



2019 Canada Winter Games Curling Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "training to compete" phase of its Long Term Athlete Development Model (LTAD), or other suitable phase of the model as justified by the NSO, discussed with the LTAD expert group, and approved by the Canada Games Council (CGC) Sport Committee.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the CGC Sport Committee through his or her Chef de Mission or NSO.

Technical Packages are developed 36 to 24 months prior to Games primarily by NSOs, following principles outlined in this document, guidelines and requirements of the CGC. As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO. Generally, Technical Packages are developed by sport, but in certain cases may be developed by discipline.

If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will evaluate the merits of the request and will, if it has merit, submit the requested change or clarification to the CGC's Sport Division for consideration. The NSO or Chef de Mission will submit the rationale for the request. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after 36 months prior to the Games. Additions or changes to events/competition formats that result in a significant cost increase to the Host Society will not be considered after 24 months before the Games, unless approved by the CGC and the Host

National Partners/Partenaires nationaux

1. SPORT: CURLING	3
2. PARTICIPANTS:	3
2.1. Competitors:.....	3
2.2. Staff:	3
2.3. Additional Team Staff:.....	3
3. CLASSIFICATION:	3
4. ELIGIBILITY:.....	4
4.1. Coaches:	4
4.2. Competitors:.....	4
5. COMPETITION:	5
6. SPORT SCORING:	9
7. PROVINCIAL/TERRITORIAL RANKING:	9
8. TIE BREAKING RULE – COMPETITION:.....	9
9. PROVINCIAL/TERRITORIAL RANKING – TIE BREAKING:.....	10
10. MEDALS:.....	10
11. COMPETITIVE UNIFORM:	10
12. EQUIPMENT:	10
13. APPENDICES:	10
APPENDIX 1 – COMPETITOR ELIGIBILITY.....	12
APPENDIX 2 – COACH CERTIFICATION REQUIREMENTS	14
APPENDIX 3 – PERFORMANCE GUIDELINES.....	19
APPENDIX 4 – MIXED DOUBLES	19



**2019 Canada Winter Games
Curling Technical Package**

1. SPORT: CURLING

2. PARTICIPANTS:

2.1. Competitors:

4 Males and 4 Females

2.2. Staff:

1 Coach for male team

1 Coach for female team

The coach's gender is not restricted by the team's gender.

2.3. Additional Team Staff*:

- Apprentice Coach
 - See [Women in Coaching Canada Games Apprenticeship Program](#)
 - See [Aboriginal Apprentice Coach Program](#)
 - Apprentice coaches in curling will not have access to the field of play during competition.

- Venue Pass Holder
 - See [Venue Pass Holder Policy](#)
 - Venue Pass Holders do not have access to the field of play
 - Venue Pass Holder's access
 - Front of House (spectator areas)
 - Team Areas (athletes lounge, change rooms)

* Additional Team staff positions are administered by the Provincial/Territorial (P/T) Mission Team. Positions must be applied for based on each P/T Mission's process. For information pertaining to the process in your P/T contact your Chef de Mission.

3. CLASSIFICATION:

Competitors shall be a maximum of 17 years of age on June 30, 2018.

Year of Birth: Any athlete born on or after July 1, 2000.

4. ELIGIBILITY:

4.1. Coaches:

Coaches named on the official registration form must be certified under the National Coaching Certification Program (NCCP) Competition Stream, Introduction Context (Certified status) in Curling, with successful completion of Curling Canada's Canada Winter Games professional development module.

Coaches must be so certified no later than 180 days before the opening of the Games (**by August 12, 2018**).

Please refer to the Canada Games Council's Coach Certification Policy for additional information:

<https://drive.google.com/file/d/0B5QeY4h0xjEHYzF5cmw3Q2tPR2s/view?usp=sharing> (EN)

For more information on the coach certification pathway, please see Appendix 2.

