

**DAYTIME MEN SKINS 2011 – 2012
THIRD DRAW**

Skip	O'Sullivan	Cook	Rawnsley	Jim Parker	Hall	Koncewicz	Jones	Hubble
Third	Pierson	Sigen	Manning	Begg	Parker	Bourdeau	Keith	Bothner
Second	Brown	Doucet	Michaels	Ker	Wilson	Lewis	McKibbin	Tabor
Lead	Davis	Wrigley	Bodrug	Anderson	Hooper	McKechan	Glennie	Tinning

**Ice is available each Wednesday at 9:20 am. Games start at 9:30 am; finish 12:00 noon
* Feb.10 is a Friday. Game starts at 9:10am**

	E	F	G	H
Jan.04	Jones__Cook	Rawnsley__Koncewicz	Hall__Parker	O'Sullivan__Hubble
Jan.11	Jones__O'Sullivan	Cook__Hall	Parker__Rawnsley	Koncewicz__Hubble
Jan.18	Rawnsley__Cook	O'Sullivan__Koncewicz	Parker__Hubble	Hall__Jones
Jan.25	Hall__O'Sullivan	Hubble__Cook	Koncewicz__Parker	Jones__Rawnsley
Feb.01	Hubble__Jones	Cook__Koncewicz	Rawnsley__Hall	Parker__O'Sullivan
Feb'10*	Koncewicz__Jones	O'Sullivan__Rawnsley	Hubble__Hall	Cook__Parker

Spares	Skip	Third	Second	Lead
Day Men	X	X	X	X
David Alexandor			X	X
James Finlay		X	X	
Elmer Campbell	X	X		
Pat King			X	X
Stephen Cohen	X	X		
Dane MacCarthy		X		
Ernie Heinemann			X	X
Jim Till		X		
David Switzer			X	X
David Stone			X	X

Rules

1. Each game will consist of 8 ends scoring in the following way: 1, 1, 1, 2, 2, 2, 3, 3 = 15
2. If there is a carry over on the last end, one member of each team will draw to the button.
3. Spares will be drawn from the list of spares and from the general membership of the Daytime Men Section. He must play in the position for whom he is sparing.
4. Points will be assigned individually to determine the overall champion in each position. Spares from the spares list receive points. Absent players do not receive points.
5. New teams will be created for each of 4 draws. Each draw will be six games.
6. Each player throws in the order of his position.
7. We have 2-1/2 hours to play. If the 7th or 8th end cannot be finished within this time frame, do not start that end. One team member will draw for the remaining points.