

# POSSIBLE STRATEGIES FOR MANAGING THE OPEN DRAW

*(Revised 31 August 2019)*

## THE DRAW BOARD

A schematic diagram of the Draw Board appears at the end of this document. The top part of the board contains hooks for the name disks of each player who wants to participate. The lower part has hooks which hold red and blue tokens with the rink number (1, 2, 3 etc.) on one side and the player's position (S, 3<sup>rd</sup>, 2<sup>nd</sup>, L) on the other side. After the Draw, players who hold red tokens will play against players who hold blue tokens.

## PROCESS

1. Players should arrive at least 15 minutes prior to the Draw. As they arrive, they remove their name disks from the Membership Board to the right of the Draw Board and place them on a hook under the position they would prefer to play. (See example at the end of this document).
2. When all the participants have placed their name tags on the Draw Board, the Draw Master takes over. Depending on the number of participants, the Draw Master may move the name disks to form balanced teams of Pairs, Triples, and Fours – making sure that there is an even number of teams on each line of the Draw Board. There is a “cheat sheet” on the notice board to the right of the Draw Board to make the formation of teams easier. Singles and Cutthroat games are only played if all else fails. In the example at the end of this document, the Draw Master has created a Triples game on the first row and a Pairs game on the second row. However, the players won't know if they are playing a Pairs game or a Triples game until the Draw has been completed.
3. The Draw Master counts up the number of games (indicated by the number of rows on the Draw Board) and decides which rinks to use. In the example, the Draw Master has chosen to use Rinks 2 and 4. Therefore, the Draw Master takes the red and blue tokens for Rink 2 and the red and blue tokens for Rink 4 from the Skips column (these will have “S” on one side of the token and either “2” or “4” on the other side) and places them in the pouch under the Skips column. At this point, there are four tokens in the pouch (one for each Skip on the Score Board). This process is repeated for the Leads column. In the case of the Triples game on Rink 4, the Draw Master places the Thirds tokens from Rink 4 (one red and one blue) in the pouch under the Thirds column.
4. The Draw Master checks that each name is matched up with a blue or red token, then rings the bell for people to line up to draw a token.
5. Each participant, in turn, reaches into the pouch **under his or her name disk** and selects a token. The participant's name is then removed from the Draw Board and given to the Draw Master. **The Draw Master must supervise this process very closely to ensure the integrity of the Draw.**
6. Participants take their tokens to their score boards, place them on the hook for their position and team, and write their names in the appropriate position. The tokens remain on the score boards until the games are completed.

7. Following the games, the tokens should be returned to the table under the Draw Board. It is the responsibility of the Draw Master to ensure that the name disks and tokens have been returned to the proper location.

**SCHEMATIC REPRESENTATION OF THE DRAW BOARD**

	SKIP	THIRD	SECOND	LEAD
Hooks for name tags →	Jim Roy	Jay Sue	● ●	Ross Mark
	Brad Barb	● ●	● ●	Bill John
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
	● ●	● ●	● ●	● ●
Rink numbers →	1 <b>2</b>	1 2	1 2	1 <b>2</b>
Red & Blue tokens for each rink	3 <b>4</b>	3 4	3 4	3 <b>4</b>
	5 6	5 6	5 6	5 6
	7 8	7 8	7 8	7 8
Pouches →				

**BRIEF SUMMARY**

1. Players place their name tags on the Draw Board.
2. The Draw Master adjusts the name tags to create an optimum mix of games.
3. The Draw Master counts up the number of games and places tokens in the appropriate pouches.
4. The Draw Master rings the bell and players line up to draw a token.
5. The players draw a token that indicates rink number and position.
6. Players place their tokens on the score boards and write their names in the spot for their team and position.
7. Following the game, tokens are returned to the table under the Draw Board.