





World Financial Group Continental Cup 2011 Servus Credit Union Place St Albert, Alberta, Canada 13-16 January 2011

Event website:

http://www.curling.ca/championships/continentalcup/

Schedule of Play

Date	LOCAL TIME MST	Draw	SHEET A	SHEET B	SHEET C	EST (LT +2)	GMT/UTC (LT +7)	CET (LT +8)	Beijing (LT +15)
	08:30	1	Women'	Women's Team Competition			15:30	16:30	23:30
Thu 13	13:30	2	Mixed D	oubles Com	petition	15:30	20:30	21:30	04:30
	19:30	3	Men's	Team Comp	etition	21:30	02:30	03:30	10:30
	08:30	4	Women'	's Team Con	npetition	10:30	15:30	16:30	23:30
Fri 14	13:30	5	Mixed D	oubles Com	petition	15:30	20:30	21:30	04:30
	19:30	6	Men's	Team Comp	etition	21:30	02:30	03:30	10:30
	09:00	7	A' Skins - Women's, Men's, Mixed			11:00	16:00	17:00	00:00
Sat 15	14:00	8		Singles		16:00	21:00	22:00	05:00
	19:30	9	B' Skins - Women's, Men		en's, Mixed	21:30	02:30	03:30	10:30
Sun 16	11:00	10	C' S	Skins - Wom	en's	13:00	18:00	19:00	14:00
Sun 16	18:00	11	'C	' Skins - Me	n's	20:00	01:00	02:00	09:00







CONTINENTAL CUP FORMAT

The 2011 Continental Cup brings together twelve of the best curling teams in the world (six representing Team World, six representing Team North America) competing in a unique competition.

A total of 400 points is available from four types of competition - Mixed Doubles, Singles, Team Games and Skins. When the competition is completed, the side with the most points (first side to 201) will be declared the winner and be presented with the Continental Cup trophy, along with \$52,000. The runner-up side will receive \$36,400. All payments are in Canadian dollars.

GENERAL INFORMATION

1. The rules of the World Curling Federation (WCF) will apply unless otherwise stated within the special rules that have been defined for each discipline.

MIXED DOUBLES

A Mixed Doubles team consists of two throwers (one male and one female). Sweeping will only be provided in this competition by the two players on the ice for each team. Normal sweeping and throwing rules will apply.

A. Points

1. A total of six (6) points will be awarded for each Mixed Doubles game won. In the case of a tie, each team will receive three (3) points. Since six (6) games are being played, a total of thirty-six (36) points will be awarded.

- 1. Scoring is counted as in normal curling.
- 2. Each game will consist of eight (8) ends. Ties will not be broken.
- 3. Each team will be allocated forty-six (46) minutes per game.
- 4. Each team throws five (5) stones per end. The player delivering the first stone of each end must also deliver the last stone of the end for their team, while the player throwing the second stone must also deliver the third and fourth stones for their team. This rotation may change from end-to-end and is simply determined by the player who delivers the first stone for their side at the start of each end.
- 5. No stone can be removed from play until after the third stone of each end is delivered and any stones it may have displaced have come to rest. If there is a violation, the played stone shall be removed from play and any misplaced stones shall be placed back as close as possible to where they originally lay by the non-offending team.
- 6. Two (2) stationary stones will be positioned by the Game Umpires at the start of each end. One stone will bisect the centre line in front of the house (the exact position of this stone will be determined by the Chief Umpire prior to the start of the competition, dependent on ice conditions) while the other stone will be positioned at the back of the button so that it bisects the centre-line and touches the tee-line. The Chief Umpire will notify the two team captains prior to the start of the competition of the exact position of the stone on the centre line.
- 7. Prior to the start of each end, one team will have an 'option'. Following the first end, the team that lost the previous end will have the 'option'. The team with the 'option' has the choice of having their stone placed as a guard or having it positioned in the house behind the button. If the guard is chosen, the opponent's stone is positioned in the house or vice-versa.







- 8. The team with the stone out front as a guard will deliver first and the team with the stone in the house will deliver second (have last stone in the end).
- 9. If an end is blanked, the team which blanks will forfeit the 'option' for the next end.
- 10. Before a stone can be delivered, a playing member of each team who is not about to deliver must be holding the broom at the playing end.

SINGLES (Hot Shots)

Each of the six (6) teams from each side will participate in the six (6) singles matches (three women and three men). The singles competition consists of six (6) shots and each curler on each team must throw at least one (1) of the shots but not more than two (2) so that all twenty-four (24) curlers from each side will participate. All shots will be thrown with one curler holding the broom as a target, two sweepers and a thrower.