4.2. Competitors:

Excluded from the Canada Games are:

- Senior National Team athletes *;
- Athletes who do not meet the date of birth requirements as determined in section 3 of this document;
- Athletes who have held an SR1 or SR2 card (as defined by Sport Canada's Athlete Assistance Program) at any time;
- Athletes who have previously competed internationally at the following events: World Men's or World Women's Championships, Olympic Winter Games, or FISU Games.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to carding status or National Team status (i.e., no athlete will be excluded if they become National Senior Team members for the first time or are granted carding status after November 10th, 2018).

* Athletes who hold a C card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Requests must be submitted to the respective Provincial/Territorial Chef de Mission and approved by the Canada Games Council's Sport Committee.

5. COMPETITION:

5.1. Curling Canada Rules of Curling for officiated play.

5.2. Round Robin Competition Format:

The 13-team (per gender) round robin portion of the competition will consist of twelve (12) games. Each team will meet all the other teams in eight-end games. In the event a game is tied after the regulation eight (8) ends have been played, an extra end or ends must be played to determine a winner. The team that has accumulated the most victories will be ranked first, the next highest will be ranked second, and so on. A team may concede the game after a minimum of six (6) ends.

5.3. Playoffs:

Following the round robin, the top four (4) teams will play in the medal round while the remaining teams will meet to determine their final standings. The medal round will feature the semi-finals with the team ranked #1 versus the team ranked #4, and the team ranked #2 versus the team ranked #3. The winners of the semi-finals will play for gold and silver while the losers will play for bronze.

5.4. Stone Selection, Practice & Last Stone Advantage:

- The team with first practice will **always** deliver red stones and the clockwise rotation while the team with second practice will **always** deliver the yellow stones and the counter-clockwise rotation for the Last Stone Draw.
- Only the four 'game' players are allowed on the ice surface for the Last Stone Draw.
- Full sweeping is allowed, however, one of the four players must hold the target broom.
- A stone not delivered within the time allotted by the umpire will be assigned a distance of 185.40 cm (the stone must reach the near tee-line before the time expires).
- Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button.
 - On or touching the button = 15.24 cm (when a one (1) foot button) **note:** *subject to change if the actual button diameter is more than one (1) foot*
 - In or touching the four foot = 60.96 cm

- In or touching the eight foot = 121.92 cm
- In or touching the twelve foot = 182.88 cm
- 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.
- Both teams will name two (2) players delivering one (1) stone each before the first team practice. During the round robin, each player will deliver a minimum of four (4) stones to determine last stone advantage in the first end.
- After each team's pre-game practice, the named players will deliver one (1) stone to the button, which will be measured.
- If the distances are tied after two stones, the teams will alternate delivering one (1) stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones.
- Only the first two stones delivered will be registered for the accumulated distance.
- The worst two (2) distances of the twenty-four (24) delivered stones will be deducted to establish the final total and ranking.

5.5. Stone Matching:

Stone matching using devices such as 'speed traps' shall only be facilitated during the pre-competition practice.

5.6. Coaching:

Only the official team coach (as outlined in this technical package) is permitted on the ice. The coach's accreditation will provide them access to the front of house, back of house and field of play zones, including the ice for pre-competition practices, pre-game practices, timeouts, 4th end breaks, extra end breaks and other practice sessions. Coaches are considered to be part of the team and will therefore march in all ceremonies and will be introduced with the team.

Time-outs are ninety (90) seconds in length. Each team will be allowed two (2) time-outs per game and one (1) per each extra end. The Chief Umpire will have the right to modify the total length of time allocated to a time-out based on the logistics involved with coaches making their way to the ice surface. This will be established and communicated at the pre-competition meeting. This pre-determined time will be added to the 90 seconds.

5.7. Substitutes:

In the event that, after the official draw has taken place, one or two players of a competing team are unable to continue play because of illness, accident or other extenuating circumstances as is deemed reasonable by the Chief Umpire, then a substitute or substitutes may be used.

The rink may either play with three players if the coach so chooses, or alternatively may select a substitute(s) who will sweep and throw stones. The substitute(s) may play in the position of the player he/she is replacing or in the position of lead. If a second player is unable to continue play, the same choice will be given to the coach.

