



WELCOME TO SPRING LEAGUE

A few administrative notes:

1. A hard copy of this document is located on a bulletin board further down the lobby opposite the glass that looks out onto Sheets 5-6.
2. All games are six ends. Hammer is determined by a coin toss. There is no extra end. Game results are not entered.
3. The “no-tick rule” is NOT in effect.
4. For doubles:
 - a. Remember: the first rock that can take out ANY rock (yours or your opponent’s or either of the pre-position rocks) is the 4th rock thrown of the end.
 - b. There is also a local GCC rule: when it’s not your turn to throw, you can’t (i) sweep your own rock if it’s put in motion; or (ii) sweep your opponent’s rock behind the t-line. So chill out and wait for your turn.
 - c. The full doubles rules are posted on the bulletin board.
5. The bar is open before, during and after your league, with the usual beverage favourites plus some light snacks. Feel free to bring drinks down to the lobby BUT NOT INTO THE ARENA.