



TORINO 2025 FISU GAMES

MIXED DOUBLES TEAM MEETING DOCUMENT

TORINO | ITALY | 11 – 14 JANUARY 2025



TEAM MEETING DOCUMENT

To ensure that all competing teams are properly informed about the competition, the Chief Umpire and World Curling Technical Delegate, together with the Local Organising Committee, provide the following document before the start of the competition.

There will also be final instructions given during the Team Meeting. Teams are reminded that the current World Curling Rules of Competitions states, one player and one team official must attend the Team Meeting. When a team has no team official(s) registered, two players must attend the meeting. If a team has more than one accredited official, two team officials and one player can attend. Should a team have an accredited translator, that person is allowed to join as well.

Failure to attend without approval of the Chief Umpire, results in the forfeit of the last stone advantage for that team in its first game.

Teams are also reminded that their representatives are responsible to pass along all information that is discussed at the team meeting and that all team members and team officials are bound by that information whether they attended the meeting or not.

If, due to exceptional circumstances outside their control, a team is going to be delayed they should notify the Competition Manager, Lorenzo Piatti by calling: +39 333 641 0805.

1. CONFIRMATION OF TEAMS ENTERED

Mixed Doubles
ITA
NOR
GBR
SUI
CAN
USA
JPN
GER

2. ORIGINAL TEAM LINE-UP FORM

This form will be completed online and submitted without a signature by the end of the Team Meeting.

If one of the official's roles is to be that of Translator and they are not listed on the Official Team Line-Up after the Team Meeting is concluded only one person either Coach or the other official on the bench will be allowed to meet with the team during time-outs and subsequent team meetings.

An individual can only be listed once on the original team line up. Everyone must select to be listed as either a player, or coach, or other team official.

3. **GAME LINE-UP**

Game Line-Ups will be submitted electronically on a tablet located with the Chief Umpire no later than 45 minutes prior to game time.

4. **TEAM INFORMATION - COMMUNICATION**

Team contact e-mail addresses and mobile numbers (WhatsApp) must be sent to the Competition Manager at lorenzopiatti89@gmail.com no later than 14 days prior to the start of the event. It is each team's responsibility to check their e-mail at least daily.

5. **WARM-UP AREA ETIQUETTE**

Please respect your fellow competitors' during your warm-up. If music is part of your routine, we request you listen to it through headphones, or if you want to use a speaker, find an area where no other teams are warming up.

6. **FIELD OF PLAY ACCESS**

Only clothing, footwear, sport and mobility equipment, and accessories in compliance with the Uniform Policy are permitted at any time in the field of play.

Athlete Field of Play (games, ceremonies and practice sessions):

- Athletes: identical playing uniforms
- Team officials: playing uniform or team official uniform
- **Exception: Association jackets with a hood may be worn on the carpeted areas before or after the game and during the mid game break. They cannot be used on the ice. They cannot be used during time outs or at the medal ceremony**

Team Official Field of Play (games, ceremonies and practice sessions):

- All team members: playing uniform or team official uniform, association jacket

Failure to wear the appropriate clothing will result in access to the Field of Play being denied. Jeans are not considered as appropriate clothing for the Field of Play.

At all times, within the Athlete Field of Play, the footwear worn by players, coaches and officials must be clean (i.e., not worn outside).

The acceptable routes for entering and exiting the Athlete Field of Play will be identified at the Team Meeting.

7. RULES

The competition will be played under World Curling Federation, as published in the current Rules of Curling and Rules of Competition. Any variation from these rules will be communicated at the Team Meeting.

It is the responsibility of all players and coaches to become fully acquainted with all rules prior to the team meeting. The World Curling rules can be found on <https://worldcurling.org/competitions/rules/>.

The final authority for the operation and general conduct of World Curling events rests with the President of the Federation and their appointee(s).

8. POLICY / RULES FOR BRUSHES

To avoid the chance for an incorrect broom to be put into play, only two brooms will be allowed in the Field of Play after the LSD is completed (Coach's brooms to be removed from the Field of Play and placed in the team broom bag in the locker room).