Such substitute(s) will be selected by the coach from a pool of no less than four (4) same-gender players designated as substitutes and approved by Curling Canada. A different substitute(s) may be selected for each game. All players in the substitute pool must meet age requirements for the Games. Priority to curlers being selected for the alternate pool will be given first to the Curling Clubs in the Host municipality, then to the Host Province or Territory, and finally to the next “best and nearest”. All alternates must be approved by Curling Canada for participation in the alternate pool. Coaches will be provided with a substitute player profile and the opportunity to observe the substitute players during a pre-competition practice session.

5.8. Team Meetings:

All members of the team and the recognized coach shall attend a meeting with the Chief Umpire before play commences. At this time, any questions teams might have on the draw, officiating or rule interpretation will be discussed. All players and coaches shall attend the team meeting; otherwise, teams will forfeit last stone advantage for all games in the round robin.

5.9. Thinking Time:

Curling Canada Rules of Officiated Play relating to Game Time Operation will apply with the following adjustments:

- The game time allotted to each team to complete an eight (8) end game shall be thirty (30) minutes. The games time allotted to each team to complete any extra end shall be four (4) minutes and thirty (30) seconds.
- Each team may call two (2) ninety (90) second time-outs per game.

- Each team may call one (1) ninety (90) second time-out during any extra end.
- Coaches shall not run or jog during the time-out. The game clock will start if this occurs and will continue to run until the delivered stone reaches the nearer tee-line.

Both teams are off clock to start the game. As an example, Team Red delivers first stone in the first end; Team Yellow's game clock will begin when:

- All stones have come to rest in play or have crossed the back line, and
- The sweepers & player who has just delivered have moved to the side of the sheet, and
- The delivering team has relinquished control of the house.

Team Yellow's game clock will continue to run until their delivered stone reaches the near tee-line, at which time Team Yellow's game clock is stopped and neither clock will run until points (a), (b) and (c) above are met. Then Team Red's clock will begin.

No clocks are running when a stone is in motion after the near tee-line.

For the next end, the appropriate game time clock shall be started when points (a), (b) and (c) above are met following the delivery of the first stone of the subsequent end.

(Note: The delivering team is allowed a maximum of thirty (30) seconds to deliver the first stone of an end. If the Game Umpire determines the delivering team has not delivered its first stone within the time allowed, the Game Umpire will indicate to you to start their clock.)

5.10. Coach's Fair Play Time-Out:

The purpose of the Coach's Fair Play Time-Out is to provide the coach with opportunity to diffuse a potentially negative situation regarding a player's on ice demeanor before the situation escalates or to counsel an athlete relative to adhering to the rules of the game. **A Fair Play Time-Out cannot be used to discuss strategy.**

Each coach shall be provided the opportunity to request one (1 minute) fair play time-out per game. The clock will be stopped.

A coach's fair play time-out shall only be implemented with the approval of the Chief or Deputy Chief Umpire.

Only the coach who requested the fair play time-out may access the playing area accompanied by a game umpire.

A coach's fair play time-out may be recommended by a game umpire.

6. SPORT SCORING:

Each team will meet all the other teams and they shall be ranked by wins and losses; then by head to head results; then by accumulated distance of draws to the button for last stone advantage.

7. PROVINCIAL/TERRITORIAL RANKING:

The allocation of points towards the awarding of the flag will be made from the standings of the Provinces/Territories after the playoff rounds are complete, ranking men and women independently:

1 st Place – 10 Points	5 th Place – 6 Points	9 th Place – 2.5 Points
2 nd Place – 9 Points	6 th Place – 5 Points	10 th Place – 2 Points
3 rd Place – 8 Points	7 th Place – 4 Points	11 th Place – 1.5 Points
4 th Place – 7 Points	8 th Place – 3 Points	12 th Place – 1 Point
		13 th Place – 0.5 Points

8. TIE BREAKING RULE – COMPETITION:

Should two teams be tied at the end of the 8th end, they shall play a full extra end. Play shall be continuous. There will be a mandatory three (3) minute break before the start of any extra end. Each team will receive one (1) time-out per extra end. Unused time-outs from the regulation play cannot be carried over.

