

SCOTCH DOUBLES

Game Format:

A team is comprised of two players, each throwing three consecutive stones for six ends. Sweeping is not permitted between the hog lines. You can switch positions from one end to the next. Two rocks are set before each end starts - the team throwing first is provided with a centre guard, half way between the hog line and the top of the house, on the centre line. The team throwing last is provided with a rock right behind the pin. If an end is blanked, the team who had hammer gives it up the next end. No rocks in the free guard zone may be removed from play until three stones have been thrown. A tied game is resolved by one player from each team drawing to the button - closest wins. Sweeping is permitted, the same as a normal end. If neither of you place a rock in the house, do it again!

Scoring:

A win is awarded 10 points, a loss 0 *except when the game is lost on a draw to the button to break a tie*. In that case, the losing team is awarded 5 points. Each end scored is awarded 1 point, 0.5 point to each team in the event of a blanked end. Fill out your score sheet! Report your final scores but they will only be used to break a tie at the end of the draw.

PLEASE NOTE:

You are responsible for your game! Talk to your partner and your opposition before the game date. If you need spares, get them from this spares list, from another draw or from the club roster. You can bring a friend who is not a member! (Refer to your club roster for details.) You can have spares replace both positions; just ensure that a game is played! Don't let your opposition show up and no one is there to play! Don't let your partner show up and you're not there! If you can't play and can't get spares, as a last resort, let me know and I will try to arrange ice for

you to play a makeup game. If it all falls apart, the defaulting team will take a loss with 3.0 points - the “winning” team will be awarded 13.0 points. When searching for spares, never “REPLY ALL”. Usually, spares are not in the distribution list that you use and you’re only sending your email to all the people in your draw - the people who are already playing at the same time you are.

Scroll down for the teams, spares, schedule, standings, etc.

Scotch Doubles Spring Draw

9:00 am Draw

Team 1 - Barrie C & Scott A

Team 2 - John M & Gayle S-K

Team 3 - Kathryn D & Bob Q

Team 4 - Gail & Frans M

Team 5 - Deb M & Brian W

Team 6 - Doug H & Kevin S

Team 7 - Sue & Mike F

Team 8 - Mike & Sherry P

	<u>Ice 1</u>	<u>Ice 2</u>	<u>Ice 3</u>	<u>Ice 4</u>
Feb-12	4 vs 7	3 vs 6	1 vs 8	2 vs 5
Feb-19	1 vs 6	4 vs 5	2 vs 7	3 vs 8
Feb-26	2 vs 8	1 vs 7	3 vs 5	4 vs 6
Mar-05	1 vs 3	2 vs 4	6 vs 8	5 vs 7
Mar-12	4 vs 8	3 vs 7	1 vs 5	2 vs 6
Mar-19	2 vs 3	5 vs 8	6 vs 7	1 vs 4

Mar-26 5 vs 6 1 vs 2 3 vs 4 7 vs 8
 Apr-02 Scotch Doubles Bonspiel Finals

10:30 am Draw

- Team 1 - Ben G & Chris L
- Team 2 - Alex E & Chris K
- Team 3 - Scott S & Heather S
- Team 4 - Kathy H & James G
- Team 5 - Kim & Luc Co
- Team 6 - Sheila H & Ernie M
- Team 7 - Cassandra & Steve C
- Team 8 - Debbie T and Pasquale M

	<u>Ice 1</u>	<u>Ice 2</u>	<u>Ice 3</u>	<u>Ice 4</u>
Feb-12	4 vs 7	3 vs 6	1 vs 8	2 vs 5
Feb-19	1 vs 6	4 vs 5	2 vs 7	3 vs 8
Feb-26	2 vs 8	1 vs 7	3 vs 5	4 vs 6
Mar-05	1 vs 3	2 vs 4	6 vs 8	5 vs 7
Mar-12	4 vs 8	3 vs 7	1 vs 5	2 vs 6
Mar-19	2 vs 3	5 vs 8	6 vs 7	1 vs 4
Mar-26	5 vs 6	1 vs 2	3 vs 4	7 vs 8
Apr-02	Scotch Doubles Bonspiel Finals			

Spares:

Angela E

Sherry P – 10:30am

Mike P – 10:30am

Kelly Mu

Carole B

Kevin B

Dave R