

	Group A	Group B
1	Dodds/Mouat	Muirhead/Lammie
2	Paulova/Paul	Wright/Hardie
3	Aitken/Kyle	Duff/McMillan
4	Smith/McFadzean	Sinclair/Whyte
5	Morrison/Brydone	Yeats/Haswell
6	Farries/Macdonald	Young/Young

Game Time	Sheet A	Sheet B	Sheet C	Sheet D	Positioned Rocks		
8:30		A1vA6	A2vA5	A3vA4	1&2		
11:30		B1vB6	B2vB5	B3vB4	1&2		
14:30		A4vA5	A3vA6	A2vA1	3&4		
17:30		B4vB5	B3vB6	B2vB1	3&4		
20:30		A3vA2	A6vA4	A1vA5	5&6		
8:30		B3vB2	B6vB4	B1vB5	5&6		
11:30		A5vA3	A4vA1	A6vA2	7&8		
14:30		B5vB3	B4vB1	B6vB2	7&8		
17:30		A2vA4	A1vA3	A5vA6	1&2		
20:30		B2vB4	B1vB3	B5vB6	1&2		
Wednesday 5 th January							
8:30		(Choice				
11:30		SF: A	Choice				
14:30			Choice				

Event Rules

- 1. First named teams will practice first and play red rocks
- 2. Pre-game practice will begin at the scheduled game time
- 3. Practice will be 5 mins followed by 2 draw shots (1 Clockwise & 1 Counter Clockwise)
- 4. In the event of a tie after 8 ends in all pool games, 1 player from each team will throw a draw shot to determine a winner
- 5. Extra end will be played in all playoff games
- 6. Points will be awarded in the following way:
 - a. 3 points for a win outright
 - b. 2 points for a shootout win
 - c. 1 point for a shootout loss
 - d. 0 points for losing outright
- 7. Teams are ranked within each group based on the following:
 - a. Total points
 - b. Head-to-head result
 - c. DSC (counting the best 9)
- 8. Teams with a coach may consult once per game for 60s
- 9. Time clocks will not be used but teams must keep reasonable pace
- 10. Positioned rocks are pre-determined for pool game. Teams may play with any of the other 6 rocks
- 11. Positioned rocks for the playoff games will the choice of the teams
- 12. In all playoff games the higher ranked team will have choice of first practice & rock placement in the first end or second practice & rock colour
- 13. In all playoff games where the teams are equal ranked (i.e. A1 vs B1), the team with the best DSC will have choice of rock colour or practice. A draw shot will determine choice of rock placement in the first end