

## 1. Introduction

The following information applies to Men's Tuesday morning and Thursday afternoon events.

## 2. Rules

Standard CCA rules of curling apply.

Please note the following:

- All games will be eight (8) ends.
- FiveFour rock rule (Under the five-rock rule, teams are not permitted to eliminate their opponent's rocks that are sitting in the free guard zone until five stones have been played in every end. Players can still hit the guards; they just aren't allowed to knock them out of play. The Free Guard Zone is the area after the hog line, but before the house. )
- Hog line rule: Rocks must be clearly released before the near hog line.
- Play eight ends or until a team concedes
- Please play at a reasonable pace.
  - No end is to start after 11:20am on Tuesdays or after 2:20pm on Thursdays

## 3. Jitney to Start Season

The first game of the season for each of Tuesday and Thursday is a jitney format. It is optional.

Come a half hour before the start to pick your position and team from the board.

## 4. Schedule

The season is broken into 3 rounds of approximately 8 games each.

Teams are picked randomly before the beginning of each round.

We try to ensure that you do not curl with the same people from one round to the next.

## 5. Number of Teams

We can accommodate up to 56 curlers in each event. If there are 56 curlers, there will be 14 teams. In this case there would be 2 teams with byes each week.

We will publish the names of curlers willing to spare.

## 6. Throw off

We will continue the tradition of having a throw off after each game.

Please bring \$1 to each game and give it to your skip.

Skips will give the money to the convener before the game.

After the game:

- The winning team throws their 4 rocks first.
- Each member of the team throws 1 rock.
- The order shall be: lead, second, vice and skip. If there are only 3 curlers, the lead shall throw 2 rocks. Sweeping is allowed.

- The rocks are left in place until all of the team's rocks are thrown.  
COUNT: Full button: 8, Touch button: 7, Full Four': 6, Touch Four': 5, Full Eight': 4, Touch Eight': 3, Full Twelve': 2, Touch Twelve': 1

The members of the team with the highest throw off score will each receive \$2. If there is a tie, this money goes into the skins game pot. The winning score must be at least 16, otherwise the money goes into the skins pot.

## **7. Skins Game**

Money collected from the throw offs will be used to fund the skins games. This year the Christmas Skins game is on Tuesday Dec 18, 2018 at 9:30am.

The final skins game includes prize awards and will be held on Tuesday April 9, 2019 at 9:30am.

Tuesday and Thursday curlers are welcome to join this fun and for some, lucrative event.

There will be a lunch after each game.

## **8. Prizes and resolving ties**

There are prizes for the winner and runner up teams from each event.

If there is a tie, the head to head results are used. If the tied teams did not play each other, the following will be used to break ties.

- Each team's throwoff score from the first game of the event will be recorded.
  - To avoid too many scores the same, the skip will throw a second rock after the first 4 rocks are thrown. This rock will count double the usual points.  
These throw off scores will be used to resolve event winner/runner up ties.
- The teams with a bye on the first game will have their score from the second game recorded.

Convenors:

Tuesday: Dave Cain & David Masters

Thursday: John Martin & Paul Carter