Should ties in the standings exist at the conclusion of round robin play, they shall be dealt with in the following manner:

- (a) Head to head result from the round robin;
- (b) If insolvable, then least accumulated draw shot distance among the tied teams

Tie-breaking games will not played.

Last Stone and Stone Colour – Playoffs

A team finishing clearly ahead of another team will gain last stone advantage **and** choice of stone colour in any playoff games. When the round-robin win/loss record of the two teams involved in a playoff game is the same, the team that won the game between the two during the round-robin shall have choice of either last stone **or** stone handle colour unless their ranking has been determined by the cumulative last stone draw distance, then those results shall provide choice of colour and first or second practice. In this situation red stones practice first and the draw to the button for hammer shall be used.

The declaration of last stone or stone handle colour shall be made within 15 minutes of being asked to do so by the official. All playoff games shall be played with the stones from the sheet assigned. Stone handles shall not be changed from one set of stones to another.

9. PROVINCIAL/TERRITORIAL RANKING – TIE BREAKING:

There will be no ties within the final Provincial/Territorial rankings.

10. MEDALS:

GOLD: 8 (one for each member of the men and women's team ranked first)

SILVER: 8 (one for each member of the men and women's team ranked second)

BRONZE: 8 (one for each member of the men and women's team ranked third)

11. COMPETITIVE UNIFORM:

Provincial/Territorial colours, long pants and curling shoes. Females may wear kilts. All on-ice jackets and shirts shall include the player's name and name of the Province/Territory (2 1/2" letters). The name of the Province/Territory may be either full length or shortened (i.e. ONT or Ontario). The Province/Territorial shield is optional. The player's name shall appear at shoulder height on the back with the name of the Province/Territory below.

12. EQUIPMENT:

The current World Curling Federation sweeping moratorium will be in effect.

13. APPENDICES:

The attached appendices are an integral part of this technical package.

Appendix 1 – Competitor Eligibility

Appendix 2 – Coach Certification Requirements
Appendix 3 – Performance Guidelines
Appendix 4 – Mixed Doubles



APPENDIX 1 – COMPETITOR ELIGIBILITY

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens or permanent residents.
3. The Canada Games are open to athletes who are members in good standing of their sport's Provincial/Territorial Sport Organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the Province or Territory they are representing. An athlete can have only one domicile.
5. An athlete attending school on a full-time basis outside his or her Province or Territory of permanent residence during the year of the Canada Games shall be permitted to compete for either their Province or Territory of permanent residence or the Province or Territory in which the athlete attends school. To be eligible to compete for the Province/Territory where the athlete attends school, the student must be enrolled on a full-time basis during the current academic year.
6. An athlete who is training outside his or her Province or Territory of permanent residence may represent the Province or Territory in which they are training provided he or she can demonstrate a commitment to the Province or Territory she or he wishes to represent by:
 - i) Having been a member of a club or Provincial/Territorial Sport Organization in that Province/Territory for the entire previous or current competitive season

- AND –
 - ii) Having represented that Province or Territory at an international, national or regional championship,

- AND –
 - iii) Not having received direct development funding from their Province or Territory of permanent residence within a year of the opening of the Games, unless the funding jurisdiction provides permission for the athlete to compete for another team.

- OR
 - iv) Other similar circumstances may be considered.
7. An athlete is permitted to try out for any Province or Territory of eligibility but can only try out for one Province or Territory per sport (i.e. an athlete may try out for swimming for one Province or Territory but cannot try out for swimming in another Province or Territory. An athlete may try out

for one Province or Territory in swimming, and may try out for another Province or Territory in diving).

8. Athletes may only compete for one Province or Territory at a single Canada Games.
9. Athletes may not compete in two sports at one Canada Games if they are scheduled in the same week.
10. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. Coaches or P/TSOs must bring forward any unclear cases to their Chef de Mission and to their NSO as early as possible before the competition for forwarding to the Sport Committee.
11. Where a team/Province/Territory/Chef wishes to challenge the eligibility of an athlete on another Provincial/Territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

Other

12. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to a maximum size of 60 square centimeters.
13. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Sport Medicine Council of Canada assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

APPENDIX 2 – COACH CERTIFICATION REQUIREMENTS

To be confirmed by Curling Canada.

