

Scottish Curling Mixed Doubles Championship
Curl Aberdeen
12th - 15th October 2017
Draw



Section 1
Lammie
McCleary
Blair
Menzies
Brewster
Fleming

Section 2
Baird
Duff
Aitken / Mouat
Goodfellow
Hamilton
Whyte

Section 3
Dodds
Kingan
Bryce
Brydone
Brown
Drummond

Date	Time	Draw	Sheet B	Sheet C	Sheet D	Sheet E	Sheet F
Thur	4.30pm		Team Meeting in Curl Aberdeen Lounge for teams in draw 1				
	5.30pm	1	Duff v Aitken / Mouat	Brown v Brydone	Kingan v Bryce	Drummond v Dodds	Whyte v Baird
	7.30pm		Team Meeting in Curl Aberdeen Lounge for teams in draw 2				
	8.30pm	2	Menzies v Brewster	McCleary v Blair	Fleming v Lammie	* Goodfellow v Hamilton	
Fri	9.00am	3	Bryce v Brydone	Dodds v Kingan	* Brown v Drummond	Lammie v McCleary	Menzies v Blair
	12.00pm	4	Hamilton v Whyte	Goodfellow v Aitken / Mouat	Baird v Duff		Brewster v Fleming
	4.00pm	5	* Lammie v Blair	* Menzies v Fleming	* McCleary v Brewster	* Aitken / Mouat v Baird	Duff v Hamilton
	7.00pm	6		Bryce v Drummond	* Brydone v Kingan	Whyte v Goodfellow	Dodds v Brown
Sat	8.30am	7	Brewster v Lammie	Hamilton v Baird	Blair v Fleming	McCleary v Menzies	Aitken / Mouat v Whyte
	11.30am	8	Goodfellow v Duff	Brydone v Dodds		Brown v Bryce	Drummond v Kingan
	2.30pm	9		Fleming v McCleary	Aitken / Mouat v Hamilton	Blair v Brewster	Lammie v Menzies
	5.30pm	10	Kingan v Brown	* Whyte v Duff	* Bryce v Dodds	Brydone v Drummond	Baird v Goodfellow
	8.30pm	11	Tie Breakers (if required)				
Sun	8.30am	12	Quarter Finals				
	11.30am	13	Semi-Finals				
	3.00pm	14	Final				

Pre Game Practice

First named team in draw will practice first. In games marked with * there will be a coin toss at the Team Meeting to determine first / second practice.
There will be a 6 min practice for both teams before each game.
First practice will start 20 minutes before the scheduled game time
Second practice will start approx 10 minutes before the scheduled game time

LSD at the conclusion of each team's pre-game practice for choice of delivering first or second stone in the first end

Play-Offs:

Section winners and section runners-up qualify for the play-offs.

The two section winners with the best DSA will go direct to the semi finals.

Quarter Final Pairings:

The third section winner will play the runner up with the poorest DSA in one quarter final (unless from the same section, when they will play the second best DSA).
The other two runners up will play the other quarter final.

Semi Final Pairings:

Section Winner with the best DSA v winner of the quarter final between the two runners-up.
Section Winner with the second best DSA v winner of the quarter final between section winner with third best DSA or their runner-up opponent.

Rule C8 (j) applies to determine choice of LSFE hammer or stone colour in post RR games.

If teams of equal standing e.g. teams both ranked 2 in their section, will coin toss at the post RR meeting for stone colour or second practice, an LSD will determine LSFE