

Sportsman League Windup - March 7

The windup game will be 4 ends of Skins Format curling.

1. Games will be 4 ends.
2. The team winning the coin flip can choose either:
 - o (a) to throw first or second stone in the first end, or
 - o (b) the rock color they wish to use
3. In a skins game teams play to win the end, not to accumulate a total score. To win an end:
 - o The team that has the hammer must score at least two points.
 - o The team without the hammer must steal at least one point.
 - o If neither team wins the end, the end is blanked and the marker carries over until an end is won.
4. The hammer:
 - o If a team wins the end, the hammer goes to the other team in the next end.
 - o If no team wins the end, the hammer changes teams for the next end.
5. If neither team wins the final end, then a draw to the button with sweeping determines the winner of that end (i.e., Skips' Rocks).
6. The four-rock Free Guard Zone rule applies, as do all other standard curling rules.
7. Each end won is worth \$2. Four Toonies will be placed on each sheet at the beginning of the game. Teams will divy up winnings at conclusion of the game.

At the conclusion of the game a meal will be served at 3PM in the Lounge.

Awards, prizes, cash payouts for the season, and a raffle will also be held.

Sheet	Teams
2	Smoke Eaters Vs Ice Hogs
3	Rocky IV Vs Phillies
4	Monarchs Vs Country Boys
5	Mixups Vs Trail Tire
6	Yoga Bears Vs Sooners
7	Sherwood Park Electric Vs Three Guys & Gronk

*Teams playing each other in skins game are the nearest opponent in points during the regular season standings.