**Provincial Procedures for Last Stone Draw (LSD)**

**Common rules for all Categories:**

1. The team with first practice will **always** deliver the clockwise rotation while the team with second practice will **always** deliver the counter-clockwise rotation.
2. Only the four ‘game’ players are allowed on the ice surface for the Last Stone Draw in regular 4 person play. Full sweeping is allowed, however, one of the four players must hold the target broom. The sweeping line-up should be as it would be during the actual game.
3. A stone not delivered within the time allotted by the Umpire will be assigned a

distance of 185.40 cm (the stone must reach the near T-line before the one minute time expires). A total of 199.6 is used with the app.

1. Stones moved by the delivery team before being measured will be assigned the distance of the next defined circle away from the button.
   * + On or touching the button = 15.24 cm (when a one foot button)
     + In or touching the four foot = 60.96 cm
     + In or touching the eight foot = 121.92 cm
     + In or touching the twelve foot = 182.88 cm

**NOTE:** At an arena event where triangulation is in place the

measurements will be completed as per Curling Canada Rules as

the maximum distances are different.

1. If a member of the non-delivering team or an external force moves a stationary stone or causes it to be moved before the Umpire completes the measurement, the stone is replaced to its original position by the delivering team.
2. The third from both teams shall confirm the distance measured with the Umpire.
3. At the conclusion of the round robin, the single highest recorded distance will be discarded to establish the final accumulated distance.

**Event Specific Rules for the following Categories:**

**Juniors, Scotties, Viterra, 4 Person Mixed, Wheelchair Championships**

1. Both teams will name the player delivering the stone before the first team’s practice.
2. After each team’s pre-game practice, the named player will deliver one stone to the button, which will be measured. If the distance is 0.00 cm or out of the rings, a

different player from the team will deliver a stone, which will be measured.

1. If the team with second practice then registers the same first stone distance as the team with first practice, a second player from the team with second practice will deliver a stone, which will be measured.
2. If the distances are still tied, the teams will alternate delivering one stone with their designated rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stone including the players who delivered the first two stones.
3. Each player must deliver a minimum of one stone during the round robin.

**Exception:** Viterra, 4 Person Mixed

1. Only the first stone delivered will be registered for the accumulated distance.

**U18, Seniors, Masters**

1. Both teams will name two different players delivering the stones before start of the first practice.
2. After pre-game practice, the two different players will each deliver one stone, with their designated rotation to the button; both stones will be measured and totaled.
3. If the second team registers the same two stone distance as the team with first

practice, the teams will alternate delivering one stone with their designated

rotation until the tie is broken. Any player on the team can deliver the third and any subsequent stones including the players who delivered the first two stones.

1. Each player must deliver a minimum of two stones during the round robin.

Exception: U18 teams must each deliver a minimum of one

stone during the round robin.

1. Only the combined distance of the first two stones delivered will be registered for

the accumulated distance.

**NOTE**: For 4 Person Mixed games, there are no requirements that players

of both genders deliver stones. Any player on the team for any game can

deliver the LSD stone. However, the sweeping line-up should be as it would be

during the actual game.

Opposite gender must hold the broom.

**Mixed Doubles:**

1. After each team’s pre-game practice, one player will deliver a stone to the button:

clockwise rotation for first practice and counter-clockwise rotation for second practice.

2. Full sweeping is allowed.

**Umpires will assume that any team that wins the LSD will want last stone; if not they must inform the Umpire prior to the practice.**