







1

**Table of Contents**

 Main rules for Statisticians	3
 Software	5
 Explanation of all types of stones Statistics for all types	11
 Hints and Common Problems	47-57

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2

## 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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3

3

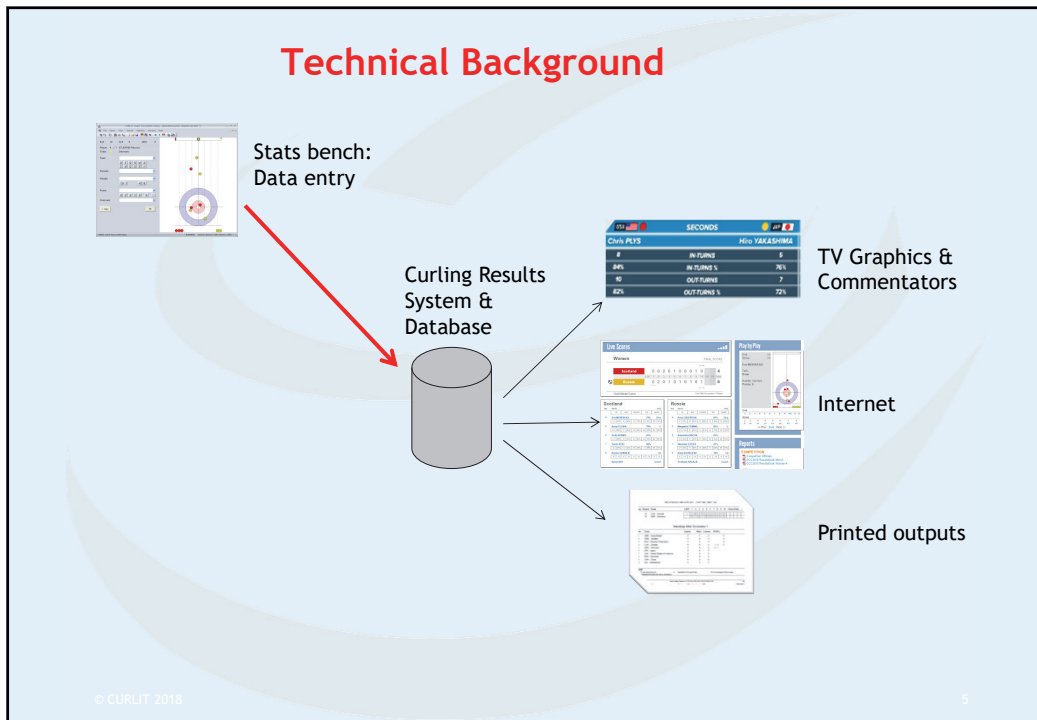
## Statistics: Main rules

- ☞ 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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4

