

HUMBER SENIORS FUN TROPHY BONSPIEL II, 2022

Two Six End Games

Friday, Mar. 25th, 2022 9:00 a.m. - Second Game 11:15 a.m.

Teams				
	Skip	Vice	Second	Lead
1	Joe Caruso (T)	Dave Kitchen	Marc Leger	Alex Grant-Henderson
2	John Rudd	Gary Halpenny	Bill Lynes	Joe Pace
3	Richard Lindsay (T)	Dan Vance	Larry Humphries	Peter Braund
4	David Irwin ^	Hugh Goodwillie	Dave Beatty	Robert Hazlett^
5	Michael Battaglia	Greg Waterman	Warren Baker	Dolly Murray
6	Hugh Chesser	Clive Dunstan	Ted Rouse (T)	Allan Methven
7	Lou Scaglione (T)	Jim Jennings	Marilyn Rudd	Craig Franklin
8	Tom Erwin	Ivan Skomorowski	Bob Hand (T)	John Page (T)
9	Larry Wright	Sandy Gray	Gord Burrell	Earl Nixon (T)
10	Larry Charbonneau (T)	Glenn Pollinger	Michael Deverell	Chiquita Thomson
11				
12				

Lunch and Wrap-Up Ceremonies at Mississauga Golf & CC @ 1:00 - 3:00 p.m.

Bar Service by Credit Card

Bring Cash for 50\50 Draw and Silent Auction for Toronto Maple Leaf Tickets

All Participants - \$25 per person (In Advance) - Please pay John Page or Joe Caruso.

Prizes Awarded to all Participants.

Trophy Playoff Bonspiel – Two Games, Modified Points

Everyone can enter. Sign up on-line. There is a limit of one prize per team.

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

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 remaining 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 remaining 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. One sweeper per rock and no sweeping behind the tee line is allowed. A rock covering the pin scores 8 points. Then 7-6-5-4-3-2-1 farther from the pin. Points accumulated will be used to break ties in the standings. A separate prize will be awarded to each member of the team with the highest roll-off score.

The first round is a random draw. Team numbers and match-ups will be randomly assigned before the Bonspiel. Each skip will be randomly assigned to a team number. The teams will be randomly generated, position by position, and may be adjusted for any perceived inequities. The first team in each match-up will throw red rocks and have the hammer on the first end. Games are six ends.

Bonspiel scoring: Points are accumulated as follows: 2 points per end + 1 point per rock (score) per end (maximum 10 points) + 10 points for a win and 0 for a loss. In the event of a tie the team with the higher roll-off score will be declared the winner. Bonspiel winner has the most points accumulated for the 2 games.

The second round pairings are determined from the first game results. High winner plays the low winner (possibly the high loser, depending on the number of teams). The second high winner plays the second low 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 six ends.

Revised December 8, 2021