ORANGE LEAGUE

SKIP	VICE	SECOND	LEAD	WINS	LOSSES	DSC AVG
DUNN	HAVERCROFT	BURMAN	GASSON	0	0	0
FARNELL	BOYD	CONLIN	FENTON	0	0	0
GARNIER	FOWLER	ROBINSON	SPARKS	0	0	0
MARTIN	BRACKPOOL	MARTIN	HOWEY	0	0	0
REES	WHITE	LEA	FOLEY	0	0	0
SUGDEN	PRICE	WOODS	PINNELL	0	0	0
WITCHER	GLAD	EVERLY	MACDONALD	0	0	0

#	OCT 12	NOV 2	DEC 7	JAN 11	FEB 15	MAR 7	APR 4
	MORNING DRAW: PRACTICE @ 10:00/10:15 GAME @ 10:30						
A	REES GARNIER	REES FARNELL	FARNELL DUNN	WITCHER FARNELL	WITCHER SUGDEN	GARNIER SUGDEN	DUNN SUGDEN
B	SUGDEN FARNELL	MARTIN WITCHER	MARTIN SUGDEN	SUGDEN REES	FARNELL GARNIER	DUNN REES	REES WITCHER
C	DUNN WITCHER	DUNN GARNIER	WITCHER GARNIER	DUNN MARTIN	MARTIN REES	FARNELL MARTIN	MARTIN GARNIER
	AFTERNOON DRAW: PRACTICE @ 1:30/1:45 GAME @ 2:00						
A	SUGDEN DUNN	GARNIER MARTIN	MARTIN WITCHER	REES MARTIN	FARNELL MARTIN	MARTIN DUNN	GARNIER REES
B	WITCHER GARNIER	REES DUNN	GARNIER DUNN	FARNELL DUNN	REES WITCHER	GARNIER FARNELL	SUGDEN MARTIN
C	FARNELL REES	WITCHER FARNELL	SUGDEN FARNELL	WITCHER SUGDEN	GARNIER SUGDEN	SUGDEN REES	DUNN WITCHER

RULES & EXPECTATIONS

- Teams must play a minimum of 6 ends in each game, up to a maximum of 8, in 2 hours
- Each team will have a 7 minute practice before each game
- The first team listed has first practice, and throws top colour stones
- The second team listed has second practice, and throws bottom colour stones
- At the end of the practice, each team must throw one in-turn & one out-turn for DSC
- Over the day, each player in a team must throw one of these pre-game DSC stones
- If a team has only 3 players, one player may throw 2 DSC stones, one in each game
- If a team has only 2 players, they forfeit the match
- If a team has only 1 named player and the rest are subs, they forfeit the match
- Standings will be determined strictly on Win/Loss record, with average DSC tiebreaker
- If game is tied, one stone per team with sweepers, closest to pin (must be in house) wins