

CHARLOTTETOWN CURLING CLUB



FUN SPIEL



KMart Division

Team Name	Game #1 (W/L)	Game #2 (W/L)	Game #3 (W/L)	Record	Draw To Button Score	Placing
Kent MacPhee						
Lowell Morrison						
Bill Hope						
Paul Deveau						
Nick Fraser						

RFerbs DIVISION

Team Name	Game #1 (W/L)	Game #2 (W/L)	Game #3 (W/L)	Record	Draw To Button Score	Placing
Tyler Harris						
Dan Richard						
Doug Collin						
Phillip McInnis						
Brad Larter						

Draw

Draw Time	Ice #1	Ice #2	Ice #3	Ice #4
Friday @ 6pm	MacPhee v Deveau	Fraser v Morrison	Harris v Collin	Richard v Larter
Friday @ 745pm	Harris v Richard	Collin v McInnis	MacPhee v Morrison	Hope v Deveau
Friday @ 9:30pm	MacPhee v Hope	Fraser v Deveau	Harris v McInnis	Larter v Collin
Saturday @ 12pm	Larter v McInnis	Collin v Richard	Fraser v Hope	Deveau v Morrison
Saturday @ 145pm	Morrison v Hope	MacPhee v Fraser	Harris v Larter	Richard v McInnis
Saturday @ 3:30pm	3 rd in R v 3 rd in K	1 st in R v 1 st in K	2 nd in K v 2 nd in R	4 th in R v 4 th in K

Rules of Play

1. All general rules of play of Curling Canada will apply.
2. All games will be 6 ends.
3. In the event of a tie after 6 ends a draw to the button will determine the winner.
 - a. 1 rock per team, sweeping permitted.
4. Win and loss record is to be recorded at the completion of the game.
5. For playoff seeding the team with the better Win-Loss record will be ranked higher.
6. In the event that teams have the same Win-Loss record the team with the better Draw to the Button score will be seeded higher.

Draw to Button Procedure for Seeding

At the completion of each teams 2nd game each member of the team will throw a draw to the button, sweeping permitted. Score will be based on where the rock comes to rest based on the following scoring system:

- i. Not over the hog line or through the house - 0 points
- ii. Between the hog line and back line but not in the house - 1 point
- iii. Touching the 12 foot - 2 points
- iv. Touching the 8 foot - 3 points
- v. Touching the 4 foot - 4 points
- vi. Touching the button - 5 points
- vii. Completely covering the pinhole - 10 points

A team will count their 3 best scores and record them on the sheet provided.

**A big thanks to all teams
participating this year!**

