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## Statistics: General approach

### 🌀 Technical point of view

- 🌀 Statistics should give players, coaches and spectators valuable information of how each single player and the whole team performed in a game / competition
- 🌀 Statistics should be based on a reasonable judgement of all playing possibilities of the athletes
- 🌀 Statistics should be the same no matter who is entering the data.

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## Statistics: Main rules

### 🌀 Follow the guidelines

- 🌀 Different statisticians scoring the same game have to come to the same result

### 🌀 Try to find out what the skip really wants

- 🌀 Include all options that the skip gives to the player
- 🌀 Do not judge the skips decision

### 🌀 Be fair and equal to all teams

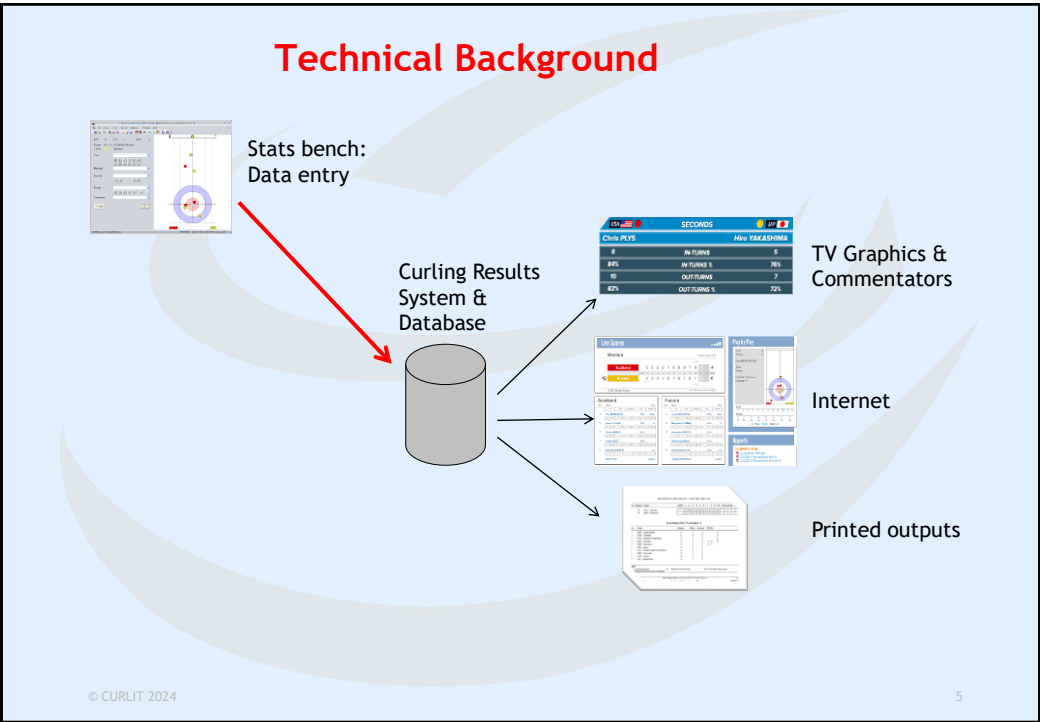
- 🌀 No additional points for “favorite team” or for “good looking players” or ...

### 🌀 In doubt, always score to the player's benefit

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How people follow at home:  
PDF



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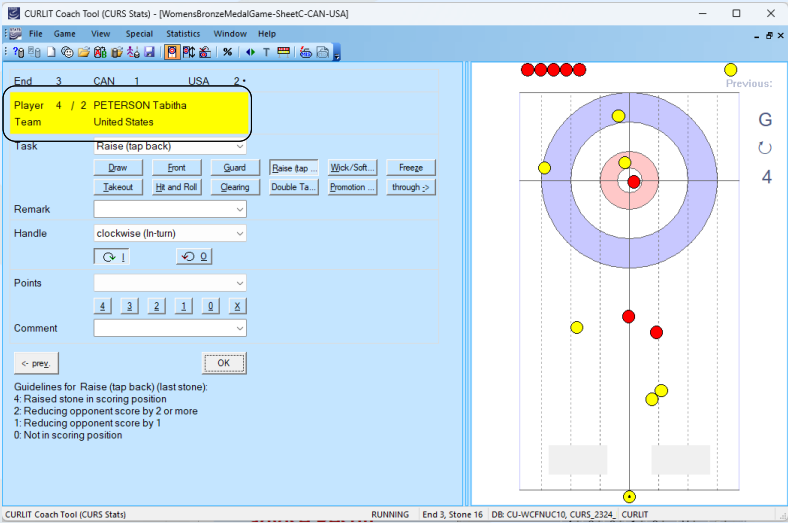
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CURS Stats Software 1