4



5

### How people follow at home: WCF Website

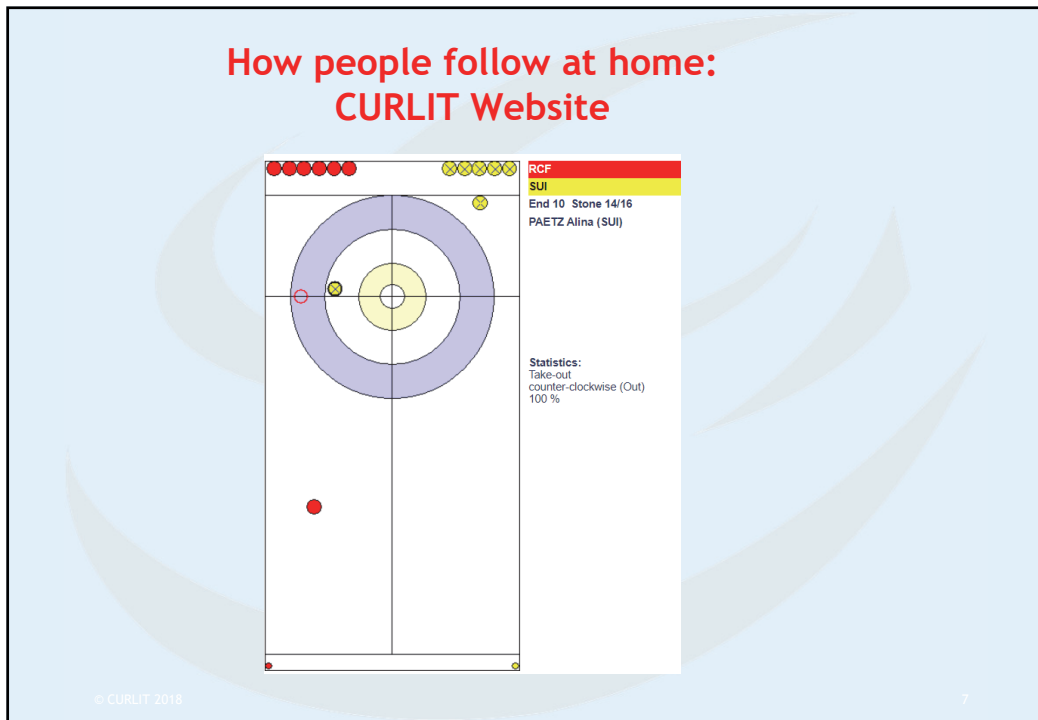
#### Shot by Shot

End: 10
Shot: 14

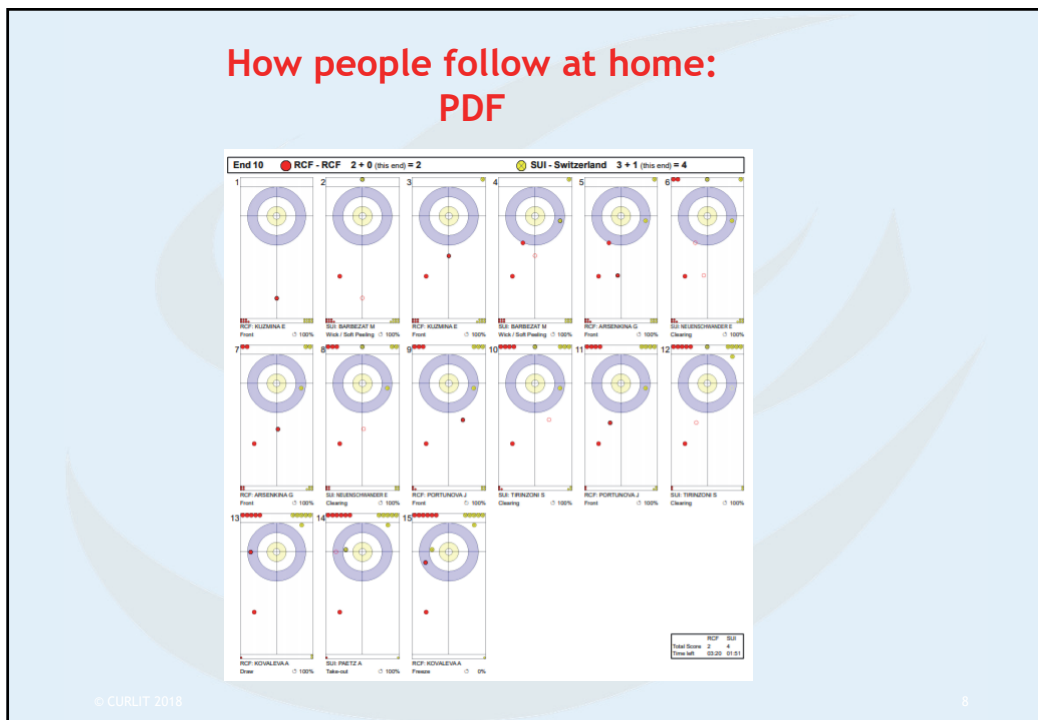
Previous Shot	End:10 Stone:13	Current Shot	End:10 Stone:14
RCF <b>Alina KOVALEVA</b>		Switzerland <b>Alina PAETZ</b>	
Task <b>DRAW</b>		Task <b>TAKE-OUT</b>	
Turn <b>CCW</b>		Turn <b>CCW</b>	
Points <b>4</b>		Points <b>4</b>	
<span style="border: 1px solid #004a99; padding: 2px 5px; margin-right: 5px;">Previous</span> <span style="border: 1px solid #004a99; padding: 2px 5px;">Next</span>			

