EVENT PROCEDURES DOCUMENT

2018 UNITED STATES CURLING COLLEGE CHAMPIONSHIP

Eau Claire, WI March 9-11, 2018

To ensure that all competing teams are properly informed about Event Procedures, the Chief Umpire, together with the Organizing Committee, provides the following document before the start of the Championship. All communications to event participants will be sent directly from the USCA National Office.

All players, coaches and other team officials are reminded that the event will be conducted in accordance with the procedures described in this document as an adjunct to the 2018 USCA College Curling Championship Guidelines. There will also be final instructions given during the Team Meeting.

NOTE: All players and their coaches (if applicable) are required to attend the Team Meeting. Failure to do so, without approval of the Chief Umpire, will result in the forfeit of the last stone advantage for that team in its first game. If, due to exceptional circumstances outside their control, a team or any of its members are going to be delayed they should notify the USCA as soon as possible who will then advise the Chief Umpire.

This document is adopted from the World Curling Federation (WCF) Team Meeting Document (Sample) and has been reformulated to correspond specifically to the Rules and Procedures of the United States Curling Association (USCA). We greatly appreciate the generosity of the WCF in allowing production of this version of their Document.

1. **Team Meeting**
   a. Location: **Eau Claire Curling Club**
   b. Time: **11:00 AM** Day: **Friday** Date: **March 9, 2018**
   c. Confirmation of the presence of the Competing Teams
   d. Introduction and Welcoming Comments

Gordon Maclean	Chair, USCA College Curling Committee
Kim Nawyn	USCA Director of Growth & Development
MaryPat Shandor	Chief Umpire
Eric Rykal	Site Chair
Jason Card	Chief Ice Technician

2. **Team Line-Up Form**
   College competition rules allows for an unlimited number of players per school. To better coordinate timing and officiating, team line-up forms will be used (see Appendix A). Each team may designate one alternate for the game as well as a dedicated coach, if a coach has been approved prior to the event by USA Curling staff (see coaches section of this document). **Be sure to use asterisk to designate who is Skip (*) and Vice-skip (**).**

   Line-up forms must be submitted **at least 15 minutes prior to each draw,** whether or not changes to the line-up have been made. The initial form will be distributed and should be completed and returned to the Chief or Deputy Chief Umpire at the end of the Team Meeting.

3. **Team Information Updates**
   In the event that any unanticipated changes need to be communicated to teams during the event, Email or phone contacts will be used. Please decide on a contact person for your team and enter it on the team line up form. All contact information will be kept confidential and shredded at the conclusion of the event.

4. **Equipment**
   The USCA has adopted a brush head technology policy. That policy states that for any event that does not lead to a world event, any commercially available broom head is permitted. **ALL brooms/pads that may be used in competition will be inspected during Friday afternoon practice.** If a player chooses to switch to another before or during a game, it must first be shown to an official for approval. The penalty for using an illegal device is game forfeiture. We wish to avoid this at all cost, so your cooperation will be greatly appreciated. NOTE: Stiffeners in Hardline and other brooms will need to be removed prior to play.

5. **Ice Access (Footwear)**
   At all times the footwear worn within the playing area by players, coaches and officials must be clean (i.e. not worn outside). The acceptable routes for entering and exiting the Field of Play (FOP) will be identified at the Team Meeting.

6. **Ice Access (Uniform)**
   Per the 2018 USA Curling College Championship Guidelines: For Qualifying and Championship events, team members (including coaches) are encouraged but not required to wear like uniforms, including shirts, jackets, pants, and headgear. Additional information on advertising/cresting is listed within these guidelines which can be on the USA College Curling homepage (www.collegecurlingusa.org).

7. **Rules**
   The rules for this Championship are the current USCA College Curling Championship Guidelines. Variation from these rules will be indicated in the Event Procedures Document and/or at the Team Meeting.

8. **Championship Format** (As stated on the USA College Curling Website)
   Four players on ice will be required at the start of play for each game in the National Championship Event. All games will be eight ends unless a team retires early. All teams will be guaranteed 4 games. The 16 participants will be placed into four groups of four schools each. The First Round will consist of a Split Round Robin Format with a pre-game Last Stone Draw (LSD). The LSD will determine the first-end hammer for that game (See **Section 18**).

9. **First Round (Group Round)**
   All teams will play a round robin within their Group.

