

BLCC NEWSLETTER FALL 2016

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SPIRIT OF CURLING PIC OF THE WEEK

How Good is this team? Their Skip is taking this great photo while their vice watches the stone.



SUNDAY

		Sheet 2	Sheet 3	Sheet 4
11/06		CAT (9) v Philosopher's Stone (1)	Team BABz (7) v Game of Stones(1) forfeit	Girl Scout Troop #15 (4) v Blarney Stone (3)
11/13		Team BABz (2) v Girl Scout Troop #15 (5)	Game of Stones(3) v CAT(4)	Philosopher's Stone (2) v Blarney Stone (8)
11/20		Game of Stones (7) v Girl Scout Troop #15 (5)	Philosopher's Stone(3) v Team BABz (5)	CAT (5) v Blarney Stone(4)
11/27		Girl Scout Troop #15 (4) v CAT (3)	Blarney Stone (4) v Team BABz (9)	Game of Stones (3) v Philosopher's Stone (4)
12/04		Blarney Stone (4)v Game of Stones(3)	Girl Scout Troop #15(7) v Philosopher's Stone(3)	CAT (2) v Team BABz (7)
12/11	Zilar/Star/ Bleiweis/Patton (5) v Philosphers Stone (?) Kiline/Luna/Frank lin/Importico (3)	Game of Stones(6) Girl Scout Troop #15(5)	Kalemba/Hecken/H all/Lukas (5) (Team CAT) - Kostick/Johnston/ Kerr/Schwartz (4) - Yellow (Blarney Stone)	Score Needed from Sheet 4 H v BABZ (?)
12/18	Team Babz v Girl Scout Troop #15	Zilar/Star/ Bleiweis/Patton v Team CAT (6) (Kalemba/Hecken /Hall/Lukas) (4)	Team H v Game of Stones	Blarney Stone (12) v Kiline/Luna/Fra nklin/Importico (2)

TEAM CAT Lukas/Hecken/Kalemba/Hall
 Philosopher's Stone Kline/Luna/Franklin/Patton
 Team BABz Hughes/Mosley/McKay/Sinclair
 Girl Scout Troop #15 Eastwood/Ehlers/Gilbert/**TBA
 Blarney Stone Kerr/Kostic/Schwartz/Johnston
 Game of Stones Grumberg/Krakowski/McKinnon/Amdursky

Team G Zilar/Star/ Bleiweis/Patton
Team H

STANDINGS (in no particular order)

Team	W	L	T	Win Pct	Pt Diff	Points Scored	Ends won	Best End
Girl Scout Troop #15	4	2		0.667	6	31	16+3	3
Team BABz	4	1	*	0.800	14*	30*	15	5
Team CAT	5	2		0.7??	7	29	14+3+3	
Blarney Stone	3	4		0.333	8	39	17+3+4	4
Philosophers Stone	1	6		.200	-25	13	8+2	2
Game of Stones	3	3		.333	0*	24*	11+3	3
Team G	1	1		1.000	0	4+	2+	
Team H	*							

- pending review for forfeit

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EARLY WEDNESDAY LEAGUE

	Sheet 2	Sheet 3	Sheet 4
11/9	Sweeping Beauties (3) v CP30 (4)	No Sweep Till Brooklyn (8) Curl Jam (3)	
11/16	CP30 (8) Curl Jam(4)	Sweeping Beauties (5) No Sweep Till Brooklyn (3)	
11/30	CP30(4) Opponent (4)	Sweeping Beauties (7) Curl Jam (1)	
12/7	Sweeping Beauties (8) CP30 (3)	Curl Jam (5) Opponent X (4).... (half in standings)	Curl Jam (5) Kevin OLeary etal (4)
12/14	Sweeping Beauties (13) v Cutrone/Freudberg/Hanft/Reierson (1)	Curl Jam (6) Kevin OLeary etal (0) forfeit	Need Score
12/21	Sweeping Beauties (8) v Curl Jam (4)	CP30 v TEAM NOT SPECIFIED ON ANY OTHER SHEET	Kevin OLeary et al (3)v Cutrone/Freudberg/Hanft/Relerson (1)

<p>CP30 Sweeping Beauties - Curl Jam No Sweep Till Brooklyn Team W Team X Team Y</p>	<p>Aiello/Lu/Tong/Wei Nigrosh/Smeaton/Johnson /London Clarke/Gorta/Stoler/Rana Gross/Pirani/Chase/TBA Cutrone/Freudberg/Hanft/Relerson Kevin OLeary et al Info needed</p>
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Note: NSTB moved to Wednesday Late Session

Team	W	L	T	Win Pct	Pt Diff	Points Scored	Ends won*	Best End
Sweeping Beauties	5	1	0	0.83	20	30	15+3	5*
CP30	2	1	1	0.708	0	19	12	2
No Sweep Till Brooklyn	2	1	0	0.500	3	11	7	
Curl Jam	2	4	0	0.333	-18	17	5+3+3	2
Kevin Oleary Et Al	1	2		0.333	2	7	5	2
Team W	0	1			-2	1	1	1

*Ties Curl Power of Spring 2016 for all time BLCC record in league sanctioned play.