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6



7



8

### CURS Stats Software 1

The screenshot shows the CURS Stats Software 1 interface. On the left is a data entry panel with fields for End (10), SUI (3), DEN (8), Player (4 / 1), Team (STJERNE Rasmus, Denmark), Task, Remark, Handle, Points, and Comment. On the right is a diagram of a curling rink with several stones (red and yellow) positioned on the ice. The status bar at the bottom indicates 'RUNNING End 10, Stone 13 DB: ServerA, CURS'.

**Check for every stone:**

- stone color
- name and NOC

**If not matching, advise Result office immediately**

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9

### CURS Stats Software 2

The screenshot shows the CURS Stats Software 2 interface, similar to the first one but with different data. The Task is set to 'Raise (tap back)' and the Handle is 'clockwise (in-turn)'. The rink diagram shows a different stone configuration. Annotations with arrows point to specific stones: 'Drag stones with mouse' points to a yellow stone, and 'Double-click for current stone' points to a red stone.

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

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

Drag stones with mouse

Double-click for current stone

Guidelines for Raise:  
4: Raised stone in right position  
3: Raised stone almost in right position  
2: Raised stone not in right position but in the house  
0: No success

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10

### CURS Stats Software 3

**Points:**  
Use mouse or better keyboard

**Use guidelines!**

**Remove stone:**  
Right double click or drag behind Backline

**Mark for previous position**

Guidelines for Raise:  
4: Raised stone in right position  
3: Raised stone almost in right position  
2: Raised stone not in right position but in the house  
0: No success

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11

### CURS Stats Software 4

**OK:**  
Use mouse or better keyboard (Enter key)

**Do not forget!**

Guidelines for Raise:  
4: Raised stone in right position  
3: Raised stone almost in right position  
2: Raised stone not in right position but in the house  
0: No success

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12

### 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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13

### 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 circle indicates shooter**

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14

## Mixed Doubles

### Before each end

1. Who starts this end?  
Which team starts this end?  
 Spain  
 England  
 Power Play     Left     Right

2. Who starts this end?  
Which player starts this end for Spain (playing first and last stone)?  
 OTAEGI Oihane (F)  
 UNANUE Mikel (M)

### Power Play

In case you missed:

Left/right:  
From player's view

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15

## 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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16








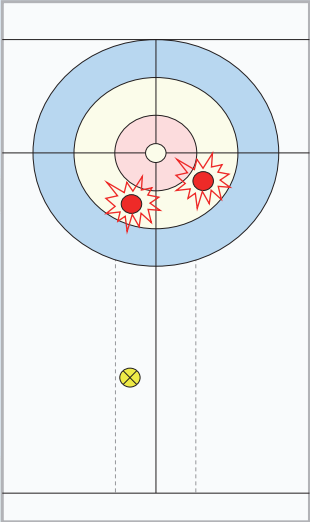
### Statistics: Points and Handles

<p> <b>Points</b></p> <ul style="list-style-type: none"><li> 4 (100%)</li><li> 3 (75 %)</li><li> 2 (50%)</li><li> 1 (25 %)</li><li> 0 (miss, 0%)</li></ul> <p> X (not considered)</p> <ul style="list-style-type: none"><li>• no bonus points</li></ul>	<p> <b>Handles</b></p> <ul style="list-style-type: none"><li> Clock wise (In-turn, Short 'I')</li><li> Counter clock wise (Out-turn, short 'O')</li></ul> <ul style="list-style-type: none"><li>• Handedness of the player does not matter</li></ul>
--	---

