

Event 2017 World Mixed Curling Championship (WMxCC)  
 Venue Palladium de Champéry  
 Location Champéry  
 Country Switzerland  
 Start date 06 October 2017  
 End date 14 October 2017  
 Website <http://worldcurling.org/wmcc2017>  
 Local Time Central European Time = GMT +1 hours



Version Date: 04.07.2017

PLAYING SCHEDULE

Day	D	M	Draw	Time	Sheet A	Sheet B	Sheet C	Sheet D	Sheet E		
Thu	5	Oct	Arrival of the Teams								
Fri	6	Oct	x	0830-1030	Team Pre-competition Training						
			All	1045-1115	Team Meeting - at the Palladium & Ice Maintenance						
			x	1145-1345	Team Pre-competition Training						
			x	1345-1445	Ice Maintenance (Sheet A ready for 1415)						
			1 Game	1445	AUT v FIN	Team Pre-competition Training (1445-1600) followed by ice maintenance					
			All	1715	Opening Ceremonies - on ice at the venue						
			2	1830	ISR v HKG	SUI v CZE	CRO v WAL	SVK v NOR	*KAZ v LUX		
All	2100	Welcome Reception - Palladium									
Sat	7	Oct	3	0800	NED v POL	ITA v BRA	FRA v USA	*AUS v GER	EST v SLO		
			4	1200	KAZ v DEN	CAN v TUR	AND v ENG	RUS v CRO	CZE v AUT		
			5	1600	BRA v LAT	NZL v IRL	*SCO v ESP	JPN v SLO	WAL v HUN		
			6	2000	LUX v KOR	FIN v NOR	HKG v SVK	*SUI v ISR	BLR v SWE		
Sun	8	Oct	7	0800	GER v AND	*TUR v ENG	HUN v JPN	BRA v USA	IRL v SCO		
			8	1200	LAT v BLR	LUX v ESP	CZE v NOR	NED v AUS	*CAN v POL		
			9	1600	SUI v SVK	HUN v RUS	SWE v FRA	DEN v IRL	USA v ITA		
			10	2000	CRO v SLO	AUT v ISR	WAL v EST	KAZ v NZL	HKG v FIN		
Mon	9	Oct	11	0800	ENG v CAN	BRA v SWE	GER v NED	KOR v SCO	ITA v LAT		
			12	1200	EST v JPN	POL v AUS	SVK v ISR	*NOR v AUT	TUR v AND		
			13	1600	FRA v ITA	HKG v SUI	IRL v LUX	NZL v ESP	KOR v DEN		
			14	2000	FIN v CZE	USA v BLR	SLO v RUS	EST v HUN	AND v AUS		
Tue	10	Oct	15	0800	DEN v LUX	IRL v KAZ	TUR v GER	POL v ENG	JPN v CRO		
			16	1200	WAL v RUS	*NED v AND	AUS v CAN	*HKG v CZE	FRA v BRA		
			17	1600	NOR v ISR	SCO v DEN	FIN v SUI	LAT v SWE	ENG v GER		
			18	2000	SVK v AUT	SLO v HUN	ITA v BLR	CAN v NED	ESP v KOR		
Wed	11	Oct	19	0800	RUS v EST	JPN v WAL	*NZL v DEN	SCO v LUX	ISR v CZE		
			20	1200	SWE v USA	GER v POL	BLR v BRA	AND v CAN	NED v TUR		
			21	1600	NZL v SCO	LAT v FRA	ESP v KAZ	*IRL v KOR	AUS v ENG		
			22	2000	HUN v CRO	NOR v HKG	SUI v AUT	TUR v POL	*FIN v SVK		
Thu	12	Oct	23	0800	SCO v KAZ	KOR v NZL	USA v LAT	SWE v ITA	DEN v ESP		
			24	1200	AUS v TUR	ENG v NED	POL v AND	SLO v WAL	RUS v JPN		
			25	1600	ESP v IRL	CRO v EST	KAZ v KOR	BLR v FRA	LUX v NZL		
			26	2000	CAN v GER	CZE v SVK	AUT v HKG	ISR v FIN	NOR v SUI		
Fri	13	Oct	1/8	0900	Games 1 - 4: winners qualify for the 1/4 Finals						
			1/8	1300	Games 5 - 8: winners qualify for the 1/4 Finals						
			1/4	1900	1/4 Finals (Games 9 - 12)						
Sat	14	Oct	SF	0900	Semi-finals (Games 13 & 14)						
			Finals	1400	Gold and Bronze Medal Games (Games 15 & 16)						
			All	1630	Closing Ceremony straight after final at the venue						
			All	1900	Closing Banquet - location to be determined						

