

## **Kent Cup Rules for participants**

The four Chatham-Kent curling clubs (Chatham Granite Club, Golden Acres Curling Club, Sydenham Community Curling Club, Ridgetown Golf & Curling Club) participate in the annual Kent Cup bonspiel. The winning club is declared Kent Cup Champions and holds the championship trophy at their club until the next Kent Cup event.

### **Participation:**

Each club designates one team for each of the following divisions:

4-person Women

4-person Men

4-person Mixed (2 men, 2 women)

4-person Senior Mixed (each person must be 55 or older as of December 31st of the calendar year prior to the year of the event)

No individual can participate in more than one division per year.

Mixed and Senior Mixed teams shall alternate men and women positions (man/woman/man/woman or woman/man/woman/man).

Clubs are at liberty to decide how they will appoint their participants. Participants must have a full membership at the club they are representing. Any club that is unable to fill all positions in every division may fill the vacant positions with curlers who are full members at one of the other clubs. However, any team without four participants from the home club will be awarded zero points for any wins.

Participants must comply with the host club's Health and Safety Protocols.

### **Format & Scoring:**

There are two rounds for each division. For each division in the first round, matches are randomly assigned by drawing club names to declare the matchups. Order of practice OR rock colour is chosen by the winner of a coin flip. The loser of the coin flip makes the remaining decision (order of practice OR rock colour). Hammer is decided by draw to the button on last practice rock towards the glass, first team throws clockwise turn and second team throws counter-clockwise turn. Sweeping is allowed. Rock position will be measured by a club volunteer and removed.

In the second round, order of practice OR rock colour is chosen by the winner of a coin flip. The loser of the coin flip makes the remaining decision (order of practice OR rock colour). Hammer is decided by draw to the button on last practice rock towards the glass, first team throws clockwise turn and second team throws counter-clockwise turn. Sweeping is allowed. Rock position will be measured by the draw master, or designate, and removed.

In the first round, winners will be given three points per win, and zero points for a loss.

In the second round, the winners of the first round will play against each other. The winner of this match will be given four points, and the loser will be given zero points. The losers of the first round will play against each other. Winners of this match will be given two points, and zero points for a loss.

All games are 8 ends. It is permissible to concede a game before all 8 ends have been completed.

For games that are tied at the completion of 8 ends, the winner shall be determined by draw to the button towards the glass. Rock colour and last rock are carried over from the eighth end. The team who scored last will concede choice of turn to the other team. The team who scored last will throw the opposite turn. The team who scored last will decide to throw first or second. Sweeping is allowed. Rock position will be measured by a club volunteer and removed.

Example. Team A scores to tie the game in the 8<sup>th</sup> end. To break the tie, Team B has their choice of turn for the draw to the button. Team A must throw the opposite turn, but Team A gets to choose if they want to throw first or second.

Final scores shall be recorded on signed score cards and given to the Drawmaster.

The club with the most points at the conclusion of the event shall be declared Kent Cup Champions. In the case of a tie between two or more clubs, the Kent Cup will be a shared award.

The Free Guard Zone, Five Rock Rule will be in effect. Generally, play shall be in accordance with the Curling Canada Rules of Curling.

### **Matchups and Practice:**

The Drawmaster will pull names from a hat to determine matchups, one half hour before Round 1 begins.

Practice before Round 1 will be limited to 7 minutes per team, including draw to the button, as timed by the Drawmaster or designate.

Practice before Round 2 will be limited to 4 minutes, including draw to the button, as timed by the Drawmaster or designate.

### **Format:**

All teams are asked to play quickly and efficiently to keep the tournament on schedule.

8:15 am – Round 1 (Men & Women) welcome, determination of matchups and practice

8:45 am – Draw #1 – Round 1 (Men & Women)

10:45 am – Round 1 (Mixed and Sr Mixed) welcome, determination of matchups and practice

11:15 am – Draw #2 – Round 1 (Mixed & Sr Mixed)

12:00 pm – Lunch for Men & Women

1:45 pm – Draw #3 – Round 2 (Men & Women)

2:00 pm – Lunch for Mixed & Sr Mixed

4:15 pm – Draw #4 – Round 2 (Mixed & Sr Mixed)

6:30 pm – Dinner and Kent Cup trophy presentation