Check  
for every stone:

- stone color
- name and NOC

If not matching,  
advise Result  
office  
immediately



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### CURS Stats Software 2

**Task and Handle:**  
Use mouse or better keyboard

**Enter Task and Handle as soon as possible (you can always change again)**

Task: Draw  
Handle: counter clockwise (Out-turn)  
Points: 4, 3, 2, 1, 0, X

Guidelines for Draw:  
4: In the house  
3: Not all the way behind Guard or behind tee line  
2: In the house but in wrong position  
0: Not in the house

Drag stones with mouse

Double-click for current stone

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### CURS Stats Software 3

**Points:**  
Use mouse or better keyboard

**Use guidelines!**

Task: Hit and Roll  
Handle: clockwise (In-turn)  
Points: 4 (100%)

Guidelines for Hit and Roll:  
4: Played stone rolls in right position  
3: Played stone in the game, but not in right position  
2: Played and opponent stone out of game  
0: Opponent stone still in the game

Remove stone: Right double click or drag behind Backline

Mark for previous position

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### CURS Stats Software 4

OK:  
Use mouse or  
better keyboard  
(Enter key)

Do not forget!

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### CURS Stats Software 5

If you forgot to  
enter the task,  
handle or points,  
an arrow will  
remind you.

A big warning  
will show for some  
seconds.

A warning will  
also show if you  
forgot to move  
stones.

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### CURS Stats Software 6

Use **Prev.** to change any input:

- Task
- Handle
- Points

Remark/Comment

- Position

OK or next:  
Use mouse or keyboard to go back to current.  
**Do not forget!**

Blue background indicates that you are modifying a previous stone

Dark dot indicates shooter

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### Mixed Doubles

Before each end

1. Which team starts this end?

☒ Spain

☐ England

☐ Power Play ☐ Left ☐ Right

2. Which player starts this end for Spain (playing first and last stone)?

☒ OTAEGI Ohane (F)

☐ UNANUE Mikel (M)


Power Play

In case you missed:







Left/right:  
From player's view


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### Statistics: Different Types








#### Slow Stones

-  Draw
-  Front
-  Guard
-  Raise
-  Wick
-  Freeze



#### Fast Stones


-  Take-out
-  Hit and Roll
-  Clearing
-  Double Take-out
-  Promotion Take-out

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

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### Statistics: Points and Handles





#### Points

-  4 (100%)
-  3 (75 %)
-  2 (50%)
-  1 (25 %)
-  0 (miss, 0%)
-  X (not considered)

- no bonus points



#### Handles

-  Clock wise  
(In-turn, Short 'I')
-  Counter clock wise  
(Out-turn, short 'O')

- Handedness of the player  
does not matter


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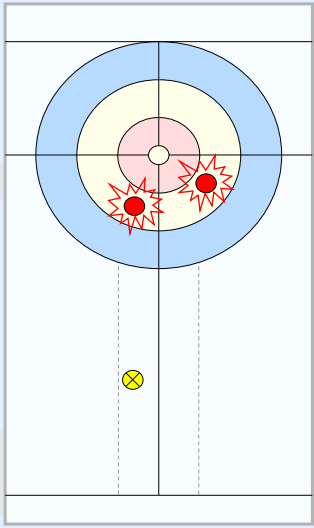
### Statistics: Type Draw

 **Draw (D)**

-  Somewhere in the house
-  Does not move or touch any other stone

 **Come around (D)**

-  In the house, behind an other stone

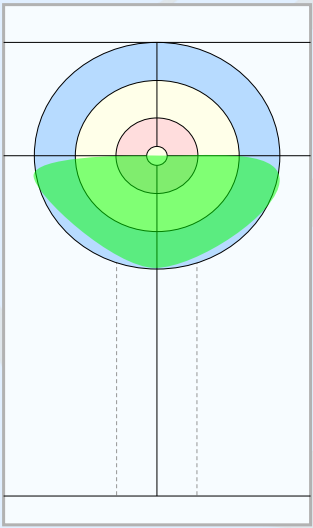


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### Statistics: Draw (D)

