

## Format

12 teams play in two pools of six with a four-team Page playoff

- Defending Champion
- 2 CTRS berths
- 3 BCCT berths
- Regions 1 & 2 (Zone 1)
- Regions 3, 4 & 7 (Zone 2)
- Region 11 (Zone 3, 4 & 5)
- Regions 8, 9 & 10 (Zone 6)
- Regions 5 & 6 (Zone 7&8)
- Remaining berth(s) prorated among regions

## Berths

- **Defending Champion must have 3 of 4 players**
- **CTRS must have 3 of 4 players collecting those points**
- **CTRS and BCCT winners do not have to be in the top 50 in Canada**
- **Regional events must have at least 3 teams to go ahead**
- **Regional berths prorated among the regions**
- **If any of the regional events cannot happen due to a lack of registered teams, the additional berth(s) will also be prorated among the regions**
- **Maximum 2 tie-breaker games at provincial**

## What will change?

Championship size reduced to 12 teams with two pools of 6. A second CTRS berth. Regional representation is taken into account however, teams must earn their berth by competing against at least two other teams.

- Entry numbers did not support a 16-team championship
- Additional CTRS berth to reward teams that pursue higher levels of competition.
- Pool format means more games for teams (compared with triple knockout).
- Four-team Page playoff format is supported by teams because it mimics Brier format.

## Rationale


# Feedback

Curl BC heard that a reduction from 16 teams to 8 was too deep of a cut.

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Have questions?

**CONTACT WILL SUTTON**

 604-333-3622

 [wsutton@curlbc.ca](mailto:wsutton@curlbc.ca)