







CURLING STATISTICS

How to score

1

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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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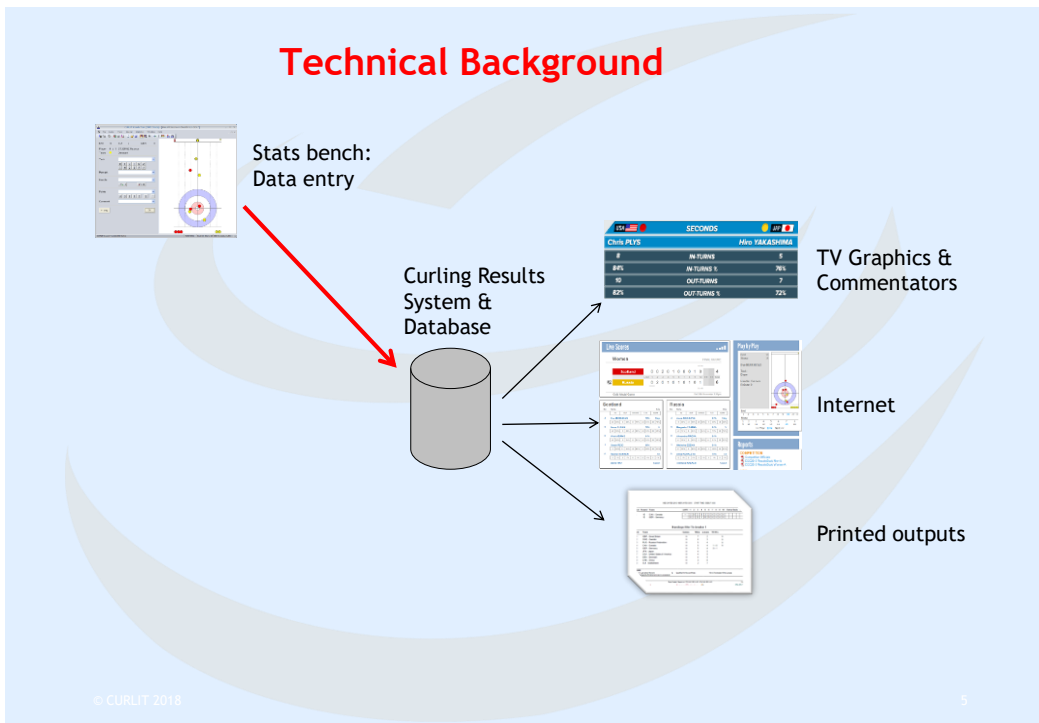
Statistics: Main rules

- ☞ 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 players benefit

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CURS Stats Software 1

Check for every stone:

- stone color
- name and NOC

If not matching, advise Result office immediately

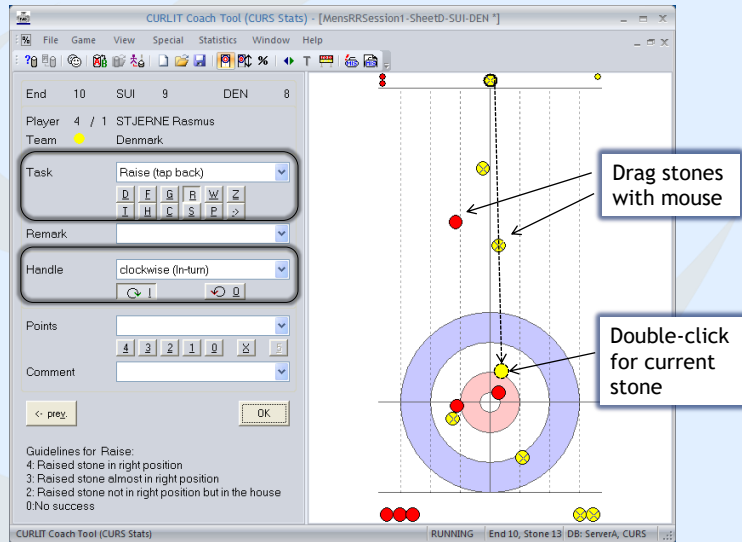
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CURS Stats Software 2

