

2026 Cornwall Club Championship Event Details

- **Dates:** February 13–14, 2025
 - **Format:** Round-robin pool play
 - **Objective:** The top two teams from each division will compete in playoffs to determine the club champion and representatives for the Club Provincials (March 25–29).
 - **Special Note:** This year, two teams will represent the Cornwall Curling Club at Provincials as part of a three-year Club Curling Championship pilot directed by Curl PEI.
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Round Robin Format

- Teams will be divided into two groups: **Group A** and **Group B**.
 - Each team will play against every other team in their group (**3 games guaranteed**).
 - **Tiebreaker Rules:**
 1. Head-to-head result.
 2. Cumulative draw-to-the-button (DTB) score (as per Nationals guidelines).
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Playoff Structure

1. **Group Winners:** The winner of Group A will play the winner of Group B to determine the Cornwall Club Champion.
 2. **2nd Place Teams:**
 - The second-place team in Group A will play the second-place team in Group B.
 - The winner of this game will face the loser of the championship game (A1 vs. B1).
 - The winner of this final game earns the **second berth** to represent the club at Provincials.
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Event Rules and Guidelines

- **Broom Usage:**
 - Horsehair brooms are not allowed for sweeping (sliding with them is permitted).
 - Teams advancing to Provincials must comply with the **Curling Canada Brush Head Moratorium**.
- **Pregame Practice:**
 - Coin flip will occur 15 minutes before the game. The winner chooses rock colour.
 - Teams will practice simultaneously:
 - Yellow rocks: Clockwise rotation for DTB.
 - Red rocks: Counterclockwise rotation for DTB.
 - Each player will throw 1 rock up and back.
 - Each team selects one player to throw the DTB.
 - If the pin is covered on the first DTB, the distance will be recorded, and a second DTB (without sweepers) will be thrown.
 - DTB scores will be recorded cumulatively as they may determine tiebreakers.

Playoff Hammer and Colour Rules

- The higher-seeded team chooses hammer or rock colour.
- **Pregame Practice:** Each player throws one rock up and down the ice (no DTB required).
- **Hammer Assignment Examples:**
 1. **A1 vs. B1:** The team with the better record gets the choice of hammer or rock colour. If tied, cumulative DTB scores will determine the hammer.
 2. **A2 vs. B2:** Same as above.
 3. **2nd Place Game:** The loser of the A1 vs. B1 game will have the choice of hammer or rock colour as they are the group winner.

We're excited to host Club Curling Day in PEI and look forward to the event! Attached is the Schedule.

Cheers,

Ryan