook unless they request the connection. Never pressure athletes to "friend" you.
- 6. If you accept some "friend" requests, or follow one athlete on Twitter, you should accept all friend requests and follow all the athletes. Be careful not to show favouritism on social media.
- 7. Consider managing your social media so that athletes do not have the option to follow you on Twitter or "friend" you on Facebook.
- 8. Seek permission from athletes before posting pictures or videos of the athletes on publicly available social media like a blog or on YouTube.
- 9. Do not use social media to 'trap' athletes if they say one thing to you in person but their social media activity reveals they were doing something different.
- 10. Keep selection decisions and other official team business off social media.
- 11. Never require athletes to join Facebook, join a Facebook group, subscribe to a Twitter feed, or join a Facebook fan page about your team or organization.
- 12. If you create a fan page on Facebook for your team or athlete, do not make this social media site the exclusive location for important information. Duplicate important information in more official channels (like on a website or via email).
- 13. Ensure that parents are aware that some coach-athlete interactions may take place on Facebook.
- 14. Exercise appropriate discretion when using social media for your own personal communications (with friends, colleagues, and other athletes) with the knowledge that your behaviour may be used as a model by your athletes.
- 15. Avoid association with Facebook groups or Twitter feeds with explicit sexual contact or viewpoints that might offend or compromise the coach-athlete relationship.
- 16. Never misrepresent yourself by using a fake name or fake profile.
- 17. Be aware that you may acquire information about an athlete that imposes an obligation of disclosure on your part (such as seeing pictures of underage athletes drinking during a trip).
- 18. Attempt to make communication with athletes in social media as one-sided as possible. Be available for athletes if they initiate contact via social media athletes may wish to have this easy and quick access to you but avoid imposing yourself into an athlete's personal social media space unless explicitly requested to do so.

PROVINCIAL CHAMPIONSHIPS

IN ALL MATTERS CONCERNING ON ICE SITUATIONS, THE FINAL DECISION WILL BE MADE BY THE HEAD UMPIRE.

IN ALL MATTERS CONCERNING OFF ICE ISSUES, THE FINAL DECISION WILL BE MADE BY THE CURLMANITOBA EVENT MANAGER and/or COORDINATOR.

- 1. The draw shall be prepared by CurlManitoba and emailed to all teams who have provided email contact information.
- 2. A team line-up card must be completed and presented to the Umpire prior to their first pre-game practice of the competition. If a team's personnel changes from the original line up card in a subsequent game, a new line-up card must be completed and presented to the Umpire prior to the practice of that game.
- 3. A minimum of thirty-five minutes before the draw, the teams shall toss a coin to determine the order of practice and stone colour. The winner of the toss shall have the choice of second practice or stone colour.
- 4. There will be a designated coin toss area. If a team is late they will be deemed to have lost the toss.
- 5. In all games of competitions held in Curling Clubs a pre-game practice of seven minutes will be provided.
- 6. Last stone for the game will be determined by a draw to the button, which will occur at the conclusion of each team's pre-game practice.
- 7. A player from the team, at the conclusion of the team practice shall throw a draw, which shall be measured by the Umpire. IF the first stone does not stop in the house or covers the pin a second player shall throw a last stone draw. If a LSD draw cannot be determined as measurable Last stone will be determined by a coin toss.
- 8. Each team member will be required to deliver a minimum of one draw shot for last stone advantage during a round robin competition.
- 9. At all Provincial Championships each coach will be entitled to one 90-second fair play time out to provide an opportunity to diffuse a negative situation regarding one of their player's on-ice behaviour. This time out will be called and governed by the Umpire on duty.
- 10. If an Umpire determines that a team is unnecessarily delaying a game, the Umpire will notify the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line at the delivering end within forty-five seconds, the stone is removed from play immediately.
- 11. Curlers should be prepared to curl up to three games a day if required, excluding tiebreakers and playoff games.
- 12. In all games, where play cannot be continued due to ice conditions and/or problems within the building; such as power failure, condensation falling, etc., and subject to approval of the Umpire and CurlManitoba, play shall be resumed at the point of the last completed end. This rule shall not apply in games where the game has been declared due to a team being late.
- 13. So as not to disturb other curlers, all electronic communication devices brought on-ice must be turned off prior to play beginning. This includes but is not limited to cellular phones, electronic pagers, beepers, etc.
- 14. Consumption of alcohol, tobacco products and cannabis products on-ice will not be permitted during all Provincial Championship play.

