

March 19 - April 16

March 19		March 26		April 9		April 16	
8	<b>Walton</b> Game A1 Sheet 2		<b>Shimizu</b> Game A5 Sheet 3		<b>Winner Game A5</b>		
9	<b>Shimizu</b>	1	<b>Murray</b>		Game A9		<b>Winner Game A9</b>
5	<b>Patkowski</b> Game A2 Sheet 4		<b>Patkowski</b> Game A6 Sheet 5		Sheet 2	A final Sheet 4	<b>Winner A final</b> A Champion
12	<b>Pokas</b>	4	<b>Martin</b>		<b>Winner Game A6</b>		
6	<b>Doig</b> Game A3 Sheet 5		<b>O'Grady</b> Game A7 Sheet 2		<b>Winner Game A7</b>		
11	<b>O'Grady</b>	3	<b>Dworkin</b>		Game A10		
7	<b>Bambrick</b> Game A4 Sheet 3		<b>Bambrick</b> Game A8 Sheet 4		Sheet 3	<b>Winner Game A10</b>	
10	<b>Huston</b>	2	<b>Price</b>		<b>Winner Game A8</b>		
Warmup Games		Warmup Games				<b>Loser Game A9</b> A runner-up Sheet 5	<b>Winner A runner-up</b> A 3rd Place
1	<b>Murray</b> Game W1 Sheet 1		<b>Walton</b> Game W1 Sheet 1			<b>Loser Game A10</b>	
3	<b>Dworkin</b>		<b>Huston</b>				
2	<b>Price</b> Game W2 Sheet 6		<b>Pokas</b> Game W2 Sheet 6				
4	<b>Martin</b>		<b>Doig</b>				

All games must have a winner. No ties.

Should time run out with the score tied, the winner will be decided by a draw to the button (with sweeping by throwing team)

East York Curling Club Monday Mens League Playoffs  
Week 1 to Week 4

March 19	March 26	April 9	April 16	
		<b>Loser Game A5</b>		
		Game B1 Sheet 6	<b>Winner Game B1</b>	
		<b>Loser Game A6</b>	B final Sheet 3	<b>Winner B final</b> B Champion
		<b>Loser Game A7</b>		
		Game B2 Sheet 1	<b>Winner Game B2</b>	
		<b>Loser Game A8</b>	<b>Loser Game B1</b>	<b>Winner B runner-up</b> B 3rd Place
			B runner-up Sheet 5	
			<b>Loser Game B2</b>	
		<b>Walton</b>	<b>Winner Game C1</b>	
		Game C1 Sheet 4	C final Sheet 2	<b>Winner C final</b> C Champion
		<b>Pokas</b>		
		<b>Doig</b>	<b>Winner Game C2</b>	
		Game C2 Sheet 5	<b>Loser Game C1</b>	<b>Winner C runner-up</b> C 3rd Place
		<b>Huston</b>	C runner-up Sheet 6	
			<b>Loser Game C2</b>	

All games must have a winner. No ties.

Should time run out with the score tied, the winner will be decided by a draw to the button (with sweeping by throwing team)