



DYNASTY MIXED DOUBLES
presented by Access Credit Union

National Championship
March 21-27, 2026
Cloverdale Curling Club, Surrey, BC

**BROOM SPECIFICATIONS AS PER World Curling
Brushes in Elite Curling**
<https://worldcurling.org/brushes/>

LOCATION

Heather Curling Club
February 13-16, 2026

EVENT CONTACT INFORMATION

Chairperson: Robert
hcc@heathercurlingclub.org

CurlManitoba: Erika Radosevic
eradosevic@curlmanitoba.org

REGISTRATION

Equipment and Competitor Guide will be checked prior to the team's first pre-game practice. Game cards will be completed.

REPLACEMENT PLAYERS

The deadline date for naming a replacement player and a coach is February 6, 2026 at NOON.

FORMAT

Mixed Doubles is open entry. The format will be a triple knockout. Games will be 8 ends. Two stones will be designated for placement. Teams may choose five stones from the six remaining stones for each end.

QUESTION AND ANSWER

The question and answer period time, location and date Friday at 630pm.

TIME OUTS

Please refer to GAME TIME OPERATION in the General Guide for more information.

PRE-EVENT PRACTICE

There will be no pre-event practice.

PRE-GAME PRACTICE/LAST STONE DRAW

Please refer to PRE-GAME PRACTICE/LAST STONE DRAW of General Guide for more information

Pre-Game practice is 7 minutes with 2 throws for LSD.

Each player position is required to throw 1 Last Stone Draw per game.

Last Stone Draw rotation format by Event			
		CW = clockwise CCW = counterclockwise	
Event	# LSD/team	First Practice	Second Practice
Mixed Doubles	2	Both stones CW both	Both stones CCW

PLAYOFF

The playoffs will be as follows, dependent on the number of entries:

12 and under entries = 4 qualifiers Page Playoff
13-16 entries = 6 qualifiers Single Knockout
17 plus entries = 8 qualifiers Single Knockout

In the playoff round the team that finished higher in the qualifying event play will have choice of Last Stone Advantage OR choice of colour.

If teams are tied (ie: qualified in the same event) for placement the coin toss will occur for choice of practice OR colour and a LSD will occur.

In a Triple Knockout format if only one of the teams is an A-Event Qualifier they will be awarded Last Stone Advantage for the duration of the playoffs unless they play the other A-Event Qualifier. Then, a LSD will determine Last Stone Advantage. A coin toss will occur for colour.

If a team chooses colour instead of last stone, the other team then has the choice of last stone and first practice, or no last stone and second practice.

SEEDING

Seeding will be emailed to the contacts to all team contacts by CurlManitoba with a due date.

If less than 25% of teams participate in the self-seeding process, teams will be placed in the draw using a random generator program.

STONE PLACEMENT

Two stones are designated for placement. The players will set up their own stones at the designated spots. The teams may choose from the six remaining stones which stones they will deliver in each end.

RULES

1. A team is composed of two players, one male, and one female. Alternate players are not allowed. A team must forfeit any game(s) in which it fails to have both athletes playing for the

entire game.

The scoring shall be the same as in a regular game of curling. The "positioned" stones that are placed before the beginning of each end are eligible to be counted in the scoring.

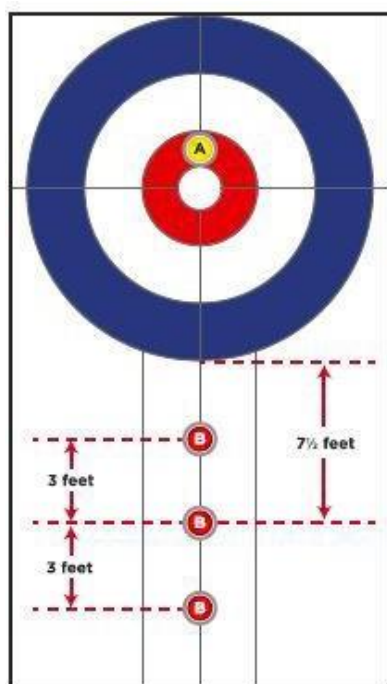
2. Each team shall deliver five stones per end. The player delivering his/her team's first stone of the end must also deliver his/her team's last stone of that end. The other team member shall deliver the team's second, third and fourth stones for that end. The player delivering the first stone can change from end to end.

3. Modified Free Guard Zone: no stone in play, including the "positioned" stones and those in the house, can be removed to an out-of-play position prior to the delivery of the fourth stone of an end (the fourth delivered stone is the first stone that can remove stone from play). If there is a violation without exception, the delivered stone shall be removed from play, and any displaced stone(s) shall be replaced to their original position by the non-offending team.

4. Before the start of every end (except when the Power Play option is chosen), one team shall place their team's "positioned" stone at the playing end of the sheet in one of two positions, designated A or B. The opponent's "positioned" stone shall then be placed in whichever position (A or B) remains vacant.