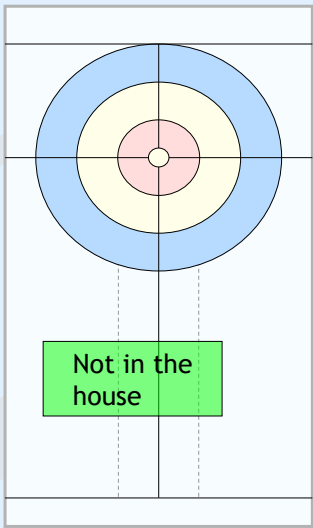


**4 Points**

 In the house

**0 Points**

 Not in the house



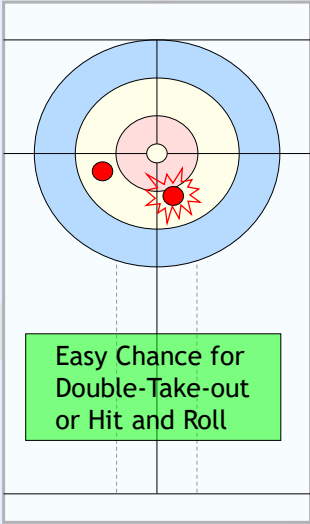
**Not in the house**

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### Statistics: Draw (D)



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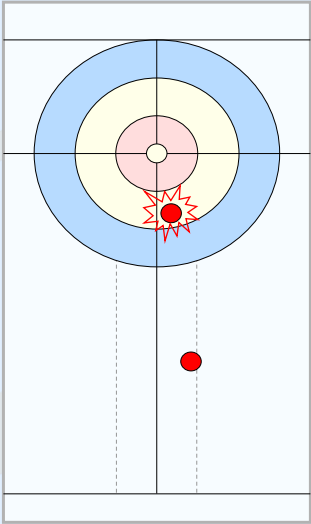
2 Points

In the house, but very much on a wrong spot

3 Points

A bit behind Teeline

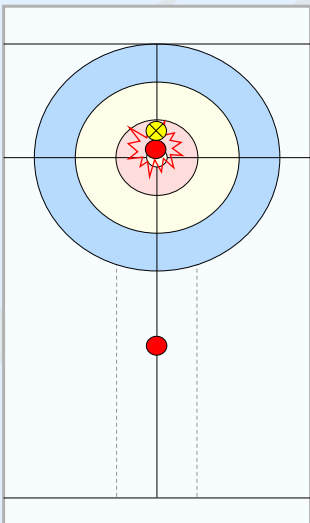
Come around not all the way behind the guard



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### Statistics: Draw (D) Mixed Doubles



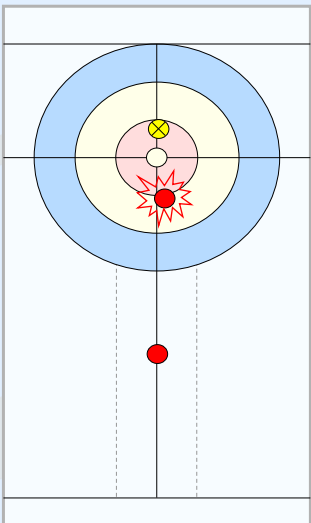
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4 Points

Close to opponent Stone

3 Points

Not shot



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Statistics: Type Front

Front (F)

In front of the house

✓ center

✓ on the side ("Corner-Guard")

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Statistics: Front (F)  
No Tick Zone (NTZ)

4 Points

In front of the house,  
touching the centre line

3 Points

In front of the house,  
not touching the centre line

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**Statistics: Front (F)**

**4 Points**  
In front of the house, 2m (6ft) over the hog line

**0 Points**  
In (or behind) the house (Free Guard Zone)

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**Statistics: Front (F)**

**2 Points**  
In front of the house, just over the hog line (except 2<sup>nd</sup> Front)

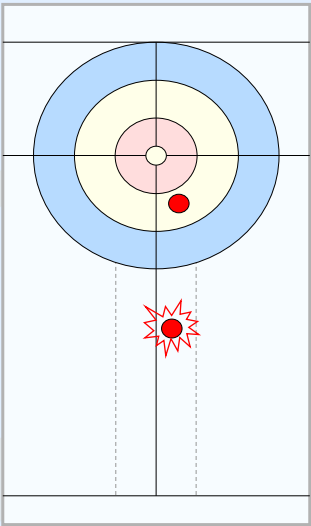
**3 Points**  
In front of the house, 1m (3ft) over the hog line

