### 13 Teams + Qualification Event

<table>
<thead>
<tr>
<th>Zone</th>
<th>Number of Teams</th>
</tr>
</thead>
<tbody>
<tr>
<td>American Zone</td>
<td>2</td>
</tr>
<tr>
<td>Pacific-Asia Zone</td>
<td>2</td>
</tr>
<tr>
<td>European Zone</td>
<td>8</td>
</tr>
</tbody>
</table>

*Zone with last place team at the previous WCC loses one guaranteed sport

**QE - 8 teams entered, two (2) qualify**
- 1 Host + 1 Americas + 2 PA + 4 Europe

**Single round robin, 6 teams to playoffs**
- No tie-breaker games
- 1st and 2nd direct to the semi-finals
- 3v6 and 4v5 = last teams in semis
- 1st plays highest ranked winner (e.g. - 6)
- 2nd plays the other winning team
- Bronze = losers of the semi
- Gold = winners of the semi

### DAY | TIME | GAMES
--- | --- | ---
Fri | 1830 | Welcome Rec.
Sat | 1400 | 4
     | 1900 | 4
Sun | 0900 | 4
     | 1400 | 4
     | 1900 | 4
Mon | 0900 | 3
     | 1400 | 4
     | 1900 | 4
Tue | 0900 | 3
     | 1400 | 4
     | 1900 | 4
Wed | 0900 | 4
     | 1400 | 4
     | 1900 | 4
Thu | 0900 | 4
     | 1400 | 4
     | 1900 | 4
Fri | 0900 | 4
     | 1400 | 4
     | 1900 | 4
SAT | 0900 | 3v6 + 4v5
    | 1400 | Semi-Final
    | 1900 | Semi-Final
Sun | 1000 | Bronze
    | 1500 | Gold

**RR - 20 Sessions - 78 games**
- The uncertainty of TBs is removed
- 6 teams on the playoff weekend
- 4 games on Fri night (key as end RR)
- Spectators get 2 games on Sat. playoffs
- 5 playoff sessions + RR on final weekend