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17

### Statistics: Type Draw

<p> <b>Draw (D)</b></p> <ul style="list-style-type: none"><li> Somewhere in the house</li><li> Does not move or touch any other stone</li></ul> <p> <b>Come around (D)</b></p> <ul style="list-style-type: none"><li> In the house, behind an other stone</li></ul>	
--	--

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18

### Statistics: Draw (D)

The diagram illustrates two curling targets. The left target shows a stone in the house (4 points) and a stone in the gutter (0 points). The right target shows a stone in the gutter (0 points). A green box on the right target says "Not in the house".

**4 Points**  
☞ In the house

**0 Points**  
☞ Not in the house

Not in the house

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19

### Statistics: Draw (D)

The diagram illustrates two curling targets. The left target shows a stone in the house (2 points) and a stone in the gutter (3 points). A green box on the left target says "Easy Chance for Double-Take-out or Hit and Roll". The right target shows a stone in the house (2 points) and a stone in the gutter (3 points).

**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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20

### Statistics: Draw (D) Mixed Doubles

The diagram illustrates two scenarios for a Draw (D) shot in Mixed Doubles. On the left, a red stone is positioned in the center of the house, with a yellow stone in the center and a red starburst in the center. An arrow points to the right, indicating a shot. On the right, the red stone is now in the side of the house, with a yellow stone in the center and a red starburst in the center. A red stone is also shown in the side of the house, with a red starburst in the center.

**4 Points**  
☺ Close to opponent Stone

**3 Points**  
☺ Not shot

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21

### Statistics: Type Front

☺ **Front (F)**

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

The diagram shows a curling stone in the front of the house. The stone is positioned in the center of the house, with a red starburst in the center. The stone is also shown in the side of the house, with a red starburst in the center.

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22

### 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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23

### Statistics: Front (F)

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

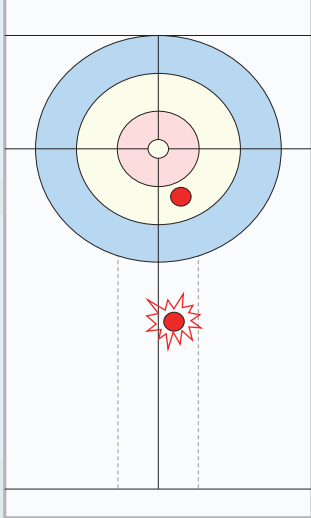
**3 Points**  
☞ In front of the house, 1m (3ft) over the hog line

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24

### Statistics: Type Guard

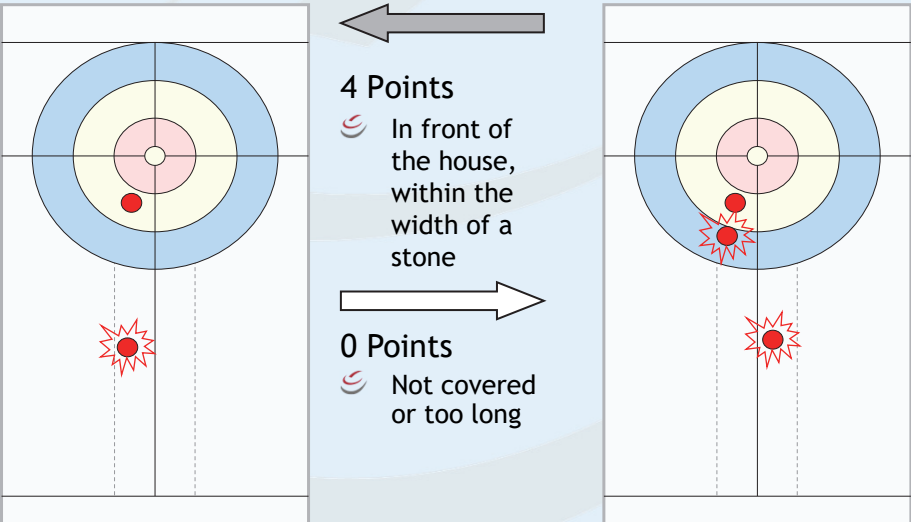
- ☞ Guard (G)
  - ☞ Protecting another stone
  - ☞ Usually in front of the house
  - ☞ The line is more important than the weight



