



Last Stone Draw process for Curling Canada Championships (September 2018)

Curling Canada now operates events with either **no** tiebreaker games when teams are tied for the last playoff berth, or we operate events **with** tiebreaker games when teams are tied for the last playoff berth.

For events without tiebreakers, teams will be delivering **two (2)** draws to the button after their pre-game practice. This will give us a larger and more representative sample of their skill level for breaking ties in insolvable scenarios.

PROCESS

A) Common Regulations

- The team with first practice will **always** deliver the clockwise rotation while the team with second practice will **always** deliver the counter-clockwise rotation for the Last Stone Draw (except for Mixed Doubles – see section F).
- Only the four 'game' players are allowed on the ice surface for the Last Stone Draw in regular 4-person play and only the two 'game' players in mixed doubles.
- Full sweeping is allowed, however, one of the four players must hold the target broom. This is not required in Mixed Doubles. Both doubles players can sweep once the stone has been released.
- A stone not delivered within the time allotted by the umpire will be assigned a distance of 199.60 cm (the stone must reach the near tee-line before the time expires).
- Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button.
 - On or touching the button = 29.44 cm (when a one (1) foot button)
note: subject to change if the actual button diameter is more than one (1) foot
 - In or touching the four foot = 75.16 cm
 - In or touching the eight foot = 136.12 cm
 - In or touching the twelve foot = 197.08 cm
- If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.



- **Triangulation:** any stone covering the tee (or centre pin) will be measured from two separate points 61.0 cm from the tee. These distances will calculate the exact distance from the tee to the centre of the curling stone.

B) Events with tiebreakers (i.e. Club Championships, Canada Cup, Juniors, Tournament of Hearts, Brier, Wheelchair)

- Both teams will name the player delivering the stone before the first team practice.
- After each team's pre-game practice, the named player will deliver one (1) stone to the button, which will be measured. If the distance is 0.00 cm or 199.60 cm, a different player from the team will deliver a stone, which will be measured.
- If the team with second practice then registers the same first stone distance as the team with first practice, a second player from the team with second practice will deliver a stone, which will be measured.
- If the distances are still tied, the teams will alternate delivering one (1) stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones.
- Only the first stone delivered will be registered for the accumulated distance.

C) Events without tiebreakers (i.e. Mixed, University, College, Seniors, Under-18)

- Both teams will name two (2) different players delivering the stones before start of the first practice.
- After pre-game practice, the two different players will each deliver one (1) stone to the button; both stones will be measured and totaled.
- If the second team registers the same two-stone distance as the team with first practice, the teams will alternate delivering one (1) stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.
- Only the combined distance of the first two stones delivered will be registered for the accumulated distance.



D) Accumulated distances:

- **Single round robins - with tiebreakers:** at the conclusion of the round robin, the single highest recorded distance will be discarded to establish the final accumulated distance.
- **Double round robins - with tiebreakers:** at the conclusion of the first round robin, the single highest recorded distance will be discarded to establish the first part of the accumulated distance. Each of the recorded distances in the second round will be added to the first part to establish the final accumulated distance.
- **Single round robins - no tiebreakers:** at the conclusion of the round robin, the two (2) highest individual recorded distances will be discarded to establish the final accumulated distance.
- **Double round robins - no tiebreakers:** at the conclusion of the **first** round robin, the two (2) highest individual recorded distances will be discarded to establish the first part of the accumulated distance. Each of the recorded distances in the second round will be added to the first part to establish the final accumulated distance.

E) **The minimum number of deliveries** per player is determined by the size of the event. A determination will be made for each event and posted in the competition guide for that event.

F) Mixed Doubles:

- **Single or multiple round robins - with tiebreakers.** At the conclusion of the round robin, the single highest recorded distance will be discarded to establish the final accumulated distance.
- After each team's pre-game practice, both players will deliver a stone to the button: one (1) clockwise rotation and then one (1) counter-clockwise rotation. The team with first practice will deliver one (1) stone to the away end using the clockwise motion, then one (1) stone to the home end using the counter-clockwise turn. The team with second practice will deliver the first stone to the away end using the counter-clockwise turn, then one (1) stone to the home end using the clockwise turn. Both will be measured to determine the team's distance to determine choice in the first end.
- Full sweeping is allowed.



- Each player must throw an equal amount of clockwise rotations and counter-clockwise rotations during the round robin. One player will throw one more clockwise rotation or counter-clockwise rotation draw when the total number of round robins games is an odd number.

G) Miscellaneous: For 4-person mixed curling, there are no requirements that players of **both genders** deliver stones before a game in events where two stones are delivered after pre-game practices. However, the sweeping line-up should be as it would be during the actual mixed curling game; as example, if the skip is throwing, then the lead and second must sweep; or, if the lead is throwing, then the second and third must sweep.

Sincerely,

A handwritten signature in black ink, starting with a large 'D' inside a circle, followed by a long horizontal line.

Danny Lamoureux
Director, Championship Services & Curling Club Development