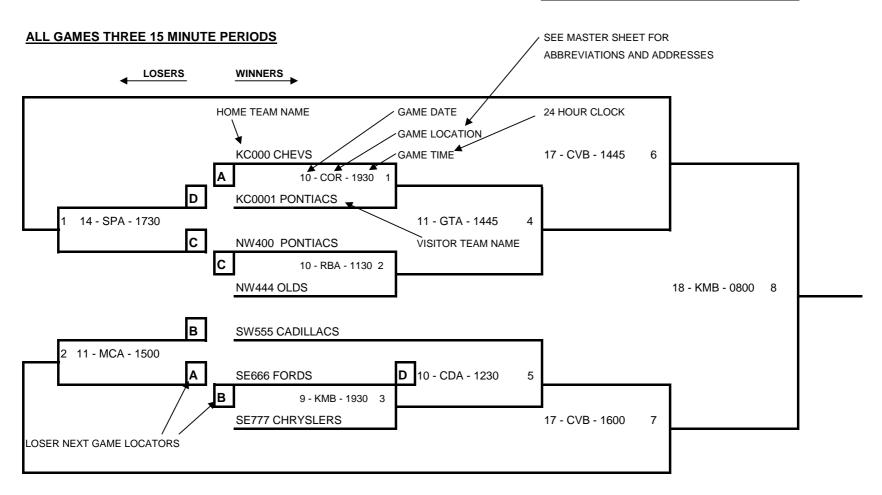


## EXAMPLE ONLY



## **HOW TO READ DRAWS**

- \* FIND THE DRAW YOU WANT CATEGORY AND LEAGUE
- \* FIND YOUR TEAM USE IDENTIFICATION CODE IF POSSIBLE BECAUSE MORE THAN ONE TEAM OFTEN HAS THE SAME NAME.
- \* REFER TO THE EXAMPLE DRAW.

GAME ONE IS KC000 CHEVS (HOME) VERSUS KC001 PONTIACS (VISITORS).

THE CODE (15 - COA - 1930) IDENTIFIES THE DATE, ARENA AND TIME OF THE GAME.
15 IS JANUARY 15TH, COA IS CORONATION ARENA AND 1930 IS THE START TIME (7:30 PM).

REFER TO THE MASTER SHEET FOR THE ABBREVIATIONS FOR THE OTHER ARENAS AS WELL AS THEIR ADDRESSES.

WINNER OF THE GAME ADVANCES TO GAME FOUR HOME TEAM LINE.

LOSER OF THE GAME BECOMES THE VISITOR TEAM OF GAME TWO ON THE LEFT SIDE OF THE DRAW. THIS ROUTE IS SHOWN BY THE LETTER A LEFT OF GAME ONE AND THE CORRESPONDING LETTER A TO THE RIGHT OF THE VISITOR TEAM OF GAME TWO ON THE LEFT SIDE OF THE DRAW.

\* THE LOSER OF GAME <u>FIVE</u> BECOMES THE HOME TEAM OF GAME ONE ON THE LEFT SIDE OF THE DRAW. THIS IS SHOWN BY THE LETTER D LEFT OF GAME FIVE AND THE CORRESPONDING LETTER D RIGHT OF THE HOME TEAM LINE OF GAME ONE ON THE LEFT SIDE OF THE DRAW.

NOTE: THE TOURNAMENT IS A GUARANTEED TWO GAME FORMAT. THIS DOES NOT MEAN IN ALL CASES THAT A TEAM IS OUT OF THE TOURNAMENT IF THEY LOSE THE SECOND GAME THEY PLAY. IF A TEAM PLAYS A TEAM THAT HAS A BYE INITIALLY, AND LOSES, THEY CONTINUE TO THE LEFT SIDE OF THE DRAW.