It is the responsibility of every team player and official to have their brushes marked with a distinctive tape colour, reserved for their position. This must be applied by the teams before the start of the championship. The correct location of the tape is to be at the bottom of the brush handle (close to the brush head).

Male Player	
Female Player	
Coaches	

A player may not change their brush head during a game, or during/after pre-game practice, unless the Chief Umpire grants special permission. Permission will not be granted if the pad, handle, or head are damaged due to brush abuse. Penalty is applied as per the World Curling Rules.

According to the World Curling Rules and Specification for Sweeping devices, sweeping with only the side or edge of the brush head in contact with the ice is not permitted.

If this is done during practice sessions, the player will be warned by an umpire. If it occurs a second time during the same session, the player will not be allowed to continue in the practice session, participate in the LSD or in the game that immediately follows the practice.

If this is done during a game, the player will be disqualified from the competition and the team forfeits the game.

Brushing / dumping

Umpires will observe sweeping closely, teams must follow the rule of not lifting a brush in front of a running stone.

The umpires will observe sweeping / dumping. If a violation occurs the team will be warned.

If an official sees a 2nd violation, the non-offending team will have the choice of placing the stone(s) (as per the rules (R8 (h). Sweeping)).

(h) If a sweeping violation occurs, the non-offending team has the option of allowing the play to stand, or of placing the stone, and all stones it would have affected, where they would have come to rest had the violation not occurred.

An Umpire may assist with the placing of stones to ensure fairness and accuracy in the placement of a stone(s).

9. BRUSH INSPECTION

The current policy states:

The umpires will conduct random checks of brush heads during all competitions. The World Curling reserves the right to undertake testing of approved equipment collected at World Curling Championships and Events. The Chief Umpire may collect approved equipment from the participants, and any equipment collected for testing becomes the property of World Curling.

Please note: the foam is considered a part of the brush-head. This includes brushes where the fabric can be replaced separately. In the collection of equipment for testing, the Chief Umpire will always collect the foam and the fabric when they are not attached in the manufacturing process. It is each team's responsibility to make sure they do have spare parts with them during all World Curling competitions.

10. **COMPETITION SCHEDULE**

A copy has been sent to all Associations. Any changes will be advised at the Team Meeting. (Appendix 1)

11. **SYSTEM OF PLAY**

Teams will play a round robin to establish the top four ranked teams. Play-off System: Semi-finals with 1 v 4 and 2 v 3; winners play in the final (for the gold and silver medals), losers play in the bronze medal game.

12. **GAMES**

Eight (8) ends are scheduled for all games. A minimum of six (6) ends must be completed. Extra end(s) will be played to break tied games.

13. **STONES**

The curling stones used at this championship are stones set 5B belonging to World Curling, last used at WMDCC in Geneva in 2022. All games during the round robin will be played with the stones on the sheet allocated. At the post-round robin meeting it will be announced if stones can be used from other sheets. The stone-list is attached as Appendix 2.

14. **COLOUR OF STONE HANDLES**

First named teams in each draw play the stones with the dark-coloured handles. Second named teams in each draw play the stones with the light-coloured handles.

15. **COLOUR OF PLAYING UNIFORMS**

Dark-coloured playing uniforms will be worn when playing the stones with dark-coloured handles and light-coloured playing uniforms will be worn when playing the stones with light-coloured handles.

Pre-competition uniform and equipment check

All uniforms and equipment that will be entering the field of play will be inspected by the umpiring team for compliance. Teams are to bring all uniforms, accessories, brushes,

Coach uniforms, and all other items that they will be using within the field of play to the Uniform and Equipment check.

The schedule for each team is as follows:

Saturday, January 11, 2025

Time	0700	0710	0720	0730	1000	1010	1020	1030
Country	SUI	USA	GER	NOR	JPN	GBR	ITA	CAN

16. **GAME TIMING**

Time clocks will be used.

Each team shall be given 22 minutes of thinking time for an 8-end game, and 3 minutes of thinking time for each extra-end. Each team shall complete its part of the game within the timeframe given, or the team will forfeit the game.