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### Statistics: Type Guard

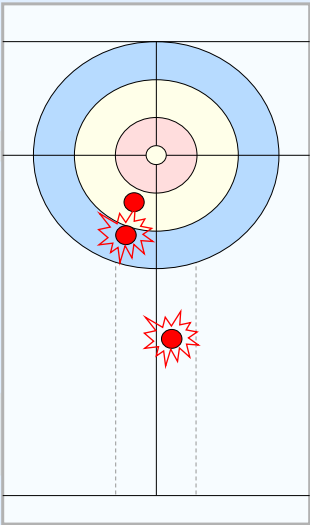
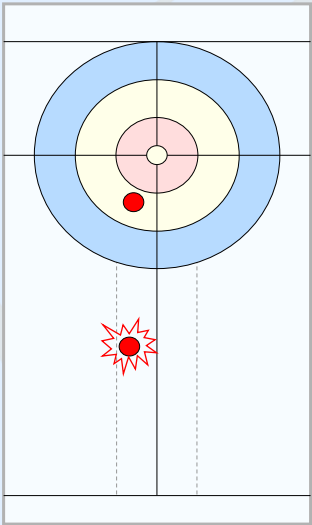
- Guard (G)
  - Protecting another stone
  - Usually in front of the house
  - The line is more important than the weight



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### Statistics: Guard (G)



4 Points

- In front of the house, within the width of a stone

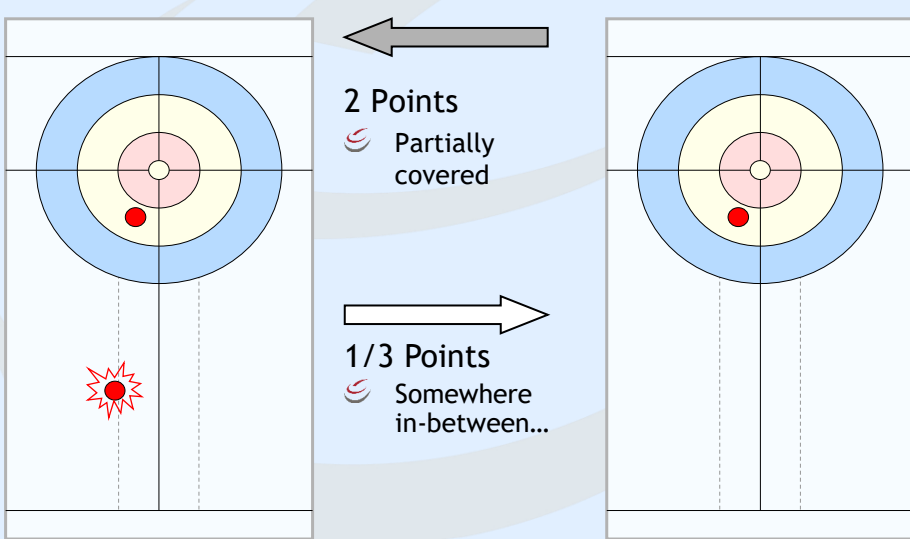
0 Points

- Not covered or too long

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**Statistics: Guard (G)**



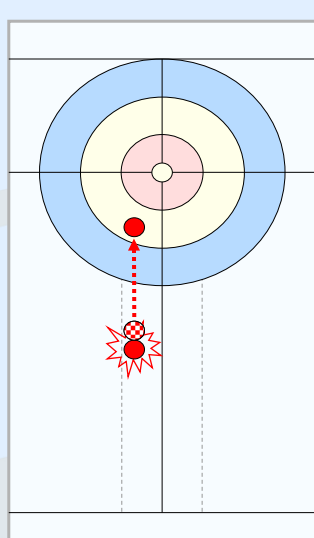
**2 Points**  
Partially covered

**1/3 Points**  
Somewhere in-between...

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**Statistics: Type Raise (tap back)**



**Raise or tap back (R)**

- Pushing another stone further
- Raised stone can be your own or opponent stone
- Can be in the house or in front of the house
- Can be pushing the own stone or the opponent

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**Statistics: Raise (R)**

**4 Points**  
In the house, behind a guard

**0 Points**  
Not in the house

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**Statistics: Raise (R)**

**2 Points**  
In the house, not behind a guard

**1/3 Points**  
Not often used

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**Statistics: Raise (R)**  
**Mixed Doubles**

4 Points  
On the centre-line (behind the guard)

3 Points  
Sideways

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**Statistics: Type Wick**

Wick (W)

- Moving another stone
- Both stones (the moved and the played stone) lay in the desired position
- Can be in the house or in front of the house

Soft-Peeling (W)

- Moving a stone in the Free-Guard-Zone to the side or behind the house

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**Statistics: Wick (W)**

**4 Points**  
Both stones in the house

**0 Points**  
No stone in the house

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**Statistics: Wick/Softpeeling (W)**

**2 Points**  
Only one stone in the house

**Softpeeling**  
4 Points: on the side or behind  
2 Points: Out of the center

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### Statistics: Type Freeze (use with caution)

- Freeze (Z)
  - Playing a stone as close as possible to another stone
  - Use Freeze ONLY when it is the last possibility (i.e. the second last stone in the end)
  - If the skip just wants to have a stone somewhere close to other stones, it is considered a Draw.

