

RULES – Joe Gubbles FunSpiel

1. The Joe Gubbels FunSpiel is a five-game random format. Scoring will be as Per Percentage Point System. The team with the highest point score at the end of the competition will be declared the Club Champion.
2. Teams will be selected by the Draw Committee. Should a player elect not to play with the team he/she has been drawn on, the player will not be eligible to participate in the event.
3. Draw Committee decisions are final
4. Curlers must play, in all games, at the position at which they are originally placed on the Team. If a spare is used, all players will move up in position. **Spare will always play in the Lead Position.** Once the original player returns, the Team will revert to original selection. The Spare will return to the “Spare List”.
5. Replacement players must be selected by the Draw Committee
6. Teams are permitted to curl with three curlers, **only if** spares are not available. If a team elects to play the game with three players, the first two players shall deliver 3 rocks.
7. Any violation of the above rules will be dealt with by the Draw Committee.
8. In the event of a tie game, the score will be marked as 50% - 50%.
9. All games will be six (6) ends.
10. The Drawmaster, at the direction of the Draw Committee, will change the Draw and/or Teams until Day 1.

Note: Vice Skips are responsible for marking the Score Cards.

Drawmaster will calculate the percentages