2014 USA Curling College Championship Guidelines

November 2013

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June 30, 2013
Revised: September 26, 2013, Revision in Red
Revised: November 1, 2013, Revision in Green

Mission and Goals

The Mission of the USA Curling College Championship is to promote the growth of college curling through the establishment of a national championship, that encourages and rewards curlers attending a college or university, who compete against their peers at other academic institutions throughout the school year.

Trying to juggle class work and curling can make it very difficult for students to dedicate an entire weekend to a traditional bonspiel. By keeping the time commitment to a minimum, permitting event format flexibility, and not locking the on ice rinks to specific individual curlers, more students are able to participate in more competitive events over the course of a season.

There is great potential for alternative formats such as a “dual” or “head to head” format, triangular or quad meets to make frequent and regular competitions between college curling clubs possible. Maintaining a smaller event size also makes it easier for the college clubs to organize and host events, and minimize ice time requirements if rental costs are involved.

The Goal of the USA Curling College Championship is the promotion and development of on campus curling clubs and curling activities. While many college/university campuses have curlers who participate in curling activities at nearby community curling clubs, few have formally organized into campus clubs. There are many advantages to being a recognized on campus club including added student body exposure to curling activities, and access to student organization funds that may help defray the costs of curling activities.

Notice:

USCA policy is to promulgate its rules in advance of the competition affected by those rules, through its due process of committee and board meetings. The USCA’s College Championship Rules may be changed, in whole or in part, prior to the playdown process. This includes championship berth allotments for regions and specific teams, as granted in these rules. Any mistakes, omissions or ambiguity may be subject to clarification by the College Curling Committee. The regions and teams are not guaranteed a berth beyond the current USCA College Championship. The rules for one year’s championship will not be construed to give or imply any right for future championships.

Qualifying Event Guidelines and Requirements

The USA Curling College Championship is designed to find the best college curling school in the U.S. Sixteen schools will be invited to participate in this event. The event will feature a Split Round Robin format, with the sixteen schools seeded into four groups of four. The winner of each group will advance to the medal round, and play down to a single national title.

Schools can earn a berth to the national's by winning an event that features an automatic berth, or by accumulating enough merit points to earn a berth.

Automatic berths will be given to schools winning events of special significance. The winners of the following will receive an automatic invitation to the Championship:

1) Any college only bonspiel consisting of at least different eight colleges, or
2) The winning school of any 'conference' consisting of at least eight different colleges and playing a full round robin schedule.

Merit berths can be earned by accumulating points through hosting, participating, and winning college only events. These events can be head-to-head against one other school, triangular, quad, and larger format events.

There will be regional consideration in the berth selection.

In all cases, it will be the SCHOOL that earns automatic and merit invitations to compete at the USA Curling College Championship. Schools will be permitted to accumulate Merit Points for up to two teams per event in which they participate. At the USA Curling College Championship schools will be invited to bring as many curlers as they wish, and will be encouraged to substitute freely between draws, but will participate as a single team.

USA Curling College Championship Rules

Qualifying Events Rules

1. Eligibility
    a. General Eligibility Reference- Except as stated otherwise below, all players must abide by the USCA General Eligibility Guidelines at this (www.usacurl.org > events > championships > rules. See page 14).
    b. Eligibility Standard for USA Curling College Nationals and Qualifying Events -
        ~~i. All individual participants must be currently enrolled in at least 6 credits of coursework toward a degree or diploma with the school they represent (World University Games criteria).~~ For the purpose of participation in the USA Curling College Championship and its Qualifying Events, a participant must be enrolled as an undergraduate or graduate student (minimum of 6 credits) at a college or university in the United States, during all semesters/quarters in which that individual participates in any USA college curling merit point events, and/or in which the championship event takes place should that individual qualify for participation.
        ii. All individuals SHOULD be members of the US Curling Association ~~and placed on the team roster~~ with the USCA no later than January 31, 2014. (Note: USCA Membership is not a required for qualifying events until February 17, 2014. As of February 17, 2014, USCA Membership is required for ALL qualifying events AND the USA Curling College Championship) . See Section 1.b.iii immediately below.
        iii. Must have been born on or after January 1, 1986 and on or before December 31, 1996 (World University Games criteria).
        iv. Must have, and be able to present on request a current, valid, student ID and a photo ID card with birthdate (can be student ID card).
        v. Participants are not required to be citizens of or reside in the United States.
        vi. No individual may play for more than one school in any given school year.
    c. Team
        i. The term "team," when used here, will refer to any group of four or more individuals representing a single post-secondary school, or a single campus that is part of a state or region wide university network of campuses.
        ii. Teams may consist of any gender combination, with no set gender order of play. Split teams will be permitted in accordance with Section 7.e. below.
        iii. Schools MUST register their rosters at https://usca.sportssignup.com/ by January 31, 2014, Central Time. There is no cost associated with this registration. Schools who do not register by the deadline date and time will not be eligible for the USA Curling College Championship, nor will they be eligible to earn points after February 17, 2014.