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### Statistics: Freeze (Z) (use with caution)

4 Points

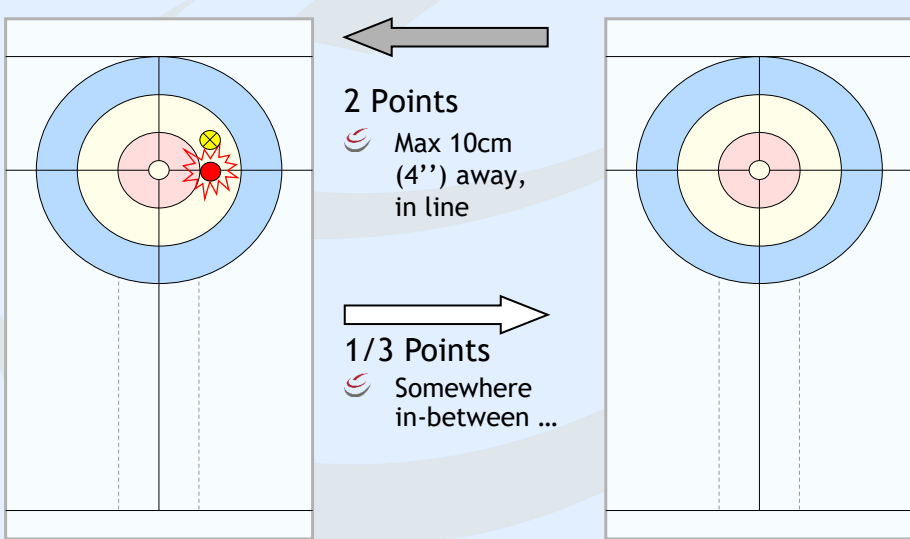
- Max 5cm (2") away, in line

0 Points

- More than 10cm (4") away or sideways

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**Statistics: Freeze (Z)**  
**(use with caution)**



**2 Points**  
☞ Max 10cm (4'') away, in line

**1/3 Points**  
☞ Somewhere in-between ...

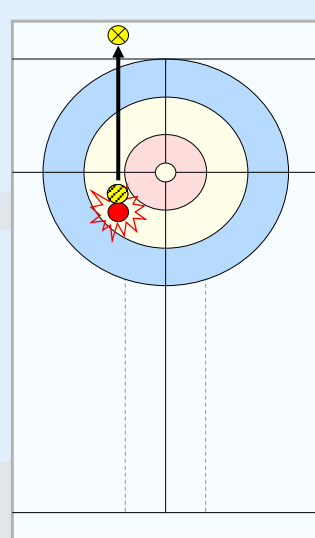
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**Statistics: Type Take-out**

☞ **Take-out (T)**

- ☞ Removing a stone
- ☞ The played stone stays in play



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**Statistics: Take-out (T)**

**4 Points**  
Played stone stays in the game

**0 Points**  
Opponent stone still in the game

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**Statistics: Take-out (T)**

**2 Points**  
Played and opponent stone out of the game

**3 Points**  
Hit and Stay rolling away, but still in game

**1 Point**  
Not often used

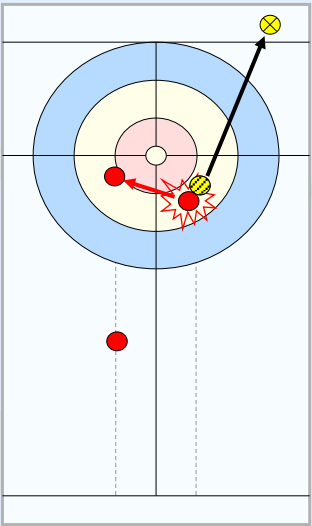
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## Statistics: Type Hit and Roll

### Hit and Roll (H)

- Removing a stone
- The played stone stays at the **desired** position
- If there are no stones in play and the played stone roles within the house to the side, it is considered a Take-out

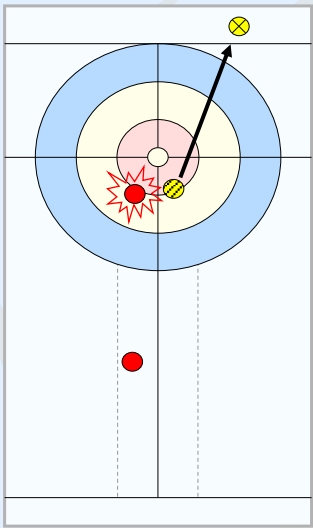


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## Statistics: Hit and Roll (H)



