

Technical Information

Olympic Hopes Budapest 2025.



Hotel: Rubin Wellness & Conference Hotel****

Address: H-1118 Budapest, Dayka Gábor street 3, Hungary.

Distance from Kamaraerdei Curling Club: ~ 5 km

Distance from Budapest city centre: ~ 3,5 km

Check in: 2025.04.03. Thursday from 14:00

Check out: 2025.04.06. Sunday until 11:00

Catering:

Breakfast: at the Hotel 6:30-10:00 (Friday, Saturday, Sunday)

Lunch: at the venue at 12:30-14:00 (Friday, Saturday, Sunday)

Dinner: at the venue at 18:45-20:15 (Thursday, Friday, Saturday)

Transfer:

The transfer service is available all day by on-site arrangement.

For further information about the transfer and arrangements contact person:

Szabina Polyák

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For further information about the competition and in case of problems:

Dániel Böndör

Phone number: +36703550498

Email: bondor.daniel@huncurling.hu

Groups:

Group A:	Group B:	Group C:
A1: Vasas Team Curling Girls (HUN)	B1: Team Vasas Mix (HUN)	C1: FTC Kids 1. – Frozen Fradi (HUN)
A2: FTC Kids 2. – FTC Icebreakers (HUN)	B2: FTC Kids 3. (HUN)	C2: PTSE Ifik (HUN)
A3: Chzechia OH (CZE)	B3: Curling Brno (CZE)	C3: KKC Junior Krakow (POL)
A4: Ljubljanski lisjaki (SLO)	B4: Bunnies on ice (SLO)	C4: SKOB/Regza (LAT)
A5: Transylvania Underdogs (ROU)	B5: Bughi's Angels (ROU)	

Conduct of the event:

Round Robin: 2025. April 03.-05.

Play off: 2025. April 05.-06.

Rules of the competition:

- The times in the schedule are the start times of the matches. At every match **the warm-up will start 20 minutes before the time shown in the schedule!**
- The time available for the teams is 80 minutes + the already started end can be finished (running clock).
- The end is considered to have started if the first stone of the next end crossed the thrower side's tee line.
- Six (6) ends are scheduled with extra end to decide tied matches. A minimum of four (4) ends must be completed in the round robin matches and all play-off matches.
- First named teams in each draw play the stones with the dark-coloured handles. Second named teams in each draw play the stones with the light-coloured handles.
- Before the warm up the teams take one (1) minute cooling. After that, there will be a five (5) minute warm up, followed by the LSDs for both teams before the round robin games (1+1 minutes for each throw). The first practice starts twenty (20) minutes before the game's start time.
- There is no break between ends during the match, nor is there a half-time break. The coaches may enter the field of play between ends and communicate with the teams without prolonging the game. The coaches who enter the field of play must pay attention that there is no player in the hack on the other sheet. If there is, it is mandatory to wait for the slide out.
- During communication between teams and the coach between ends, the coach may remain on the playing area for a maximum of 1 minute. If the 1-minute limit is exceeded, the referees may warn the teams; in case of repeated warnings, the offending team may lose their timeout or, in certain cases, the right to throw the last stone.
- If the venue layout allows, the coach of the team which has not called the team time-out is allowed to communicate with their team **during the actual 60 seconds time-out but not during the travel time**, and they have to stop communicating as soon as the team that called the timeout resumes the game.
- In games, both teams may request time-outs 2-2 times. A time-out may be called at any stage of the match.
- The referees will also make the travel time visible to the teams. Due to the accessibility of the two ends of the court, the travel time to the side closest to the coach is 20 seconds, depending on accessibility. For the opposite side of the court the travel time is 40 seconds.
- Before the „Extra end” the teams have 1 minute break.
- If a team has no mathematical chance for winning it has to abandon the match after the 4th end. In this case the written sign of the non-played ends are „X”.
- The ranking is in the round robin system:
 - points
 - In case of equality of points: result against the team which has the same points
 - Average Draw Shot Challenge result
- The skips have to sign the report about the match after they have finished it.
- **During the competition, the WCF rules will apply.**

- The players who have no special curling shoes can rent sliders from the curling Club for free. For them necessary to wear clear training shoes.

