



The following document is provided by Curling Canada and has been modified so that it is in-line with the competition formats in BC for the 24-25 season.

Pre-Game Practice and last Stone Draw (LSD) – Preliminary Round

*Regulations may be changed as per the competition requirements

1. Teams will name the players delivering the last stone draws, including which turns, before the start of the first team practice. Failure to do so will result in an assigned distance of 399.20cm (not applicable for mixed doubles).
2. Umpires will assume that every team that wins the Last Stone Draw will want the last stone in the first end. If a team does not want the last stone, IF they win the Last Stone Draw, they must inform the Umpire before the start of their practice.
3. Coaches may NOT deliver stones in the pre-game practice.
4. Speed traps are NOT allowed in the pre-game practice.
5. In Pool Play competitions, the teams listed on the top of the scoreboard / first in the draw will practice first and will be assigned dark handled stones. The team throwing light-handled stones will have the same period of practice starting immediately following the dark handled stone draws for last stone advantage.
6. For Triple Knockouts, prior to the pre-game practice teams will toss a coin. The winner will have choice of rock colour OR first or second practice.
7. Teams will be allowed up to one minute of sliding time immediately prior to their pre-game practice.
8. Each team's pre-game practice will be nine minutes (seven-minutes Mixed Doubles)
9. First practice will commence thirty minutes prior to the posted draw time. For Mixed Doubles, first practice will commence twenty-five minutes prior to the posted draw time.
10. Opposing teams must remain in the viewing area behind the glass or be positioned behind the scoreboard if in an arena setting, if space permits, for pre-game practice and Last Stone Draw(s)
11. Last stone advantage will be determined by the Last Stone Draws before each preliminary round game and will be completed immediately following each team's pre-game practice.
12. The Last Stone Draw distance is calculated using the Curl Distance last stone draw measuring tool app. The distance is measured either from the centre of the house to the nearest point of the stone or, if the stone covers the centre, from two points 61cm away from the centre using



Triangulation. The app calculates the real distances from the centre to the centre of the stone in both cases, using the official formula from the World Curling Federation WCF.

13. Triangulation: any stone covering the tee (centre pin), will be measured from the two separate points 61 cm from the tee and 90 degrees apart. These distances will be used to calculate the distance from the tee to the centre of the curling stone.
14. The better (lower) distance of the total of the two draws between the two teams will receive last stone advantage in the first end.
15. The draw to the button shall be played towards the home end.
16. A player or alternate that delivers, sweeps, or holds the target broom for an LSD stone does not have to play in that game. Any of the five players can deliver and/or sweep and/or hold the target broom for any LSD stone(s) as long as there is a minimum of three players and a maximum of 4 players on the ice during the LSDs. Only the players are allowed on the ice surface for the Last Stone Draw. Full sweeping is allowed (**except in wheelchair curling**); however, one of the players must hold the target broom. **In Mixed Doubles a target broom holder is not required.** **In Mixed team competition, the team's playing order must be followed for sweeping and holding the target broom.**
17. Following each team's pre-game practice, the two different previously named players from the team will each throw a stone. There will be an announcement to deliver each Last Stone Draw. For 4-person, the first player will deliver the clockwise rotation while the second player will deliver the counterclockwise rotation. **For Mixed Doubles, both players will throw the same turn. Teams practicing first will throw the clockwise rotation and teams practicing last will throw the counterclockwise rotation.**
18. A stone delivered after the practice time has elapsed and prior to the announcement, or not delivered within the time allotted by the umpire (the stone must reach the near tee-line before the time expires), will be assigned 199.6cm.
19. Should the team with the first practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button (Clockwise rotation). If the third player records 0.0 cm or 199.6 cm, a fourth player, different from the first three throwers, will deliver (Counter-Clockwise rotation) and so on until a number other than 0.0 cm or 199.6 cm is registered. **Mixed Doubles will alternate throwers**



and will throw the same turn as previously thrown. **Wheelchair: A coin toss will break a tie. Additional throws are not required.**

20. If the second team registers the same two-stone distance as the team with the first practice (other than 0.0 cm or 399.2 cm) the individual LSD stones are compared, and the lowest non-equal LSD has the choice of delivering first or second stone in the first end. When both teams have the same individual LSD stone distances, the teams will alternate delivering one stone each with their designated rotation until the tie is broken. Any player on the team can deliver the third and subsequent stones including the players who delivered the first two stones.
Wheelchair: A coin toss will break a tie when both teams have the same individual LSD stone distances. Additional throws are not required.
21. Should the team with second practice record a cumulative distance of 0.0 cm or 399.2 cm, a third player, different from the first two throwers, from the team will deliver a draw to the button (Clockwise rotation). The team with second practice will continue to throw (different throwers, alternating Rotations) until a different comparable distance is achieved with the first team's distance thrown in the same order. **Wheelchair: A coin toss will break a tie. Additional throws are not required.**
22. Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button (the stone measurement is taken as the inside edge of the stone is at the inner edge of the circle measured to the centre of the stone).
 - a. On or touching the button = 29.4 cm (when a one-foot button) note: subject to change if the actual button diameter is more than one foot
 - b. In or touching the four foot = 75.1 cm
 - c. In or touching the eight foot = 136.1 cm
 - d. In or touching the twelve foot = 197.1 cm
23. If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
24. Only the first two stones delivered will be registered for the accumulated distance
25. At the conclusion of the completion of the BC Winter Games Pool Play, and pool play round robins of more than three games, the two highest individual recorded distances will be discarded to establish the final accumulated distance.



- 26. Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
- 27. If an Alternate player is used, they must deliver LSD(s) for the player they are replacing. Teams may use an Alternate player's LSD(s) for only one player.
- 28. The number of LSD stones, and the number of clockwise and counterclockwise deliveries for each player, will be determined at each competition depending upon the number of games in the preliminary round. Based on the Original Team Lineup form, the four players must fulfill the minimum number of LSD deliveries. (number of clockwise and counterclockwise deliveries not applicable to Mixed Doubles).

# of Round Robin Games	Minimum for Each Player
3	1 stone
4-6	2 stones minimum 1 clockwise + minimum 1 counterclockwise
7-8	3 stones, minimum 1 clockwise + minimum 1 counterclockwise
9-11	4 stones, minimum 2 clockwise + minimum 2 counterclockwise
12	5 stones, minimum 2 clockwise + minimum 2 counterclockwise
13	6 stones, minimum 3 clockwise + minimum 3 counterclockwise

- 29. In the event that a player does not fulfill their minimum LSD requirements, a score of 199.6 cm will be awarded for each deficient LSD.
 - a. a. In order to maintain the total number of LSD measurements, the player who has the most LSDs with the same turn as the player who did not fulfill their minimum LSD requirement will have their LAST LSD with the same turn eliminated. If two or more players have the same number of LSD measurements of the deficiency in question, the last LOWER measurement thrown by these players will be eliminated.
 - b. b. A team will throw their LSDs in every game, even if they may have a deficiency in the total number of LSDs required. The throws will determine Last Stone for that game.