10. **Championship Round Bracket Allocation**
    a. For all games after the Group Round, including Tiebreakers, the pre-game LSD will not affect the final DSC totals.
    b. Eight schools will be placed in the "Championship Bracket" and the remaining eight will be placed in the "Consolation Bracket" with single elimination playdowns from there (with a 3rd place game for each bracket).
    c. Gold/Silver/Bronze medallions plus banners will be awarded to the Championship Bracket in accordance with traditional results. Championship 4th place and the Consolation Bracket winner will also receive a banner, but no medallions.
    d. After the Group Round is completed, team placement into the Championship or Consolation Bracket will be according to the following criteria.
       i. <u>Situation 1, exactly 8 teams with 2 or 3 wins in Group Round:</u>
          If the sum of those schools with 3-0 plus 2-1 records in the Group Round equals eight, those schools will be placed in the Championship Bracket. The remaining schools with 1-2 and 0-3 records will be placed in the Consolation Bracket.
       ii. <u>Situation 2, more than 8 teams with 2 or 3 wins in Group Round:</u>
          If there are more than eight schools with 3-0 and 2-1 records in the Group Round, those schools with 2-1 records will be seeded according to their best five of six LSD shots.
          - The appropriate number of schools, with the highest LSD totals, required to result in exactly eight Championship slots being filled will play a single tiebreaker game.
          - Tiebreaker pairing(s) will be made via the "best" versus "worst" method.
          - The tiebreaker winner(s) will remain in the Championship Bracket the loser(s) will be relegated to the Consolation Bracket.
          - Note: The tiebreaker winner(s) will not gain advantage within the Championship Bracket by having a 3-1 record, they will remain at the bottom of that bracket's seeding. The tiebreaker loser(s) will be seeded at the top of the Consolation Bracket according to their Draw Shot Challenge (DSC) totals.
          - *Example: If a total ten schools have a 3-0 or 2-1 record after group play, the schools seeded 7th and 10th based on their best five of six LSD shot total will play each other, and the schools seeded 8th and 9th based on their best five of six LSD shot total will play each other. The two winners will be seeded 7th and 8th in the Championship Bracket, the two losers will be seeded 1st and 2nd in the Consolation Bracket.*

10.d Championship Round Bracket Allocation (continued)

iii. Situation 3, fewer than 8 teams with 2 or 3 wins in Group Round:
If fewer than eight schools finish with 3-0 or 2-1 records in the Group Round, the schools with 1-2 records will be seeded according to their best five of six LSD shot total.

- The appropriate number of schools, with the lowest DSC totals, required to result in exactly eight Championship slots being filled will play a single tiebreaker game.
- Tiebreaker pairing(s) will be made via the "best" versus "worst" method.
- The tiebreaker winner(s) will advance to the Championship Bracket the losers will remain in the Consolation Bracket.
- Note: No penalty will be assessed to the tiebreaker loser(s) within the Consolation Bracket because of a 1-3 record. The tiebreaker loser(s) will be seeded at the top of the Consolation Bracket according to their DSC total(s).
- *Example: If a total of seven schools have 3-0 or 2-1 records after group play, the top two schools with 1-2 records, based on their best five of six LSD shot total will play in the tiebreaker draw. The winner will be the number eight team in the Championship Bracket, the loser will be the top seed in the Consolation Bracket.*

11. Championship Round Bracket Seeding

Seeding for both the Championship and Consolation Brackets will be based first on W-L record (excluding any tiebreaker game) and then by total DSC (best five of six). Draw assignments will be based on 1-8, 2-7, etc. in the first bracket round with a fixed bracket thereafter.

12. The Draw/Schedule of Games/Pre-Event Practice

A copy of the draw will be sent to all Teams. Any changes will be advised at the Team Meeting. Pre-Event Practice will be held on Friday morning. Each Team will receive 10 minutes on each of the four sheets to be used in this competition. Please refer to Draw Schedule for your practice time. **All brooms intended to be used in this event will be inspected at this time – preferably before you start practice.**

13. Game Timing (All games will be timed using thinking time)

Each team will be allocated 32 minutes of time and allowed one one-minute time out. If an extra end is required, game clocks are reset, and each team will be allowed 5 minutes of time plus one-one-minute time out. This time is recorded, and visible to the teams and coaches, throughout the game. The following is from the USCA Rule book with minor modifications specific to this event:

a. When a team delays the start of a game, the thinking time allotted to each team is reduced by 4 minutes for each end which was considered completed (Rules of Curling - Section I, R11 apply).
b. The game and each end start when the allotted break time expires. The delivering team's game clock, will not run during the start of the game/end unless that team is delaying the start (**no forward motion from the hack**), then its game clock will be started. If there is no delay, the first game clock to start in each end will be that of the team delivering the second stone.
c. Once all the criteria below are met, the non-delivering team becomes the delivering team, and its game clock is started:
   i. All stones have come to rest or have crossed the back line
   ii. Stones that are displaced due to violations by the delivering team, and require repositioning, are returned to their positions prior to the violation and
   iii. The playing area has been relinquished to the other team, the person in charge of the house has moved behind the back line, and the deliverer and sweepers have moved to the sides of the sheet.
d. A team's game clock stops once the stone has reached the tee line at the delivery end.

