

## 12 Team Tuesday Morning Competitive

<u>Date</u>	<u>9:30 am Draw</u>			<u>12noon Draw</u>		
	<u>Ice 1</u>	<u>Ice 2</u>	<u>Ice 3</u>	<u>Ice 2</u>	<u>Ice 3</u>	<u>Ice 4</u>
Oct. 23	7 vs 6	4 vs 5	3 vs 11	1 vs 8	2 vs 9	10 vs 12
Oct. 30	8 vs 11	12 vs 7	10 vs 1	5 vs 9	3 vs 6	4 vs 2
Nov. 6	12 vs 1	9 vs 11	2 vs 8	4 vs 6	10 vs 5	7 vs 3
Nov. 13	9 vs 4	3 vs 2	12 vs 5	10 vs 11	1 vs 7	8 vs 6
Nov. 20	2 vs 10	6 vs 1	7 vs 9	12 vs 3	8 vs 4	11 vs 5
Nov. 27	3 vs 8	7 vs 10	11 vs 6	2 vs 5	9 vs 12	1 vs 4
Dec. 4	6 vs 12	11 vs 4	8 vs 10	9 vs 1	5 vs 3	2 vs 7
Dec. 11	1 vs 5	8 vs 9	4 vs 12	11 vs 7	6 vs 2	3 vs 10
Dec. 18	11 vs 2	1 vs 3	5 vs 7	8 vs 12	4 vs 10	6 vs 9
Jan. 8	4 vs 7	2 vs 12	9 vs 3	6 vs 10	11 vs 1	5 vs 8
Jan .15	10 vs 9	5 vs 6	1 vs 2	3 vs 4	7 vs 8	12 vs 11

### TEAMS

- |             |              |
|-------------|--------------|
| 1. Webster  | 7. Otten     |
| 2. Swift    | 8. Shea      |
| 3. Coates   | 9. Timmers   |
| 4. Hay      | 10. Anderson |
| 5. Minielly | 11. McGregor |
| 6. Sheppard | 12. Acton    |

### League Rules

1. Five rock rule applies.
2. Coin Toss: winner warms up first and has hammer.
3. Tie: draw to button ,by any team member, with broom holder and sweepers. Closest to button wins.
4. Make-up games : to be determined by skips of affected teams and completed prior to Jan.15.  
If game not played, no points or prize money will be awarded.
5. Games to be played at scheduled times. Any requests for a change **must be approved by conveners .**
6. Teams:Cut off date for player additions is Nov. 6 for teams with 5 or more players.  
Teams with 4 players may add a new player at any time. No ringers allowed.
7. Game results must be posted prior to tabulation to be counted.
8. Conveners are available to mediate disputes.  
Conveners' decision is final.