## TRIPLES EVENT

## SCHEDULE

|  | SHEET A | SHEET B | SHEET C | BYE | SHEET D | SHEET E | SHEET F | BYE |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Girls |  |  |  | Boys |  |  |  |
| 3 ends | Z1 VS Z3 | Z2 VS Z4 | Z6 VS Z5 | Z7 \& Z8 | Z1 VS Z4 | Z2 VS Z6 | Z3 Vs Z7 | Z5 \& Z8 |
| 3 ends | Z8 VS Z4 | Z6 VS Z7 | Z2 VS Z3 | Z1 \& Z5 | Z2 VS Z7 | Z3 VS Z1 | Z5 VS Z8 | Z4 \& Z6 |
| 3 ends | Z6 VS Z3 | Z8 VS Z5 | Z1 VS Z7 | Z2 \& Z4 | Z1 VS Z8 | Z4 VS Z5 | Z3 VS Z6 | Z2 \& Z7 |
| 3 ends | Z8 vs Z7 | Z1 VS Z4 | Z2 Vs Z5 | Z3 \& Z6 | Z4 VS Z6 | Z8 VS Z7 | Z2 VS Z5 | Z1 \& Z3 |

## RULES

- Games are 3 ends and 6 rocks each
- 3 players on the ice playing lead, second, skip, other 1-2 players resting.
- Teammates rotate after each end, and must play a different position.
- Only 1 sweeper allowed between the hog lines.
- End 1 = 1 point, End 2 = 1 point, End 3 = 2 points
- Hammer goes to the team with the lowest score each end.
- If an end is blanked, the team without the hammer wins that end.
- Games can end in a tie.
- The 5 rock free guard zone rule and no tick rule are in effect.
- On ice coaching is allowed to assist the players to keep the game play moving.


## TRIDLES EVENT TEAMS

## GIRLS

Z1- WHITE
Z2- JONES
Z3- ANDREWS
Z4- YOO
Z5- YUEN
Z6- ROOSMA
Z7- MONTEITH
Z8- BROWN-JOHN

## BOYS

Z1- ROBINSON
Z2- JAEGER
Z3- LOUGHEED
Z4- HUNT
Z5- DHALIWAL
Z6- WHITE
Z7- LI
Z8- O'BRYAN