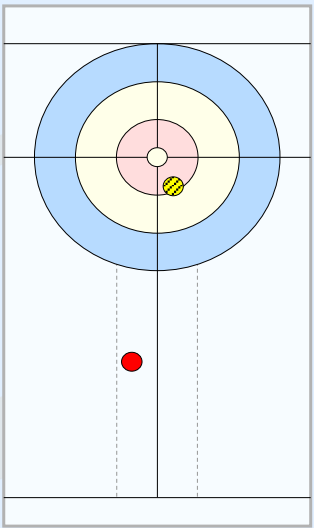
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4 Points

- Played stone behind a guard

0 Points

- Opponent stone still in the game



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**Statistics: Hit and Roll (H)**

**2 Points**  
Both stones out of play

**3 Points**  
Played stone in the house, but not behind a guard

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**Statistics: Type Clearing**

**Clearing (C)**  
Removing a stone  
The played stone is out of play as well

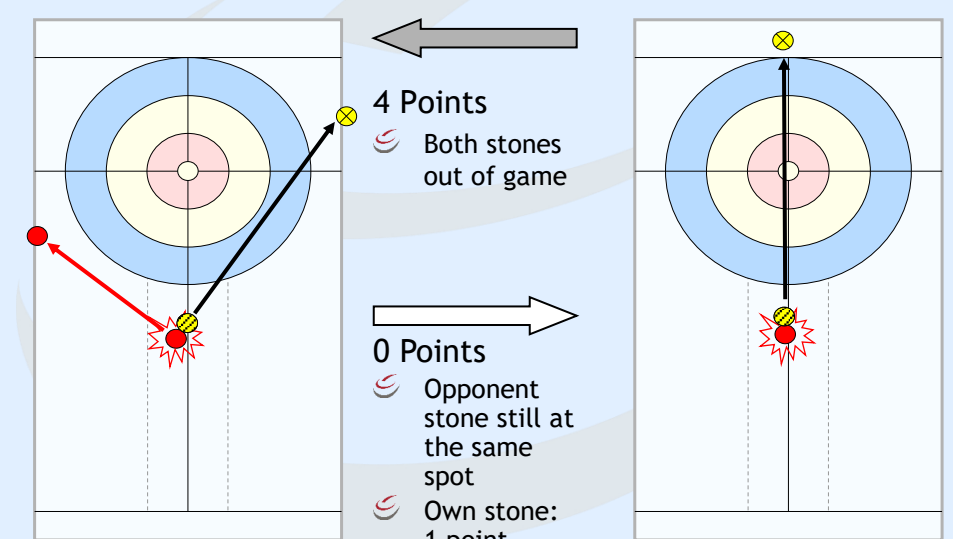
**Multiple Clearing (C)**  
Removing multiple stones

**Clearing to blank (C)**  
Blanking the end -> 0:0

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**Statistics: Clearing (C)**



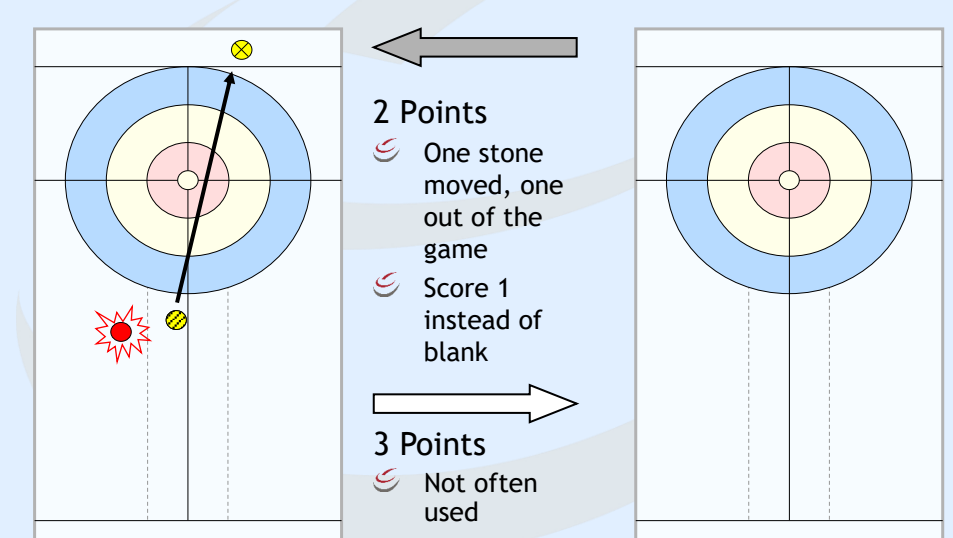
**4 Points**  
Both stones out of game

**0 Points**  
Opponent stone still at the same spot  
Own stone: 1 point

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**Statistics: Clearing (C)**



