



Curling Club Hiversport Luxembourg

INFORMATION & RULES

FOR THE COUPE DE L'AMITIÉ 2012

Organisation Committee President

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Catering

The entry fee of 360€ for 4 players includes:

At the rink: all drinks and food. NEW: we will provide breakfast.

At the Saturday evening party: a welcome drink and the dinner. ALL OTHER PARTY DRINKS will be at your own expense!

The 5th player of your team pays a supplement of 75€.

The fee for any additional person not playing but drinking and eating at the rink and at the party is 60€.

It is possible to take part only in the party for a fee of 40€.

Please pay your registration fee before your first game. Please consider all above-mentioned options and pay the total fee for your team in one go, to simplify the work of the organizers. Thank you for your comprehension and collaboration.





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General rules

- WCF rules apply.
- The Free Guard Rule applies.
- Teams are in charge of the toss and stone colour. You are advised to do it off the ice before the game.
- Running a competition on two sheets is tricky; we need to change-over very quickly between games. Therefore, we kindly request you to be ready a few minutes before the start of your game and to leave the sheet rapidly at the end of your game.
- There is a dedicated **Master Timer** which counts backwards and will be set to **100 minutes**. This allows you to see how much time is left. The same clock is used and is valid for both sheets.
- Following the timer beep, please finish the end in progress and then stop.
- Order the stones properly behind the hack so the ice maker can pebble.
- Each game runs over 8 end maximum with no extra end.
- All teams will play 5 games.
- In case of doubt: Teams are in charge of their measuring.
- Please fill out your scorecard completely (not just the final result).

Ranking

- General ranking will be based on points, ends, stones, negative stones.
- Win = 2 points, tie = 1 point, loss = 0 point
- There is a total of 12 teams, divided into 3 groups of 4 teams.
- *Game 1* will be played against another member of your group, selected at random.
- *Game 2* will be played within your group based on your first game result: winner-winner and loser-loser.
- To allow this, it is necessary to have a clear winner without playing an extra end. If there is a tie, the team with the most ends or if this is also a tie, the winner of the last played end will be pronounced winner.
- However 1 point will be awarded to both teams.
- After the first two games, a general ranking will be made and 3 new groups (1-4, 5-8, 9-12) will be defined (no shift).
- *Games 3 and 4* will be based on the same system as the two first games.
- A new general ranking will be announced at the Saturday evening party.





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Sunday finals: Rules for positions 5-12

- Being in this group means you cannot win the tournament anymore. To enjoy your participation we will apply upwards shifting to avoid that you have to play a team you already played before.
- ATTENTION: If after the allocated time of 100 minutes your result is a tie, we will use the WCF Last Stone Draw (LSD).
- LSD: only one person of the team (team choice) plays one stone to the dolly. The team with the best shot is declared winner and will get 2 points. Ends and stones are scored according to the result.

Sunday finals: Rules for positions 1-4

- It is a CLOSED FINAL. This means: the 1st V 2nd play-off decides positions 1 and 2; the 3rd V 4th play-off decides positions 3 and 4. Previous scoring is not relevant!
- Games will be played over 8 ends without time limit and without extra end!
- In case of a tie after 8 ends, we will use the WCF Last Stone Draw (LSD).
- LSD: only one person of the team (team choice) plays one stone to the dolly. The team with the best shot is declared winner.

SPICY, isn't it?

Scoreboard Scratch

- It is a competition. In case of:
 - late attendance (which means a team turns up 15 or more minutes after the scheduled start) or
 - does not show up,the other team will be awarded 2 points, 4 ends and 6 stones.
- Nevertheless, the game can be played for practice.

Administrative

- If your team registered with 5 players', set-up is your choice.
- Changes between teams (e.g. picking a player from another team) must be submitted to the organizing committee prior to the game.
- The replacement player **MUST** play lead position.
- In the event of a dispute, the decision of organizing committee is final.