- 15. All equipment will be checked and tagged prior to the pre-event practice, any changes must be approved by an Umpire.
- 16. A player may request that an Umpire inspect a brush prior to or during a game.
- 17. The Championship shall be seeded by the competing teams and grouped as follows:

 Asham Black Pool

 Asham Express Red Pool

 Seeds

 1, 4, 5, 8, 9, 12, 13, 16

 2, 3, 6, 7, 10, 11, 14, 15

 If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.
- 18. The CurlManitoba Umpires shall decide ice assignment for tie-breaker(s).
- 19. During the Last Stone draw the coaches and fifth players are allowed in the ice area. They may not speak with their team.
- 20. At all Championships where eight sheets of ice are used for a combined event, each event will be played on four distinct sheets with the playoffs being on the four same sheets where applicable. Stone selection will be from the four sheets assigned to the event.
- 21. In all Championships the pre-game practice is considered a part of the game therefore no broom heads can be changed after pre-game practice.
- 22. It is understood that preliminary rounds, tiebreaker games and all playoff rounds are deemed to be one competition. Teams, having begun the competition, are expected to complete all games in the competition.
- 23. Please remember to keep your knees and hands off the ice surface after you have thrown a stone.

RULE ENFORCEMENT

Rule enforcement will operate on a complaint based system where the Umpires will not get involved unless requested by either of the two competing teams. The hog-line rule is that a stone must be clearly released BEFORE the hog-line. If you consider hog-line violations to exist and wish that it be addressed, an Umpire will be assigned to observe all players on the sheet. The Umpire will make hog-line calls for both teams and stones will be removed accordingly.

If you are leaving the ice area prior to other games being complete, please do not walk across the backboard while players are delivering their stones.

PRE-GAME PRACTICE ROUTINE 7 minutes

Coin Toss – colour or 1 st /2 nd		35:00
practice		
	First team access the ice	27:00
	First Practice (7 minutes)	26:00
	Draw for Last stone (clockwise)	19:00
Practice Switch		
	Second team access the ice	16:00
	Second Practice (7 minutes)	15:00
	Draw for Last stone (counter	8:00
	clockwise)	
Teams access ice for game		1:00

CRESTING STANDARDS

U18 Championship does not have any cresting standards except all clothing worn on the ice must be in good taste.

LAST STONE DRAW (all categories)

- 1. The team with first practice will **always** deliver the clockwise rotation while the team with second practice will **always** deliver the counter-clockwise rotation.
- Only the four 'game' players are allowed on the ice surface for the Last Stone draw in regular 4 person play. Full sweeping is allowed, however, one of the four players must hold the target broom. The sweeping line-up should be as it would be during the actual game.
- 3. A stone not delivered within the time allotted by the Umpire will be assigned a distance of 185.40 cm (the stone must reach the near T-line before the one minute time expires). A total of 199.6 is used with the app.
- 4. Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button.
 - On or touching the button = 15.24 cm (when a one foot button)
 - In or touching the four foot = 60.96 cm
 - In or touching the eight foot = 121.92 cm
 - In or touching the twelve foot = 182.88 cm

NOTE: At an arena event where triangulation is in place the measurements will be completed as per Curling Canada Rules as the maximum distances are different.

- 5. If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
- 6. The third from both teams shall confirm the distance measured with the Umpire.
- 7. At the conclusion of the round robin, the single highest recorded distance will be discarded to establish the final accumulated distance.

DRESS CODE for OPENING CEREMONIES

- 1. All teams are required to wear their curling attire for the opening ceremonies.
- 2. Opening ceremonies are mandatory attendance.

CURLMANITOBA BEHAVIOURAL GUIDELINES

All athletes at any CurlManitoba Event must show respect for the game of curling. Inappropriate behaviour of any kind will not be tolerated during a CurlManitoba Officiated Event.

- Verbal abuse directed at anyone including teammates, opposition, volunteers or CurlManitoba representatives. Rudeness to any timers, volunteers, Umpires, spectators, other athletes or CurlManitoba representatives.
- Obscene gestures that are deemed inappropriate by an Umpire and abusive behaviour to anyone.
- Behaviour that disturbs other athletes or games.
- Extreme broom slamming or breaking.
- Disrespect toward CurlManitoba partners.

Game Expulsion/Ejection

All athletes at any CurlManitoba Event must show respect for the game of curling. Inappropriate behaviour of any kind will not be tolerated during a CurlManitoba officiated event.

- The Umpires at all Championship events are empowered to eject/expel a player from a game for unsportsmanlike behaviour of any kind including verbal abuse directed at anyone including team mates, opposition, volunteers or CurlManitoba representatives
- There may be no warning for any infraction. Once a player or coach has been expelled the following procedures will be implemented:
 - a. The player/coach must leave the ice surface immediately. If the individual refuses to leave the team will then forfeit the game.
 - b. For the remainder of the game, the individual may not be in any public area of the facility or on the ice surface.
 - c. An ejected/expelled player will not be allowed a substitute/replacement for the remainder of the game. In mixed play where 4 players are mandatory, the game will be automatically forfeited.
 - d. In the matter of a coach being ejected/expelled, the team will forfeit their time outs.
 - e. If the player/coach is ejected/expelled for longer than the game in question, a substitute player/coach will be allowed.
- The behavioural rules will be strictly enforced by the Umpires.
- Bad behaviour at the conclusion of the event (final game) will be penalized by the athlete being ejected from the first game of the next event that they are competing in at the same level of play.
- For specific details on an appeal process contact CurlManitoba.

When a Championship is in an Arena.

a. Coaches and athletes are expected to adhere to the policy in its entirety.

