

2021 Wednesday Morning Ladder

- a). The first game to be by open draw. All players signing up for the ladder would be rated and placed on the ladder, based on their rating, with the top-rated players placed at the top and all others placed in descending order according to rating.
- b). **Only players reporting for play at least 15 minutes** before starting time (or the established reporting time) will be considered for play as this will permit makeup of teams and games.
- c). Teams to be pairs whenever possible. Pairs play 14 ends, Singles 16 ends, Triples 18 ends.
- d). Teams to be the top available ranked player partnered with the lowest available ranked player and the next team to be the next top ranked player, playing with the next lowest ranked player, and so on until all teams are selected.
- e). After selection of teams, matches will be by blind draw for pairs game opponents for first week.

Matches will be arranged on a knock-down basis for remainder of season. Knock down means the highest (Skip) in points on the ladder plays with the lowest (Lead) in points on the ladder of the players who are present.

- f). Dead (Burnt) Jack to be placed on the 2-meter mark.

3 Players Extra on any given day:

- g). When an odd number of players are available, the three (3) players in the middle of the ladder would play singles, unless a player elected not to play in which case that player would receive the points given to the **Extra** player but could only select this option once per session.

When 3 players play singles, they will play against each other, with one player keeping score, as follows:

- 1st end players A & B play as a team against player C who plays last
- 2nd end players B & C play as a team against player A who plays last
- 3rd end players C & A play as a team against player B who plays last

Continue play as above for **18 ends** with player on their own always playing last (attached score sheet to be used). When game is complete and score card turned in, the results should be checked as follows:

A vs B, A vs C B vs C

A player winning both games will receive winners points and the player losing both games will receive losers points. A player winning one and losing one will receive the points for a tied game. If two or all three players are tied at the conclusion of 18 ends, the game will remain tied, but results determined for breaking ties using most ends points scored.

h). Games tied at completion of required ends will remain tied and points awarded for a tied game.

Points will be as follows: **Win = 7 points**

Loss = 1 point

Tie = 4 points

Extra Player = 4 points

i). All games must turn in one scorecard so that accurate records be kept of shots scored and shots against, so that percentage can be calculated to break ties.

1). Percentage shots for compared to total of shots for and against

2). Games chairman (or designate) will award points to each player based on item (i) and will prepare League Standing Sheet (Ladder) after every session showing each player's current position.

j). The criteria for establishing position on the ladder is as follows:

1). 1st points scored for wins, losses, and ties (or extra player)

2). 2nd percentage to break ties in points (Shots For/Shots Against)

k). The higher placed player on the ladder must play skip and lower placed player must play as lead with the same concept applying to triples. **Absolutely no deviations permitted.**