Sweeping Beauties , Again.... It's Gotta Be the Shoes!



LATE WEDNESDAY

Date	Sheet 2	Sheet 3
11/30	????????	????????
12/7	No Sweep Till Brooklyn 10 - Washington Generals 3	Team B vs Team C Score needed
12/14	No Sweep Till Brooklyn (3) Opponents (4)	No game
12/21	No Sweep Till Brooklyn (9) Team Randy (5)	Score Needed
1/4		

Results as of 12/8 as known. 11/30 undocumented as of 12/11

Team	W	L	T	PCT	Point Diff	Total Points	Ends Won	Best End
No Sweep Till Brooklyn	2	1	0	.666	10	22	10	4
Washington Generals	0	1	1	0.000	-7	3	3	1

No Sweep Till Brooklyn: Pirani/Chase/Ducker/Avallone

Team B

Team C

Washington Generals - a ragtag collection of instructors and subs gathered on a week-by-week basis



SUBSTITUTE AND FORFEIT PROTOCOLS

1- It is each individual person's responsibility to email the LC when they cannot attend. Please do not have a teammate do it for you. Please make sure you tell me your name, what team you are on, and what day and session that is, as well as the date you cannot make it. Obviously as soon as possible is always best.

1a- If a team knows they need a sub and they wish to arrange for one themselves, that is permitted provided:

-the sub they find is a current paid member of GNCC and BLCC, meaning they have paid their dues and paid for at least one session that season/year (i.e.

Nov-Mar)

-the team informs the league coordinator of the substitution as soon as possible.

2- You should expect me to respond to calls to play as a sub in the affirmative only, although as a courtesy I may respond in the negative if I can. If you do not hear from me in 24 hours, you can assume someone else has taken the spot. On the other hand, responses that have been "passed over" will be considered first on the list if a new person calls out for the same date and time. I will then respond in the affirmative to the next in line. Please let me know ASAP if I was too late in responding and you cannot make it if I get back to you, say, 48 hours after you responded to the original call.

3- To be fair to all, I will primarily "award" sub spots on a first-come-first served basis. But if the the first person to volunteer has subbed in any of the last 4 opportunities to sub, I will hold their offer in abeyance until someone else offers. If, however, they are the only taker 48 hours after the call went out or 24 hours before the game (whichever comes first), I will award them the spot.

4- When a substitute is placed on a team the sub will play "lead" on that team. If there are two subs they will play lead and second. If the team, with a sub, is a team of 3 that night, the standard rules for teams of 3 will apply. If there are 3 subs on a team of 4, or two subs on a team of 3, then as defined below the game is already forfeited and those who are there are encouraged to play a "non-league scrimmage". Enjoy the sheet but please respect the games in the adjacent sheets.

5- If a team cannot put 50% of it's actual members on the ice for a game, the game is forfeited. If they cannot put 3 players (using subs) on the ice for the game, the game is forfeited.

6- Since there would be a player in an "unpaid" spot, teams of 3 cannot have a "sub" as their fourth player.

Handling of Forfeited Games Scores: (this will only be done if needed to decide tie breaks for playoff or final 1st, 2nd or 3rd positions). At the end of the "regular season", or the week before the playoff in the 6-team leagues, the opposing team will be awarded with a win that is based upon the line score of their "average win" during the season.

"Average win" is defined here as a "win" with :

1- ((points scored in wins)/games) rounded up (or truncated with a 1 added)

2- ((points surrendered in wins)/games) rounded down or truncated and

3- ("ends won in all"/games) rounded up, or truncated with a 1 added.

With the exception of "ends won" the numerator will be taken only from games won.

The forfeiting team will be awarded with a loss at the end of the "regular season" that matches their "average loss" (points scored in losses, points surrendered in losses, (ends "not won" in all/games) rounded down(or truncated). If there is no "average loss" or "average win" for the affected teams we will use the average win or loss for the entirety of their league night/session to get those values. "Best end" will be based only on ends actually played, so a forfeit does not effect the "best end" column.

FIND BELOW 2015-16 Tie Break Protocols.

