

STICK CURLING TOURNAMENT

Monday FEBRUARY 8

9:00 G1 1 Mike "s Pride vs Poof G2 2 Come on vs Team Roll

10:00 G3 1 Leaf fan(s) vs 3 goal Mo G4 2 Silence is golden vs Bob'sSon

11:00 G5 1 Dear Gord vs Wait only G6 2 Casey Jones vs Achoo

12:00 G7 1 Flying Frenchmen vs Big Mac G8 2 Nelly Bill vs Mo Geo

1:00 G9 1 W1 _____ vs W2 _____ G10 2 L1 _____ vs. L2 _____

2:00 G11 1 W3 _____ vs W4 _____ G12 2 L3 _____ vs L4 _____

3:00 G13 1 W5 _____ vs W6 _____ G14 2 L5 _____ vs. L6 _____

4:00 G15 1 W7 _____ vs. W8 _____ G16 2 L7 _____ vs. L8 _____

Monday FEBRUARY 15

9:30 G17 W9 _____ vs. W11 _____ G18 2 W13 _____ vs. W15 _____

10:30 G19 W10 _____ vs. W12 _____ G20 2 W14 _____ vs. W16 _____

Tournament Finals:

1:00 G21 2 W17 _____ vs. W18 _____ A Champs

1:00 G22 1 W19 _____ vs, W20 _____ B Champs

On Monday Feb 8th.

Hot Soup & Bread (Will be available at noon for \$ 2.00)

On Monday Feb 8th.

Pot Luck Lunch -----11:30 to 1:00

Colonne1	TEAM NAME	PLAYER 1	PLAYER 2
1	Mike'S Pride	Mike Devine	Gord Pride
2	Poof	Ian Peck	Bruce Munro
3	Team Roll	Barry Rowland	Rolly Normandeau
4	Come on	Mike Sheppard	Trevor Patterson
5	Leaf fan(s)	John Coutts	Bob Fournier
6	3 goal Mo	Richard Hatrick	Moe Lafoley
7	Bob's son	Mike Archambault	Bob Hart
8	Silence is golden	Roy Shetler	Sandy Eades
9	Wait only	Marge Connery	John Winch
10	Dear Gord	Charlene Dearling	Gord McCrady
11	Achoo	Jim Tisdall	Peter Atwood
12	Casey Jones	John Spriggs	Gerry Foliot
13	Big Mac	Mac Laird	Judy Sargent
14	Flying Frenchmen	Bill Daoust	Ken Barrieau
15	Mo Geo	Moe Jefferies	Geoff Nichol
16	Nelly Bill	Nelson Wells	Bill Sansom

SPARES

1. Gilbert Berthoud 450-458-2314
2. Bill Langdon 450-455-1524

RULES OF STICK CURLING



RULES	COMMENTS
1. Each stone must be delivered with a curling / delivery stick, from a standing or sitting (in a wheelchair) position.	This provides equity for those physically unable to attain the sliding position. Skill is still required to attain both alignment (the stone is further in front, but also much below the line of site), and weight. It's also advantageous for newcomers to curling, since the complex technique of the slide delivery doesn't have to be mastered; yet the substantial mental aspects of the game are retained.
2. Sweeping/brushing is allowed only from the hog line to the back of the house at the playing end.	This provides fairness to those with physical limitations, unable to sweep/brush. It also increases the challenge, not having the extra advantage of sweeping/brushing to affect either line or weight in the initial travel of the stone.
3. Each team is comprised of two Curlers.	This rule follows from rule 2 (above); with no sweeping/brushing between hog lines, a four-member team would often have two people inactive. This way, everyone is always occupied, either delivering or skipping. Teams are easier to form and coordinate.
4. One member of each team stays at each end of the rink, and must not cross center ice.	This reduces movement up and down the ice, and increases the pace of the game. It also means responsibilities are equally shared by the two team members, and provides variety for each player.
5. The two delivering Curlers alternately deliver 6 stones each per end, while their teammate skips that end. Then roles are reversed, and the partners deliver the stones back.	This implies that each player is always occupied, doing something interesting. 18 stones are delivered per person each game, compared to 16 (8 ends) or 20 (10 ends) in regular curling.
6. All games are six ends. In case of a tie, an extra end is played, with each player delivering 3 stones (skips and deliverers exchange roles at the midpoint of an extra end).	Three ends of delivery times 6 stones per end means each person delivers 18 stones per game, about the same as regular curling. Games progress quickly and interest remains high, both for the players and spectators. The incidence and degree of lop-sided games is greatly reduced, and hardly ever does a team surrender before the end of the game.
7. No stone may be removed from play prior to delivery of the fourth stone of each end. If that should happen, the delivered stone is removed from play and all other stones are returned to their original positions.	With fewer stones used, and fewer ends, the stick game tends to be more defensive than the regular game. This rule makes the game more offensive, thus more interesting for competitors and fans. In effect, this rule extends the free guard zone to include the area from the hogline to the backline, as the FGZ was originally proposed.
8. Except for wheelchair curlers, each delivery must begin with the right foot in the left hack, for right-handed curlers, or with the left foot in the right hack, for left-handed curlers. All stones must be released before reaching the hog line, and with some part of the stone within 2 feet of the centre line.	Since drastically changing the course of a stone mid-delivery is possible with a stick, this was added so the game wouldn't be changed unduly by releasing stones from near the sides of the sheet.
9. Other rules and etiquette of regular curling apply.	The good parts of the regular game are retained!