

**COUCH CURLING – Spring Fling 2021**  
ScotStuCurling Discord Server  
Friday 19<sup>th</sup> February 2021 – TBC Dependent on Entries

**PRE-EVENT INFORMATION**

**Description of Event:** Virtual Curling Competition

**Date:** Comm., 19<sup>th</sup> Feb. 2021 lasting max. 5-6 weeks

**Venue:** ScotStuCurling Discord Server and playcurling.com

**Tournament Director (TD):** James Whittle, [scotstudcurling@gmail.com](mailto:scotstudcurling@gmail.com), +447801654091

**Registration:** Registration via GoogleForms (to follow). Registration to close Monday 15<sup>th</sup> Feb. Online event registration through discord, players required to create a profile on discord and on FlyOrDie curling. FlyOrDie curling names to be provided to Jim Whittle prior to competition.

**Equipment Regulations:** Recommended to use laptop or desktop computers where online curling and discord can be kept running at once. Stable internet connection required.

**Draw and/or Format:** The format will remain similar to that used in the Autumn Challenge Event; a round-robin stage will be played, with players split into pools of roughly even sizes (exact sizes dependent upon entry numbers), players with the best records will proceed to a knock-out stage to determine an overall champion.

**Withdrawal Policy:** If you no longer intend to participate, please contact the TD as soon as possible.

**How To Get Online:** Firstly; register on the discord server – this works easiest if you download the desktop version of discord (<https://discord.com/>). You can then join our specific server by going to: <https://discord.gg/E6cgJAebGn>

Secondly, register on FlyOrDie curling (<http://playcurling.com/>). When you have registered, please inform the TD of your screen name here.



**Facilities at Venue** Within the discord server, there are the following facilities:

1. The Bar – the bar voice chat and text chat are there to talk with each other outside of actual games, for the players' meeting, and where announcements will be posted
2. Results Board – A text channel where results will be posted after each draw
3. Sheet x voice chat – A voice chat where players and spectators can chat during the game. There is a voice chat for each sheet, so every game will have a separate space
4. Sheet x text chat – A text chat where the players can organise their game and chat about it during via text.

Note – Accessing a certain text/voice channel does not necessarily place you in the corresponding voice/text channel, you have to join both separately.

**Rules and Regulations:** Rules outlined below.

**Photography:** Please feel free to take selfies of you in your kit or screenshots from games (with opponent's permission) and share via social media.

**Streaming:** Games in the knock-out stages will be streamed to social media as in the Autumn Challenge. Selected games within the Round-Robin will also be streamed. Players will be notified in their games are to be streamed before they play.

**Questions:** Please direct all questions to James Whittle ([scotstudcurling@gmail.com](mailto:scotstudcurling@gmail.com), +447801654091)

**Social Media:** We love to hear your experiences at our events, so please tag us @ScotStuSport on Facebook, Twitter and Instagram! Please also use the hashtag: #ScotStuCurling



Scottish Student Sport are looking to reduce the environmental impact of their events.  
Please bring your own reusable water bottle and recycle wherever possible

## RULES OF COMPETITION

### C1. Rules of Play

a) (General) Rules of play are built into the curling game regarding field of play, order of play, sweeping priorities, FGZ (five rock), etc. Stone allocation and LSFE are randomised – apologies, there doesn't seem to be a way to change this.

b) (Length of games) Games should be played to eight ends, with a minimum of five. Extra ends must be played in the event of a tied game after eight ends.

c) (Timing) The online curling game operates its own time clocks with thinking time per shot (shown on the left, underneath the birds-eye view of the house) and thinking time per end (shown top-right, on the scoreboard).

### C2. Player Eligibility:

The competition is open to any person who wishes to play and has registered prior to and at least 16 years of age on 15<sup>th</sup> February 2021 at 18.00GMT

### C3. Competition Format

a) The first stage shall be a pooled round-robin. Players will play in round-robin format, with the highest ranked players in each pool advancing to the knockout stages. Numbers and sizes of pools will depend on the number of entries

1) Players will be ranked as follows: Win/Loss Record, Head-to-Head record. Number of Ends, Shots-Up, Total Shots will be taken into account to break ties in the absence of LSD rankings.

2) Pools will be seeded based on ranking from Autumn Challenge. A full ranking document will be provided.

3) Players who did not participate in the Autumn Challenge will have a starting rank of zero for the purposes of seeding

b) The quarter finals, semi-finals, and Championship Final will be played as per the draw provided on the week comm. 15<sup>th</sup> Feb 2021

c) Two dates are provided for each draw barring the semi and Championship finals.

1) The first (a Saturday in all cases) is the first day of the draw – we ask players to play their games on the Saturday afternoon/evening as far as is possible to ensure that we have results promptly and to maximise the amount players and spectators can socialise before, during, and after games.

- 2) The second (a Friday in all cases) is the latest date to play a given game. We appreciate sometimes players may need some flexibility, so we ask that, if games are not played on the Saturday, that they are played by the following Friday at the latest.
- 3) The semi and Champ finals are scheduled only for the final Saturday as we hope to make sure all participants and spectators can come and watch.

#### **C4. Equipment Rules**

- a) Please use a laptop or desktop computer that is capable of having discord and FlyOrDie curling running at the same time. Phones and some tablets may not permit this multitasking.

#### **C5. Draw and further information**

- a) The draw will be sent to all competitors, placed on the Results Board on Discord, and included with this document.
- b) All players may have up to two matches to play in a given week.