Task and Handle:
Use mouse or better keyboard

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



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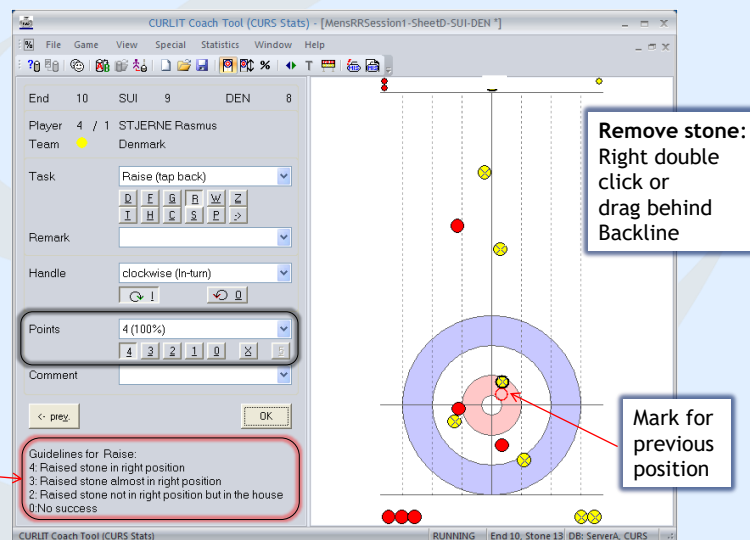
7

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CURS Stats Software 3

Points:
Use mouse or better keyboard

Use guidelines!



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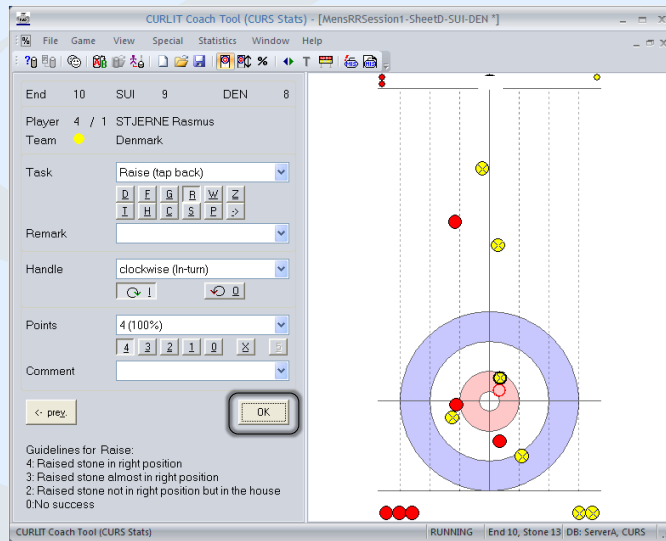
8

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CURS Stats Software 4

OK:
Use mouse or
better keyboard
(Enter key)

Do not forget!



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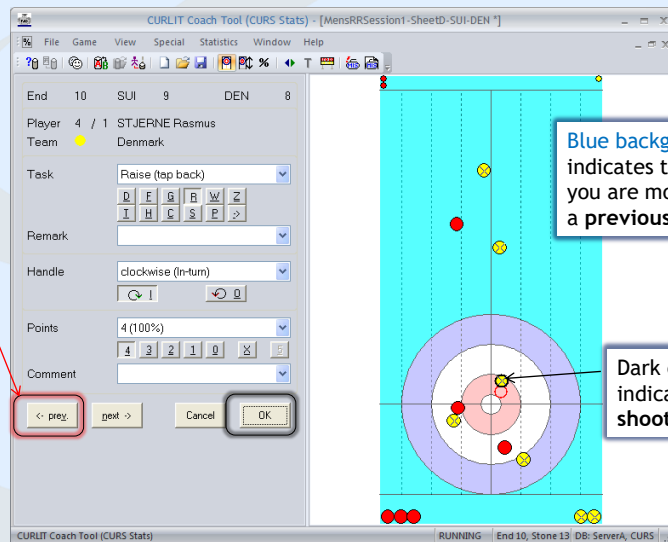
CURS Stats Software 5

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!