Working definition of a "school" is any organization that is defined by a single url ending in ".edu"

NOTE (1): USCA MEMBERSHIP AND SCHOOL REGISTRATION ARE TWO SEPERATE ACTIONS. SCHOOL REGISTRATION **DOES NOT** IMPLY USCA MEMBERSHIP. USCA MEMBERSHIP SHOULD BE ADDRESSED THROUGH YOUR LOCAL CURLING CLUB, USUALLY THROUGH MEMBERSHIP DUES WITH THAT CLUB.

NOTE (2): COLLEGE CURLING CLUBS CAN ALSO APPLY TO BE MEMBERS OF THE USCA THROUGH THEIR GOVERNING REGIONS OR AS AN AT-LARGE MEMBER IN STATES WITH NO REGIONAL GOVERNING BODY.

NOTE (3): THE REGISTRATION SITE WILL BE AVAILABLE STARTING IN MID-NOVEMBER. NOTIFICATION WILL BE MADE VIA CURRENT CONTACT EMAIL ADDRESS AND ON OUR WEBSITE AND FACEBOOK PAGE.

2. The USA Curling College Championship is an alcohol free event for all participants. No alcohol should be consumed by any participant during the College Championship event. Teams found in violation of this policy will be disqualified from the event.

   In addition, the USCA Alcohol Consumption Policy will also be in effect for ALL College Curling Qualifying and Championship Events for participants under the age of 21. Teams found to be in violation of this policy will, along with sanctions mentioned in said policy (www.usacurl.org > events > championships > rules page 16), have all Merit Points for the current school year voided and will be ineligible to play in the USA Curling College Championship for that year.

3. Uniforms/Advertising/Cresting
   a. Uniforms- For Qualifying and Championship events, team members (including coaches) are encouraged but not required to wear like uniforms, including shirts, jackets, pants, and headgear.
   b. Advertising- shall consist of embroidery, cloth patches, or screen printing, in the same positions for each team member, neatly attached to the uniform and professional in appearance.
   c. Sponsor Crests- Sponsor crests on team uniforms are generally allowed but **must be pre-approved by the USCA**. Teams should request approval for all sponsors cresting by writing and submitting a copy of the logo to the national office (entries@usacurl.org) at least 30 days in advance of the event.
      i. Sponsors that will be categorically denied for this event include those that may not provide healthy lifestyles (bars, pubs, breweries, tobacco products, etc.).
      ii. Up to five sponsor crests may be worn on a team's uniform.
      iii. The size limit for sponsor crests is 16 square inches, with a maximum dimension of six inches in either direction.

iv. The College Curling Committee representative may direct any team or player to remove or cover any advertising deemed objectionable by the USCA, before being allowed on the ice.

4. Qualifying Event Deadlines
    a. Deadline for qualifying events: Events between February 18, 2013 and February 16, 2014, inclusive, with results posted no later than February 18, 2014, will be considered for the 2014 USA Curling College Championship qualifications.
    b. Region 5- Special Events
        i. Community Curling Club League Results- To earn points in this special category the on ice rink must consist ONLY of college players. Participation and results of games must be submitted for games between February 18, 2013 and February 16, 2014, inclusive, with results submitted by a community club official due no later than February 18, 2014.
        ii. Results from participation in non-college only events between February 18, 2013 and February 16, 2014, inclusive, with results posted no later than February 18, 2014 must be submitted by the bonspiel organizer and received no later than February 18, 2014.
    c. Merit points will be reset to zero the day following the closing date for reporting results for any given year for the following year's consideration. Results dated prior to the closing date will NOT be accepted for inclusion in the "new year".

    Example: This year's final date for event inclusion in Merit Point consideration is February 16, 2014. February 17, 2014 is the first date that an event may take place for consideration for the 2015 National Championship. Hence, a bonspiel that takes place the weekend of February 21, 2014 or later will be credited to the 2015 National Championship.

