



## Rules of competition

1.

**The bonspiel consists of five rounds played by the so-called Schenkel-system, plus final games for medals.** A draw will be made to decide which teams play in the first round. After each round, teams will be ranked according to points, then ends, then stones. Two points will be awarded for a win, one point for a tie. In each round we will try to match teams that are close to each other in the ranking, as possible. Teams do not play twice against each other (medal games excluded).

2.

**After all teams have played three games, they will be divided into High road and Low Road (A and B division) with 6 teams in each group.** Then all teams will play 2 games within their group. Top two teams in group A will then play for gold medal, next two will play for bronze medal and top two teams in group B will play for the B-reward. If the criteria stated in paragraph 1 is not sufficient to rank teams into the medal games, tied teams will compete with a draw to the button contest. All four members of the team throw their stone. Added distance of all four stones is the team's score. Team with less distance will then be ranked higher.

3.

**Games in the general competition will be 7 ends (ALL ends shall be played).** For reference, the Arena clock will be set to 105 minutes and counts down. If games are played in normal speed, all games should be finished before the time exceeds. **Medal games shall be 8 ends.**

4.

**Every team plays two games on Thursday (April 30), two games on Friday (May 1) and one game on Saturday (May 2).** Draws start at 11 am, 2.30 pm, 4.30 pm and 7 pm on Thursday, 9 am, 11.20 am, 14.30 pm and 5 pm on Friday, and 8.30 am and 11 am on Saturday. Medal games start at 2 pm on Saturday.

5.

If a team does not show up with at least three players before 10 minutes have passed since the clock was started, the team is considered to have conceded the game. Winner then gets 2 points, 4 ends, 4 stones.

6.

Otherwise, the WCF rules for curling apply when applicable.