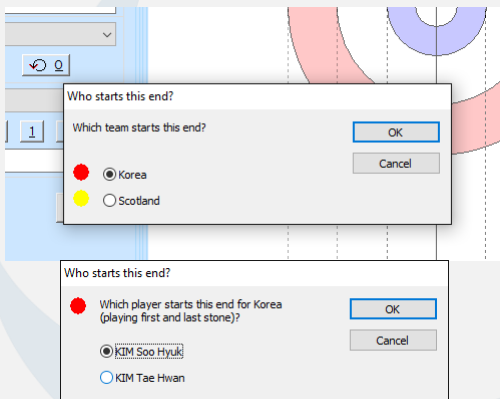
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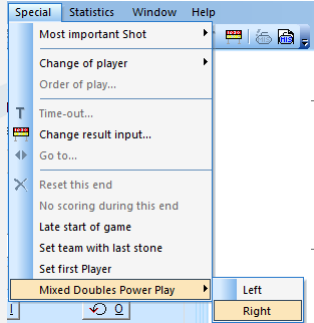
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Mixed Doubles

 Before each end




 Power Play










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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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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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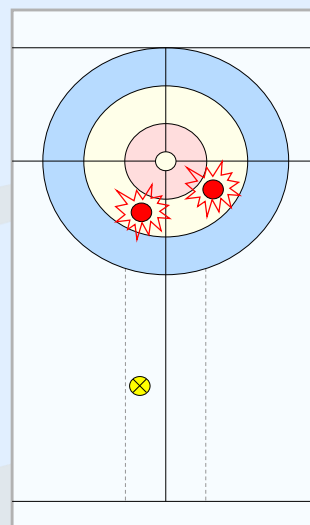
Statistics: Type Draw

☞ 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
(see next slide)

0 Points
☞ Not in the house

Not in the house

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Statistics: Draw (D)

2 Points
☞ In the house,
but on a
wrong spot

3 Points
☞ Come around
not all the
way behind
the guard

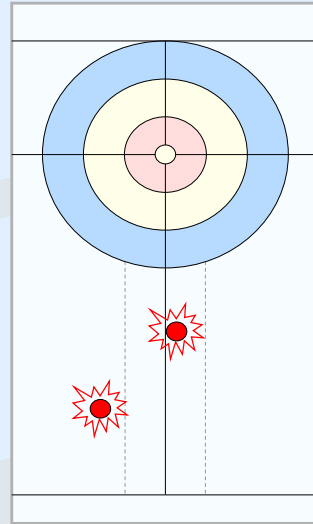
Easy Chance for
Double-Take-out
or Hit and Roll

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Statistics: Type Front

- ☞ Front (F)
 - ☞ In front of the house
 - ✓ center
 - ✓ on the side (“Corner-Guard”)

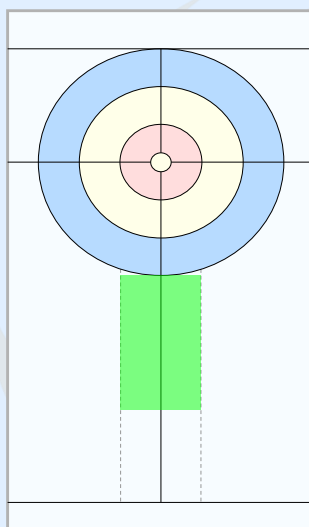


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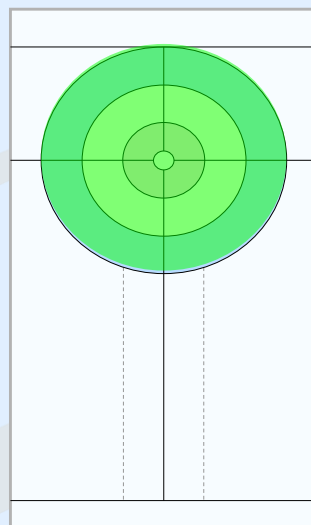
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Statistics: Front (F)



- 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 2nd 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

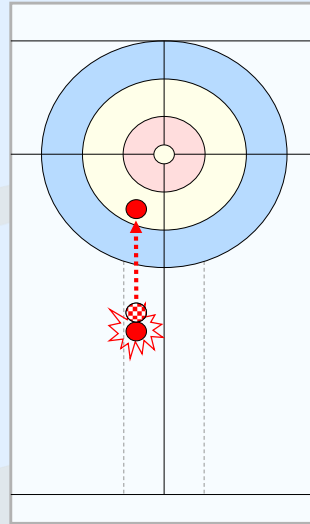
1/3 Points
☞ Somewhere in-between...