A. Points

- 1. The winner of each game on each sheet earns four (4) points. Two (2) points will be awarded to each side in the event of a tie. A total of six (6) singles games will be played, meaning the points awarded will be twenty-four (24).
- 2. Eight (8) bonus points will be awarded to the side with the highest aggregate score, meaning the greatest number of points from all the shots played by their side.
- 3. Total points available for Singles are thirty-two (32).

- 1. To accommodate the needs of television, each shot will be completed in the following manner:
- (a) The shot will be explained in the arena.
- (b) The Master of Ceremonies (MC) will cue the throwers.
- (c) The shot is delivered and MC will announce the scores.
- (d) The next type of shot is explained.
- (e) Throwing procedure for each rock thrown will be the same as above.
- (f) The cue that the MC will use is, "Curlers and thrower, the umpires are ready." Then and only then can the thrower deliver the shot. If the thrower delivers before the cue is given, the stone may be stopped and the player asked to deliver again on cue.
- 2. When the shot has been completed, the umpire will make a visual decision on the points scored.
- 3. Normal WCF sweeping rules apply to the throwing side but the opponent is **not allowed to sweep behind the tee-line at any time**.
- 4. Order of the games to be played will be women first, then men. That is, three women's games will be played, followed by three men's games.
- 5. Each team will be allowed a ten (10) minute practice session on the sheet assigned for their game prior to the start of the Singles competition. The order of the practice sessions will be as follows:
- (a) North America Women 1:10 1:20 pm
- (b) World Women 1:20 1:30 pm
- (c) North America Men 1:30 1:40 pm
- (d) World Men 1:40 1:50 pm
- 6. The player can only throw their stone colour during practice sessions.
- 7. The team throwing red stones will have first stone at the start of the game.







- 8. Once the first shot has been thrown, last stone will alternate from team to team and from shot to shot. For example, the team who threw the Run Through shot first will throw the Draw to the Button second.
- 9. The thrower can select the turn as desired for each shot, but each team must use three (3) clockwise and three (3) counter-clockwise turns during the match. Also, the Hit and Roll and the Double Takeout are designed to be thrown from the centre-line out. Regardless of the turn chosen, this is the manner in which these shots must be played.
- 10. The shots will be played in the following order: Run Through, Draw the Button, Draw the Port, The Raise, Hit and Roll and Double Takeout.
- 11. The umpires on each sheet will place all the stationary stones before each shot.
- 12. The players must throw all of the shots in each game played.
- 13. **Immediately following practice**, each team must declare the turn that will be used for each shot and file a shot card with the Chief Umpire.
- 14. When each Singles game starts, each team must have six stones, one for each shot, at the throwing end. Those six stones must be thrown in succession and each stone can only be thrown once.

D. The Shots

1. Run Through

A stone is positioned at the back of the button so that it bisects the centre-line and touches the tee-line and a second stone is positioned about four feet in front of the house, also bisecting the centre line. The thrower will attempt to hit the front stone, raise it onto the stone at the back of the button and remove it from play. Points will be awarded as follows:

The stationary stone is removed from the house and the:

- i. raised stone stops in any portion of the button Five (5) points
- ii. raised stone stops in any portion of the four-foot circle. Four (4) points
- iii. raised stone stops in any portion of the eight-foot circle. Three (3) points
- iv. raised stone stops in any portion of the twelve-foot circle Two (2) points
- v. raised stone rolls out of the house. One (1) point

2. Draw the Button

The thrower will attempt to throw a stone to the button. Points will be awarded as follows:

- i. played stone stops in any portion of the button Five (5) points
- ii. played stone stops in any portion of the four-foot circle Four (4) points
- iii. played stone stops in any portion of the eight-foot circle Three (3) points
- iv. played stone stops in any portion of the twelve-foot circle Two (2) points
- v. played stone stops fully in any portion of the FGZ One (1) point

3. Draw the Port

The thrower will select a port that will depend on which turn is selected and plays a stone to the button through the port. Should the played stone touch either of the stationary stones as it attempts to pass by, no points will be awarded. Points will be awarded as follows:

- i. played stone stops in any portion of the button Five (5) points
- ii. played stone stops in any portion of the four-foot circle Four (4) points
- iii. played stone stops in any portion of the eight-foot circle Three (3) points
- iv. played stone stops in any portion of the twelve-foot circle Two (2) points
- v. played stone remains in the free guard zone area and its leading edge is clearly past the two stationary stones One (1) point







4. The Raise

The thrower attempts to raise a stationary stone, which is positioned on the centre-line in front of the house, into the house. Points will be awarded as follows.

