

Tuesday Night Men's League – Playoff Seeding Round

Jim Waite (2006) Group	#1 Jim Lyle (AA#1)		#2 Tom Devaney (B#2)		#3 Don Toth (C#3)		#4 John Butler (D#4)	
	Opp.	Points	Opp.	Points	Opp.	Points	Opp.	Points
March 2/10 9:00	Opp. #2		Opp. #1		Opp. #4		Opp. #3	
	Ice 4	Ends	Ice 4	Ends	Ice 5	Ends	Ice 5	Ends
March 9/10 6:30	Opp. #3		Opp. #4		Opp. #1		Opp. #2	
	Ice 1	Ends	Ice 2	Ends	Ice 1	Ends	Ice 2	Ends
March 16/10 9:00	Opp. #4		Opp. #3		Opp. #2		Opp. #1	
	Ice 4	Ends	Ice 5	Ends	Ice 5	Ends	Ice 4	Ends

Points awarded will be; **(5)** for a **win**, **(3)** for a **tie** and **(1)** for a **loss**.

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Travis Fanset (2008) Group	#1 Jay Futcher (AA#2)		#2 Dave Vandenbroek (B#1)		#3 Mike Gilbert (C#2)		#4 Kingsley Irvine (D#3)	
	Opp.	Points	Opp.	Points	Opp.	Points	Opp.	Points
March 2/10 9:00	#2		#1		#4		#3	
	Ice 2	Ends	Ice 2	Ends	Ice 3	Ends	Ice 3	Ends
March 9/10 6:30	#3		#4		#1		#2	
	Ice 3	Ends	Ice 4	Ends	Ice 3	Ends	Ice 4	Ends
March 16/10 6:30	#4		#3		#2		#1	
	Ice 1	Ends	Ice 2	Ends	Ice 2	Ends	Ice 1	Ends

Points awarded will be; **(5)** for a **win**, **(3)** for a **tie** and **(1)** for a **loss**.

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Jim Lyle (2004) Group	#1 Rob Morin (AA#3)		#2 Tav Orsi (A#4)		#3 Steve Gilchrist (C#1)		#4 Dave Morris (D#2)	
March 2/10 6:30	Opp. #2	Points	Opp. #1	Points	Opp. #4	Points	Opp. #3	Points
	Ice 5	Ends	Ice 5	Ends	Ice 6	Ends	Ice 6	Ends
March 9/10 6:30	Opp. #3	Points	Opp. #4	Points	Opp. #1	Points	Opp. #2	Points
	Ice 5	Ends	Ice 6	Ends	Ice 5	Ends	Ice 6	Ends
March 16/10 9:00	Opp. #4	Points	Opp. #3	Points	Opp. #2	Points	Opp. #1	Points
	Ice 2	Ends	Ice 3	Ends	Ice 3	Ends	Ice 2	Ends

Points awarded will be; **(5)** for a **win**, **(3)** for a **tie** and **(1)** for a **loss**.

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Craig Vanymeren (2010) Group	#1 Doug Peters (AA#4)		#2 Barry Westman (A#3)		#3 Henry Mulders (B#4)		#4 Shawn Buchanan (D#1)	
March 2/10 6:30	Opp. #2	Points	Opp. #1	Points	Opp. #4	Points	Opp. #3	Points
	Ice 3	Ends	Ice 3	Ends	Ice 4	Ends	Ice 4	Ends
March 9/10 9:00	Opp. #3	Points	Opp. #4	Points	Opp. #1	Points	Opp. #2	Points
	Ice 3	Ends	Ice 2	Ends	Ice 3	Ends	Ice 2	Ends
March 16/10 6:30	Opp. #4	Points	Opp. #3	Points	Opp. #2	Points	Opp. #1	Points
	Ice 5	Ends	Ice 6	Ends	Ice 6	Ends	Ice 5	Ends

Points awarded will be; **(5)** for a **win**, **(3)** for a **tie** and **(1)** for a **loss**.

Tuesday Night Men's League – Playoff Seeding Round

Don Gilbert (1968) Group		#1 John Lyle (A#1)		#2 Carl Taylor (A#2)		#3 Dale Ferns (B#3)		#4 Gene Paquette (C#4)	
March 2/10 6:30	Opp. #2	Points	Opp. #1	Points	Opp. #4	Points	Opp. #3	Points	
	Ice 1	Ends	Ice 1	Ends	Ice 2	Ends	Ice 2	Ends	
March 9/10 9:00	Opp. #3	Points	Opp. #4	Points	Opp. #1	Points	Opp. #2	Points	
	Ice 4	Ends	Ice 5	Ends	Ice 4	Ends	Ice 5	Ends	
March 16/10 6:30	Opp. #4	Points	Opp. #3	Points	Opp. #2	Points	Opp. #1	Points	
	Ice 3	Ends	Ice 4	Ends	Ice 4	Ends	Ice 3	Ends	

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Implications for the Club Championship, League Championship and Ernie Beattie Shield

- ◆ The **winners** of each group will automatically advance to the *Club Championship* seeded according to points and ends.
- ◆ The **three best second place teams** (via points and ends) will be seeded 5 through 8 in the *Club Championship*.
- ◆ The **remaining two second place teams** and the **top 4 third place teams** (via points and ends) will comprise seeds 1 to 6 in the *League Championship*
- ◆ The **last third place team** will be seed 1 in the Ernie Beattie Shield with the **five last place teams** comprising seeds 1 to 6 (via points and ends)
- ◆ The **tiebreak procedure** (if teams tied points/ends after the round) is higher pre-round seed advances.

Playoff Seeding Round Rules

1. All games are 8 ends.
2. Start times are 6:30 and 9:00 as usual
3. The higher seed in the group starts with hammer.
4. 4 rock rule in effect.
5. Extra end for ties
6. All spares must play lead or second
7. At least two players from your team must play in order to make the game official.
8. Please exhibit good sportsmanship at all times. Good Curling!