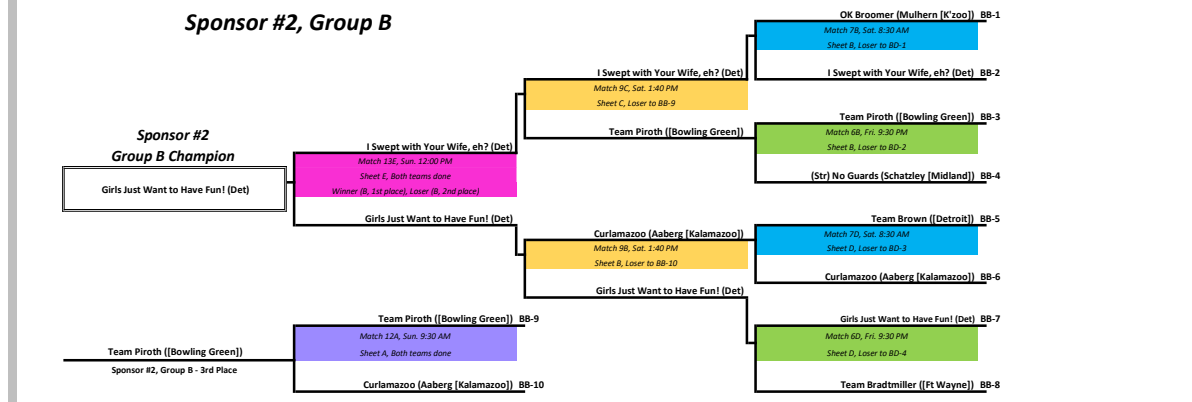
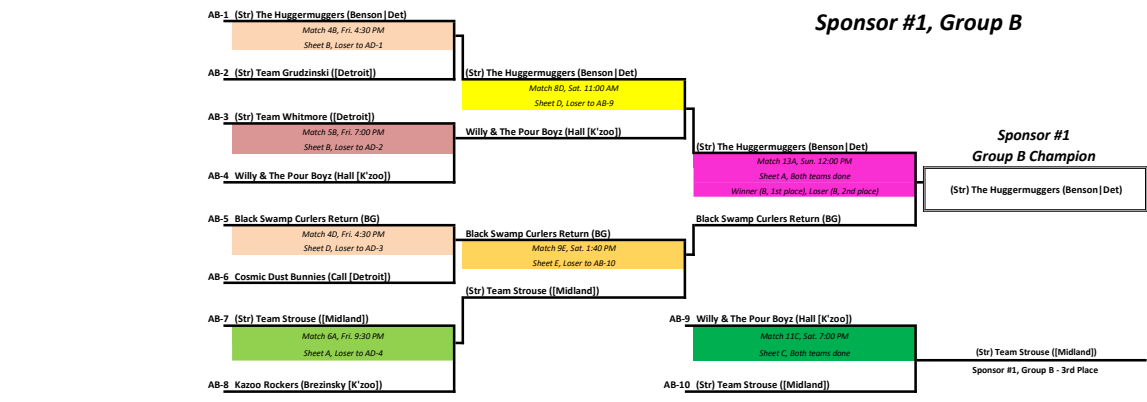
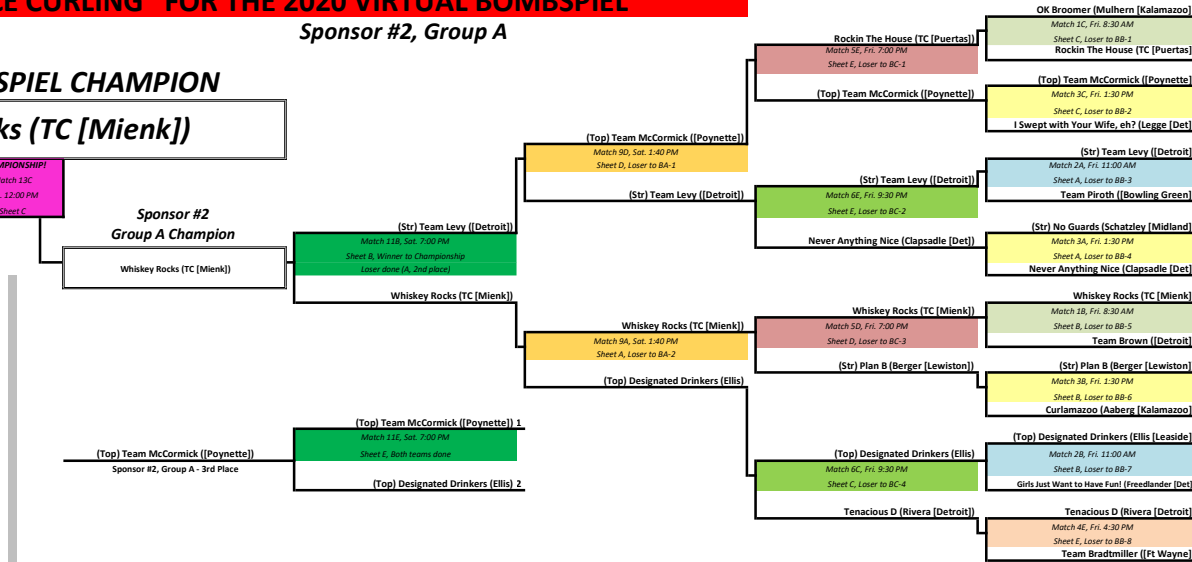
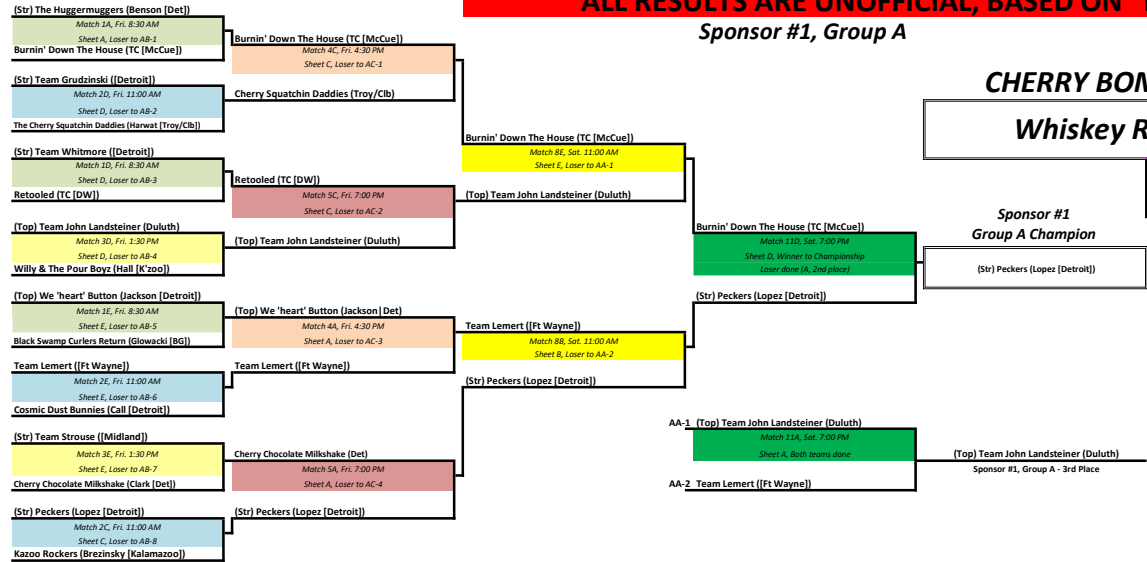