5. Regions
    a. Initially, there will be five regions:

- **Region 1**: Pennsylvania, Maryland, New Jersey, Delaware, New York, Connecticut, Massachusetts, Rhode Island, Vermont, New Hampshire, and Maine
- **Region 2**: Lower Michigan/Ohio/Indiana
- **Region 3**: Upper Michigan/Wisconsin/Illinois
- **Region 4**: Minnesota/North Dakota
- **Region 5**: the remainder of the US. At least one school from each region will receive an invitation to the national event, either through an automatic or merit berth

b. Region 5 is currently considered an 'Emerging Region' for purposes of the USA Curling College Championship. Curling schools located in Region 5 will be given special consideration in earning merit points, due to the relative lack of potential competition in these areas. Special consideration includes earning merit points for competing in community curling club leagues and non-college specific bonspiels.

6. Event Formats
    a. Qualifying events can take on one of a variety of different formats. The following formats have been reviewed and had Merit Point tables developed for them; Round Robin, Traditional Bonspiel, and Modified Schenkel. Details on how these events are organized and the assumptions that underlie the Merit Point tables can be found in Appendix B.
    b. Other formats are definitely not prohibited. A wide variety of formats are available and event organizers are free to adapt the formats presented for their particular event or develop other formats they see fit. We cannot guarantee Merit Point allocations or Automatic berth awards for adaptations of the presented formats or use of other formats unless presented to the US College Curling Committee for review beforehand. Please allow one week for the review process.

7. Merit Points
    a. Merit Berths can be earned by accumulating points through hosting, participating in, and winning college only events. These events can be head-to-head against one other school, triangular, quad, and larger events. The point system is loosely based on the Canadian Team Ranking System, the larger the event that schools play in, the more points that can potentially be earned. Specific point values for various events and formats can be found in Appendix A.
    b. Host Schools will earn merit points according to the Table found in Appendix A.
    c. Split School Teams: There must be at least two members from one school on any on-ice team. Points awarded will be split to the associated schools proportional to the makeup of the individual rink members. **Automatic berths WILL NOT be awarded to split school teams**, but will instead go to the highest finishing on ice team consisting entirely of one school in that event. **Split school teams WILL NOT count towards the eight team minimum for awarding Automatic berths.**
    d. Bonspiels with "Experience" Divisions: Bonspiels with divisions set up to match rinks with equivalent experience levels are permitted. Assuming "Division One" to have the most experience, participants in "Division Two" and any other levels will receive Merit Points equivalent to one "Event" lower in the Merit Point Table than they would receive if they had participated in "Division One". Automatic berths, if applicable, will only be applied to "Division One" participants, and ONLY if that "Division" meets the eight school requirement.

Example 1: If a traditional bonspiel format is set up with three experience "Divisions" consisting of 12 teams each, breaking down to three-four team Events the following Merit Points would be awarded:
Division One, Event One: 8 with Automatic Berth, 7, 6 (Winner, Runner up, Participant, respectively)
Division One, Event Two: 6, 5, 4
Division One, Event Three: 6, 5, 4
Division Two, Event One: 6, 5, 4
Division Two, Event Two: 6, 5, 4
Division Two, Event Three: 5, 4, 3
Division Three, Event One: 6, 5, 4
Division Three , Event Two: 5, 4, 3
Division Three , Event Three: 5, 4, 3
Example 2: A traditional bonspiel format is set up with three experience "Divisions" consisting of 12 teams each, Division One(most experience) consists of 12 teams but only from 7 unique schools. The winner of Division One would NOT receive an automatic berth to the National Championship.

e. Multiple Teams from One School-
    i. Will be permitted to accumulate Merit Points for more than one on ice rink per event in which they participate, up to two rinks per event. For Bonspiels with "Experience" Divisions, no school may earn points from more than two teams in any particular division.
    ii. Triangular Events and Quad Events- Only one rink per school will be permitted to compete. Having more than one team per school will reduce the event from a "Quad" to a "Triangular" or from a "Triangular" to a "Head to Head" with only one team per school earning points.
f. Merit points for Head to Head, Triangular, and Quad meetings between two schools will be limited to no more than six games overall (one meeting with two rinks from each school participating will constitute two games).