APPENDIX 3 – PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective National Sport Organizations, at the request of the Canada Games Council and the Federal-Provincial/Territorial Sport Committee (FPTSC,) to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTAD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

To be confirmed by Curling Canada.

APPENDIX 4 – MIXED DOUBLES

Once the four (4) teams per gender have been declared for trophy play, the remaining 72 players will be matched into 36 mixed doubles teams to compete in a single knockout for the unofficial Canada Winter Games Mixed Doubles Championship. These games will be 6 ends in length with 5 stones per team.

Mixed Doubles Game Logistics

- 1) A team is composed of two players, one male, and one female.
- 2) **One coach per team will be allowed for each team and the coach will be allowed to be on the ice to assist with stone placement and strategy.** If you have two teams playing at the same time, recruit another coach to take one of the teams.
- 3) Teams will flip a coin to see who practices first and has the first end decision on stone placement. Following the first end, the team that did not score shall have the decision on the placement. If neither team scores in an end, the team that delivered the first stone in that end shall have the decision on placement in the next end.
- 4) Each team will be allowed one stone up and one stone back as pre-game practice.
- 5) Practice will start at game time; for example, the game is scheduled for 9:00 am, then first practice is at 9:00 am.
- 6) Games are six (6) ends.
- 7) We will not use time clocks. You will be given 1 hour and 10 minutes total to complete 6 ends. After 1 hour, you can finish the end you are playing and then play one more end.
- 8) Each end, the team with the choice has the option of playing first or second. (see figure #1)
 - a) If they choose to play first, the opposition's stone is placed at the back of the four foot, straddling the centre line and their own stone is placed on the centre line at a distance from the top twelve-foot that will be determined by the chief ice technician.
 - b) If they choose to play second, their stone is placed at the back of the four foot and the opposition stone is placed as a guard.

- c) **Power Play Option: Once per game**, each team, when they have the decision on the placement of the “positioned” stones, can use the “Power Play” option to position the stones.
- i) The in-house stone, which belongs to the team with last stone in that end, is placed with the back edge of the stone abutting the front edge the tee line, with half the stone in the 8-foot and half in the 12-foot circle.
 - ii) The guard stone is positioned to the side of the sheet, so it would be bisected by a direct line between the middle of the in-house stone to the middle of the hack where the hack intersects with the centre line. The distance of this corner guard from the house will be the same distance that was determined for the centre guards and is either immediately in front of or immediately behind one of three (3) points in the ice. The team with the stone positioned in the house (stone A), shall position the guard (Stone B).
- 9) Each team shall deliver five (5) stones per end. Player One will deliver the first stone of the end and the 5th and final stone of the end. Player Two will deliver the 2nd, 3rd and 4th stones in the end. The rotation can change before the start of any end.
- 10) **Modified FGZ** – 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 an end (the fourth delivered stone is the first stone that can remove any stone from play). If there is a violation, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.
- 11) Before the start of every end, the coaches shall position the stones based on the choice of the team with the option.
- 12) After delivery, either or both players may sweep their delivered stone and any stones set in motion that belong to their team anywhere in front of the tee line at the playing end. This applies during all of the team’s delivered stones, including the LSD.