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Statistics: Type Raise

- ☞ Raise (R)
- ☞ Pushing another stone further
- ☞ Can be in the house or in front of the house
- ☞ Can be pushing the own stone or the opponent

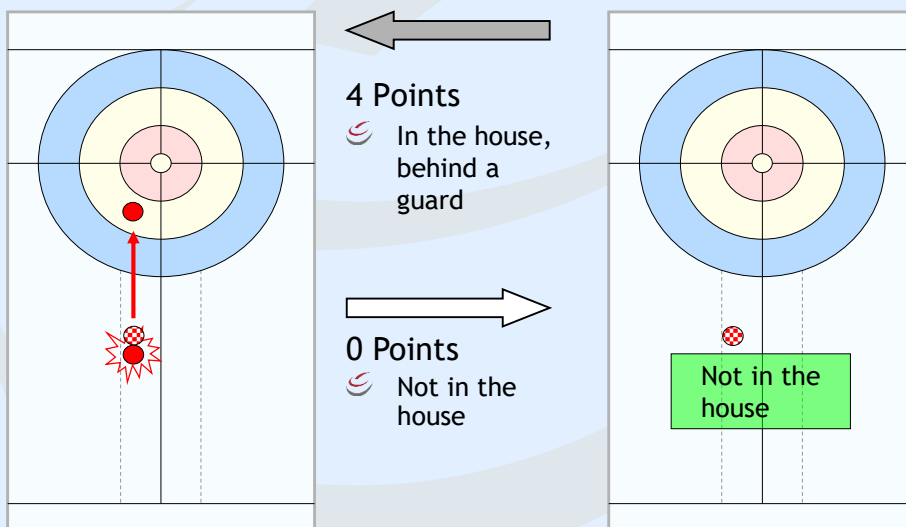


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Statistics: Raise (R)



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)

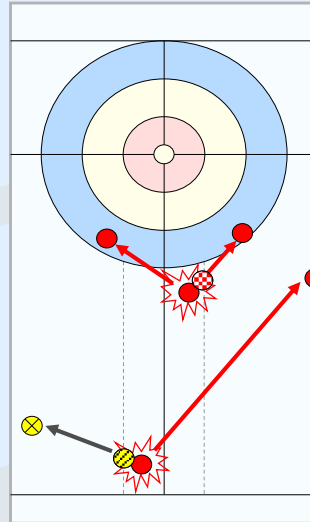
3 Points
☞ Sideways

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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

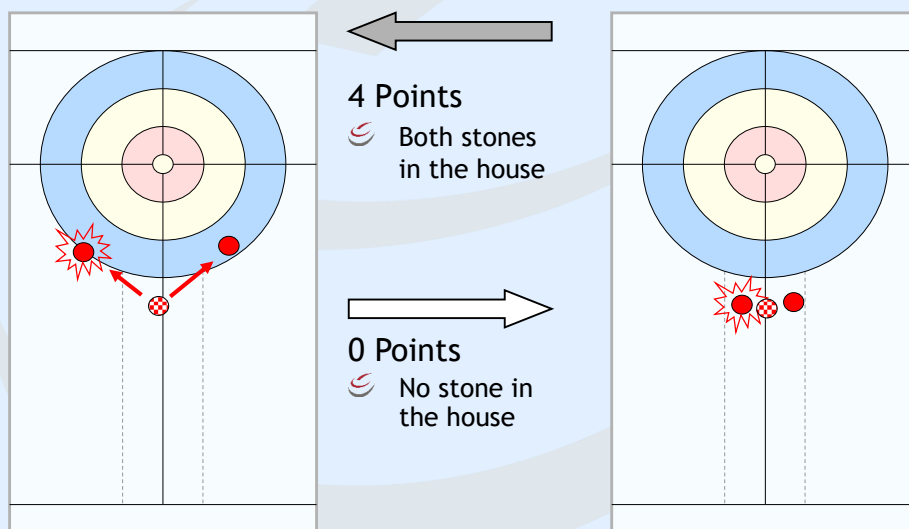


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Statistics: Wick (W)



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Statistics: Wick/Softpeeling (W)