Championship Event- Awarding of Berths to the field of 16

8. Automatic Berths to National
    a. Event Berths- Schools winning Automatic Event Berths will be first to fill the field of 16 teams to the USA Curling College Championship. These will be awarded in the following order
        i. The "First Event" winner of any college only bonspiel consisting of at least eight different colleges/universities as defined in and consistent with Section 4.c. above.
        ii. The winning school of any 'conference' consisting of at least eight different colleges/universities and playing a full round robin schedule.
    b. Regional Berths- Five regional berths will fill the next spots in the field of 16. The school with the highest Merit Points within each region will earn an automatic berth. If the school with the highest Merit Point total has already earned an Event Berth as described in Section 5.a., that Regional Berth will be considered filled and no further automatic regional berth will be awarded.

9. At-Large Merit Point Berths- Remainder of field of 16 will be filled with the schools not already in the field with most Merit Points overall nationally.

10. Acceptance of Berth
    a. Berths to the USA Curling College Championship will be announced on Wednesday, February 19, 2014.
    b. Schools will have until Noon ET, Monday, February 24 to accept their position in the field of 16.
    c. Any school failing to confirm their acceptance to participate will be dropped from the field and the next highest school in Merit Points will be offered their place in the field. That school will have five days to accept their place in the field of 16.
    d. Any school accepting a position in the field of 16, but failing to appear will be prohibited from the championship the following year.

Championship Event Rules

11. Eligibility
    a. All Individual and Team Eligibility Rules, Alcohol Consumption Policy, and Uniform/Advertising/Cresting Rules described previously for Qualifying Events apply for the Championship Event (See Rules 1-3). This includes the new USCA Membership and Team Registration Rules added in September 2013.
    b. Number of Teams- 16 schools. In all cases, it will be the SCHOOL that earns automatic and merit invitations to compete at the Championship. Participants MUST play with the school that matches their student ID. Teams may consist of any gender combination, with no set gender order of play. Split school teams WILL NOT be permitted at the USA Curling College Championship.
    c. Schools will be invited to bring as many curlers as they wish, and will be encouraged to substitute freely between draws.

12. Championship Event Check-In
    a. Participant documentation- All players for all teams must present a valid student ID and a valid photo ID with a birth date.
    b. Participant Release- All players must present signed, AGE APPROPRIATE, to be qualified to play.

13. Championship Format
    a. All games will be eight ends unless a team retires early.
    b. The First Round will consist of a Split Round Robin Format.
        i. Each team will throw one Draw Shot Challenge (DSC) stone prior to the start of play of each game. A line broom and sweeping of the DSC stone will be permitted.
        ii. Distance to the pin will be recorded. Stones stopping "in play" but greater than 72 inches from the pin will be recorded as 72 inches. Stones stopping "out of play" (either through the house or hogged) will be recorded as 73 inches.
        iii. First end hammer will be awarded to the team whose stone is closest to the pin. In case of a tie, the recorded distance will stand and a coin toss will determine hammer.
    c. Groupings: The 16 participants will be placed into four groups of four schools each.
    d. In general, schools will be ordered according to their overall merit points regardless of how their berth was obtained, from most Merit Points to fewest. Schools may be placed into groups to maximize “regional diversity” within the groups.

Seeding- “Serpentine Seeding”

Group A	Group B	Group C	Group D
1st Seed	2nd Seed	3rd Seed	4th Seed
8th	7th	6th	5th
9th	10th	11th	12th
16th	15th	14th	13th

e. Groups Winners: All teams will play a round robin within their Group. The winners of each group will advance to the Medal Round.
    i. Tie Breakers: In case of a tie after the Round Robin the following rules will apply:
        1. Two teams- Head to head winner between the two teams in the First Round will advance to the Medal Round.
        2. Three teams- The team with the lowest sum of their three First Round Draw Shot Challenge stones will advance to the Medal Round. In case of a tie for the lowest DSC, one more DSC stone for each team will be thrown.
        3. If two or more teams are still tied for medal round qualification after the additional DSC stone, another DSC stone shall be thrown by the tied teams until the tie(s) is (are) broken.

f. Medal Games: The four schools that advance to the Medal Round will be re-seeded based on their First Round DSC sums (excluding any tiebreaker DSC as described in Section 13.e.i.2. above. A four team Page playdown will decide the overall champion.

Appendix A- Merit Points Tables

Round Robin Format (Automatic Berth to Nationals awarded ONLY if eight or more schools are represented)

red shading indicates automatic berth to Nationals

Finish/# of Teams	2	3	4	5	6	7	8	9	10	11	12
1st	2	4	6	8	10	12	14	16	18	20	22
2nd	1	3	5	7	9	11	13	15	17	19	21
3rd		2	4	6	8	10	12	14	16	18	20
4th			3	5	7	9	11	13	15	17	19
5th				4	6	8	10	12	14	16	18
6th					5	7	9	11	13	15	17
7th						6	8	10	12	14	16
8th							7	9	11	13	15
9th								8	10	12	14
10th									9	11	13
11th										10	12
12th											11

Round Robin Format Table Notes:

1.) Every team plays every other team on the group once. See Appendix B for further details.

