

Level:

- Competitive Senior Boys
- Competitive Senior Girls
- Novice Senior Mixed
- Novice Junior Mixed

Club \_\_\_\_\_ Date \_\_\_\_\_

Start Time\* \_\_\_\_\_ First Rock Thrown\* \_\_\_\_\_

	<b>VISITOR</b> (first and last names of players)	<b>HOME</b> (first and last names of players)
<b>SCHOOL:</b>		
<b>COACH: (print)</b>		
Skip:		
Vice:		
Second:		
Lead:		
Alternate:		
Alternate:		

**Game Score** - (Record score as shown on scoreboard - blank ends can be included in notes, below)

visitor															
<b>SCORE</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
home															

**Notes:**

**Reminder:**

Winning team is to report the score by sending (scan or fax) completed game sheets to the Athletic Director by 12:00 noon the day following the game.

\* The coin toss for hammer will usually take place 15 minutes before the start of the game. Subject to ice availability, the team with hammer will have a 5 minute practice, followed by the team without the hammer. There will be NO practicing before the coin toss.

If a team is not present for the coin toss they will be deemed to have lost the coin toss. The team that is present will be awarded hammer and may practice until the other team arrives. Practice ends at the scheduled start time of the game.

*The exception to this rule is if previous arrangements have been made between the two coaches of the competing teams.*

**TEN** minutes after the scheduled start time the non-offending team will be awarded an end and a point, and retain the hammer.

**TWENTY** minutes after the scheduled start time the non-offending team will be awarded a second end and point, and retain the hammer.

If the opposing team has not been able to deliver their first stone **THIRTY** minutes after the scheduled start time, the game will be recorded as a default.

Defaults are recorded as 2-0.