There is a 60 second break after every end including before an extra end(s), except the mid-game break, which is 5 minutes. 30 seconds will be added to the 60-second breaks for the players to place their positioned stones. Teams should not deliver the first stone of the next end before the end of any break. If the first stone of any end is delivered within 10 seconds after the break has elapsed, the game clock will not start.

During the mid-game break the teams can meet with the two team officials designated to the Official Field of Play (maximum four (4) people) within the Field of Play. Please be aware that other games may be in progress when entering and leaving the Athlete Field of Play and the correct uniform must be worn.

Where time clock adjustments are required, they will be made between ends, except for the final end where adjustments will be made stone by stone.

17. **TEAM TIME-OUTS**

Only the on-ice players may call a team time-out and only when their game clock is running.

Players signal a team time-out by using a "T" hand signal to a Game Umpire and the Timing Bench. The game clock is stopped for the full duration of the travel time (amount advised at the Team Meeting) and the 60-second time-out, even if a coach does not travel to the team.

Only one person, who is sitting in the Official Field of Play and a translator, if required, of the team that called the team time-out is allowed to meet with the team. This person, or

persons if a translator is required, must use the designated route to the team. Where walkways are beside the sheet, that person must not stand on the playing ice surface.

The coach of the team which has not called the team time-out is allowed to communicate during the 60 seconds of the time-out with their team from their position on the bench but must not distract the team that called the time-out.

The team is notified when there are 10 seconds remaining in the team time-out.

When the team time-out has expired, the person(s) from the Official Field of Play must stop conferring with the team and leave the Athlete Field of Play immediately.

The coach of the team which has not called the team time-out is allowed to communicate from their position on the bench with their team during the actual 60 seconds time-out but not during the travel time, and they must stop communicating as soon as the team that called the timeout resumes the game.

18. **TECHNICAL TIME-OUTS**

A technical time-out may be called by a team to request a ruling, for an injury, or in other extenuating circumstances.

- Only the players on the ice may call a technical time-out by making an 'X' sign to the Game Umpire AND the timing bench.
- Clocks will be stopped when the signal is given. The Game Umpire will establish the reason and:
 - a) If valid then the issue will be addressed, and the clock restarted after the problem has been solved.
 - b) If not valid, the clock will be restarted immediately.
- Team officials or alternate players can only attend at the discretion (invitation) of the Chief Umpire.

If a team requires a technical time-out due to an issue with personal equipment (e.g., brush or any clothing), the technical time-out cannot last more than 5 minutes. After that time the game must resume. If a team cannot resume after the 5 minutes have elapsed, they will forfeit the game.

If a technical time-out is caused due to an external force (e.g., power-failure, stone issues etc.), the Chief-Umpire will have the decision on how long the time-out will last for. Rule R13 will then be applied.

19. **MEDICAL TIME-OUTS**

If a team needs to call for a medical time-out, the Chief Umpire will consult with the medical personnel and the affected team after 5 minutes. After that consultation, the Chief Umpire will decide how long the medical time-out will last. The maximum extra duration is 10 minutes (total of 15 minutes). The Chief Umpire will then consult with the ice-crew and informs the teams so that they can prepare for the recommencement.

Should the affected team not be able to re-join the game after 15 minutes, the team will forfeit the game.

20. **LAST STONE DRAW (LSD)**

To decide who has last stone in the first end

At the conclusion of the team's pre-game practice, each player delivers one stone to the tee at the home end: the first stone with a clockwise rotation, and the second stone with a counter-clockwise rotation.

Each player delivers an equal number of clockwise and counter-clockwise LSD stones. If there are an odd number of games a variation of one rotation per player has to occur.

Normal sweeping rules apply. The two (2) team officials must take up a position off the ice at the home end.

Teams are given a maximum of 60 seconds to deliver each LSD stone. If the stone is delivered before the official announcement, has not reached the tee line at the delivery end within 60 seconds (observed by an Umpire), or is delivered with the wrong rotation, it will be recorded as maximum distance (1.996m).

It is assumed that any team that wins the LSD will choose to deliver the second stone in the first end. If this is not the case for any game, the team must tell the Game Umpire before the start of its pre-game practice.

