

ESTONIA - LATVIA FRIENDLY IN CURLING REGULATIONS

2007

1. GOALS

To determine the best country nation of curling between Estonia and Latvia in 2007.
Popularize game among people, curlers, and press and government institutions.

2. MANAGEMENT

2.1. ESTONIA vs. LATVIA Friendly (further Friendly) is organized by Estonian and Latvian Curling Associations (further ECA and LCA).

2.2. Competition is organized every year on the bases that organizing country rotates.

3. ESTONIA vs. LATVIA FRIENDLY

3.1. Friendly is composed of:

3.1.1. Best junior, best senior, best women, best mixed and best men teams, best 5 individual curlers and best 5 mixed doubles teams from both countries (preferably according to the ranking at the national championships in 2006/2007).

3.2. Second Friendly will be held in **Latvia, Jelgava on the 25th of August 2007.**

4. COMPETITION

4.1. Games are played according to WCF Official Curling Rules, except individual curling and skins games.

4.2. Each situation that is not stated in Friendly Regulations should be followed by WCF Official Curling Rules.

4.3. On each occurrence, that is related to Friendly and is not mentioned in Friendly Regulations or WCF Official Curling Rules, the decision has to be made by the organizing country head representative.

4.4. On each occurrence, that is related to a certain game and to a certain moment of the game and is not mentioned in Friendly Regulations or WCF Official Curling Rules, the decision has to be made by the Chief Umpire of the game.

4.5. Competition consists of four parts

- Team competition (best Estonian and Latvian ladies, men, junior, senior and MIX team competes each other in traditional curling- 5 eight end games played)
- Individual curling (best 3 Men and 2 Ladies from each country compete each other in one-to-one battle)
- Skins Competition (best Estonian and Latvian ladies, men, junior, senior and MIX team competes each other in special Skins game- 5 eight end games played)
- Mixed doubles (best 5 Latvian and Estonian mixed doubles team compete each other in 8 end game)

5. TEAM COMPETITION

5.1. At least 4 players have to be registered and presented for each game in all games.

5.2. Maximum of players that may be registered and participate in a game is 6.

5.3. The skip of the team has to hand in the roster of players with his/her signature to the tournament organizers 10 minutes prior to the game.

5.4. Juniors are players less than 21 years of age on 30th of June 2007 and seniors must be at least 40 on the game day in order to play in junior/senior category.

5.5. Each Mixed team will consist of two male and two female players who will play alternate positions in the delivery rotation. In the event that after the start of the competition, one or two players of a competing team are unable to continue to play, the team will select a substitute of the same gender from the players' pool. In the event of a team having to resort

to playing just three players during a game, the alternate gender order of play must be maintained

5.6. Each game in the Team Competition shall be eight ends in length. Ties were not broken.

5.7. 1 hour 35 after the start of the regular game there will be a signal. This means that the current end must be completed, and one further end shall be played (to a maximum of 8 ends).

5.8. Win – 12 points, Tie- 6 points, Loss – 0 points. **Total 60 points are available.**

6. INDIVIDUAL CURLING

6.1. Five players from each side participated as throwers in the 5 singles one-to one matches (three men and two women).

6.2. Two throws allowed per each competition and best result calculated. Sum of 6 combinations determine winner of each game.

6.2. No sweeping or broom showing allowed.

6.3. The winner of each game earned two points. One point was awarded to each side in the event of a tie. A total of 25 singles games were played, meaning the total points awarded are 50.

6.4. Ten bonus points were awarded to the side with the highest aggregate score, meaning the greatest number of points from all the shots played by their side. **A total point available for singles was 60.**

6.5. The shots:

1. Hit and Stay

A stone is positioned at the back of the button so that it bisects the centre-line and touches the tee-line. Points are awarded as follows:

1. 5 Points

The stationary stone is removed from the house and the played stone stops in any portion of the button.

2. 4 Points

The stationary stone is removed from the house and the played stone stops in any portion of the four-foot circle.

3. 3 Points

The stationary stone is removed from the house and the played stone stops in any portion of the eight-foot circle.

4. 2 Points

The stationary stone is removed from the house and the played stone stops in any portion of the 12 foot circle.

5. 1 Point

The stationary stone is removed from the house and the played stone rolls out of the house, but stays in free guard zone.

2. Draw the Button

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

1. 5 Points

The played stone stops in any portion of the button.

2. 4 Points

The played stone stops in any portion of the four-foot circle.

