

# FALL KLASSIC WEEKEND SCHEDULE

NOVEMBER 8-11, 2018

## THURSDAY NIGHT DRAW: 7:00 & 9:00 PM GAMES (TIED GAMES STAND)

Win	→	Saturday 10:15 am (6 ENDS ONLY) 1v2, 3v4, 5v6, 7v8, 9v10
Loss	→	Saturday 8:30 am (6 ENDS ONLY) 11v12, 13v14, 15v16, 17v18, 19v20

## SATURDAY MORNING: 8:30 & 10:15 AM GAMES (TIED GAMES STAND)

Win	→	Saturday 5:30 pm 1v2, 3v4, 5v6, 7v8, 9v10
Loss	→	Saturday 7:30 pm 11v12, 13v14, 15v16, 17v18, 19v20

## FRIDAY NIGHT DRAW: 7:00 & 9:00 PM GAMES (TIED GAMES STAND)

Win	→	Saturday 2:45 pm (6 ENDS ONLY) 1v2, 3v4, 5v6, 7v8, 9v10
Loss	→	Saturday 1:00 pm (6 ENDS ONLY) 11v12, 13v14, 15v16, 17v18, 19v20

## SATURDAY AFTERNOON: 1:00 PM & 2:45 PM (TIED GAMES STAND)

Win	→	Sunday 11:00 am 1v2, 3v4, 5v6, 7v8, 9v10
Loss	→	Sunday 9:00 am 11v12, 13v14, 15v16, 17v18, 19v20

## FINALS: SUNDAY 2:00 PM

FIRST EVENT: 1<sup>ST</sup> plays 2<sup>ND</sup>

SECOND EVENT: 3<sup>RD</sup> plays 4<sup>TH</sup>

THIRD EVENT: 5<sup>TH</sup> plays 6<sup>TH</sup>

FOURTH EVENT: 7<sup>TH</sup> plays 8<sup>TH</sup>

CONSOLATION EVENT: TWO HIGHEST SCORES OF THE THIRD GAME FROM THE NON-WINNERS

(A TIE IS CONSIDERED A NON-WIN)

TIE BREAKER - **FINAL EVENT ONLY** IS A FULL END TOWARD THE GLASS

# FALL KLASSIC RULES

## SCORING

- 40 POINTS FOR A WIN
- 0 POINTS FOR A LOSS
- 20 POINTS FOR A TIE
- TIED GAMES STAND AFTER 8 ENDS (IF PLAYED)
- 4 POINTS PER END FOR THE FIRST 6 ENDS
- 1 POINT PER ROCK FOR THE FIRST SIX ENDS
- 2 POINTS FOR A BLANK FOR THE FIRST SIX ENDS
- PLAYING FOR WIN ONLY AFTER 6 ENDS

## POINTS TIE BREAK CRITERIA

### **After game 1**

- Ends
- Rocks
- Coin flip (by skips)

### **After game 2**

- Second game points
- Second game ends
- Second game rocks
- Coin flip (by the committee)

### **After game 3**

- Third game points
- Third game ends
- Third game rocks
- Coin flip (by the committee)

## SPARING

MUST PLAY AT POSITION LISTED OR HIGHER