21. **PRE-GAME PRACTICE BEFORE ROUND ROBIN GAMES**

There will be a seven (7) minute practice followed by the LSDs for both teams before the round robin games with the first practice starting twenty-five (25) minutes before the game start time.

The team that is named first in the schedule will have first pre-game practice, except for the games requiring a coin toss marked in the playing schedule.

For all pre-game practices only the declared team players and two team officials may enter the playing area but only the players can deliver stones and only their game stones may be used.

The team not practicing should stand as far back from the end of the sheet as possible. Those entering the Field of Play must wear the correct uniform.

The teams may practice with all 8 stones of their designated colour. Two “positioned” stones of each colour are pre-determined for each round robin draw. At the conclusion of their practice and the LSDs the teams will select one spare stone which may be exchanged at the completion of any end. The exchange has to take place during the break of the team’s timeclock will be started if there is a delay. Spare stones always have to be positioned at the home-end.

A “positioned” stone rotation chart is attached to this document in Appendix 3.

22. PRE-GAME PRACTICE CONTROL

An Umpire will control the practice. The following clear instructions will be given. Please wait for the appropriate announcement before beginning practice or checking the stones.

One minute to the start of practice, sliders may be cooled but no practice slides or touching the stones. No sweeping is allowed between the back lines.

Practice may begin.

After six (6) minutes:

One minute to the end of practice.

After seven (7) minutes:

Thank you - practice is over.

Wait till all stones delivered in time have come to rest, and then pause of a few seconds:

Please deliver your clockwise Last Stone Draw.

Downtime to allow for measuring of the stones:

Please deliver your counter-clockwise Last Stone Draw.

If required, after all delivered stones have come to rest:

Please return all stones to the home end.

Downtime of approx. thirty seconds to allow players to leave the ice after the Last Stone Draws are completed:

Second practice your sliders may be cooled, but no practice slides or touching the stones. No sweeping is allowed between the back lines. Please also be aware of any stones that still need to be measured.

The above procedure will be repeated for the second practice.

If required, after all delivered stones have come to rest:

Please return all stones to the home end.

Following practice, the ice will be cleaned, and if deemed necessary by the Chief / Deputy Chief Ice Technicians the slide paths will be re-pebbled.

One further announcement will be made:

Games will begin in one minute – practice slides may be taken. Good luck and good curling.

At this time, a one-minute countdown will start.

Teams can prepare for their game any time after this announcement as long as there is no commencement of delivery before the end of the countdown. If the player is not in a forward motion within 10 seconds after the countdown reaches zero, that team's thinking time will be started and will run until the stone reaches the tee line at the delivery end.

23. PLACING OF STONES

The players are placing the positioned stones for all ends. Each team is responsible for the placement of their stone. If either team delays the start of an end, their timeclock will be activated. If both teams delay the start of an end, the time clock of the team that has to start the end will be started.

If a team is using their power-play, they must let their opponent know their decision at the end of the 60-second break time, or after 4 1/2 minutes of the mid-game break to allow the opponent to place their stone within the break. If there is a delay, the time-clock of the team calling the power-play will be started.

24. SCORING

After the score has been agreed for an end, please advise the Umpire of the colour that scored and the number of points. The score and total will then be marked on the scoreboard.

Only one score card will be used for each game and will be completed in full for that game. At the end of the game, it is the responsibility of a player from each team to confirm the score and LSD result by signing the scorecard.

25. MEASURES

Where a measure is required at the completion of an end, players are asked to clear away all stones not involved in the measure and to move either to the hog line or behind

the hack leaving the ice free for the Umpire. Any one player on the ice from each team is allowed to observe any measure provided there is no attempt to either interfere with, or influence, the Umpire.

Where a Free Guard Zone measure is made visually by an Umpire and if the stone, or stones, remain untouched for the remainder of that end, no measure by instrument will be made as the visual decision will stand.

26. *EVENING PRACTICE*

There is no evening practice at this event.

27. *POST ROUND ROBIN TEAM MEETING*

For all post round robin meetings, a minimum of one and maximum of two accredited team members per team must attend. If a team has a translator that person can also attend.

The Chief Umpire / Deputy Chief Umpire will host the meeting 15 minutes after the last round robin game. Post round robin games will be discussed. Any team decision(s) must be made before leaving the meeting. No external communication is permitted once the meeting has begun.

