

ENNISMORE SKINS SPIEL

PAY OUT

GAME #1 - All Games

Ends 1-4 @ \$5 Per Skin
End 5 @ \$ 10 Per Skin
End 6 @ \$ 20 Per Skin
Game Total = \$50 x 4 games = \$ 200
Totals 2 Draws = \$400

GAME #2 - 1 Game Loser

Ends 1-5 @ \$6. Per skin
End 6 @ \$ 20 Per Skin
Game Total = \$50 x 2 games = \$100
Total 2 Draws = \$200

- 1 Game Winners

Ends 1-5 @ \$ 10 Per skins
End 6 @ \$ 20 Per Skin
Game Total = \$ 70 x 2 games = \$140
Times 2 Draws = \$ 280

GAME #3 - 2 Game Loser

End 1 - 5 @ \$ 20 Per Skin
End 6 @ \$ 80 Per Skin
Game total = \$180
Times 2 Draws = \$360

- 1 Game Winner's

Ends 1 - 4 @ \$ 25 Per skin
End 5 @ \$ 40 Per Skin
End 6 @ \$ 60
Game Total \$200 x 2 = \$400
Times 2 Draws = \$ 800

- 2 Game Winners

End 1 - 5 @ \$ 80 Per Skin
End 6 @ 180 Per Skin
Game Total = \$580
Times 2 Draws = \$1160

TOTAL CASH PRIZES = \$ 3200

ENNISMORE SKINS SPIEL

Three - 6 End Games

Draws will begin at 8:30 am and 10:30 am. Please be at the club ½ hour before your draw for rules review. Note: For 8:30 & 10:30 draws a 1 skin penalty will be charged for each 10 minute delay in start, ice clock is official.

High dollar winnings wins game if tied most skins won in game decides winner.

Five Rock Rule In Effect.

Team with hammer must score two to win a skin; team without the hammer must steal one to get a skin. **The hammer will switch as per a normal game and if there is a carry over.**

If skins are carried over from the 6th end, one draw to the button with sweeping, any player on team may take draw. Take note that closest to the button wins all carried over skins!

Team with most money wins spiel. If tied, team with most skins wins. If still tied, team with highest \$ value 3rd game, then 2nd game, then 1st game wins. Failing all of this a draw to the button with sweeping takes spiel. Both vices to bring up card at end of games to collect winnings