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Group-A	Group-B	Group-C	Group-D	Group-E
CRO - Croatia	BLR - Belarus	DEN - Denmark	AUT - Austria	AND - Andorra
EST - Estonia	BRA - Brazil	ESP - Spain	CZE - Czech Republic	AUS - Australia
HUN - Hungary	FRA - France	IRL - Ireland	FIN - Finland	CAN - Canada
JPN - Japan	ITA - Italy	KAZ - Kazakhstan	HKG - Hong Kong	ENG - England
RUS - Russia	LAT - Latvia	KOR - Korea	ISR - Israel	GER - Germany
SLO - Slovenia	SWE - Sweden	LUX - Luxembourg	NOR - Norway	NED - Netherlands
WAL - Wales	USA - United States	NZL - New Zealand	SUI - Switzerland	POL - Poland
		SCO - Scotland	SVK - Slovakia	TUR - Turkey

PRE-COMPETITION TRAINING SCHEDULE											
Day	D	M	Draw	Time	Sheet A	Sheet B	Sheet C	Sheet D	Sheet E		
Thu	5	Oct	Arrival of the Teams								
Fri	6	Oct	T1	0830-0900	AUT	SUI	CRO	SVK	KAZ		
			T2	0915-0945	FIN	CZE	WAL	NOR	LUX		
			T3	1000-1030	ISR	ITA	FRA	AUS	EST		
			ALL	1045-1115	Team Meeting - at the Palladium & Ice Maintenance						
			T4	1145-1215	HKG	BRA	USA	GER	SLO		
			T5	1230-1300	NED	CAN	AND	RUS	KOR		
			T6	1315-1345	POL	TUR	ENG	JPN	DEN		
			X	1345-1445	Ice Maintenance						
T7	1445-1515	AUT v FIN Game		NZL	SCO	HUN	BLR				
T8	1530-1600			IRL	ESP	LAT	SWE				
EACH TEAM TRAINS ON A SINGLE SHEET FOR 30 MINUTES											

- World Curling Federation (WCF) rules apply, unless otherwise indicated below or explained at the Team Meeting (Friday, 6 October, 1045).
- Each group plays a round robin. At the end of the round robin series (no tie-breaker games), there will be a ranking for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> position in each group. These 3 teams qualify directly for the 1/8 finals. The final team entered into the 1/8 finals will be the 4 ranked team with the best Draw Shot Challenge. The teams will be ranked 1 to 16 and the opponents for the playoffs will be according to the playoff chart supplied (e.g. - losers of the semi-finals play in the Bronze Medal game and winners of the semi-finals play in the Gold Medal game).
- All games will be eight (8) ends, with extra end(s) to break tied games.
- There will be a nine (9) minute practice for each team before each round robin game. The practice starts 30 minutes before the scheduled game time. The team with the first practice during the round robin will be the team with dark stones, except for any game marked with an \*, where a toss of a coin will determine 1st and 2nd practice in that game.
- At the conclusion of the team's pre-game practice, two players (one male and one female) each deliver a stone to the tee at the home end; the first stone with a clockwise rotation, and the second stone with a counter-clockwise rotation. The distances are combined to determine the Last Stone Draw (LSD) for that game. The team with the lesser LSD distance has the choice of delivering first or second stone in the first end. 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 or 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.
- To have the Draw Shot Challenge calculated in the same way for all teams, only the LSDs from the first 6 games will be used in the calculation of the DSC.
- First named teams in each draw play the stones with the dark coloured handles, and wear dark coloured upper playing garments. Second named teams in each draw play the stones with the light coloured handles, and wear light coloured upper playing garments.