13. Game Timing (continued)

e. A team delivers stones only when its game clock is running or scheduled to be running. Any violation results in the stone being redelivered after any displaced stone(s) have been returned, by the non-offending team, to their position(s) prior to the violation. The time clock of the offending team will start as soon as any displaced stones have been repositioned and will stop when the redelivered stone reaches the tee line at the delivering end.

f. If stones need to be repositioned due to a violation caused by an external force, both game clocks are stopped. Game clocks are stopped at any time an Umpire intervenes.

g. After the teams have agreed on the score for an end, a break occurs when neither game clock is running. If a measurement is required, the break begins at the completion of that measurement. The delivering team's game clock will start at the conclusion of the break unless the player is in the process of delivery. The length of the break will be:

   i. ONE minute at the completion of each end. Teams cannot meet, or communicate in any way, with a coach, the alternate player, or any other team official.

   ii. FIVE minutes after the 4th end. Teams are allowed to meet with any player and team official authorized to be on the coach bench for that game. In general, notice will be given to teams when one minute remains in the mid-game break however timers and/or officials will not attempt to track down teams not in the immediate area.

h. If a player is allowed to redeliver a stone, the Umpire decides if the time required is to be deducted from the game time for that team.

i. If an end is to be replayed, the game clocks are reset to the time recorded at the completion of the previous end.

j. If an Umpire determines that a team is unnecessarily delaying a game, the umpire notifies the skip of the offending team and, after that notification, if the next stone to be delivered has not reached the tee line at the delivery end within 45 seconds, the stone is removed from play immediately.

k. **Each team must complete its part of a game within the time given or forfeit the game.** If a stone reaches the tee line at the delivery end before time expires, the stone is considered delivered in time.

l. A team whose clock has run due to a timing error (wrong clock running) will have double the agreed time error added back to its clock.

14. Team Time-outs

a. Players are reminded to clearly call team time-outs with one of the On-Ice Supervisors. Travel time will be permitted, and the amount allowed will be advised at the Team Meeting. Teams will be allowed the full travel time plus 60 seconds for the time-out.

b. Procedures for team time-outs are as follows:

   i. Only the players on the ice may call a team time-out.

   ii. Team time-outs may be called by any on-ice team player only when that team's game clock is running.

   iii. Players signal a team time-out by using a "T" hand signal. The game clock is stopped during the travel time and the time-out.

   iv. Only one person, who is sitting in the designated coaching area of the team that called the team time-out, is allowed to meet with the team.

   v. Coaches will be advised at the Team Meeting where to enter the Field of Play and also where they can walk and stand.

   vi. The team is notified when there are 10 seconds remaining in the team time-out.

   vii. When the team time-out has expired, the person from the coach's bench must stop conferring with the team and leave the playing area immediately.

   viii. A stone MAY be delivered during a time out.

14. Team Time-outs (continued)

c. Technical Time-Out
A team may call a technical time-out to request a ruling, for an injury, or in other extenuating circumstances. Game clocks will be stopped during technical time-outs. Procedures for technical time-outs are as follows:
   i. Only the players on the ice may call a technical time-out.
   ii. Players signal a technical time-out by using an "X" signal with their arms.
   iii. The On-Ice Supervisor (OIS) will determine the validity of the technical time-out.
   iv. The team's game clock will be controlled on instruction by the OIS to the Timing Supervisor.

d. Where time adjustments are required, they will be made between ends except for the final end where adjustments will be made stone by stone.

15. Stones

The curling stones used at this Championship are those belonging to, and supplied by, Eau Claire Curling Club. Any further details will be made available at the Team Meeting. All games will be played with the stones on the sheet allocated.

16. Color of Stones

Unless otherwise noted, the high seeded team is listed first on the draw schedule will play the stones with the dark colored handles; the team listed second will play the stones with the light-colored handles. Please note, **red** is considered to be a **dark** color.