2.) Round Robin may be completed over the span of one or more meetings so long as EXACTLY the same set of schools complete the full cycle of games. Players on the teams may be substituted, but the schools represented by the teams may not be substituted.

3.) Split school teams are permitted, but they must complete the cycle with the same set of schools represented throughout the cycle, and meet the Split School Rule (5c) above. Split school teams will not be counted towards the eight-school-requirement needed to qualify for an automatic berth, nor will split school teams be awarded an automatic berth for the National Championship.

4.) Round Robin Format consisting of two schools is essentially a "Head to Head" match, three schools is a "Triangular" match, four schools is a "Quad" match. Events with two, three, or four teams may have ONLY one team per school to qualify.

5.) Automatic Berths will be awarded to a Round Robin Event winner ONLY if 8eight or more schools are represented in the pool (split teams are not counted toward this total)

Appendix A- Merit Points Tables

Bonspiel Format (Automatic Berth to Nationals awarded ONLY if eight or more schools are represented)

red shading indicates automatic berth to Nationals

Finish/# of Teams	8	9	10	11	12	13	14	15	16
1st Event Winner	6	6	6	6	8	8	8	8	8
1st Event Runner Up	5	5	5	5	7	7	7	7	7
1st Event Participant	4	4	4	4	6	6	6	6	6
2nd Event Winner	5	5	5	5	6	6	6	6	6
2nd Event Runner Up	4	4	4	4	5	5	5	5	5
2nd Event Participant	3	3	3	3	4	4	4	4	4
3rd Event Winner	4	4	5	5	6	6	6	6	6
3rd Event Runner Up	3	3	4	4	5	5	5	5	5
3rd Event Participant	3	3	3	3	4	4	4	4	4
4th Event Winner			4	4	5	5	5	5	5
4th Event Runner Up			3	3	4	4	4	4	4
4th Event Participant			3	3	3	3	3	3	3

Bonspiel Format Table Notes:

1.) Draws are set up in brackets where winners and losers in each game sorts the teams into new brackets with others who have had similar results. That is, winners play winners, and losers play losers. See Appendix B for further details.

2.) The table above assumes a "Three Game Guarantee" and the loser is eliminated from the event after the third game.

3.) Bonspiel Formats with less than eight teams will not be accepted. It is suggested that events with less than eight teams play a Split Round Robin Format with a "Championship" game between the group winners.

4.) Automatic Berths will be awarded to a Bonspiel Event winner ONLY if eight or more schools are represented in the pool (split teams are not counted toward this total).

Appendix A- Merit Points Tables

Modified Schenkel Format- (Automatic Berth to Nationals awarded ONLY if eight or more schools are represented)

red shading indicates automatic berth to Nationals

No Finals

Finish/# of Teams	8	10	12	14	16
1st	6	6	8	8	10
2nd	5	5	7	7	9
3rd	5	5	6	6	8
4th	4	4	5	5	7
5th	5	5	6	6	8
6th	4	4	5	5	7
7th	4	4	5	5	6
8th	3	3	4	4	5
9th		4	5	5	6
10th		3	4	4	5
11th			4	4	5
12th			3	3	4
13th				4	5
14th				3	4
15th					4
16th					3

Qualifiers and Finals

Finish/# of Teams	8	10	12	14	16	Event
1st	8	8	10	10	12	A
2nd	6	6	8	8	10	A
3rd	7	7	8	8	10	B
4th	5	5	6	6	8	B
5th	7	7	8	8	10	C
6th	5	5	6	6	8	C
7th	6	6	7	7	8	D
8th	4	4	5	5	6	D
9th		6	7	7	8	E
10th		4	5	5	6	E
11th			6	6	7	F
12th			4	4	5	F
13th				6	7	G
14th				4	5	G
15th					6	H
16th					4	H

Modified Schenkel Format Table Notes:

1. Draws are set up in accordance with the accepted Modified Schenkel Format. See Appendix B for further details.

2. Modified Schenkel Formats with less than eight teams will not be accepted. It is suggested that events with less than eight teams play a Split Round Robin Format with a "Championship" game between the group winners.

