



**2016/2017 Affinity Credit Union
Senior Women Qualification Bonspiels**

CURLSASK

Team Information Sheet

- Q-Spiels will be a three (3) game guarantee, but not necessarily three losses. The draw shall be either a double knockout, with consolation event, true triple knockout or modified triple depending on host location and number of berths required for provincials. The draw will be completed by the host in consultation with the CURLSASK Competition Committee.
- Three winners from the 1st and 2nd Q-Spiel will qualify to the Provincial as long as they are CURLSASK Registered Teams. The events the three qualifiers come out of for each spiel will be determined once entry numbers are confirmed and draw is complete.
- Registered and non-registered teams can play in Q-Spiel #1 and #2. Only registered teams can play in Q-Spiel #3. Teams that have previously qualified for the Provincials are ineligible to play in Q-Spiel #3.
- In the event, that a non-registered team or a previously qualified team wins a spot in one of Q-Spiel #1, or #2, that spot will be allocated to Q-Spiel #3. Therefore, the 3rd Q-Spiel would then be used to complete the 8 teams required for Provincials and may have more than two qualifiers.
- All games will be 8 ends, with play continuing in the event of a tie at the completion of 8 ends.
- A coin toss will be conducted a minimum of 25 minutes prior to game time. The winner of the toss will have choice of rock color or first or second pre-game practice time, but not both. The team practicing first will also have choice of rotation to be thrown for the Last Stone Draw.
- **Pre-Game Practice** – First practice is 20 minutes prior to game time. Teams are allowed two rocks per player thrown to the away end and back to the home end. Second practice starts after the first team's practice and Last Stone Draw (LSD) has been completed. **This should take no more than 8 minutes to complete.**
- **Last rock advantage in the first end** will be determined by the Last Stone Draw (LSD).
 - At the conclusion of each of the team's pre-game practice, one player per team delivers one stone to the tee toward the home end with brushing. Teams will measure and record the distance from the tee. Stones that cannot be measured due to their close proximity to the tee shall be assigned a distance of 0. Stones that are located outside the 6 foot perimeter shall be assigned a distance of 185.4cm.
 - The team practicing first will choose the **clockwise** or **counter clockwise** turn for their LSD. They shall notify the opposition before practice begins. The team practicing second will deliver the opposite turn for their LSD.
 - The team with the lesser LSD will have last rock advantage in the first end of play.
 - If the two teams record the same LSD a coin toss will determine last rock advantage.
- Inappropriate actions and language can result in the CURLSASK Representative and/or Host Facilitator in expelling or suspending a player from the game.
- The Host Facilitator has volunteered his/her time to this event, please treat them with respect. If you should have any concerns with the event contact CURLSASK directly.