Figure No. 1 - Centre Guard

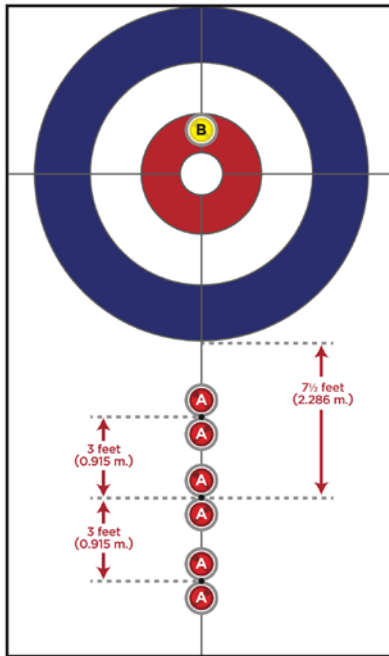
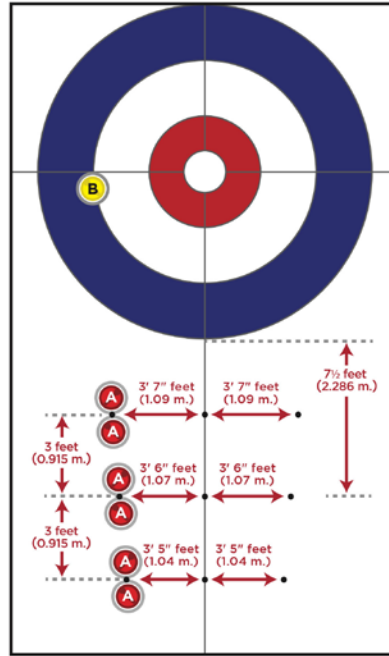


Figure No. 2 - Power Play Option



Mixed Doubles Seeding for Non-Playoff Teams

Team #	Women	+	Men	+	Coach
1	5 th ranked team, lead	+	13 th ranked team, skip	+	M10
2	8 th ranked team, second	+	11 th ranked team, third	+	M10
3	13 th ranked team, lead	+	7 th ranked team, skip	+	M11
4	8 th ranked team, third	+	9 th ranked team, second	+	M11
5	13 th ranked team, skip	+	5 th ranked team, lead	+	M12
6	9 th ranked team, second	+	8 th ranked team, third	+	M12
7	12 th ranked team, skip	+	6 th ranked team, lead	+	M13
8	9 th ranked team, third	+	10 th ranked team, second	+	M13
9	10 th ranked team, lead	+	9 th ranked team, skip	+	M5
10	6 th ranked team, second	+	12 th ranked team, third	+	M5
11	10 th ranked team, third	+	7 th ranked team, second	+	M6
12	5 th ranked team, third	+	12 th ranked team, second	+	M6
13	11 th ranked team, lead	+	6 th ranked team, skip	+	M7
14	6 th ranked team, third	+	11 th ranked team, second	+	M7
15	12 th ranked team, lead	+	5 th ranked team, skip	+	M8
16	7 th ranked team, second	+	10 th ranked team, third	+	M8
17	11 th ranked team, skip	+	8 th ranked team, lead	+	M9
18	7 th ranked team, third	+	13 th ranked team, second	+	M9
19	5 th ranked team, second	+	13 th ranked team, third	+	W10
20	8 th ranked team, lead	+	11 th ranked team, skip	+	W10
21	13 th ranked team, second	+	7 th ranked team, third	+	W11
22	8 th ranked team, skip	+	9 th ranked team, lead	+	W11
23	13 th ranked team, third	+	5 th ranked team, second	+	W12
24	9 th ranked team, lead	+	8 th ranked team, skip	+	W12
25	12 th ranked team, third	+	6 th ranked team, second	+	W13
26	9 th ranked team, skip	+	10 th ranked team, lead	+	W13
27	10 th ranked team, second	+	9 th ranked team, third	+	W5
28	6 th ranked team, lead	+	12 th ranked team, skip	+	W5
29	10 th ranked team, skip	+	7 th ranked team, lead	+	W6
30	5 th ranked team, skip	+	12 th ranked team, lead	+	W6
31	11 th ranked team, second	+	6 th ranked team, third	+	W7
32	6 th ranked team, skip	+	11 th ranked team, lead	+	W7
33	12 th ranked team, second	+	5 th ranked team, third	+	W8
34	7 th ranked team, lead	+	10 th ranked team, skip	+	W8
35	11 th ranked team, third	+	8 th ranked team, second	+	W9
36	7 th ranked team, skip	+	13 th ranked team, lead	+	W9

Mixed Doubles Draw Tree

2019 CANADA GAMES MIXED DOUBLES CHAMPIONSHIP

