

Technical Information

2026. Olympic Hopes Budapest



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: 23.04.2026. Thursday from 14:00

Check out: 26.04.2026. Sunday until 11:00

Catering:

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

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

Dinner: at the venue at 18:30-20:30 (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:

Bence Kiss

Phone number: +36203266213

Email: bence.kiss@huncurling.hu

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:
A1: Vasas Mix (HUN)	B1: PTSE Ifik (HUN)
A2: FTC-MVM Osuma Kids (HUN)	B2: FTC-MVM Frozen Fradi (HUN)
A3: Bughi's Angles (ROU)	B3: Transylvania Underdogs (ROU)
A4: SpS Ledostrelci (CZE)	B4: Curling Brno (CZE)

Group C:	Group D:
C1: Team Kay (SCO)	D1: Team Curling Girls (HUN)
C2: Minions (SLO)	D2: Bunnies on ice (SLO)
C3: Prague Ice Club (CZE)	C3: KKC Junior Krakow (POL)
C4: Vis (CRO)	D4: Vis 2 (CRO)

Conduct of the event:

Round Robin: 23-25. April 2026

Play off: 25-26. April 2026

Rules of the competition:

- Teams will have 23-23 minutes thinking time. Six (6) ends are scheduled with extra end to break tied games. A minimum of four (4) ends must be completed in the round robin games and all play-off games.
- The times in the time table are the start times of the matches. During the round robin, the warm-up will start 15 minutes before the time shown in the time table!
- 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 fifteen (15) minutes before the game's start time.
- After the 3rd end, there will be a 5-minute break, where players may leave the playing area. During the break, the ice rink will be "mopped".
- Communication with the coach or a substitute is allowed not only at half-time but during all breaks
- 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. For the opposite side of the court the travel time is 40 seconds.
- 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.
- Before the „Extra end” the teams have 1 minute break. When extra ends are required, the game clocks are reset and each team receives 4 minutes 30 seconds of thinking time.
- 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
- In the Draw Shot Challenge the worst result won't count in the average.
- In other cases, the rules of WCF are valid.
- **The tournament is played with WCF approved broomsticks, all other types are prohibited.**
- The skips have to sign the report about the match after they have finished it.
- 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.

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)

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

Rules for the play off matches:

Merged group ranking:

- Team 1, Team 2, Team 3, Team 4: a1, b1, c1, d1 – in ascending DSC order
- Team 5, Team 6, Team 7, Team 8: a2, b2, c2, d2 – in ascending DSC order
- Team 9, Team 10, Team 11, Team 12: a3, b3, c3, d3 – in ascending DSC order
- Team 13, Team 14, Team 15, Team 16: a4, b4, c4, d4 – 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 choices for stone handle colour and playing last in the first end are determined as follows:

- I. When a higher ranked team from any group plays a lower ranked team, the higher ranked team has the choice of stone colour and playing last stone in the first end.
- II. When two teams with the same “group rank” play each other, the team with the lesser DSC has the choice of either the first or second practice or 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, Team 4 – Group number ones in ascending DSC order
- Team 5, Team 6, Team 7, Team 8 – Group number twos in ascending DSC order

Play-off brackets:



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

Match for the Vth place: The two higher ranked Quarter-final loser, based on the merged group ranking will play for the Vth place.

Match for the VIIth place: The two lower ranked Quarter-final loser, based on the merged group ranking will play for the VIIth place.

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

Match for the XVth place: Team 15 vs. Team 16

Other rules:

- **The No-Tick Rule is 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 LSD throws following the warm-up, the coach may remain on the field of play. Communication with team members is not permitted while the LSD stones are being released; however, it is allowed between the two LSD throws.**
- **In the event of a timeout, once the Travel Time has expired, the opposing team's coach may also enter the ice and communicate with their team.**
- **For unsportsmanlike behaviour, the umpire may issue a warning, eject a player or team, and in cases of extremely unsportsmanlike behaviour, may also exclude the team from further competition. Unsportsmanlike behaviour will result in Ethical and Disciplinary proceedings.**