When a Championship is in a Curling Club with Bleachers on the ice.

- a. Coaches and Assistant coaches may not sit in the ice area for any games that their team is playing. If they are sitting in this area, they must be removed from the area and ejected from the game in progress as coach. The alternate coach may not be added. The team will play without a coach for the remainder of the game.
- b. Spectators at any Championship that are an issue by "coaching" from the sidelines or cheering inappropriately or using foul language will be asked to leave the ice area. The Umpires will determine unacceptable behaviour.

When a Championship is in a Curling Club with coaches behind the glass.

a. Unacceptable behaviour behind the glass in a curling club includes banging on the glass, yelling out of the doorway, signalling from inside to the team by using hand

signals, coffee cups, etc, pacing, standing up and sitting down in a demonstrative manner and all other behaviour that an Umpire deems as being an attempt to coach a team.

When a Team has completed an Event

- a. Athletes that use inappropriate behaviour in the ice area once they have been eliminated from an event will be penalized.
- b. The Umpire will present the athlete with a letter explaining the consequences of their behaviour.
- c. The athlete will be charged a donation to the Endowment Fund of \$100.00. CurlManitoba will administer this consequence. The Umpire will present the letter to the athlete.

There will be no warning or appeal process with this type of misconduct.

BEHAVIOURAL ISSUES ARE AT THE DISCRETION OF THE UMPIRE

NATIONAL CHAMPIONSHIPS

Manitoba will send 1 Men's and 1 Women's representative to the National Championship

All teams at a Provincial Championship are competing for the Provincial Title. The winning team shall be eligible to represent Manitoba at the Curling Canada Championship. However, CurlManitoba reserves the right to select the team to represent Manitoba at the National Championship.

NATIONAL FUNDING

Travel Expenses:

U18 Airfare 4 athletes + 1 coach

Coaching:

U18 21 years of age

Competition Coach Certification

<u>CurlManitoba will provide the following:</u>

Manitoba Uniform \$500 per team

ASHAM U18

(2 teams per gender will advance to Nationals)

LOCATION Heather Curling Club

April 7-10, 2022

EVENT CONTACT INFORMATION CurlManitoba: Rob Gordon

rgordon@curlmanitoba.org

Elaine Owen

eowen@curlmanitoba.org

EVENT TICKETS CASH ONLY

Event Passes \$50.00 Day Passes \$20.00 Last Game Passes \$10.00

REGISTRATION & EQUIPMENT CHECK Prior to the first draw

FORMAT

Thirteen (men) and Ten (women) Team Round Robin:

The competition shall consist of two groups in each gender with each team playing 5 games.

The top team in each pool and the next two teams with the best win/loss record shall advance to the playoff round.

Games will be 8 ends.

The draw will be emailed to teams one week prior to the Championship.

There will be no pre-event practice.

Pre-Game practice will be 7 minutes.

TIE BREAKER

There will be no tie breakers. When multiple teams are tied for a playoff position, their round-robin game against each other will determine their ranking and therefore how the teams are positioned in the playoff draw. If there is an insolvable tie, or teams are in separate pools the LSD will determine the rankings.

PAGE PLAYOFF

The playoff round shall be page playoff format.

The first place team in each pool will be in the 1 vs 1 game.

The next two teams with the best records will play the 3 vs 4 game.

The loser of the 1 vs 1 game will play the winner of the 3 vs 4 game in the semifinal.

The winner of the 1 vs 1 game and the winner of the semifinal game will play the final game.

LAST STONE DRAW

- 1. Both teams will name two different players delivering the stones before start of the first practice.
- 2. After pre-game practice, the two different players will each deliver one stone, with their designated rotation to the button; both stones will be measured and totaled.
- 3. If the second team registers the same two stone distance as the team with first practice, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
- 4. Each player must deliver a minimum of two stones during the round robin.
- 5. Only the combined distance of the first two stones delivered will be registered for the accumulated distance.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

Asham Black Pool Seeds 1, 4, 5, 8, 9, 12, 13
Asham Express Red Pool Seeds 2, 3, 6, 7, 10, 11

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

TEAM MEETING

A mandatory team meeting will be held at the Heather Curling Club Men Thursday April 7th at 11:00AM Sharp Women Thursday April 7th at 2:30PM Sharp

STONE SELECTION

GAME	LAST STONE	COLOUR
Round Robin	Last stone draw Coin toss will occur a minimum of 35 minutes prior to the game time	Coin toss for colour or 1 st /2 nd practice
1 vs 1 2 vs 2	1 vs 1 and 2 vs 2 game if a team has a better win/loss record that team gets the choice of Last Stone Advantage OR colour If both teams have the same win/loss record a coin toss will occur for colour or 1st/2nd practice and a LSD will occur	
Semi Final	In the loser of the 1 vs 1 game and the winner of the 3 vs 4 game, the loser of the 1 vs 1 game will be granted Last Stone Advantage AND first practice A coin toss will occur for colour	
Final	The winner of the 1 vs 1 game shall be granted Last Stone Advantage, colour and first practice	