17. Hog Line Violations

A stone is in play, and considered delivered, when it reaches the tee line at the delivery end and a stone must be **clearly** released from the hand before it reaches the hog line at the delivery end. Electronic handles will not be used for this event. Umpires may be utilized to observe deliveries which are detailed in Section I, R5 of the USCA Rules of Curling and Competition. All players are requested to employ the “Spirit of Curling’ and play by the rules.

18. Pregame Practice and Last Stone Draw (LSD) Shots

a. The Chief Umpire, immediately after arrival, will designate a championship clock to be used as the “official” game and practice clock. The designated clock should be in plain view of all the athletes from the ice surface.

b. A warm-up period will be allowed for each team on the ice on which they will be playing, immediately prior to the start of each game.

c. First practice will begin 30 minutes before the start of the game; 20 minutes – second practice; 10 minutes is provided for the ice to be cleaned after the warm-up period.

d. Practice will be 8 minutes in length. A team’s LSD shots to determine choice of last stone in the first end in the ensuing game will take place in the two minutes following the end of each team’s pre-game practice. If a team is not available for their LSD shots at the assigned time, both shots will be recorded as at the maximum value possible (78.6”, see 18.e.vi below).

e. At the conclusion of each team’s pre-game practice, two stones will be delivered to the tee at the home end, the first stone will have a clockwise rotation and the second counter-clockwise.
   i. The player (alternate) that delivers the LSD stones does not have to play in that game.
   ii. All registered players must throw LSD stones before any player is permitted to throw a second set of LSD stones.
   iii. The individual who will throw LSD stones must be declared to the Chief Umpire prior to the start of practice.
   iv. Sweeping is allowed.

18. **Pregame Practice and Last Stone Draw (LSD) Shots (continued)**
    v. The first stone will be measured and removed from play before the second stone is delivered. The distances recorded for each stone will be added together to give the team its LSD total for that game. The team with the lesser LSD total will have the choice of delivering the first or second stone in the first end of that game. If the LSD totals for both teams are the same, the individual LSD stones are compared, and the best non-equal LSD has the choice of delivering first of second stone in the first end. When both teams have the exact same individual LSD stone distances, a coin toss will be used to determine that choice.
    vi. LSD distances will be measured and recorded in the following manner:
        - All single measurements will be from the tee to the nearest part of the stone, but the LSD distances will be displayed in inches as the distance from the tee to the center of the stone.
        - The official radius to be used in USCA events is 5.6 inches.
        - To any result measured, the radius of 5.6 inches has to be added. This means that the distance for stones not in the house is 6'1" + 5.6" = 6'6.6" = 78.6".
        - Stones covering the tee will be measured from two locations (holes) at the edge of the 4-foot circle. These two locations make a 90-degree angle with the center hole and are 2 feet from the center hole.

f. The Chief Umpire, in consultation with the head ice technician, may shorten the pre-game practice time to reduce wear on the pebble. If the Chief Ice Technician deems it necessary, the ice will be cleaned, and the slide path re-pebbled, after the pre-game practice.

g. Any team not available to play:
    i. 15 minutes after the scheduled time shall be penalized one end and one point,
    ii. An additional end and point if the delay is between 15 and 30 minutes.
    iii. A delay of 30 minutes shall constitute a default.
    iv. Four minutes will be deducted from each team's clock for each end lost. Last stone advantage will be in favor of the non-offending team.

19. Position of Players during the process of delivery

a. The player who is in charge of the house is positioned inside the hog line and has at least one foot on the ice surface of the playing end of the team's sheet, while the team is in the process of delivery. If a stone is delivered when the proper player is not in this position, the delivered stone is removed from play, and any displaced stones are replaced to their original positions by the non-offending team. The vice-skip can be in charge of the house when the skip is not on the ice.

b. Non-delivering team players should take stationary positions along the side lines **between the courtesy lines**.

c. The skip/vice-skip of the non-delivering team may take stationary positions behind the back line at the playing end providing they are not interfering with the choice of place of the skip / vice skip of the delivering team.

d. The player who is to deliver next may take a stationary position to the side of the rink behind the hacks at the delivering end.

20. Scoring

Teams will be responsible for posting their own scores. An Official Game Record (OGR) will be kept by each timer. At the end of the game it is the responsibility of a player from each team to confirm the score by signing the scorecard.

