

Humber Seniors Curling

Trophy Playoff – Two Game Modified Points Bonspiel

Everyone can enter, use sign up sheet for entries.

We need multiples of eight curlers for an even number of teams; therefore the last few entries above a multiple of eight are dropped.

Maximum of 12 teams, 48 curlers can enter. The first 24 front end and the first 24 back end curlers to sign up will play.

Teams are drawn at random. For Back End positions, skips are drawn first, and leftover skips become the first drawn vices. Any shortage of skips will be filled by a random draw of the vices.

For Front End positions seconds are drawn first, and leftover seconds become the first drawn leads. Any shortage of seconds will be filled by a random draw of the leads.

There will be a skill's competition after the first game. This will be a roll off format for the entire team using "West End Seniors" scoring system with one exception, a rock covering the pin scores ten points. Points accumulated will be used to break ties in the standings. A prize will be awarded for the highest roll off.

The first round of playoff is a random draw.

Skips will draw cards for ice # and rock colour. Red rocks will have the hammer in the first end.

Games are eight ends; ties are broken by the team roll off. Points will be scored for 7 ends only with the 8th end only played to determine a winner if necessary. Bonspiel points are accumulated as follows: 10 points for a win, 5 for a loss when tied after eight ends, 2 points per end, and 1 point per rock to a maximum of 10. Ties to be broken by the roll off then ends then a coin toss.

The second round pairings are determined by the first game results. High winner plays the low winner (possibly the high loser, depending on the number of teams). The second high first game winner plays the second lowest first game winner, etc. The same process applies on the first game losing side. The higher ranked team from the first round will have last rock and the red stones in the first end of the second game. Games are eight ends with points scored for 7 ends only with the 8th end to determine a winner. Ties broken by one rock draw to the button by each team. The allocation of points is the same as in game one.

Ties in the standings after the first or second game, including roll off, will be broken by a coin toss.

We will have an entry fee of \$5 per player which will be used for prize money. The number of prizes will be determined by the number of teams entered. There is a limit of one prize per team.

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