SPONSOR #1 BRACKET

ALL RESULTS ARE UNOFFICIAL, BASED ON "DICE CURLING" FOR THE 2020 VIRTUAL BOMBSPIEL

SPONSOR #2 BRACKET



"DICE CURLING" RULES

The 2020 Cherry Bombspiel was cancelled due to the COVID-19 pandemic. In its place, a virtual tournament was run based on throwing 2 dice to determine the score for each end.

First, the dice were thrown to determine hammer - less than 7 or greater than 7 (re-roll if 7). Then the dice were rolled to determine the score for each end based on the chart shown below - positive value is a score for the hammer team, negative value is a steal, zero is a blank. Hammer changes teams just like a real game. OFFENSIVE chart is used until the 6th end, then switch to offensive or defensive chart if up or down by 6 or more (or 4 or more in the 7th end, or 3 or more in the 8th end).

There are 3 types of teams - TOP, STRONG, and unranked (STANDARD). If two teams are equally ranked - the YELLOW dice line is used. If a TOP team plays a STANDARD team, the RED dice line is used (upper red for top team, lower red for standard team). If TOP vs STRONG team, or STRONG vs STANDARD team, the GREEN dice line is used (upper for better team, lower for weaker team).

DEFAULT PLAY

Roll	1	2	3	4	5	6	7	8	9	10	11	12
Team Strength +2	-2	-1	0	1	2	3	2	1	0	1	2	3
Team Strength +1	-3	-1	0	1	2	3	2	1	0	1	2	3
Even Teams	-1	0	1	2	3	2	1	0	1	2	3	4
Team Strength -1	-3	-2	-1	0	1	2	2	1	0	1	2	3
Team Strength -2	-3	-2	-1	0	1	2	2	1	0	1	2	3

OFFENSIVE/AGGRESSIVE PLAY

Roll	1	2	3	4	5	6	7	8	9	10	11	12
Team Strength +2	0	1	2	3	4	3	2	1	0	1	2	3
Team Strength +1	0	-1	-1	0	1	2	2	1	0	1	2	3
Even Teams	1	-1	-2	-1	0	1	2	2	1	0	1	2
Team Strength -1	0	-3	-2	-1	0	1	2	2	1	0	1	2
Team Strength -2	0	-3	-2	-1	0	1	2	2	1	0	1	2

DEFENSIVE/CONSERVATIVE PLAY

Roll	1	2	3	4	5	6	7	8	9	10	11	12
Team Strength +2	-1	-1	0	0	1	2	2	1	0	1	2	3
Team Strength +1	-2	-1	0	1	2	2	2	1	0	1	2	3
Even Teams	-1	0	1	2	2	1	2	2	1	2	3	2
Team Strength -1	-2	-1	0	1	2	2	2	1	0	1	2	3
Team Strength -2	-2	-1	0	1	2	2	2	1	0	1	2	3