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25

### 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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26

### Statistics: Guard (G)

**2 Points**  
☞ Partially covered

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

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27

### 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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28

### Statistics: Raise (R)

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

**0 Points**  
☞ Not in the house

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29

### Statistics: Raise (R)

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

**1/3 Points**  
☞ Not often used

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30

### Statistics: Raise (R) Mixed Doubles

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

**3 Points**  
☞ Sideways

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31

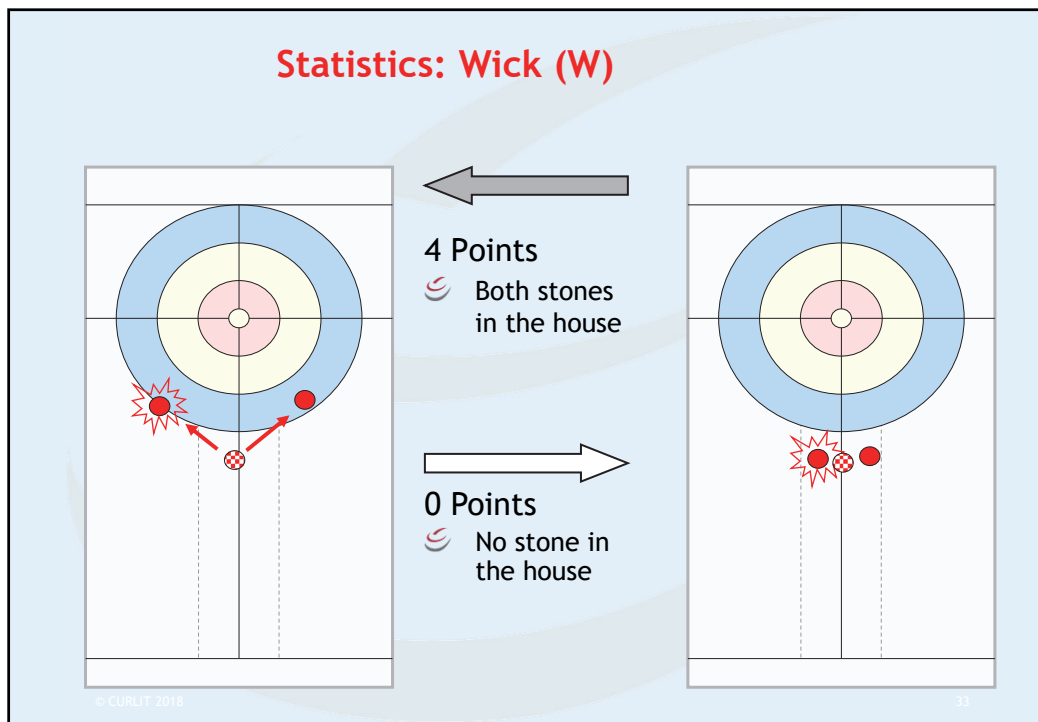
### Statistics: Type Wick

- ☞ **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

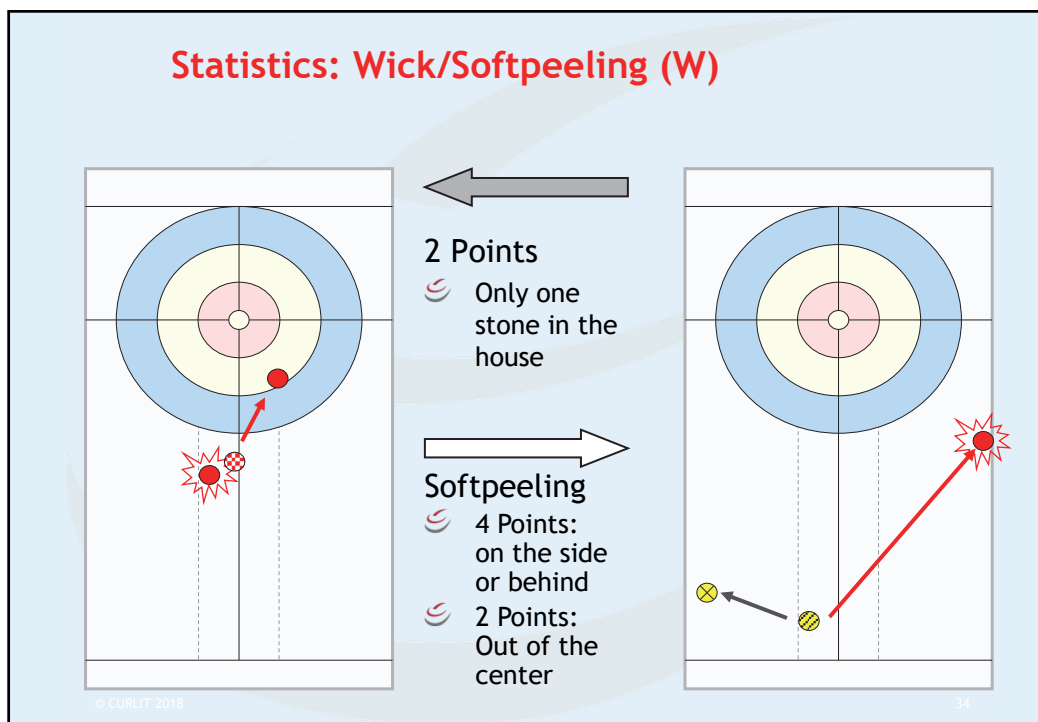
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32