3. 3 Points

The played stone stops in any portion of the eight-foot circle.

4. 2 Points

The played stone stops in any portion of the 12-foot circle.

5. 1 Point

The played stone stops in any portion of the free guard zone area.

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 are awarded. Points are awarded as follows:

1. 5 Points
The played stone stops on any portion of the button.
 2. 4 Points
The played stone stops on any portion of the four-foot circle.
 3. 3 Points
The played stone stops on any portion of the eight-foot circle.
 4. 2 Points
The played stone stops on any portion of the 12-foot circle.
 5. 1 Point
The played stone remains in the free guard zone area and its leading edge is clearly past the two stationary stones.
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 are awarded as follows:
1. 5 Points
The stationary stone is raised and stops on any portion of the button.
 2. 4 Points
The stationary stone is raised and stops on any portion of the four-foot.
 3. 3 Points
The stationary stone is raised and stops on any portion of the eight-foot.
 4. 2 Points
The stationary stone is raised and stops on any portion of the 12-foot.
 5. 1 Point
The stationary stone is raised forward so there is a space between the two stones and the raised stone is still in play.
5. Hit and Roll
The thrower will attempt to hit a stationary stone on the outside of the 12-foot circle and roll towards the button. Points are awarded as follows:
1. 5 Points
The stationary stone is removed from play and the played stone stops on any portion of the button.
 2. 4 Points
The stationary stone is removed from play and the played stone stops on any portion of the four-foot circle.
 3. 3 Points
The stationary stone is removed from play and the played stone stops on any portion of the eight-foot circle.
 4. 2 Points
The stationary stone is removed from play and the played stone stops on any portion of the 12-foot circle.
 5. 1 Point
The stationary stone is removed from play and the played stone does not stop in any portion of the house.
6. Double Takeout
The thrower will attempt a double takeout. The thrower must knock both of the stationary stones out of the house. Points are awarded as follows:
1. 5 Points
Both of the stationary stones are hit out of the house and the played stone stops on any portion of the button.
 2. 4 Points
Both of the stationary stones are hit out of the house and the played stone stops on any portion of the four-foot circle.
 3. 3 Points
Both of the stationary stones are hit out of the house and the played stone stops on any portion of the eight-foot circle.
 4. 2 Points
Both of the stationary stones are hit out of the house and the played stones stops on any portion of the 12-foot circle.

5. 1 Point

Both of the stationary stones are hit out of the house and the played stone does not stop in any portion of the house , but stays in free guard zone

7. SKINS COMPETITION

7.1. Same conditions as in Clauses 5.1. - 5.5.

7.2. Each game will consisted of eight ends.

7.3. 1 hour 35 after the start of the regular game there will be a signal. This means that the current end must be completed, and one further end shall be played (to a maximum of 8 ends).

7.4. Each end is referred to as a "skin". To count a skin when a team has last rock, it must count a minimum of two points. When a team does not have last rock, it must steal at least one point to count a skin.

7.5. If a team scored only one point when it had last stone, it not only lost the hammer but the end went into a "carry-over", which means the points at stake are carried over to the next end. Also, if an end was blanked, a carry-over took place and the team that blanked the end forfeited last stone to its opponent.

7.6. If the final end of a Skins game results in a "carry-over", the two teams 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 rock in the last end shoots first.

7.7. The break down of points within each game was as follows:

End	1	2	3	4	5	6	7	8	Total
Points Available	1	2	3	3	3	4	6	7	29

7.8. The total Skins points available were **145**.

8. MIXED DOUBLES

8.1. At least 2 players have to be registered and presented for each game in all games. No alternates.

8.2. Each game consisted of eight ends. Ties were not broken.

8.3. 1 hour after the start of the regular game there will be a signal. This means that the current end must be completed, and one further end shall be played (to a maximum of 8 ends).

8.4. Win – 12 points, Tie- 6 points, Loss – 0 points. **Total 60 points are available**

9. WINNER

7.6. Maximum points are 325.

7.7. Country which will have the highest score in points after competition will win the Friendly and be awarded with the Cup.

8. FINANCIAL PROVISIONS

8.1. Each team has to pay an entry fee of 70 EUR, mixed doubles team 30 EUR, individual player 15 EUR which will cover the following expenses:

- rent of curling arena;
- prizes;
- memory gifts;
- other organizing expenses.

8.2. Entry fee must be paid by the participants to local curling associations.