

Week 5 2008

Curling Bonspiel @ Perth 4.2.08

SESSION ONE [10.15am]	POINTS	ENDS	ENDS AFTER JOKER ADJUSTMENT.	SHOTS +/-	SHOTS SCORED	POSITION AFTER MORNING SESSION.
TEAM						
1 GORDON GILCHRIST						
2 IAN DYER						
3 DAVID McCLURE						
4 IAN MOWAT						
5 JAMIE ROSS						
6 MARK MEEHAN						
SESSION TWO [3pm]	POINTS	ENDS	ENDS AFTER JOKER ADJUSTMENT.	SHOTS +/-	SHOTS SCORED	Notes
TEAM						
1 GORDON GILCHRIST						
2 IAN DYER						
3 DAVID McCLURE						
4 IAN MOWAT						
5 JAMIE ROSS						
6 MARK MEEHAN						
FINAL RESULT	TOTAL POINTS	TOTAL ENDS JOKER ADJUSTED	ENDS GAINED BY PLAYING JOKER	TOTAL SHOTS +/-	TOTAL SHOTS SCORED	FINISHING POSITION
TEAM						
1 GORDON GILCHRIST						
2 IAN DYER						
3 DAVID McCLURE						
4 IAN MOWAT						
5 JAMIE ROSS						
6 MARK MEEHAN						

• WEEK 5 2008 • CURLING BONSPIEL 4.2.08 • FORMAT & RULES SUMMARY •

6 TEAMS ► 2 FULL SESSIONS ► 4 HALF SESSION GAMES ► 2 GAMES PER SESSION.
SESSION ONE @ 10.15am SESSION TWO @ 3pm

ICE CHARGES £7.25 PER PLAYER PER SESSION – TOTAL £14.50 PER PLAYER.
Practicalities re payment to be confirmed.

First game [session one] : Team 1 v 2 , 3 v 4 , 5 v 6

Second game [session one] : 1 v 3 , 2 v 5 , 3 v 6

Position of teams after session one will then be used to determine games in session two.

Third game [session two] : 1st v 2nd , 3rd v 4th , 5th v 6th

Fourth game [session two] : 1st v 3rd , 2nd v 5th , 4th v 6th

EACH SESSION OF APPROX 125 MINS COMPRISES 2 GAMES ► WHISTLE / BELL WILL SOUND AFTER 60 MINS AND 125 MINS TO SIGNAL FINISH OF EACH GAME – AT THAT TIME THE END BEING PLAYED MUST BE COMPLETED TO FINISH THE GAME. TARGET IS FOUR ENDS PER GAME BUT GAME MUST FINISH WITH THE END IN PROCESS AT TIME OF WHISTLE OR BELL.

MAXIMUM OF FOUR ENDS PER GAME ALLOWED. FREE GUARD ZONE RULE APPLIES.

SCORING BASED ON FOLLOWING ORDER: POINTS / ENDS / SHOTS UP / SHOTS SCORED.

TEAMS OF 3 PLAYERS WILL NOT BE PENALISED [NO SHOTS OR ENDS OR OTHER SCORE DEBIT SHALL BE APPLIED].

SKIPS MAY ELECT TO SWAP PLAYING POSITION OF PLAYERS IN THEIR TEAM PRIOR TO START OF ANY OF THE FOUR GAMES. SWAPPING PLAYING POSITIONS BACK AND FORTH FROM GAME TO GAME PERMITTED BUT SWAPPING OF PLAYING POSITIONS DURING GAMES NOT PERMITTED.

EACH TEAM WILL HAVE ONE '**JOKER**' VALID FOR ONE GAME. THE EFFECT OF THE JOKER WILL BE TO DOUBLE THE ENDS SCORED BY THE TEAM IN THE GAME FOR WHICH THEIR JOKER IS PLAYED. THE JOKER MUST BE PLAYED PRIOR TO COMMENCEMENT OF THE SELECTED GAME. BOTH TEAMS MAY PLAY THEIR JOKER IN THE SAME GAME.

THE JOKER IS PLAYED BY FOLLOWING THIS PROCEDURE: THE SKIP OF THE TEAM INFORMS THE GAMES REFEREE PRIOR TO COMMENCEMENT OF THE SELECTED GAME THAT THE JOKER IS BEING PLAYED FOR THAT GAME , ENSURING THAT THE REFEREE MARKS AND INITIALS THE TEAMS SCORECARD TO THE EFFECT THAT THE TEAM HAS PLAYED IT'S JOKER FOR THE SELECTED GAME. IF A SKIP FAILS TO FOLLOW THIS PROCEDURE OR FORGETS TO PLAY JOKER, THE JOKER WILL BE DEEMED TO HAVE BEEN FORFEITED BY HER / HIS TEAM.

UNLESS VARIED ABOVE, RCCC RULES APPLY.

GAMES REFEREE IS GORDON GILCHRIST [RESERVE: IAN DYER] .
COMPETITION OPERATES UNDER JURISDICTION OF A COMPETITION PANEL COMPRISING GORDON GILCHRIST, IAN DYER AND A.N OTHER . SIGNED SCORE CARDS TO BE GIVEN TO GORDON.
IF ALL THIS SEEMS VERY SERIOUS – DON'T WORRY – IT'S WEEK 5 & IT WILL BE FUN !!!

TEAM 1	TEAM 2	TEAM 3	TEAM 4	TEAM 5	TEAM 6
G GILCHRIST *	IAN DYER	D McCLURE	IAN MOWAT	JAMIE ROSS	MARK MEEHAN
FIONA MURRAY	LOU COSTELLO	J MORRISON	PAUL MEEHAN	TOM WALKER	H MOWAT
J COLDWELL.	S'FIELD GRANT	*	ROSE SHEDDEN	ELMA WALKER	CATH COSTELLO
TEAMS MAY	SANDY HAWES	MARGUERITE G	COLIN HAWES	C GOLDWELL	*
CHANGE PRIOR		TO START OF	COMPETITION.		