



13 Teams + Qualification Event
2 American Zone (including host)* 2 Pacific-Asia Zone (including host)* 8 European Zone (including host)* 2 Qualification Event *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 semis Gold = winners of the semis

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		