A team not represented at the post round robin meeting, or is not prepared to decide, forfeits the choices to which the team is entitled. Post round robin team decisions can be submitted earlier in writing by a team if the CU gives permission. If a virtual post round robin meeting is required, all teams must be present.

Co-operation is requested to not release any information on social media for 15 minutes after the meeting finishes to allow the World Curling Media Team time to update and post the decisions.

28. *STONE SELECTION FOR POST ROUND ROBIN GAMES*

The first stone and stone handle colour in the first end of post round robin games is determined using World Curling Rules.

When stones can be used from various sheets, the teams will advise the Chief Umpire in writing or electronically no later than 45 minutes prior to the start of the game which specific stones they wish to use. Handles cannot be changed from stone to stone.

29. PRE-GAME PRACTICE FOR POST ROUND ROBIN GAMES

Pre-game practice for all post round robin games will be seven (7) minutes for each team.

30. ADDITIONAL PRACTICE FOR POST ROUND ROBIN GAMES

There will be no additional practice for the post round robin games.

31. INAPPROPRIATE BEHAVIOUR

Improper conduct, foul or offensive language, equipment abuse, or wilful damage on the part of any team member is prohibited. Any violation may result in the ejection from that game of the offending person(s) by the Chief Umpire.

If ejected, the person(s) must leave the Field of Play and immediate areas but may stay in the locker room. Under no circumstances can an ejected player be replaced in that game by another player.

32. ICE ABUSE

No player shall cause damage to the ice surface by means of equipment, handprints, or body prints - Rule R11 (a). Procedures:

1st incident = 1st official on-ice warning, repair damage.

2nd incident = 2nd official on-ice warning, repair damage.

3rd incident = repair damage and remove player from the game.

These warnings are cumulative during the round robin portion of the event, any subsequent warning after the 2nd warning means immediate removal during that game.

The same process applies (two (2) warnings and then removal on the 3rd incident/warning) during the play-off portion of the event.

33. HOG LINE VIOLATIONS

Electronic handles will not be used and there will be no hog line officials. Regardless, teams are requested to play all games in the true spirit of curling and not abuse the rule. Where any complaint is received concerning the release of a stone the umpiring team will be responsible for monitoring the hog lines as required. The first, and only, warning is this team meeting document. Any infractions thereafter will result in the stone being removed from play. Confirmation of any call will not be required.

34. **POST-GAME PROCEDURE**

To avoid interference with games still in progress, at the end of games team officials are **not** allowed to enter the Athlete Field of Play but must wait for their team to exit.

35. **COACH AREA**

Special seating has been arranged and will be advised at the Team Meeting. Coaches will sit behind the scoreboards. Red will sit at the away end and yellow will sit behind the home end.

There will be two (2) positions for each team (two team officials). Only the persons from the original line-up will be allowed onto the special seating area. If a properly accredited translator is assisting a team, access to the Field of Play will be allowed providing the translator is properly dressed and is listed as one of the people on the Official Field of Play (i.e. – during a game, only the people from the Official Field of Play can join for a team time-out.)

Teams can communicate with their coach, or any other team official during the between end breaks. The team officials must remain in their Official Field of Play positions during this communication. The Chief Umpire will provide additional details specific to the competition at the Team Meeting.

During an end, communication, verbal or otherwise, between persons in the Official Field of Play and teams on the ice is not allowed and is considered unacceptable conduct. There shall also be no communication of any sort from the Official Field of Play to anyone who is not sitting in that designated area. Violation of this rule could result in that person being ejected from the competition area for that game by the Chief Umpire or Deputy Chief Umpire.

No unauthorised communications or broadcasts are permitted from the Field of Play.

Coaches are allowed to watch the games offered on FISU TV when the game is being broadcast.

Rules: The teams need their own subscription. No sound is allowed (also not with using headsets). If there is any violation, the team official(s) will be removed for that game from the bench. If a violation happens a 2nd time, the team official(s) will be removed from the bench for the remainder of the event. – Please remember, if a team official is not on the bench (i.e. removed for the event), they have no FOP access for pre-game practice, time-outs, evening practice etc.