3. Automatic Berths will be awarded to a Bonspiel Event winner ONLY if eight or more schools are represented in the pool (split teams are not counted toward this total).

Appendix A- Merit Points Tables

Host School Bonus Points

Total Schools	Bonus
2	0
3	1
4	1
5	2
6	2
7	2
8	2
9	3
10	3
11	3
12	3
13	4
14	4
15	4
16	4

Split school teams will not be counted in the total number of schools participating.

Appendix A- Merit Points Tables

Emerging Region Only

Non-College Bonspiel (Automatic Berth Not Awarded)

Finish/# of Teams	8	9	10	11	12	13	14	15	16
1st Event Winner	6	6	6	6	8	8	8	8	8
1st Event Runner Up	5	5	5	5	7	7	7	7	7
1st Event Participant	4	4	4	4	6	6	6	6	6
2nd Event Winner	5	5	5	5	6	6	6	6	6
2nd Event Runner Up	4	4	4	4	5	5	5	5	5
2nd Event Participant	3	3	3	3	4	4	4	4	4
3rd Event Winner	4	4	5	5	6	6	6	6	6
3rd Event Runner Up	3	3	4	4	5	5	5	5	5
3rd Event Participant	3	3	3	3	4	4	4	4	4
4th Event Winner			4	4	5	5	5	5	5
4th Event Runner Up			3	3	4	4	4	4	4
4th Event Participant			3	3	3	3	3	3	3

Community Club League Participation

1 point per league win

8 points per league championship

Emerging Region Table Notes:

1. This table applies to schools in REGION 5 ONLY. Schools in this region get credit for competing in non-college bonspiels and for competing in League play at their local community based curling club. No automatic berths are awarded for any team competing in a non-college bonspiel.

Round Robin Format

A "Round Robin" format event is one where every team plays every other team in the event an equal number of times. Usually, for our purposes that would mean once.

In its simplest form, two teams playing one game against each other represents a "Round Robin". Three teams, playing in a triangular event could also be a round robin. In the first draw Team A would play Team B, second draw Team A would play Team C, and in the third draw Team B would play Team C.

For an eight team event, every team would play seven games, once against each of the other teams in the event.

Creating a draw table for a Round Robin event is not difficult if you know a few tricks, but completing a full Round Robin can take a lot of time. We make this easier by allowing Round Robin events to take place over the course of several actual meetings (two or more weekends for example), PROVIDED that the exact same schools take part in each and every meeting. That is because if a team drop's out or a new team enters, then the criteria of each team playing every other team is violated.

Round Robins can be made simpler by breaking an eight team field into two four team pools. This would require only three games for each team to get through the pool, plus you could include a championship game for the two pool winners, if you choose. PLEASE NOTE: This approach would NOT qualify the winner for an automatic berth however, and for Merit Points would be treated as two separate four team Round Robin events NOT a single eight-team Round Robin event.

Sample eight-team Round Robin Draw Table:

	Sheet A	Sheet B	Sheet C	Sheet D
Draw 1	1-2	4-7	3-8	5-6
Draw 2	2-5	6-8	1-7	3-4
Draw 3	3-5	1-4	2-6	7-8
Draw 4	4-8	2-3	1-6	5-7
Draw 5	6-7	5-8	2-4	1-3
Draw 6	1-8	2-7	4-5	3-6
Draw 7	4-6	1-5	3-7	2-8

