

## **How to Play**

**The scores of the games do not matter. All you have to do is decide who will win each game. You will weight each of the wins based on the number of games there are that particular day. (Eg. if there are 10 games that day, you must use each of the numbers from 1 to 10). The object of the pool is to get as many points as possible.**

**After you decide which teams are going to win, place the numbers to the right of that team. Use a higher number for the games you feel sure of, use lower numbers for the games you are unsure of the result. The reason is because if you guess correctly, you get the points you wagered, if you get the game wrong, you don't lose points, you just don't get them.**

**As an example, I will explain the drawmaster's reasoning for a couple of selections from his 2010 entry. On Saturday, 8 points was wagered for an ON win over QC because the Drawmaster is favoring Ontario to win the Brier undefeated, meanwhile this is the first time at the Brier for the Quebec team. As 8 was used, the next highest points available to assign is 7 – which went to NL defeating YT. The NL team, although young have more talent then the YT team. The next highest points available to assign is 6 which is for NB defeating YT. The points are continued to be assigned until all the numbers are used.**

**Lets' assume that after the two draws on Saturday, the drawmaster gets 7 of the 8 games correctly. The only game is NS upsets NB (as only 2 points was wagered, this is not too bad). All of the other games would have their scores added totaling 34 (out of 36 possible points).**

**What you have to remember is that how you wager each game does not matter unless you get a game wrong. (If you get every game right, you can wager however you want).**

**For additional rules, go to [www.bycurling.com](http://www.bycurling.com) or email the drawmaster at [hellfishaxle@excite.com](mailto:hellfishaxle@excite.com).**