Displaying a team mascot or flag is not allowed, and the Official Field of Play must be "clean" at all times. Please help to keep the Official Field of Play tidy by placing all your garbage in the bins provided and at the end of the game by clearing away all personal equipment.

- Team cheers and yelling are not permitted.
- Alcohol on the Official Field of Play is not allowed.
- Access to the Official Field of Play will only be allowed when your team is playing.
- Once a game is finished, the players and team support staff are asked to leave the Field of Play immediately.

The proper dress code must be adhered to when occupying a position on the Official Field of Play, or access will be denied. This means no blue jeans, proper footwear, and either the team uniform or the Association jacket. A warm jacket may be worn over the uniform but must be removed before accessing the ice for practices or time-outs.

36. **KIT BAGS / CLOTHING**

Arrangements of where to store kit bags and clothing will be advised at the Team Meeting. Clothing discarded during games should not be dropped directly behind or to the side of the ice. Clothing should be placed behind the scoreboards or on the Official Field of Play. At the end of games all team and personal equipment must be removed from the Field of Play.

Please help to keep the Field of Play tidy by placing all your garbage in the bins provided and at the end of the game by clearing away all personal equipment.

37. **ELECTRONIC DEVICES**

To avoid electronic communications as per World Curling rules, all devices, including smart watches, must have the communication function turned off when in the Field of Play. Participants inside the Athlete Field of Play should not take photos.

38. **DECISION MAKING**

It is hoped that all players and coaches will conduct themselves in a fair and sporting manner and that the Umpires do not have to get overly involved in games. If an Umpire is asked to make a ruling this will be done in complete fairness, and always according to the rules.

39. **ERRORS OR OMISSIONS**

If, due to unforeseen circumstances or human error, changes and/or corrections are required to this document, World Curling reserves the right to make amendments at any point during the competition. Any amendments must have the approval of the following:

World Curling President or Representative; World Curling Head of Competitions or Representative; and the event Chief Umpire.

40. **ETIQUETTE**

Etiquette is the backbone of curling, and the following statement can be found in World Curling 'Rules of Curling and Rules of Competition'.

41. **THE SPIRIT OF CURLING**

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honoured traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling, and honourable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

42. **QUESTIONS?**

Questions arising from this document can be asked at the Team Meeting, or if anyone would like a response before then, please send your question(s) to the Chief Umpire, FISU CT Chair and WCF Technical Delegate within the same message. The e-mail addresses are: CU brettwaldroff@gmail.com, FISU CT Chair scott.arnold@worldcurling.org and World Curling TD karri.willms@worldcurling.org.

Good luck and good curling.

Brett WALDROFF
Chief Umpire

Scott ARNOLD
FISU CT Chair Curling

Karri WILLMS
World Curling Technical Delegate

APPENDIX 1: PLAYING SCHEDULE

2025 WUG MIXED DOUBLES CURLING TRAINING & PLAYING SCHEDULE							
Date	Time	Sheet A	Sheet B	Sheet C	Sheet D	Sheet E	
Saturday 11 January	MD	8:00 - 9:00		SUI	USA	GER	NOR
	MD	9:30 - 10:00	Team Meeting at Pala Tazzoli				
	MD	11:00 - 12:00		JPN	GBR	ITA	CAN
	MD1	15:00		SUI v JPN	USA v GBR	GER v ITA	NOR v CAN
	MD2	19:00		CAN v USA	ITA v NOR	GBR v SUI	JPN v GER
Sunday 12 January	MD3	10:00		USA v ITA	SUI v CAN	NOR v JPN	GER v GBR
	MD4	14:00		NOR v GER	JPN v ITA	CAN v GBR	SUI v USA
	MD5	18:00		ITA v GBR	NOR v SUI	USA v GER	CAN v JPN
Monday 13 January	MD6	10:00		GER v SUI	GBR v JPN	ITA v CAN	USA v NOR
	MD7	14:00		GBR v NOR	CAN v GER	JPN v USA	ITA v SUI
Tuesday 14 January	SEMI	09:00			SF1		
	SEMI	13:00			SF2		
	BRONZE	17:00			Bronze		
	GOLD	20:00			Gold		

Notes: Practice on Saturday 11 January will be 15 minutes on each sheet (controlled by umpires).