2 Points

- ☞ Only one stone in the house

Softpeeling

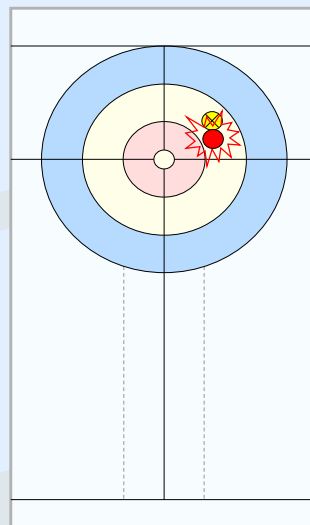
- ☞ 4 Points: on the side or behind
- ☞ 2 Points: Out of the center

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Statistics: Type Freeze

- ☞ **Freeze (Z)**
 - ☞ Playing a stone as close as possible to another stone
 - ☞ 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)

4 Points
☞ Max 5cm (2'') away, in line

0 Points
☞ More than 10cm (4'') away or sideways

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Statistics: Freeze (Z)

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

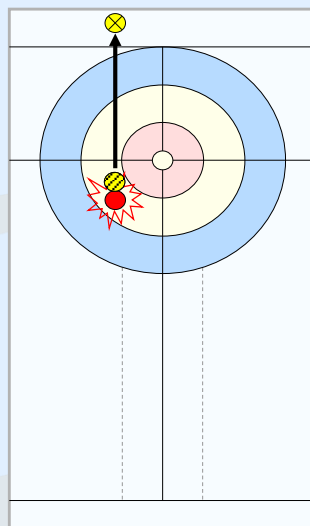
1/3 Points
☞ Somewhere in-between ...

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Statistics: Type Take-out

- Take-out (T)
 - Removing a stone
 - The played stone stays in play

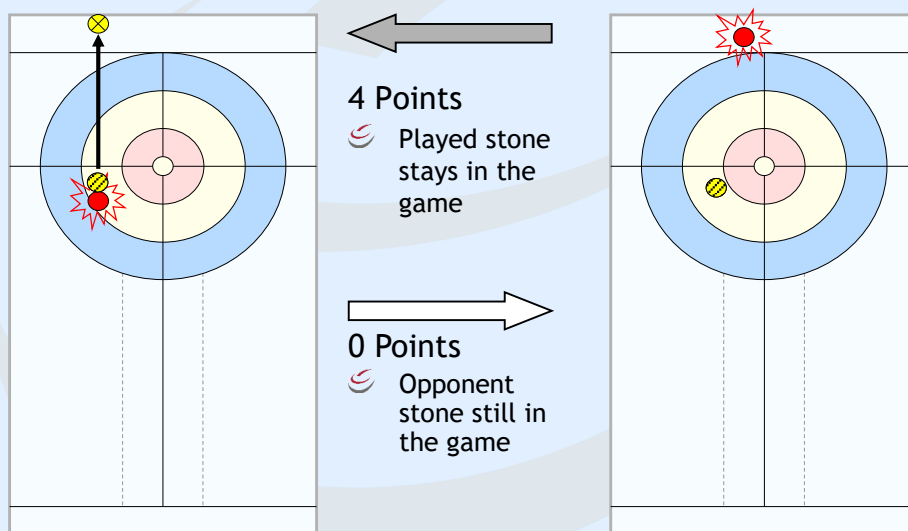


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Statistics: Take-out (T)



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Statistics: Take-out (T)

2 Points
☞ Played and opponent stone out of the game

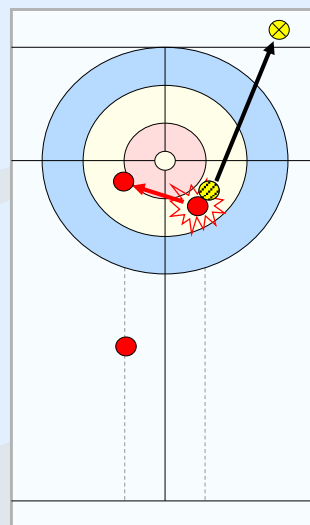
1/3 Points
☞ Not often used

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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)

The diagram illustrates a 'Hit and Roll' scenario. On the left, a red stone is shown hitting a yellow guard stone, with a red starburst indicating the impact. A black arrow points from the red stone to a yellow stone that has rolled behind the guard. On the right, the red stone is shown in the center of the house, and the yellow stone is behind the guard. A grey arrow points from the right diagram to the left, and a white arrow points from the left diagram to the right.

