

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 | | | | | | |
| Colin MacAulay | | | | | | |

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 | | | | | | |
| Team 12 | | | | | | |

Draw

| Draw Time | Ice #1 | Ice #2 | Ice #3 | Ice #4 |
|-------------------|---|---|---|---|
| Friday @ 6pm | MacPhee v Morrison | Hope v Deveau | Fraser v MacAulay | Harris v Richard |
| Friday @ 7:45pm | Collin v McInnis | Larter v Team 12 | Morrison v Deveau | MacPhee v MacAulay |
| Friday @ 9:30pm | | Richard v McInnis | Harris v Team 12 | Hope v Fraser |
| Saturday @ 12pm | | MacPhee v Fraser | Collin v Larter | Deveau v MacAulay |
| Saturday @ 1:45pm | Lowell v Hope | Harris v Larter | McInnis v Team 12 | Richard v Collin |
| Saturday @ 3:30pm | 3 rd in R v 3 rd in K | 1 st in R v 1 st in K (game X) | 2 nd in K v 2 nd in R (game Y) | 4 th in R v 3 rd 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!**