Team Meeting will be held Saturday 11 January at 09:30 at Pala Tazzoli

Highlighted games require coin toss (at team meeting) for first practice

APPENDIX 2: STONE LIST - WORLD CURLING SET NUMBER
WCF Set 5B scribel line up -A side

Lane	Colour	Handle	Serial No	Lane	Colour	Handle	Serial No
A	R	1	WCF 25135	D	R	1	WCF 25115
A	R	2	WCF 25166	D	R	2	WCF 25108
A	R	3	WCF 25174	D	R	3	WCF 25121
A	R	4	WCF 25101	D	R	4	WCF 25123
A	R	5	WCF 25105	D	R	5	WCF 25148
A	R	6	WCF 25149	D	R	6	WCF 25138
A	R	7	WCF 25109	D	R	7	WCF 25180
A	R	8	WCF 25169	D	R	8	WCF 25157
A	Y	1	WCF 25173	D	Y	1	WCF 25124
A	Y	2	WCF 25150	D	Y	2	WCF 25147
A	Y	3	WCF 25126	D	Y	3	WCF 25129
A	Y	4	WCF 25164	D	Y	4	WCF 25182
A	Y	5	WCF 25152	D	Y	5	WCF 25178
A	Y	6	WCF 25163	D	Y	6	WCF 25112
A	Y	7	WCF 25118	D	Y	7	WCF 25171
A	Y	8	WCF 25154	D	Y	8	WCF 25130
B	R	1	WCF 25117	E	R	1	WCF 25107
B	R	2	WCF 25106	E	R	2	WCF 25172
B	R	3	WCF 25143	E	R	3	WCF 25111
B	R	4	WCF 25104	E	R	4	WCF 25128
B	R	5	WCF 25141	E	R	5	WCF 25145
B	R	6	WCF 25159	E	R	6	WCF 25155
B	R	7	WCF 25102	E	R	7	WCF 25142
B	R	8	WCF 25165	E	R	8	WCF 25113
B	Y	1	WCF 25114	E	Y	1	WCF 25140
B	Y	2	WCF 25103	E	Y	2	WCF 25153
B	Y	3	WCF 25161	E	Y	3	WCF 25134
B	Y	4	WCF 25119	E	Y	4	WCF 25122
B	Y	5	WCF 25167	E	Y	5	WCF 25132
B	Y	6	WCF 25116	E	Y	6	WCF 25177
B	Y	7	WCF 25176	E	Y	7	WCF 25162
B	Y	8	WCF 25137	E	Y	8	WCF 25160
C	R	1	WCF 25127	Sp	R	1	WCF 25133
C	R	2	WCF 25144	Sp	Y	1	WCF 25125
C	R	3	WCF 25158				
C	R	4	WCF 25110				
C	R	5	WCF 25146				
C	R	6	WCF 25168				
C	R	7	WCF 25151				
C	R	8	WCF 25136				
C	Y	1	WCF 25139				
C	Y	2	WCF 25131				
C	Y	3	WCF 25175				
C	Y	4	WCF 25170				
C	Y	5	WCF 25120				
C	Y	6	WCF 25181				
C	Y	7	WCF 25179				
C	Y	8	WCF 25156				

APPENDIX 3: MIXED DOUBLES POSITIONED STONE SCHEDULE

2025 WUG MIXED DOUBLES POSITIONED STONE SCHEDULE			
Date	Draw #	Time	Positioned Stones
Saturday, 11 January	MD1	15:00	1 & 2
	MD2	17:00	1 & 2
Sunday, 12 January	MD3	10:00	3 & 4
	MD4	14:00	3 & 4
	MD5	18:00	5 & 6
Monday, 13 January	MD6	10:00	5 & 6
	MD7	14:00	7 & 8
Tuesday, 14 January	SF1	09:00	Choice of teams
	SF2	13:00	Choice of teams
	BRONZE	17:00	Choice of teams
	GOLD	20:00	Choice of teams