As of the time of this writing it is unclear what the "Season Plan" is in general, with teams entering and leaving the leagues at various times. But as a guide, here is how the "tie breaks" worked and this will be the guiding document for declaring season champions when the league plans are finalized.

SEASON PLAN FOR 6 TEAM LEAGUE

The five weeks of this league will be a full round-robin. After 5 weeks the teams will be ranked using the ranking system described below.

Standings Procedure for 6 Team League

Teams will be ranked primarily by winning percentage. Ties being possible in this league (as time may not permit a 7th end), ties will count as half a win.

Example: A team that is 3-1-1 has a winning percentage of $(3.5)/5$ or 0.700

A record of 3-0-2 (0.800) is therefore just as good as 4-1-0.

1- If two teams have the same winning percentage, the result of their game against one another will decide their rank. If they tied that game, another tiebreak is needed.

2- Only after step 1 will the team with more wins be ranked higher. Note that this means, for example, that 2-1-2 is better than 1-0-4 but **only after** examination of the head-to-head result yields a tie.

3- If two teams have identical records and tied their game, the point differentials from game scores for the season will decide the ranking.

4- if step 3 does not break the tie, we will look at total points scored.

5- if step 4 fails to break the tie we will look at total ends won.

6- if step 5 fails we will look at best single end.

7- if step 6 is tied, a game of rock-paper-scissors played via email if needed will be held with LC or a surrogate if LC is a member of one of the teams.

If three or more teams are tied by win percentage, the following tiebreak will be followed. Once one team emerges the remaining teams will then be compared by the appropriate tiebreak procedure (for two or two-or-more teams).

1- records in the games among those teams will break the tie.

2- If ties remain number of wins for the season will break that tie.

3- If ties remain after that point differential in the games among the three or more teams will break those ties,

4- if any ties remain, point differential for the season will break those ties.

5- if step 5 fails total points in games among the tied will be used

6- if step 5 fails total points in season will be used

7- if step 6 fails ends won will be used

8- if step 7 fails best single end will be used

9- if three or more teams are still tied, LC will organize a multiple-way rock-paper-scissors tournament.

FOUR TEAM - FIVE WEEK LEAGUE SEASON PLAN

The four-team leagues' season will consist of a round robin phase (3 weeks) and a playoff phase (2 weeks)..

After three weeks the tiebreak rules listed under "Standings Procedure for 4 Team League" below will be applied to determine ranking of teams.

The playoff phase will start in week 4, with team ranked 1 playing team ranked 4, 2 playing 3.

The winners of those two games will play in the final week for the championship, the losers will play in the final week for third place

Amended for 3 team league: Week four: 1 v WGs and 2 v 3

Week five: 1 v winner of 2v3 in week 4. Loser of 3v4 v WGs.

Standings Procedure for 4 (and 3) Team League

Teams will be ranked primarily by winning percentage (in games played against league members). Ties being possible in this league (as time may not permit a 7th end), ties will count as half a win.

If two teams have the same winning percentage that tie is broken by these criteria, in this order :

1- the result in their game against one another will decide their rank. If they tied that game, another tiebreak is needed. If they played twice in "oval robin" win percentage in the two games will be considered first, then point differential if both are 1-1-0 in those games. If point differential is a tie, step 2 is considered.

2- the team with more wins will be ranked higher. (so 1-2-2 better than 0-1-4)

3- If that is a tie, the point differentials **for the season** will decide the ranking. *This will include only games against "league" opponents (italicized comments apply only to 3 team league, in four team league all games are against league opponent).*

3.5 (applies only to 3 TEAM LEAGUE)- *won/lost record in the one game vs the "Washington Generals" will break the tie. All steps prior to this considered ONLY the two (2) "league games" that each team has on its schedule. All steps hereafter involve data from all 3 games.*

4- If point differential does not break the tie, total points scored for the season will be used to break the tie.

5- if step 4 fails to break the tie, we will look at most ends won.

6- If step 5 fails we will look at best single end for the season.

7- if step 8 does not break the tie, the two teams will play rock-paper-scissors (over email if necessary) with the LC as mediator.

If three or more teams are tied by win percentage, we will go through the following steps. If any step resolves the ties so only two teams are tied after that step, they go through the two team procedure starting from step 1.

1- records in the games among those tied teams will break the tie.

2- If ties remain after that point differential in those games will break those ties,

3- If ties remain, the team with the most wins for the season will be ranked higher.

4- if any ties remain, point differential for the season will break those ties.

5- If point differential does not break the tie, total points scored for the season will be used to break the tie.

6- if 5 fails, ends won

7- if 6 fails, best single end

8- If ties remain after step 7 is considered, a multiway rock-paper-scissors tournament will be arranged by and mediated by the LC.