4 Points
☞ Played stone behind a guard

0 Points
☞ Opponent stone still in the game

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Statistics: Hit and Roll (H)

The diagram illustrates a 'Hit and Roll' scenario. On the left, a red stone is shown hitting a yellow guard stone, with a red starburst indicating the impact. A black arrow points from the red stone to a yellow stone that has rolled into the house. On the right, the red stone is shown in the center of the house, and the yellow stone is behind the guard. A grey arrow points from the right diagram to the left, and a white arrow points from the left diagram to the right.

2 Points
☞ Both stones out of play

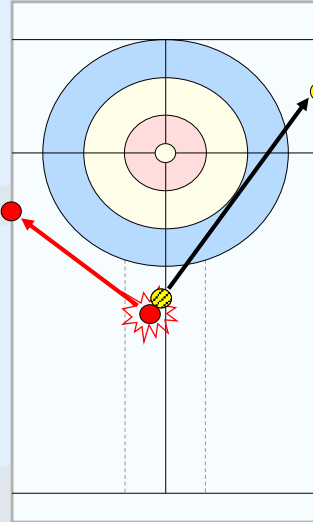
3 Points
☞ Played stone in the house, but not behind a guard

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Statistics: Type Clearing

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

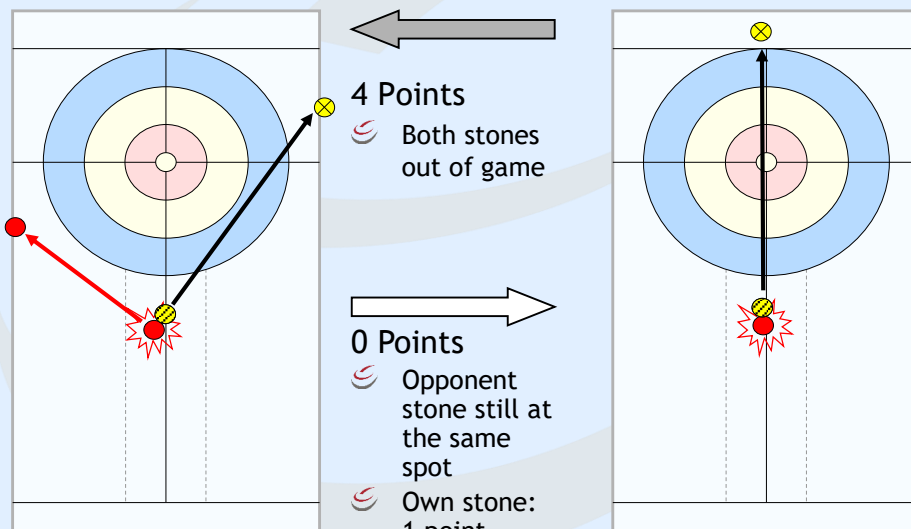


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Statistics: Clearing (C)



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Statistics: Clearing (C)

2 Points
☞ One stone moved, one out of the game

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

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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

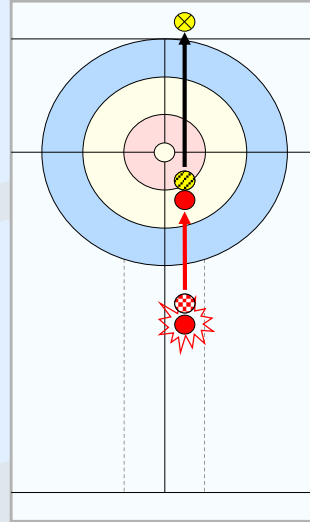
1/3 Points
☞ Not often used

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Statistics: Type Promotion Take-out (P)

- ☞ Promotion Take-out (P)
- ☞ Promoting an own stone to remove an opponent stone