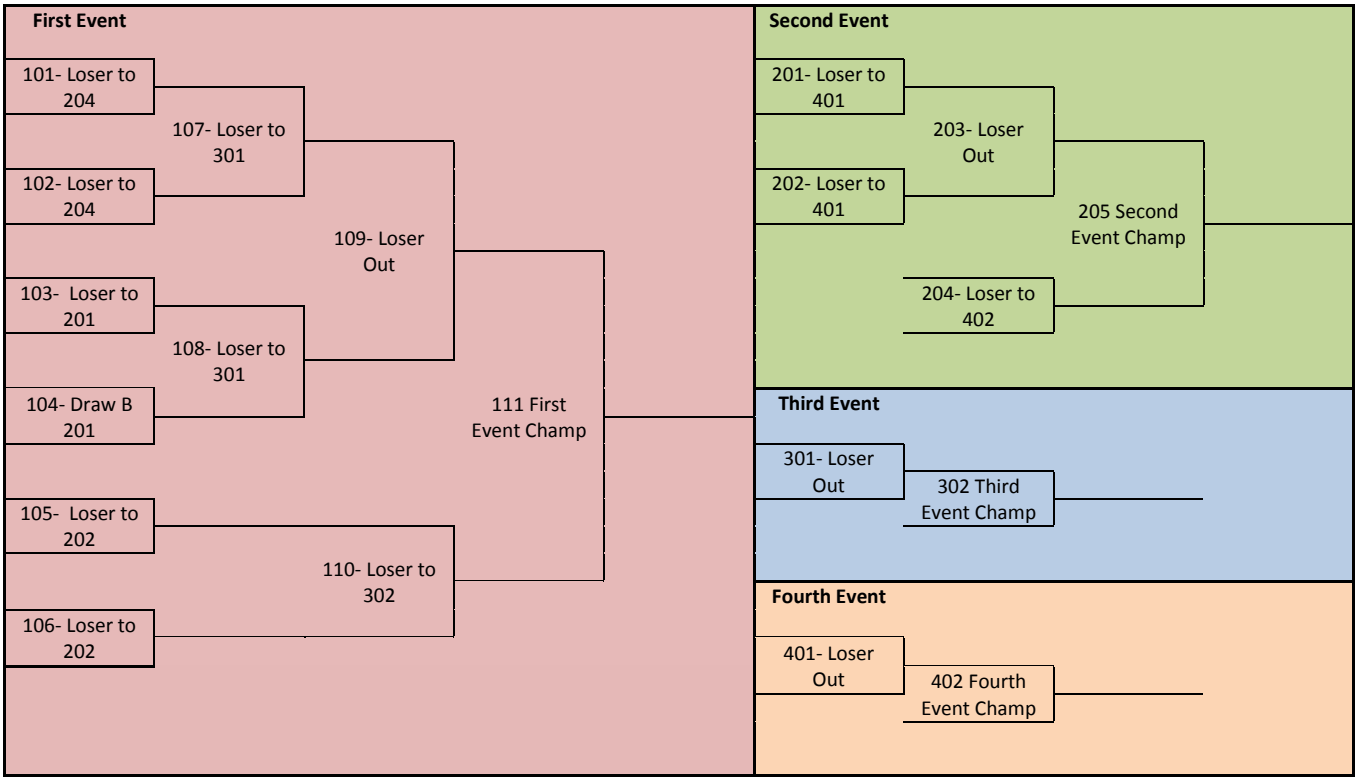
Bonspiel Format

A typical "Bonspiel" format event involves teams playing through a "bracket". All teams start in the top bracket. Winning usually keeps a team in its current bracket, and losing will drop a team into a "lower" bracket. The theory is that by the end of the event, teams are playing other teams of equivalent skill.

There are numerous variations on the Bonspiel format. Our tables in Appendix A are set up assuming that there would be a "three game guarantee", that is, every team will play a minimum of three games. Under this rule, starting with the third game, if you lose you are eliminated from the competition, regardless of which bracket you are in. The tables also assume that there will be three brackets for 11 or fewer teams, and four brackets for 12 or more teams. A sample of a 12 team, four event bracket appears below.

Repeating, there are numerous variations on this format. Almost any variation is acceptable. HOWEVER, if you choose to run an event that does NOT fit into the assumptions of these tables. Please submit the format ahead of time to Gordon Maclean (gmaclean482@gmail.com) for the Merit Points that will be allocated to each finishing bracket slot.

Creating a clean and equitable Draw Table can be challenging, especially if you have an odd number of teams. If you are unsure how to do it, seek help from your club's "Drawmaster".



Modified Schenkel Format- *Roger Rowlett, June 2013*

A modified Schenkel bonspiel has the advantage of having a fixed draw schedule, and quickly matches teams of more equal skills against each other for more enjoyable play. A unique champion can be determined if the appropriate number of rounds are played. For example, it is possible to play an eight-team spiel in three draws in one day at a four-sheet facility. A traditional Schenkel is based on points for stones and ends scored as well as for winning games. This method is somewhat unfair in that points accrued for ranking purposes depend in large part on the skill of the opponents. This modified Schenkel uses win-loss records and a tiebreaker system that depends solely on the skills of the competing team, independent of the opponents played.

