| red Group |  |  |
| :---: | :--- | :--- |
| Team | Name | Skip |
| a | CC Moskvitch, Moscow | Alexander Shevchenko |
| b | Sport Club JU Prague | Jiri Seman |
| c | Disval a.s.d. | Andrea Tabanelli |
| d | CC Wetzikon 1 | Max Brunner |
| e | CC Bern | Daniel Meyer |
| f | RCZ Limmattal | Cesare Cassani |


| blue Group |  |  |
| :---: | :--- | :--- |
| Team | Name | Skip |
| u | Nationalteam Schweiz | Felix Wagner |
| v | Deutschland | Jens Jäger |
| w | ITA Trentino Curling | Paolo Ioriatti |
| x | Latvia | Ojars Briedis |
| y | RCSG St.Gallen | Ivo Hasler |
| z | Lausanne-Olympique | Didier Recordon |

## 1. Round

| a vs | d | u vs | x |
| :---: | :---: | :---: | :---: |
| $b$ vs | e | $v$ vs | y |
| c vs | f | w vs | z |
| 1st named Team |  | 2nd named Team | Rink Nr. |
| CC Moskvitch, Moscow | vs |  | 1 directly at the entrance |
| Sport Club JU Prague | vs | CC Bern | 2 |
| Disval a.s.d. | VS | RCZ Limmattal | 3 |
| Nationalteam Schweiz | vs | Latvia | 4 |
| Deutschland | vs | RCSG St.Gallen | 5 |
| ITA Trentino Curling | vs | Lausanne-Olympique | 6 on the right side |

## Timetable Saturday 27. Oct. 2012

Warmup (15 Min) 10:15 1st named Team / 10:30 2nd named Team

1. Round 11:00 o'clock
2. Round 15:00 o'clock

Dinner aprox. 18:00 o'clock
Timetable Sunday, 28 Oct. 2012.
Warmup ( 15 Min ) 08:00 1st named Team / 08:15 2nd named Team
3. Round 08:45
4. Round 12:45

Announcement of ranking aprox. 15:45

## Game mode: System Sonneborn-Berger

Roules according Swiss Curling Association in 2 groupes over 8 Ends

## Timelimit

135 minutes for 8 Ends, incl. 5 min of break after 4th End.
Bell signal after 135 min . Started End in timelimit will be finished.
Ranking order: Points, Stones, Ends
2 Pts. for winning Team, undecided 1 Pt. for both Teams, 0 Pts. lost Game.

## Round 1-3

3 rounds are played within every group. After that a complete active list is prepared.

1. The matings of the first round are drawn lots for before the tournament beginning
2. After the first and every further round one becomes inter-active list after the evaluation Points/stones/Ends made.
3. The matings of the following round are always made due to the inter-active list, in which the teams of the top meet the active list next one respectively to down.
4. Matings mustn't recur. Already have teams in an earlier round against each other become she with the following rank next team exchanged, played. Has the active list last ones the mating is carried out with the fourth to the last against this one once more, played already against the last but one etc.

Round 4 (Finalround without Timelimit)
The teams in the active list result (complete active list) of the top play in the 4th round to down against each other also when they have played against each other already earlier. The loser against the active list first one is second, also then in every case if he has less points than the active list following one (final). After that the end active list is prepared.