21. Measures

a. All measures will be performed by an official. If it is a measure to determine the score for and end, players will be asked to clear away all stones not involved in the measure and move either to the hog line or behind the hack leaving the ice free for the Umpire. The players in charge of the house at the completion of the end will be allowed to observe the measure provided there is no attempt to either interfere with, or influence, the Umpire.

b. Where a Free Guard Zone measure has to be made visually or measured by an Umpire and provided that stone, or stones, remain untouched for the remainder of that end, no measure by instrument will be made as the visual decision will stand.

22. Improper Conduct

Improper conduct, foul or offensive language, equipment abuse, or willful damage on the part of any team member is prohibited. Any violation may result in suspension of the offending person(s).

23. Damage to Ice Surface

No player shall cause damage to the ice surface by means of equipment, hand prints, or body prints. Procedures:

a. 1st incident = 1st official on-ice warning, repair damage

b. 2nd incident = 2nd official on-ice warning, repair damage

c. **3rd incident = repair damage and remove player from the game**

24. Post-Game Procedure

To avoid interference with games still in progress, at the end of games, alternate players, coaches and team officials are **not** allowed to enter the Field of Play but must wait for their team to exit the playing area.

25. Coach's Bench

a. All coaches (and team officials) are <u>required</u> to pass a USCA background check or provide the USCA proof of a current, acceptable background check and complete online USOC SafeSport training **at least 10 business days prior to the event**. Contact the USCA office at (715) 344-1199 with questions.

b. Special seating has been arranged and will be advised at the Team Meeting. Only one person, seated in the designated coaching area, of a team calling time out is allowed to meet with the team. This person must use the designated route to reach the team and stand where permitted as described at the Team Meeting.

c. There will be a maximum of two positions for each team (alternate and coach). Communication, verbal or otherwise, between persons on the Coach Bench and teams on the ice is not allowed and is considered unacceptable conduct.

d. There shall also be no communication of any sort from the Coach Bench to anyone who is not sitting in that designated area. Violation of this rule could result in that person being ejected from the competition area for that game by the Chief Umpire or Deputy Chief Umpire. Coaches and/or other team personnel sitting on the coaches' bench cannot view and/or listen to broadcasts.

e. Coaches must be identified on the Team Line-Up Form. Any updates/changes must be made at least 15 minutes before the first pre-game practice of any draw.

f. Displaying a team mascot or flag is not allowed, and the Coach Bench must be "clean" at all times. Team cheers and yelling are not permitted.

g. When the team is delivering the dark colored stones, coaches will sit on the right side (as you

25. Coach's Bench (continued)

h. face the Field of Play) and when delivering the light colored handled stones on the left side (as you face the Field of Play).
i. Alcohol in the playing area and on the Coach's Bench is not allowed.
j. Access to the Coach Bench will only be allowed when your team is playing. Coaches must have appropriate footwear for access to the ice surface or access will be denied.

26. Kit Bags / Clothing / Rubbish

Arrangements of where to store kit bags and clothing will be advised at the Team Meeting. Clothing discarded during games should not be dropped directly behind or to the side of the ice. At the end of games all team and personal equipment must be removed from the Field of Play. Please help to keep the Field of Play tidy by placing all your rubbish in the bins provided and at the end of the game, by clearing away all rubbish.

27. Mobile Telephones

Please do not bring mobile telephones or <u>any</u> electronic device onto the Field of Play. Photos should not be taken by participants from inside the Field of Play.

28. Alcohol/Anti-Doping Control

The USA Curling College Championship is an alcohol-free event for all participants. No alcohol should be consumed by any participant during the College Championship event. Teams found in violation of this policy will be disqualified from the event. Testing for prohibited substances may take place by random selection or in cases where an allegation of alcohol use is made. All players are advised they should carry photo ID with them.

29. Smoking

Smoking (including e-devices) is prohibited in the venue.

30. Special Ceremonies and Group Photo

Time for the Ceremonial First Stone, Group Photo for all teams and Closing Awards Presentation are noted on the schedule. Any additional details will be given at the Team Meeting. Teams are asked to wear their playing uniforms for the ceremonies.

31. Media

Curling requires media support. Players and coaches are requested to co-operate with all reasonable requests, but should you have any problems please refer to the Chief Umpire or Deputy Chief Umpire.

32. Social Media

General conversation on social media is acceptable but posts relating to race, color, religion, age, sex, sexual orientation, gender identity or national origin or which are interpreted as inappropriate comments directed towards officials, athletes or coaches, risk punishment and possible exclusion from the competition. All athletes and coaches are responsible for content posted on their accounts regardless if third parties run them. Copying posts and re-tweeting inappropriate content also incurs such penalties. Social Media Guidelines are also available in the Resources section of the WCF website (http://www.worldcurling.org/social-media-guidelines) but if you have any questions about social media please speak to the USCA Director of Communications.

