

APPENDIX:

Mixed Doubles

See below for competition specific details. The rules and details contained in the main body of the Competitors' Guide apply to this competition. In the event there is a perceived conflict between the Competitors' Guide and this appendix, this appendix is considered first.

This appendix is subject to further review and evaluation, at a minimum, on an annual basis.

Teams competing in a Curling Alberta Provincial Qualifier event do so with the knowledge that they must continue to play at all levels, up to and including provincials, until they are eliminated.

- If a Mixed Doubles team member has a conflict because they are representing Alberta or Canada at a National or International level in another category, he/she may be replaced on the Mixed Doubles team in advance of any competition. A mixed doubles team cannot replace more than one player.
- In effect, this means a competitor may enter mixed doubles and another category (eg. U20 (Juniors) or Women's, Men's), and can subsequently be replaced for Mixed Doubles if they qualify for National or International competition in the other category.

In summary, 16 provincial berths are awarded in total.

- Six (6) of these berths are awarded through the pre-qualifying policy (i.e.- In order: two (2) CMDR berths, and four (4) Excel Points Race berths). A team accepting a pre-qualifying berth is ineligible to compete in a Provincial Qualifier. Reference Curling Alberta Provincial Berth Policy for details.
- Ten (10) additional standard berths into the Provincial Championships are awarded in total, all through the Provincial Qualifiers.

The draw and schedule for the Provincial Qualifiers and Provincial Championships will be supplied to all teams and posted on the Curling Alberta Website. Reference the Competitor's Guide for details on draw making procedure.

A. FOR ALL MIXED DOUBLES COMPETITIONS:

1. All games are eight (8) ends.
2. Games may be timed; thinking time is 24 minutes; extra ends are 3 minutes. Pace of play may be further managed by the Chief Umpire.
3. Each team has two 90 second timeouts; and one timeout in each extra end.
4. In the Mixed Doubles competitions, teams can be expected to play four (4) games per day, if necessary, to avoid an extra event day.

5. In all Mixed Doubles competitions, with the exception of Provincial Championship playoffs, teams will conduct a coin toss to determine stone handle colour or practice order. See section C of this Appendix for provincial playoff procedures.
6. Pre-Game practice is 6 minutes per team.
 - a. Teams can throw all eight stones in pre-game practice and then select only five stones to throw for game play. They must keep those five stones for the entire game.
 - b. The non-delivered stones or pre-positioned stones should be identified. Identifiers will be provided by the Chief Umpire.
7. No stone in play, including the positioned stones and those in the house, can be moved to an out of play position prior to the delivery of the fourth stone of the end. The fourth delivered stone is the first stone that can remove any stone from play.
8. At the start of every end, the team with `hammer` will decide on the horizontal placement of the positioned stones (center or which side).
 - a. Vertical stone placement (depth of guard in front of the rings) is decided by the teams after the second practice and remains the same throughout the game.
9. Each team is allowed one Power Play per game determined by the team with hammer.
10. If the end was blanked, the team that delivered first in that end shall determine the placement of the positioned stones. **If the end is blanked, as it cannot be determined which team score the point (ie. a 'tied' measure), the end is blanked and the hammer does not change.**
11. Teams are not required to have a broom holder.
12. Teams must have 1 male and 1 female. There is no mixed doubles spare pool. Mixed Doubles are not permitted a substitute and therefore a team would be disqualified if the original 2 players were unable to compete. However, a permanent replacement for one of the players may be granted by Curling Alberta, if the circumstances are deemed appropriate by policy. See the Curling Alberta Competitors' Guide for player replacement criteria and procedures.
13. There are no "free agents" in any Curling Alberta Mixed Doubles competition

B. PROVINCIAL QUALIFIERS:

1. The details and format are as described in section 1 and 2 of the Curling Alberta Berth Policy.
2. Teams will deliver one (1) Last Stone Draw (LSD) for hammer immediately following pre-game practice (no per player requirement).

C. PROVINCIAL CHAMPIONSHIP:

1. The provincial championship format is a 16 team round robin event with 2 pools of 8 teams. The top 3 in each pool will advance to a single elimination playoff to determine a Provincial champion.
2. The pools will be seeded, in advance of the championship, using an equally weighted (50/50) formula combining [Canadian Mixed Doubles Ranking points \(CMDR\)](#) and the results of submitted team ranking ballots from all participants. Teams are required to submit bio's to improve the accuracy of ranking ballots.

- i. Should a tie occur, the self-seeding results will be considered first. Should there still be a tie, the [CMDR](#) tie breaking procedure will be used. If none are available, teams will be randomly placed into the draw.
3. In all round-robin games, teams deliver two (2) pre-game Last Shot Draws (LSD) to determine hammer in the first end; one by each player and one with each rotation. Teams will conduct a coin toss to determine handle color and practice session. Teams with first practice will begin their six-minute practice 20 minutes prior to the scheduled game time. Immediately following their pre-game practice, each player will deliver a stone to the button - one clockwise to the away end and one counter-clockwise to the home end. Both will be measured and combined to determine the teams LSD value. Second practice teams will begin their practice immediately following the first practice. After their six-minute practice, each player will deliver a stone to the button - one counter-clockwise to the away end and one clockwise to the home end. Both will be measured and combined to determine the teams LSD value. [The two largest LSD's will be dropped in the determination of a team's final DSC score \(the remaining twelve \(12\) best LSD's will be their DSC score\).](#)
4. [DSC scores may be used as round-robin tiebreaker criteria, as well as to assist as necessary with playoff seeding. Consult the Curler Alberta Competitor's Guide for tie-breaking rules. No team will be eliminated on the sole basis of DSC score.](#)
5. PLAYOFFS:
 - a. After the round robin, the teams ranked 2nd and 3rd in each pool will advance to the quarter-final round with 2nd pool B vs 3rd pool A (game 1), and 2nd pool A vs 3rd pool B (game 2), with the winners advancing to the semi-final round
 - b. The teams ranked 1st in each pool will advance directly to the semi-final round. The winner of pool A will play the winner of game 1 (game 3). The winner of pool B will play the winner of game 2 (game 4).
 - c. The winners of game 3 and 4 will compete in the final to determine a champion.
 - d. If hammer is predetermined, the team with hammer will have first practice.
 - e. Stone/hammer selection(s) will follow policy described in Competitors' Guide, section 2(C)(6).
 - f. See Playoffs section 2(C)(5) in the Competitors' Guide for complete details, including the procedure in the event of a tie for a playoff position
6. There are no playoff stone selections. Teams must use stones from the assigned sheets.
7. Playoff stone colour/hammer selection(s) will follow policy described in Competitor's' Guide, section 2(C)(6).