

PLAYING FORMAT

There will be twelve (12) seeded teams that are determined by the tournament organizer. These teams play in three groups, the red group, the green group and the blue group. The other teams (14) are drawn into the Schenkel group.

All teams in the red group, the green group and the blue group play three round-robin matches against each other in their respective groups. The ranking order will be following: points and then "Tee shot" score. The winners of each group play in the semifinals. The best of the three teams plays against the winner of the Schenkel group (the ranking order: points and then "Tee shot" score). The rest of teams play two play off matches. The losers of the semifinal matches play in the bronze match.

THE SCHENKEL GROUP

Modified Schenkel system over four rounds. The opponent for each subsequent round will be defined by ranking. The ranking order will be following: points and then "Tee shot" score. Two teams cannot play each other twice. After the fourth round the winner of the Schenkel group plays in the semifinals. The rest of the teams play one play off match.

RULES

90 minutes after the start of the game there will be a signal. This means that the current end must be completed, and one further end will be played (to a maximum of eight ends).

Win - two (2) points, draw - one (1) point , loss - zero (0) points

Immediately following the first game all teams make a "Tee shot " competition (brushing and calling allowed). Winning team starts.

Classification: stone touches house - one (1) point, touches 8-foot circle - two (2) points, 4-foot circle - three(3) points, 6-inch circle - four(4) points, button (completely covering the center hole) - five (5) points. The score for each team is the sum of the points of four players.

The skips must toss a coin before every game, and the winner may choose either the last stone or the stones to play with. The loser practises first.