33. Violation Penalty Guidelines

a. The Chief Umpire at each event will give athletes, coaches, and other team officials a standard warning regarding rules of play and conduct at the Team Meeting.
b. Rule Violations: Many "rule violations" and associated penalties are addressed specifically within the USCA Rules of Curling & Competition, Section I –Those include:
   i. Hog Line infractions (R5)
   ii. Sweeping Violations (R7)
   iii. Touched Running Stones (R8)
   iv. Displaced Stationary stones (R9)
   v. Damage to Ice Surface (R10)
   vi. Prohibited Substances (R16)
   vii. Inappropriate Behavior (R17)

34. Decision Making

It is hoped that all players and coaches will conduct themselves in a fair and sporting manner and that the Umpires do not have to get overly involved in games. If an Umpire is asked to make a ruling this will be done in complete fairness, and always according to the rules.

35. Etiquette

Etiquette is the backbone of curling and the following statement can be found in the US Curling Association "Rules of Curling and Competition" book.

36. SafeSport

a. The United States Curling Association (USCA) is committed to encouraging participation and the pursuit of excellence at all levels of the sport. In order to create a safe and positive environment in which curlers can excel, the USCA promotes good sportsmanship and encourages qualities of mutual respect, courtesy, and tolerance. Abuse or harassment of any kind will not be tolerated. The *USA Curling SafeSport Handbook* details information about the program.
b. Incidents of sexual abuse or misconduct, bullying, harassment, hazing, physical abuse, or emotional abuse that occur at an event should be reported directly to the Chief Umpire. In addition, all incidents should be reported promptly to the USA Curling National office by:
   i. Completing the online reporting document - click here;
   ii. Emailing details to SafeSport@usacurl.org; or
   iii. Phoning (888) CURLERS (287-5377) and speaking to a designated SafeSport coordinator.
c. Reports of sexual abuse/misconduct should also be made to the U.S. Center for SafeSport. Online reports can be made anytime at https://safesport.org/response/reporting.
d. Reporting to the Center and/or USA Curling DOES NOT satisfy any legal reporting requirements under state or federal law. If the suspected conduct may also be criminal, you are strongly encouraged to report to law enforcement. For state-by-state reporting requirements, see www.childwelfare.gov.

THE SPIRIT OF CURLING

Curling is a game of skill and of tradition. A shot well executed is a delight to see and it is also a fine thing to observe the time-honored traditions of curling being applied in the true spirit of the game. Curlers play to win, but never to humble their opponents. A true curler never attempts to distract opponents, nor to prevent them from playing their best, and would prefer to lose rather than to win unfairly.

Curlers never knowingly break a rule of the game, nor disrespect any of its traditions. Should they become aware that this has been done inadvertently, they will be the first to divulge the breach.

While the main object of the game of curling is to determine the relative skill of the players, the spirit of curling demands good sportsmanship, kindly feeling, and honorable conduct.

This spirit should influence both the interpretation and the application of the rules of the game and also the conduct of all participants on and off the ice.

Good luck and good curling!

MaryPat Shandor, Chief Umpire
February 16, 2018

APPENDIX A - Team Lineup Card & Contact Info
USA Curling College Championship

School:	**Name:**
Cell:	**Email:**

Draw # 1	**Draw # 2**	**Draw # 3**
Date:	Date:	Date:
Time:	Time:	Time:
Shooting Order	**Shooting Order**	**Shooting Order**
Fourth:	Fourth:	Fourth:
Third:	Third:	Third:
Second:	Second:	Second:
Lead:	Lead:	Lead:
Fifth:	Fifth:	Fifth:
Coach:	Coach:	Coach:

Tiebreaker	**Quarter-Final**	**Semi-Final**	**Final**
Date:	Date:	Date:	Date:
Time:	Time:	Time:	Time:
Shooting Order	**Shooting Order**	**Shooting Order**	**Shooting Order**
Fourth:	Fourth:	Fourth:	Fourth:
Third:	Third:	Third:	Third:
Second:	Second:	Second:	Second:
Lead:	Lead:	Lead:	Lead:
Fifth:	Fifth:	Fifth:	Fifth:
Coach:	Coach:	Coach:	Coach:

Designate Skip with a *
Designate Vice skip with a **
Team lineup remains valid until changed on this card.