

Section Play 3 Games of 15 ends

Rink			Rink		
1st Round	1 v 2		1st Round	3 v 4	
2nd Round	1 v 3		2nd Round	2 v 4	
3rd Round	1 v 4		3rd Round	2 v 3	

Scoring **WIN = 3Pts** **TIE = 1Pt**

Method of Scoring Points First - Then Shots Up, Then % if Shots Up Equal

[illegible]

Diagram illustrating a network topology or data flow structure. The structure is divided into three main sections (Sec 1, Sec 2, Sec 3) and a central vertical red bar.

- Sec 1:** Contains a yellow box labeled "0" and a yellow box labeled "v's".
- Sec 2:** Contains a yellow box labeled "0" and a yellow box labeled "v's".
- Sec 3:** Contains a blue box labeled "0" and a blue box labeled "v's".
- Bye:** A box labeled "Bye" with a blue box labeled "0".
- Central Vertical Red Bar:** A vertical red bar with a red box labeled "0" at the top and a red box labeled "0" at the bottom.
- Horizontal Line:** A horizontal line with a red box and a white box.