

Reggie was a unique individual who came to Deep River from North Bay as a teenager in 1954 to work and play in Deep River for the rest of his life. He always lived in various versions of the staff house residences and was the very dynamic leader of the "Staff House Club" for many years. He was renowned for his hospitality and ability to organise and fully participate in a party at the drop of a hat.

He joined our club in 1957 and supported the club in so many ways including being our "unofficial archivist" collecting and organising the display of curling memorabilia and helping organise our annual invitational Bonspiel for many years. In the coming year we will be ensuring that many of the items that he collected will continue to be displayed in various ways in our clubhouse.

For myself and the various versions of "Team Buckley" including Leo, Billy, Brock, Jeff Barker, Jim Young, Bob Burton, Ray Walker, Rolly Kelly, Don Koruluk he was our biggest and most loyal friend and fan! When our kids were small he was the guy that we dressed up as Santa Claus with a gold tooth and cigarette in his mouth. He attended his last Thursday night game at the club 2 weeks ago. He attended more than 20 Briers & Olympic Trials as part of the Deep River gang. You may recall that for the first Brier during Covid a group of us ensured that he was in the stands via a cardboard cutout that we now have at the club. His full participation in the social side at the many Briers were famous way beyond local people - I can still remember the main Brier MC and announcer, Stuart Brown, coming up to Leo and I before he went on stage at the patch and asking us if we could try and contain Reggie's enthusiasm during an interview he was planning to do with the Ferbey team - we more or less succeeded in that regard!

Reggie will be greatly missed - at this time I do not know anything more about arrangements that his nephews are planning but will let the membership know as information becomes available.

May he rest in peace.

Chris Knight