

Field Assignments by Team

<i>Team</i>	<i>Round 1</i>	<i>Round 2</i>	<i>Round 3</i>	<i>Round 4</i>	
	<i>Game Start Horn (1 short blast)</i>	<i>9:00</i>	<i>9:45</i>	<i>10:30</i>	<i>11:15</i>
	<i>Last Point Horn (1 long blast)</i>	<i>9:35</i>	<i>10:20</i>	<i>11:05</i>	<i>11:50</i>
Britannia Secondary (Vancouver)	6	2	8	4	
Churchill Secondary (Vancouver)	7	8	3	1	
Eric Hamber Secondary - Junior (Vancouver)	5	6	1	3	
Eric Hamber Secondary - Senior (Vancouver)	6	5	2	1	
King Christian School (Salmon Arm)	1	2	4	7	
Kitsilano Secondary (Vancouver)	7	3	5	2	
Little Flower Academy / Vancouver College (Vancouver)	3	7	6	5	
McMath Secondary (Richmond)	3	4	2	8	
Point Grey Secondary (Vancouver)	5	1	7	4	
Revelstoke Secondary (Revelstoke)	8	4	6	2	
Richmond Secondary (Richmond)	4	3	1	7	
Rick Hansen Secondary (Abbotsford)	4	8	5	6	
St. George's School / York House (Vancouver)	1	5	8	6	
St. Thomas More Collegiate (Burnaby)	2	6	7	5	
Steveston-London Secondary (Richmond)	8	7	4	3	
Tamanawis Secondary (Surrey)	2	1	3	8	

These games are all timed games (i.e., no score limit). When one point is completed, please make every attempt to get the next point going as quickly as possible.

When "last point" horn sounds, finish the point in play at the time of the horn blast, and the game is over after that point is scored. Ties ARE allowed; i.e., do NOT play another point if the game is tied.

If the last point horn sounds after a score but before the next pull, only continue with the pull and play the point if the score is within 1. However, if the score gap is 2 or more, do not continue with the pull or play that point.

If doing some type of *spirit* activity after the game, try to make it short so that you can get to the next field and get the next game going as quickly as possible.