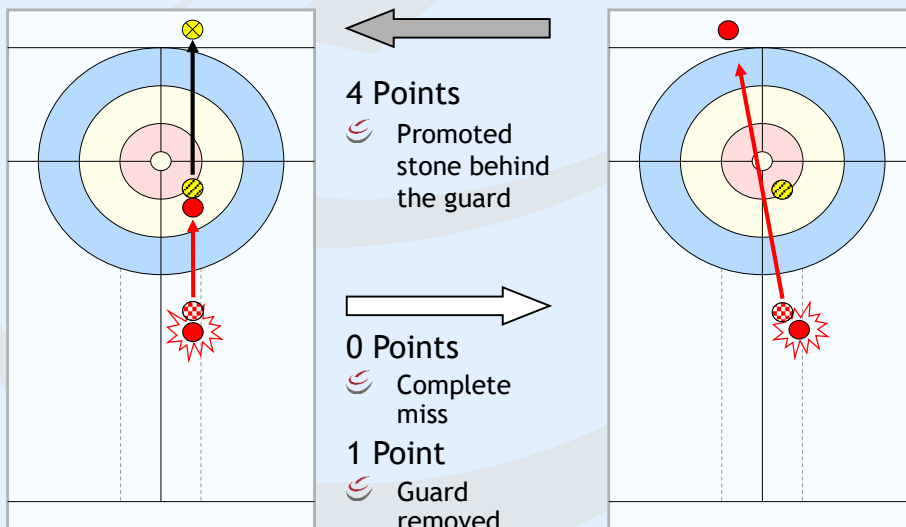


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Statistics: Promotion Take-out (P)

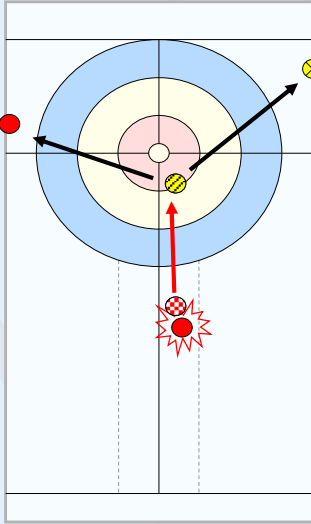


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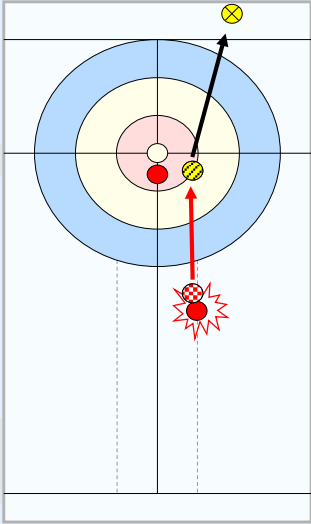
Statistics: Promotion Take-out (P)



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2 Points

☞ Promoted and opponent stone out of the game



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3 Points

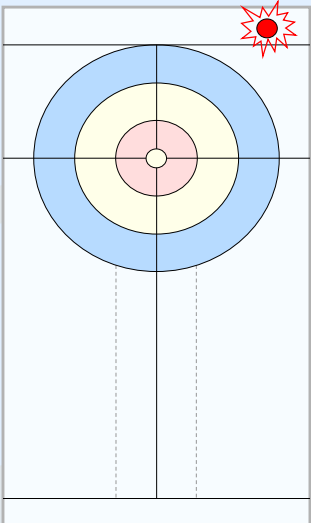
☞ Promoted stone not behind the guard

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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
 - ☞ Playing through with a hogline violation **on purpose** is considered as 0 points (WCF request)



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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

- ☞ 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

- ☞ Click on the "T" symbol
 - ☞ Do not enter any comment
The Time-out is recorded for some statistics
- ☞ Be ready to see the decision what the team wants to play

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Special Situations: Errors / End of game

☞ 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

☞ End of game:

- ☞ Call the Stats supervisor / Result Office
- ☞ She/he will confirm with you final score and set the menu “Game - end of Game”
- ☞ If you are interested, you can check the stats when all is done

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Common Problems: 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 Problems: 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 Problems: In / Out

- ☞ It does not matter if a player is left or right handed, only clockwise and counter clockwise are considered.
- ☞ Shortcuts:
clockwise -> I (like In-turn for right handed)
counter clockwise -> O (like Out-turn for right handed)

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Common Problems: Graphics

- ☞ Put all stones as precise as possible, 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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Good Curling!

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