**2 Points**  
One stone moved, one out of the game  
Score 1 instead of blank

**3 Points**  
Not often used

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### Statistics: Type Double-Take-out

Double-Take-out (S)

Removing two stones, both in the house

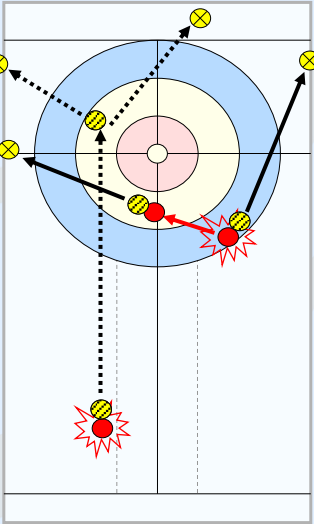
Double-Take-out (S)

Removing two stones, one in front of the house, one in the house

Multi-Take-out (S)

Removing multiple stones

«S» stands for «Super Take-out»

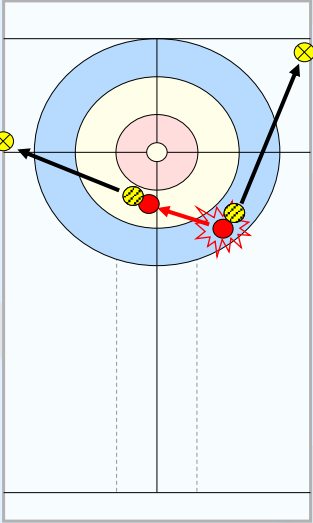


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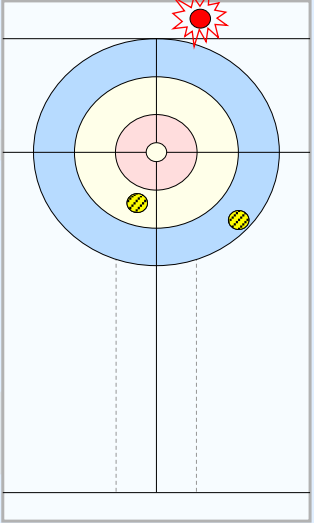
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### Statistics: Double Take-out (S)



4 Points

2 or more opponent stones out of the game



0 Points

Opponent stones still in the game

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**Statistics: Double Take-out (S)**

**2 Points**  
One opponent stone out of the game

**1/3 Points**  
Not often used

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**Statistics: Type Promotion Take-out**

**Promotion Take-out (P)**

- Promoting an own stone to remove an opponent stone
- Hitting on multiple stones with different colours

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**Statistics: Promotion Take-out (P)**

**4 Points**  
Promoted stone behind the guard

**0 Points**  
Complete miss

**1 Point**  
Guard removed

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**Statistics: Promotion Take-out (P)**

**2 Points**  
Promoted and opponent stone out of the game

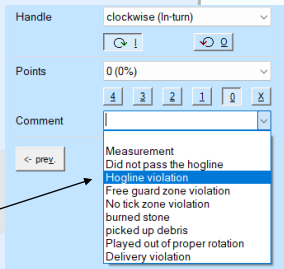
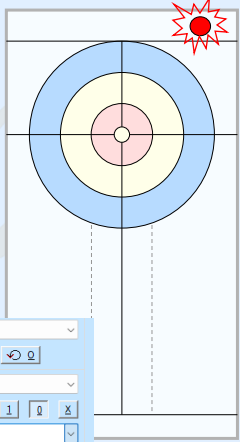
**3 Points**  
Promoted stone not behind the guard

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### Statistics: Type “Not considered”

- Not considered (X)
  - Playing through
  - Touched running stones (burned stones)
- Considered as 0 Points (Player’s fault)
  - Hog-line violation
  - Free guard rule
  - No Tick-Zone rule
  - Playing through with a hogline violation **on purpose** is considered as 0 points (WCF request)
- Add a Comment
  - Select from the list



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### Statistics: Last stone

- 4 Points:  
Stone counts
- 0 Point:  
Stone does not count
- 1 Point:  
Stone is not counting, but better than one opponent stone
- 2 Points:  
Stone is not counting, but better than two or more opponent stones
- Rule is true for Draw or for Take-outs

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### General hint Only if guidelines allow

- ☞ If you are not sure about 3 or 4, go by the following idea:
  - ☞ Could the player do better? -> 3
  - ☞ Did the player do as good as possible? -> 4
- ☞ If you are not sure about 0 and 1, go by the following idea:
  - ☞ Could the outcome be worse? -> 1
  - ☞ Did this stone make the situation not better at all? -> 0