With Qualifiers and Finals

1. Number of games and teams in competition
    a. There should be an even number of teams in the event
    b. For six to eight teams there should be two qualifier games and a finals to determine a champion
    c. For 10-16 teams there should be three qualifier games and a finals to determine a champion
2. Scheduling ice times
    a. All teams play in each qualifying round and (preferably) in the finals
    b. If all teams cannot play at the same time (more teams that available sheets) then each qualifying round will be divided across two draws. In this case, the finals may be limited to the number of teams that can compete at once on the available sheets (e.g., eight teams in a four-sheet facility)
3. Matching teams in qualifying rounds
    a. Teams shall be matched at random (by drawing cards or other suitable, random method) in the first round
    b. After the first game, all teams shall perform a team draw-to-the-button tiebreaker according to the following rules:
        i. Each member shall throw one stone each (with sweeping) as close to the pin as possible. No practice throws are allowed. Opponents may not sweep behind tee-line.
        ii. Scores are assigned as follows according to where stones come to rest:
            1. 5 points for covering pin
            2. 4 points for touching button
            3. 3 points for touching four-foot
            4. 2 points for touching eight-foot
            5. 1 point for touching 12-foot
            6. 0 points if not touching house
        iii. The distance of the skip stone to the pin will be measured. If the skip stone is not touching house, or moved before it is measured, it will be assigned a distance of 72 inches.
        iv. Each team's tiebreaker score is the total points accrued by all team members. The skip stone distance will be used as a secondary tiebreaker in case of ties in points
    c. In the second and subsequent qualifying rounds, teams shall be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order. If two or more teams

remain tied after ranking by these criteria, ranking priority for these teams will be resolved by coin-flip.

d. Teams will be matched with the team closest to them in the ranking, e.g., #1 plays #2, #3 plays #4, etc. Rematches should be avoided among tied teams if possible.
e. Hammer will be determined by coin flip for all games.

4. Matching teams in the finals
    a. After the conclusion of qualifying rounds, teams will be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order. If two or more teams remain tied after ranking by these criteria, ranking priority for these teams will be resolved by coin-flip, although this should normally be unnecessary.
    b. The A-event (championship) final will consist of #1 vs. #2; the B-event is #3 vs. #4, etc. The finals may be limited to the number of available sheets if it is desirable to play the finals in a single draw.
5. Merit points are awarded according to the official table. If lower events are not competed for then the points for these events will be divided evenly between the two teams finishing in each potential event. For example if the 9-10 and 11-12 games are not competed, then teams 9 and 10 would split the points normally awarded for the 9-10 game, etc.

Without Finals

1. Number of games and teams in competition
    a. There should be an even number of teams in the event
    b. For six to eight teams there should be three games to determine a champion
    c. For 10-16 teams there should be four games to determine a champion. However, it is optional to run a three-game event for ten teams, although the championship game matchup may depend on a tiebreaker.
2. Scheduling ice times
    a. All teams play in each round
    b. If all teams cannot play at the same time (more teams that available sheets) then each qualifying round will be divided across two draws
3. Matching teams
    a. Teams shall be matched at random (by drawing cards or other suitable, random method) in the first round.
    b. After the first game, all teams shall perform a team draw-to-the-button tiebreaker according to the following rules:
        i. Each member shall throw one stone each (with sweeping) as close to the pin as possible. No practice throws are allowed. Opponents may not sweep behind tee-line.
        ii. Scores are assigned as follows according to where stones come to rest:
            1. 5 points for covering pin
            2. 4 points for touching button
            3. 3 points for touching four-foot
            4. 2 points for touching eight-foot
            5. 1 point for touching 12-foot
            6. 0 points if not touching house
        iii. The distance of the skip stone to the pin will be measured. If the skip stone is not touching house, or moved before it is measured, it will be assigned a distance of 72 inches.

iv. Each team's tiebreaker score is the total points accrued by all team members. The skip stone distance will be used as a secondary tiebreaker in case of ties in points.

c. In the second and subsequent qualifying rounds, teams shall be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order. If two or more teams remain tied after ranking by these criteria, ranking priority for these teams will be resolved by coin-flip.
d. Teams will be matched with the team closest to them in the ranking, e.g., #1 plays #2, #3 plays #4, etc. Rematches should be avoided among tied teams if possible.
e. Hammer will be determined by coin-flip for all games.

4. Determining a champion
    a. After the conclusion of qualifying rounds, teams will be ranked according to (1) wins, (2) tiebreaker score, and (3) skip-stone distance, in that order.
    b. The champion is the team ranked #1; the runner-up is the team ranked #2, etc.
    c. Merit points are awarded according to the official table. In the event of ranking ties, teams will split points evenly among the tied group, e.g. teams tied for 4-5-6 would evenly share points awarded to the 4-5-6 finishers in the official table.