

## **1. C.9. OPTIMIST DIVISION 1 PLAYOFF DAY SKILLS COMPETITION**

1. Oversee the Planning and Execution of the Playoff Day Skills Competition
2. Liaise with Optimist Division 1 Sunday Coordinator as needed

### TASKS:

3. Following is the Plan used for the 2015/2016 Playoff Day Skills Competition. The Coordinator may not be limited to the use of this format, but must submit any alternate plan to the Optimist Junior Interclub Administrator for review at least one week prior to Playoff Day.
4. Format/rules: (Hot shots contest with a twist)
  - a. If there are 12 teams, then each team will receive 10 chocolate coins. There will be an entry fee for each shot. The team that is successful with the shot will take all the chocolate coins. The top three teams with the most chocolates will win the prize money.
  - b. Skills coordinator will mix up the teams; one suggestion is to keep each skip and third in the "A" division and mix it up with the second and lead of the "C" division. The lead and second in the "A" division will go to the "C" division's skip and third. The "B" division teams will make the same changes, but within their "B" division teams.
  - c. If a team has five players, this player will spare for a team missing a player. If there is a team still short a player, they can ask any coach to join their team. The coach is not eligible for any prizes. If a team has 5 players, then they decide on the 4 players that will execute the shots. If they cannot decide then use Rock, Paper, and Scissor among the five players. No player will be allowed to throw twice in the first 4 rounds.
  - d. Teams will move to a different sheet from the one they played in the morning draw. One suggestion is to just move each team over to the right, and the team from sheet 6 goes to sheet 1. You can also assign the sheets beforehand to speed up the contest.
  - e. Entry fee will be determined by random draw. Skill coordinator will ask another coach to draw an entry fee amount from a bag. Entry fee will range from 1 chocolate coin to 4 chocolate coins. Each team will then give the corresponding entry fee to the skills coordinator. The team that wins from groups 1 and 2 will receive all the coins. See "Rotation Order" for more information below. Group 1 throws Red, Group 2 throws Yellow.
  - f. **To speed up the skills contest, there will be no practice throws.** The teams will bring the rock to the far end; shots will be toward the home end. Each team will wait for skills coordinator to say "1, 2, 3, Go". Each team will then deliver the shot towards the home end. A skip and sweepers are allowed for each shot. Each team member must throw a stone; the shots are as following: **Teams not throwing are not allowed to time rocks.**
    - Leads – Draw to button
    - Seconds – Hit and stick (closest to button wins) – stone to be hit, back 4
    - Thirds – Draw through port (closest to button wins) – stones 6 feet up

### 1.C.9. OPTIMIST DIVISION 1 - PLAYOFF DAY SKILLS COMPETITION (continued)

- Skips – Raise to the button (closest to button wins) – stone to be raised top 12
- g. If no teams make the shot, entry fee will be carried over for the next shot. If it's the last group and the shot is not made then the skills coordinator will determine the winning team. If we have time, could draw to button for winner or divide the coins evenly
- h. Team tied (eg. If both teams draw to the button) then each team will take an equal share of the entry fee.
- i. **The twist**, teams with no coins left (9 teams) will have a final opportunity to finish in 4th place. They will choose a player to draw to the button. This is where a fifth player who has not thrown a shot will have an opportunity to throw the last draw shot. The team closest to the button will win 4th place. Group 2 teams start first, then Group 1 teams.
- j. Rotation order (Leads versus Leads, etc.) : Group 1 Red stones, Group 2 - Yellow stones
  - Group 1 – Leads
  - Group 2 – Leads
  - Group 1 – Seconds
  - Group 2 – Seconds
  - Group 1 – Thirds
  - Group 2 – Thirds
  - Group 1 – Skips
  - Group 2 – Skips
- k. Prizes: - 200 dollars total:
  - The team with the most coins will win \$80.00
  - The team with the second most coins will win \$60.00
  - The team with the third most coins will win \$40.00
  - The team finishing 4<sup>th</sup> will win \$20.00

### 5. Coordinator Checklist / Order of Events:

- a. Approximate 1:00 PM start (following Banquet and Awards)
- b. Explain format
  - i. Two groups: Group 1 = yellow rocks, Group 2 = red rocks
  - ii. Sheets have been assigned
  - iii. Leads vs. Leads, Seconds vs. Seconds, etc.
  - iv. Skips and Brushers Allowed, teams not participating cannot touch rocks
  - v. Set up shots on one sheet describing the elements of a successful shot
  - vi. Draw entry fee then collect entry fee from each team
  - vii. Explain to teams to wait until the coordinator says "1, 2, 3, Go!"
  - viii. Distribute coins after both groups are done
  - ix. After Hot Shots, teams without coins will draw to button for 4<sup>th</sup> place. Teams stay on designated sheets. Group 2 goes first then Group 1.
  - x. Prizes (see above, make sure money is divisible by 4)