#### **C6. Players' Meeting**

- a) There shall be a players' meeting on discord on the evening of Friday 19<sup>th</sup> February prior to the first games, with information provided via documentation afterwards. We'll try to do this around 1800 to give time for games in the evening. Time will be confirmed soon.
- b) The organiser shall inform players of any changes to rules or format, provide information regarding the virtual environments, etc.
- c) Any other relevant information for any reason not provided to players prior to the start of competition will also be provided here.
- d) On arrival for the players' meeting, please enter the Bar voice channel – simply click "The Bar" voice channel to connect and then click the microphone icon by your name (towards bottom left) to mute yourself.

#### **C7. Scoring**

- a) Line-scoring is carried out automatically by the FlyOrDie curling game.

b) A screen-shot of the game after the conclusion of the final end should be sent to the TD following each game, this will serve as your scorecard. Players should agree who is going to take a screenshot and send it on.

c) Games for which no score is received in a given week shall be marked as a loss for both players.

1) Where one player can demonstrated that they have tried to organise a game to the best of their abilities and their opponent has either failed to respond or failed to show up for a game, the non-offending player will be awarded a win, 6 shots, and 5 ends.

2) Players must be able to demonstrate that all effort has been made to play the game.

3) If neither player is available to play within the given week but are both available to play in the following week, an appeal to play in the following week may be lodged with the TD who may grant the request provided it not interfere with the draw.

4) No game may be rearranged any further than the week following the original draw.

5) The TD reserves the right not to grant an extension to the game's deadline in any and all cases.

## SETTING UP A GAME

### Step 1. Identify your opposition

The draw (included below) will tell you who you're to play for a given fixture and what sheet you're on. You'll also need their FlyOrDie curling nickname – these will hopefully be posted to the Results Board chat, but you can find them out in the later steps here.

### Step 2. Organise your game

In the text chat for the appropriate sheet, discuss when would best suit you both to play your game. We'd prefer you play on a Saturday afternoon/evening between 1500 and 2100, but we appreciate that this won't always be possible. Ensure you play your game before the following Friday (on the draw). At this point, it may be useful to swap FlyOrDie curling nicknames!

You can post when you plan on playing in the bar channel so that people know when to come and watch your game!

Remember, you may have two games for a given week.

### Step 3. Get on to FlyOrDie Curling

Go to <http://playcurling.com/> and enter Room 3 (usually quietest). The player listed first on the draw should challenge the other. The second named player should accept the challenge, the game will start automatically.

Please also post your names in the text chat for spectators to look you up and view your game.

### Step 4. Being social!

Ensure that you are both on the relevant voice and text channel for your game so you can interact with one another during the game.

### Step 5. Scorecards

One player (both should agree who beforehand) should take a screenshot of the curling game window, showing the full score-board and send it to Jim Whittle or post as an image on the relevant sheet's text channel, tagging Jim Whittle in it. Games for which no score is received shall be marked as a 0-0 peel.

## SPECTATING

### Step 1. When's the big game?

Find out when people are playing, you can check their sheet's text channel or ask them

### Step 2. Settle down at the end of the sheet

When it's time for the game, enter the respective voice chat or text chat. You can talk with the players – it's all social, remember! – but don't go interfering with the game.

### Step 3. Watch on FlyOrDie

Head on over to <https://playcurling.com/> and enter Room 3, scroll through the ongoing games (top-left pane) and select the game with your chosen fixture.

### Step 4. Be courteous

Try to minimise background noise by muting devices other than the one you're using for discord, try to use discord with headphones plugged into your device to minimise echo.

## SEEDING AND SYSTEM USED

### System for determining ranking points

Ranking points are calculated as follows:

(Points × 10) + (Ends × 5) + (25 for QF appearance) + (75 for SF appearance) + (100 for finalists)  
+ (100 for Champion)

Rankings as of the conclusion of the Autumn Challenge are detailed below:

<b>Euan Dagen</b>	<b>530</b>
<b>Fraser Kingan</b>	<b>415</b>
<b>Peter Dagen</b>	<b>340</b>
<b>Ben Fowler</b>	<b>275</b>
<b>Iain Wallace</b>	<b>255</b>
<b>Tylor Boone</b>	<b>230</b>
<b>Fraser Ewen</b>	<b>210</b>
<b>Callum McLean</b>	<b>185</b>
<b>Chay Telfer</b>	<b>170</b>
<b>Jim Whittle</b>	<b>165</b>
<b>Josh Kellock</b>	<b>160</b>
<b>Angus Shearer</b>	<b>155</b>
<b>Susie Smith</b>	<b>130</b>
<b>Cristina Marin</b>	<b>125</b>
<b>Mark Taylor</b>	<b>140</b>
<b>Ross McIsaac</b>	<b>120</b>
<b>Craig Joiner</b>	<b>120</b>
<b>Scott Gibson</b>	<b>115</b>
<b>Jayne Stirling</b>	<b>105</b>
<b>Andrew Cromar</b>	<b>100</b>
<b>Orla McLaughlin</b>	<b>80</b>
<b>Fraser Cromar</b>	<b>55</b>
<b>Jake Hanson</b>	<b>45</b>
<b>Sohpie Nicholson</b>	<b>15</b>

Groups will be seeded with the following conditions with an assumption of four groups (the higher up the list a condition, the higher its priority):

1. Groups must have a roughly even total of ranking points
2. The two finalists must be in separate groups
3. The four semi-finalists must be in separate groups
4. There must be no more than two quarter-finalists in each group