

# Mississauga/Humber Friendly Bonspiel - 2024

Friday, January 26, 2024

## Schedule

- 9:00 – Welcome – Coffee and muffins served
- 9:30 - Game One (6 ends), followed immediately by the skills competition
- 12:15 - Lunch in the curling lounge
- 1:30 - Game Two (8 ends)
- Following game Two - cash bar and prizes in the curling lounge

## Format of Play

Points will be awarded as follows:

- Game One – maximum: 32 points
- Skills Competition – maximum: 12 points
- Game Two – maximum: 36 points

### Game One (6 Ends)

- Coin toss for last rock
- Scoring is as follows:
  - a. Win: 10 points - If the teams are tied at the end of the game, each skip will throw a rock to the button to determine the winner.
  - b. Win an end (2 points per end); blank an end (1 point per blank end, awarded to each team) – maximum 12 points
  - c. Score rock points: 1 each, to a maximum of 10 rock points

**\*\*\*At the end of the game, the teams remain on the ice for the skills competition\*\*\***

### Skills Competition:

- 3 events: **Hit & Stick, Raise and Draw the Button**
- Teams **take alternate turns**. Teams are responsible to record their own scores.
- Points will be awarded to the respective teams and to the individual players, as set out under our Skill Competition rules, described on page 3. Sweeping is allowed.
- Note: The points accumulated by the team during the skills competition **will only be used** to determine team ranking (1<sup>st</sup> to 12<sup>th</sup>). In the event of ties, the points for the respective positions will be equally shared by those teams (example: If two teams tie for first, each team will receive 11.5 points). The points awarded are:

1 <sup>st</sup>	12 pts.	5 <sup>th</sup>	8 pts.	9 <sup>th</sup>	4 pts.
2 <sup>nd</sup>	11 pts.	6 <sup>th</sup>	7 pts.	10 <sup>th</sup>	3 pts.
3 <sup>rd</sup>	10 pts.	7 <sup>th</sup>	6 pts.	11 <sup>th</sup>	2 pts.
4 <sup>th</sup>	9 pts.	8 <sup>th</sup>	5 pts.	12 <sup>th</sup>	1 pt.

## Game Two (8 ends)

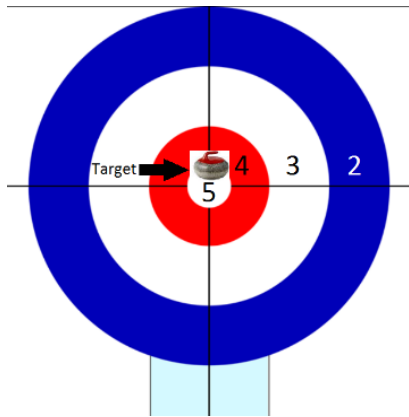
- The points from the first game and the skills competition will be combined to determine the draw for the second game.
- In the case of a tie:
  - The team with the highest skills competition points will be the winner.
  - If that doesn't break the tie, the win will go to the team with the most ends won.
  - If there is still a tie, the winner will be determined by a coin toss.
- Based on points earned, the following matchups will take place for game two:

1 <sup>st</sup> place vs. 2 <sup>nd</sup> place	7 <sup>th</sup> place vs. 8 <sup>th</sup> place
3 <sup>rd</sup> place vs. 4 <sup>th</sup> place	9 <sup>th</sup> place vs. 10 <sup>th</sup> place
5 <sup>th</sup> place vs. 6 <sup>th</sup> place	11 <sup>th</sup> place vs. 12 <sup>th</sup> place

- Coin toss for last rock in the first end.
- Play all eight ends.
- Scoring is as follows:
  - a. Win - 10 points - If the teams are tied at the end of the game, each skip will throw a rock to the button in order to determine the winner.
  - b. Win an end (2 points per end won); blank an end (1 point per blank end, awarded to each team) - maximum 16 points
  - c. Score rock points - 1 each, to a maximum of 10 rock points

## Determination of Event Winner

- Overall maximum points available are:
  1. Game One - 32 points
  2. Skills Competition - 12 points
  3. Game Two - 36 points
- If the two top teams have the same total score:
  - The team with the highest skills competition points will be the winner.
  - If that doesn't break the tie, the win will go to the team with the most ends won.
  - If there is still a tie, the winner will be determined by a coin toss.

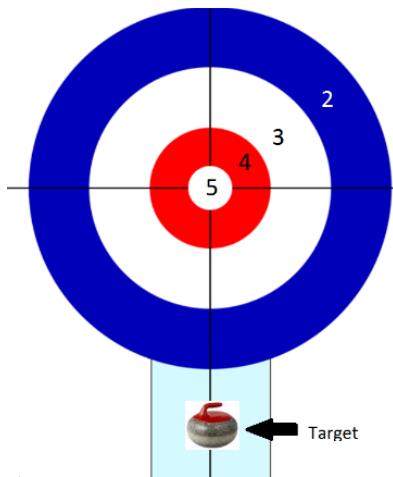


### 1: Hit and Stick

1 rock per player, with sweeping allowed and broom guidance from the house.

A **target rock** is placed, as shown in the diagram, and **must be completely removed** from the house **to get any points**. Points are awarded as follows:

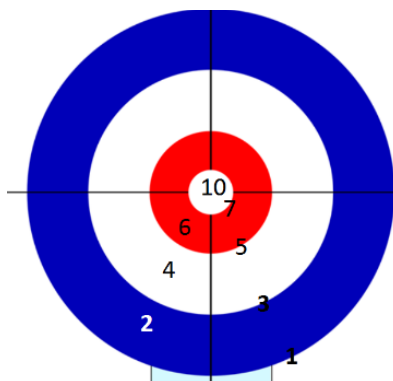
- Target rock removed - 1 point
- Points awarded, as shown in the diagram, for any part of the higher ring covered after the delivered rock comes to rest.
- Maximum score per rock: 6 points (1 for removal of target rock, plus 5 points for best placement of the thrown rock).



### 2: The Raise

One Rock per player, sweeping allowed, house broom guidance permitted

The target rock is placed on the centre line, one rock width away from the house. The target rock is then raised into the house and points are awarded for any part of the **higher** ring covered after the target rock comes to rest.



### 3: Draw the Button

One Rock per player, sweeping allowed, house broom guidance permitted. Each rock will be scored and then removed from play. Players from each team alternate in making these shots.

Touch the twelve foot: 1 pt.	Fully in the twelve foot: 2 pts
Touch the eight foot: 3 pts	Fully in the eight foot: 4 pts
Touch the four foot: 5 pts	Fully in the four foot: 6 pts
Touch the two foot: 7 pts	Any part covering the pin: 10 pts.

**\*5 bonus points will be awarded to the team if all four rocks from the team members score points.**