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### Score Entry / Verification

- ☞ After the last Stone, a message pops up:  
"Wait until the score is displayed so you can read the result of this end from the database..."  
Once you see the umpire typing the score, click "OK" - if no score is displayed, press "Read from DB"
- ☞ Verify that your stone positions match the score

Result End 3	
Spain	●
England	●

OK Cancel

Read from DB

*if not, click Cancel and adjust stones*

- ☞ Next end:  
Make sure that you have the right team starting

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## Score Entry (usually not used, only exceptional)

- After the last Stone, when the score is on the board:  
Enter the score  
and confirm with "OK"



Result End 4	
Canada	0
United States	1

- Check that stone position matches score
- Next end:  
Make sure that you have the right team starting
- Score correction:  
To change score in end x, you need to be in next end x+1 -> click  in

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## Time-outs

- No need to click anything
- Be ready to see the decision what the team wants to play

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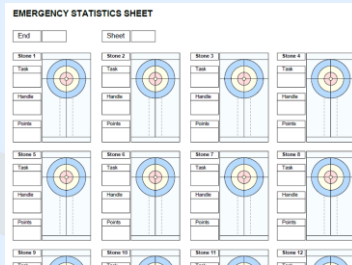
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## Special Situations: Errors

### Errors:

- Report any error message to the Result Office
- Use the **Emergency paper**  
Start noting the current stone (in the appropriate field) and try to remember also the one before the error happened



The form is titled "EMERGENCY STATISTICS SHEET". It has a header with "End" and "Sheet" fields. Below this, there are 12 stone diagrams arranged in a 3x4 grid. Each diagram is labeled "Stone 1" through "Stone 12". Each diagram has a circular target with a red bullseye and a blue outer ring. To the left of each diagram are fields for "Type", "Handle", and "Pins".

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## Special Situations: End of game

### End of game:

- If a team concedes during the end, do not enter any further stones
- Call the Chief Statistician
- He or she will confirm with you the final score and set the menu "Game - end of Game"
- If you are interested, you can check the stats when all is done  
(during the game, you should not see the stats to be able to judge completely free of any constraints)

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### Common Hints: Intention versus Outcome

- ☞ Always put the intention as the **Task**, not the outcome
- ☞ If you think that a “plan B” was in the mind of the Skip, adjust to the intention of that “plan B”
- ☞ Sample:
  - ☞ A stone is open, but there is a Front stone that you could roll behind -> intention is to “Hit and Roll”. If the outcome is a Take-out (Hit and Stay), keep “Hit and Roll” as Task and score 3 points.

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### Common Hints: Freeze versus Draw

- ☞ Most of the time it is a **Draw**
- ☞ Even if the outcome of a „Draw close to another stone“ is a nice Freeze, leave the task as a Draw
- ☞ Use Freeze if this is the only chance for the team

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### Common Hints: Take-out / Clearing

- ☞ If it is not possible to play a Take-out and stay, call it a 'Clearing'
- ☞ If the playing team is up, they probably do not care if a Take-out stays or runs out. Call it 'Clearing' or 'Take-out' depending on the sweeping

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### Common Hints: Graphics

- ☞ Put all stones as precise as possible, **specially at the beginning of the end**, but do not lose too much time.
- ☞ If you have to change a position, **go back** to where you did set this stone (the system will change all following stones).
- ☞ Do not just add stones from „behind“ to change the situation (again go back)

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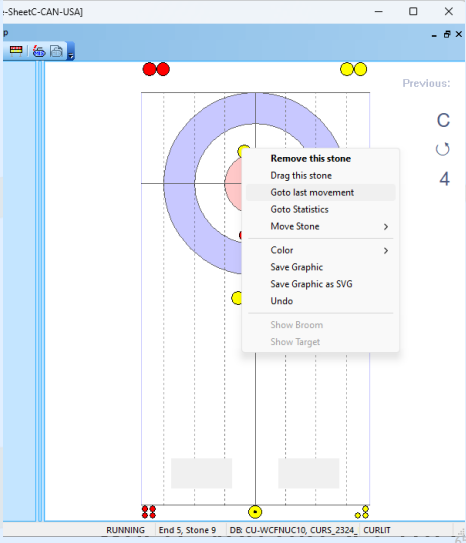
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### Common Hints: Graphics

Right click on a stone:

- Go to last movement  
(when you last moved that stone)
- Go to Statistics  
(when the stone was played)
- Undo  
(e.g. for Hogline violation)



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## Good Curling!

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