

NOTES - 2011

- No extra ends during the round robin, extra ends in the cross over games played toward the glass
- 2 pts for win, 1 pt for tie
- coin toss to determine last rock and colour (please do this before going on ice to save time)
- 8 end game 2 ½ hours time limit. The time will be **REAL** time from the SCHEDULED start time and not the time the first rock is thrown so be on the ice ready to go at scheduled times. 8 end games - no end will begin after 2 hours and 10 minutes or 20 minutes prior to the SCHEDULED completion time. **An end is considered completed after the last rock of the end has come to rest.**
- there will be no practice ice/time before any games
- ties will be broken 1st by head to head game(s); 2nd by ends; 3rd by plus/minus; 4th by score
- there will be no SCHEDULED mid game break. If the two teams playing each other agree to that then they may take a mid game break but REMEMBER that will use up part of the REAL time....THE REAL TIME CLOCK WILL NOT STOP.
- TWO time outs of one minute each per game if so desired. This will be self policed as we will not have any officials timing this. BUT once again remember this is using up part of the REAL time....THE REAL TIME CLOCK WILL NOT STOP
- bathroom breaks should be taken after a curler throws his/her rock. This should give lots of time to be back on the ice before their turn in the next end. In the case of the skip, then the 3rd will have to call the shots until the skip returns.
- VOLUNTEERS are there to help with the rocks, etc. They are NOT OFFICIALS.
- we welcome comments/complaints WITH suggested solutions.

FAIR PLAY RESULTS FROM MEASURING UP TO ONE'S OWN MORAL STANDARDS WHILE ENGAGED IN COMPETITION.

FAIR PLAY IS CONSISTENT DEMONSTRATION OF RESPECT FOR TEAMMATES AND OPPONENTS, WHETHER THEY ARE WINNING OR LOSING.

SPORTSMANSHIP BEHAVIOUR SHOULD BE DEMONSTRATED BOTH ON AND OFF THE ICE. THIS INCLUDES MODESTY IN VICTORY AND COMPOSURE IN DEFEAT.