A— Placement of the stone is placed so that the stone is bisecting the centre line and the back edge of the stone is aligned with the back edge of the 4-foot circle.

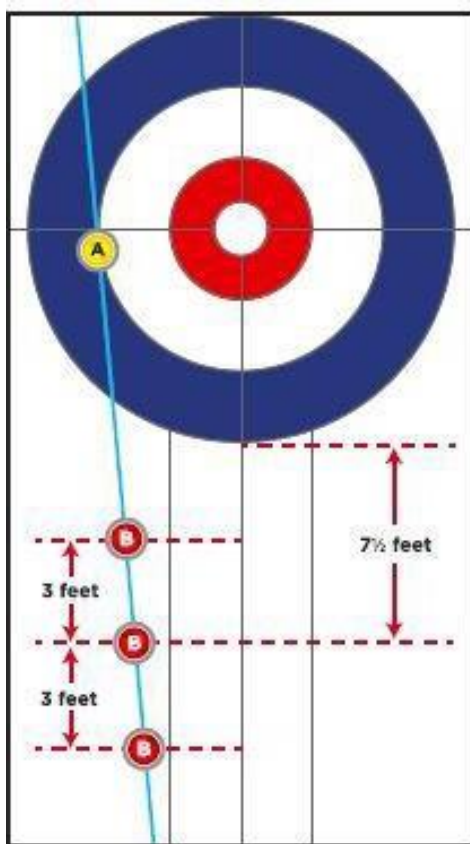
B -- Placement so that the stone is bisecting the centre line and is immediately in front or immediately behind one of the three points in the ice. Teams which mutually agree on the location. Rock placement points are placed on the centre line.



THE POWER PLAY

1. Once per game, each team with last stone, has the option to place the stones in a "power play" position. The in-house stone of the team with last stone in that end is placed with the back edge of the stone on the tee line, splitting the 8 foot and the 12 foot circle.

The guard is positioned from the centre-line to a direct line between the middle of the in-house stone and the middle of the delivering hack. The in-house stone will be directly behind the guard. The team calling the power play can decide which side of the house they would like the stones placed. A "power play" cannot be called in an extra end.



2. The team having the decision on the placement of the “positioned” stone shall be:
 - Team with the best LSD from the pre-game practice will have the choice in the first end.
 - Following the first end, the team that did not score shall have the decision on the placement.
3. If neither team scores in an end, the team that delivered the first stone in that end shall have the decision of placement in the next end.
The team whose “positioned” stone is placed in Position B in both diagrams shall deliver the first stone in that end.
4. If a player delivers a stone out of proper rotation, the delivered stone is removed and any displaced stones are returned to their original positions by the non-offending team. Should the infraction not be discovered until after the delivery of the subsequent stone, play continues as if the infraction had not occurred.

Game Procedure

Each game will consist of eight ends. If at the completion of the eight ends the score is tied, play shall continue for the extra ends required to determine the winning team.

Prior to the start of every game in the competition, each team shall be allowed a 7 minute pre-game practice on the sheet on which they will be playing.

There will be a coin toss for practice and a two stone last stone draw at the end of the 7 minute pre-game practice to determine choice of placement or last stone.

Stone Selection Playoffs (triple)
17 or more teams-- 8 qualifiers single knockout

GAME	LAST STONE	COLOUR
Playoff Round, Semi-Final, Final	<p>The team that finished higher in the qualifying event play will have choice of Last Stone Advantage or Colour.</p> <p>If teams are tied (qualified in the same event) for placement a coin toss will occur for choice of practice or colour. An LSD will occur.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

13-16 teams--6 qualifiers single knockout

GAME	LAST STONE	COLOUR
Playoff Round, Semi-Final, Final	<p>The team that finished higher in the qualifying event play will have choice of Last Stone Advantage or Colour.</p> <p>If teams are tied (qualified in the same event) for placement a coin toss will occur for choice of practice or colour. An LSD will occur.</p>	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used

12 and under teams--4 qualifiers page playoff

GAME	LAST STONE	COLOUR
Playoffs A Qualifier vs B Qualifier C Qualifier vs C Qualifier	In the A/B game the A Event winner shall have the choice of Last Stone Advantage OR Colour In the C/C game a coin toss will occur 35 minutes before game time for Colour or practice A last stone draw will occur	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Semi-Final A/B Finalist vs C/C Winner	The runner up of the A/B game shall be granted Last Stone Advantage OR Colour	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used
Final A/B Winner vs Semi-final Winner	If the winner of the A qualifier vs B qualifier is the A qualifier then the A qualifier shall have Last Stone Advantage AND Colour If the winner of the A qualifier vs B qualifier is the B qualifier and the winner of the semi- final is the A qualifier then B qualifier shall have Last Stone Advantage OR Colour. If the winner of the A qualifier vs B qualifier is the B qualifier and the winner of the semi- final is the C winner then the B qualifier shall have Last Stone Advantage AND Colour.	<ul style="list-style-type: none"> • No stone selection • The stone on the assigned game sheet shall be used