The stationary stone is raised:

- i. and stops in any portion of the button Five (5) points
- ii. and stops in any portion of the four-foot Four (4) points
- iii. and stops in any portion of the eight-foot Three (3) points
- iv. and stops in any portion of the twelve-foot Two (2) points
- v. is raised forward so there is a space between the two stones and the raised stone is still in play One (1) point

5. Hit and Roll

The thrower will attempt to hit a stationary stone on the outside of the twelve-foot circle and roll towards the button. Points will be awarded as follows:

The stationary stone is removed from play and the played stone:

- i. stops in any portion of the button Five (5) points
- ii. stops in any portion of the four-foot circle Four (4) points
- iii. stops in any portion of the eight-foot circle Three (3) points
- iv. stops in any portion of the twelve-foot circle Two (2) points
- v. does not stop in any portion of the house One (1) point

6. Double Takeout

The thrower will attempt a double takeout. The thrower must knock both of the stationary stones out of the house. Points will be awarded as follows.

Both of the stationary stones are hit out of the house and the played stone:

- i. stops in any portion of the button Five (5) points
- ii. stops in any portion of the four-foot circle Four (4) points
- iii. stops in any portion of the eight-foot circle Three (3) points
- iv. stops in any portion of the twelve-foot circle Two (2) points
- v. does not stop in any portion of the house One (1) point

TEAM COMPETITION

The Team competition is a game of regular curling. Each side will play a total of twelve (12) games: six (6) men's games and six (6) women's games.

A. Points

1. A total of six (6) points will be awarded for each game won. In the case of a tie, each side will receive three points. A total of twelve (12) team games are being played, meaning a total of seventy-two (72) points are available.

- 1. Each game will consist of eight (8) ends. Ties will NOT be broken.
- 2. Each team will be allocated fifty-nine (59) minutes per game.







SKINS COMPETITION

Aggressive strategy combined with exceptional shot-making should be the highlight of this final battle for points. Each gender will play three Skins games but the point value will vary from game to game. Each curler must play in this aspect of the competition but only once. In addition, two (2) Mixed Skins games will be scheduled and the teams will be comprised of two (2) curlers from the A Group, two (2) from the B Group and four (4) from the C Group.

A. Points

- 1. The total Skins points available are two hundred and sixty (260) or one hundred and thirty (130) points for each gender.
- 2. The Men's and Women's Game A will be worth twenty (20) points each.
- 3. The Mixed Game A will also be worth twenty (20) points.
- 4. The Men's and Women's Game B will be worth thirty (30) points each.
- 5. The Mixed Game B will be worth thirty (30) points.
- 6. The Men's and Women's Game C will be worth fifty-five (55) points each.
- 7. The breakdown of points within each game will be as follows:

GAME A – Twenty (20) Points Total

END	1	2	3	4	5	6	7	8	
Points	1	1	2	2	2	2	4	6	

GAME B – Thirty (30) Points Total

END	1	2	3	4	5	6	7	8
Points	1	1	3	3	3	4	6	9

GAME C – Fifty-five (55) Points Total

END	1	2	3	4	5	6	7	8	
Points	4	4	5	6	6	8	10	12	

- 1. Each game will consist of eight (8) ends.
- 2. Each team will be allocated fifty-nine (59) minutes per game. If a team exceeds the allotted time, the game will be stopped. Each team will retain the points already earned in the game and the remaining points will be forfeited to the non-violating team.
- 3. Each end is referred to as a "skin". To count a skin when a team has last stone, it must count a minimum of two (2) points. When a team does not have last stone, it must steal at least one (1) point to count a skin.
- 4. If a team scores only one (1) point when it has last stone, it not only loses the hammer but the end goes into a "carry-over", which means the points at stake are carried over to the next end. Also, if an end is blanked, a carry-over takes place and the team that blanked the end forfeits last stone to its opponent.
- 5. If the final end of a Skins game results in a "carry-over", the two teams will determine who will claim the carry-over points by selecting a player from each team to deliver one stone to the button with sweeping. The team that had last stone in the last end will shoot first. The stone that stops nearest the centre of the button will claim the carry-over points. Normal WCF sweeping rules apply to the throwing side but the opponent **cannot sweep** behind the tee-line for the draws to the button.