Rules for the play off matches:

Merged group ranking:

- Team 1, Team 2, Team 3: a1, b1, c1 – in ascending DSC order
- Team 4, Team 5, Team 6: a2, b2, c2 – in ascending DSC order
- Team 7, Team 8, Team 9: a3, b3, c3 – in ascending DSC order
- Team 10, Team 11, Team 12: a4, b4, c4 – in ascending DSC order
- Team 13, Team 14: a5, b5 – in ascending DSC order

During the play-off matches the following WCF rules apply:

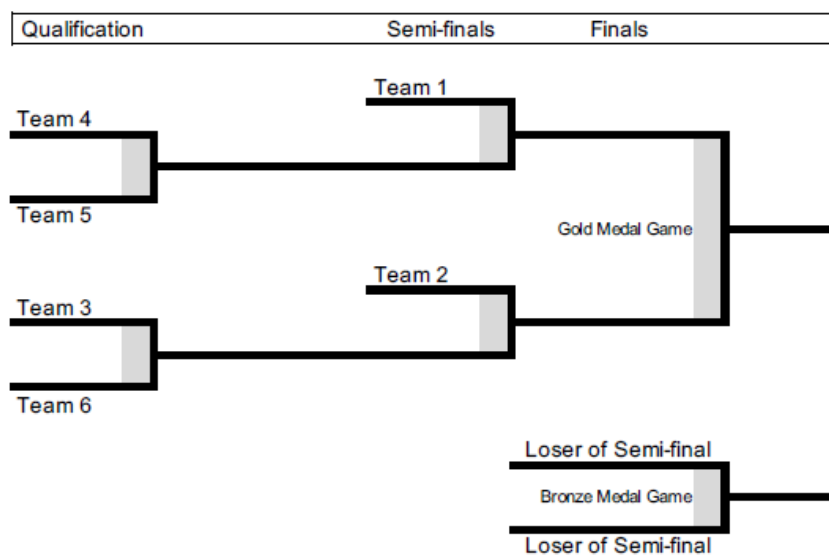
In the matches, the hammer and the right to choose the stone colour will be decided according to the following WCF rule:

- g) At World Curling competitions when teams play a round robin in separate groups, for the post round robin games, the team ranked higher in the merged group ranking has choice of either the first or second practice or the stone handle colour. The regular LSD procedures (without minimum requirements) will determine which team has the choice of delivering the last stone in the first end.

Teams who qualify for the play off:

- Team 1, Team 2, Team 3 – Group number ones in ascending DSC order
- Team 4, Team 5, Team 6 – Group number twos in ascending DSC order

Play-off brackets:



Matches for the XIIIth, XIth, IXth, VIIth, Vth places:

Match for the Vth place: Teams who lose at the Qualification match

Match for the VIIth place: Team 7 vs. Team 8

Match for the IXth place: Team 9 vs. Team 10

Match for the XIth place: Team 11 vs. Team 12

Match for the XIIIth place: Team 13 vs. Team 14

The rules of the button throws:

The number of LSD stones, and the number of clockwise and counter-clockwise deliveries for each player, will be determined at each competition depending upon the number of games in the round robin. Based on the Original Team Line-up form, the four players (2 in Mixed Doubles) have to fulfil the minimum number of LSD deliveries. If there is a violation where the minimum requirements are not fulfilled, the appropriate LSD(s) will be recorded as 1.996 m.

- i. LSD stones delivered by the alternate can be combined at the end of the games that are considered in the calculation of the DSC with only one other player, so that this player fulfils the minimum required number of LSD stones.
- ii. Where a team plays an entire event with only 3 players, the LSD stone requirements of the missing player are shared equitably amongst the other players.
- iii. Where a team starts a competition with a complete team but then, for any reason, a player cannot fulfil their minimum LSD requirements, the maximum of 1.996 m will be recorded for each of their missed LSD stones.

Minimum for each player: (at least three players must be on the ice during the throw)

Group A and B:

2 stones, 1 clockwise + 1 counter-clockwise

Group C:

1 stone of the 4 required stones per team 2 must be clockwise and 2 counterclockwise

Other rules:

- **The No-Tick Rule is not applied during the tournament.**
- **Only brushes validated by the WCF may be used during the tournament.**
- In case of match cancellation, the defaulting team will be entitled to 75 minutes of practice time. Please inform the Organising Committee whether or not the defaulting team will take this opportunity. The practice time will start at the time the match starts
- It is not allowed to throw away the first stone of an end before the expiry of the time that marks the pause between ends. In the next 10 seconds the teams have time to throw the first stone of the next end, after that the judges start the team's thinking time. The same applies to the half-time break.
- **During the round robin the coach must leave the rink before the LSD throw!**