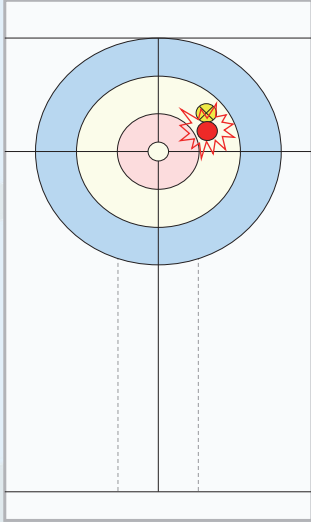
33



34

### 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.

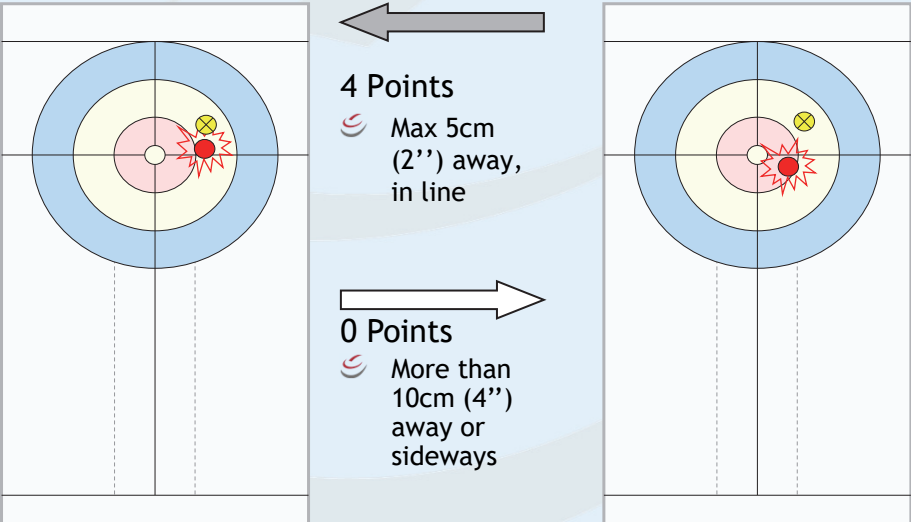


The diagram shows a curling stone (red with a starburst) positioned very close to another stone (yellow with an 'X') in the center of the target. The target is divided into concentric circles: a central pink circle, an inner yellow circle, and an outer blue circle. The stones are in a 'freeze' position, meaning they are touching or nearly touching.

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35

### Statistics: Freeze (Z)



The diagram illustrates two scenarios for a freeze shot. In the left scenario, a red stone is very close to a yellow stone in the center of the target. In the right scenario, the red stone is further away from the yellow stone. Arrows point from the text to the respective scenarios.

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

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

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36

### Statistics: Freeze (Z)

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

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

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37

### Statistics: Type Take-out

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

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38

### Statistics: Take-out (T)

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

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

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39

### Statistics: Take-out (T)

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

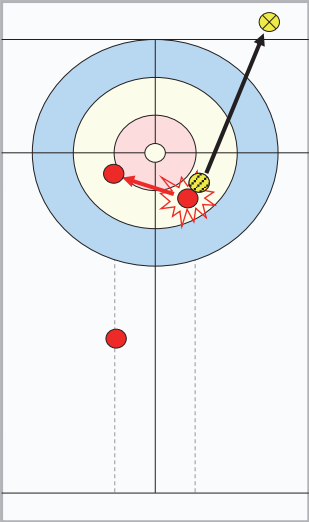
**1/3 Points**  
☞ Not often used

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40

### Statistics: Type Hit and Roll

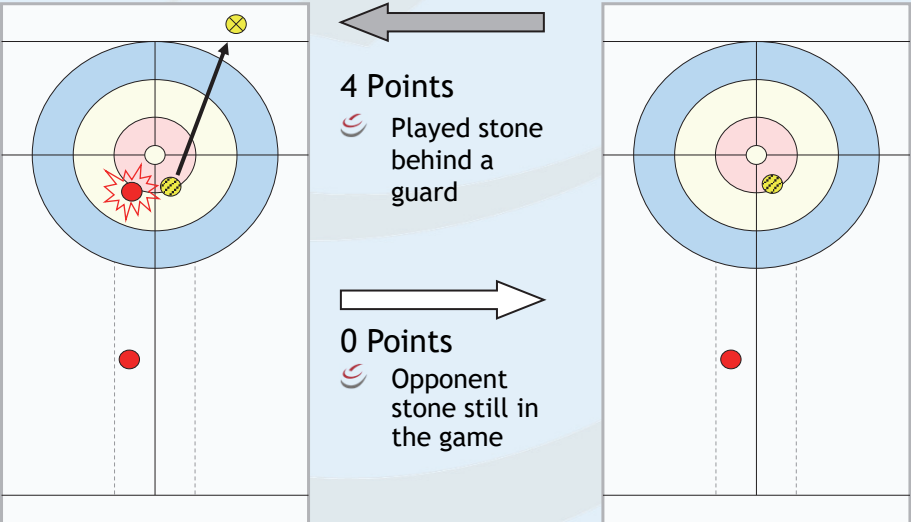
- ☞ Hit and Roll (H)
  - ☞ Removing a stone
  - ☞ The played stone stays at the **desired** position
  - ☞ If there are no stones in play and the played stone roles within the house to the side, it is considered a Take-out



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41

### Statistics: Hit and Roll (H)



**4 Points**  
☞ Played stone behind a guard

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

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42

### 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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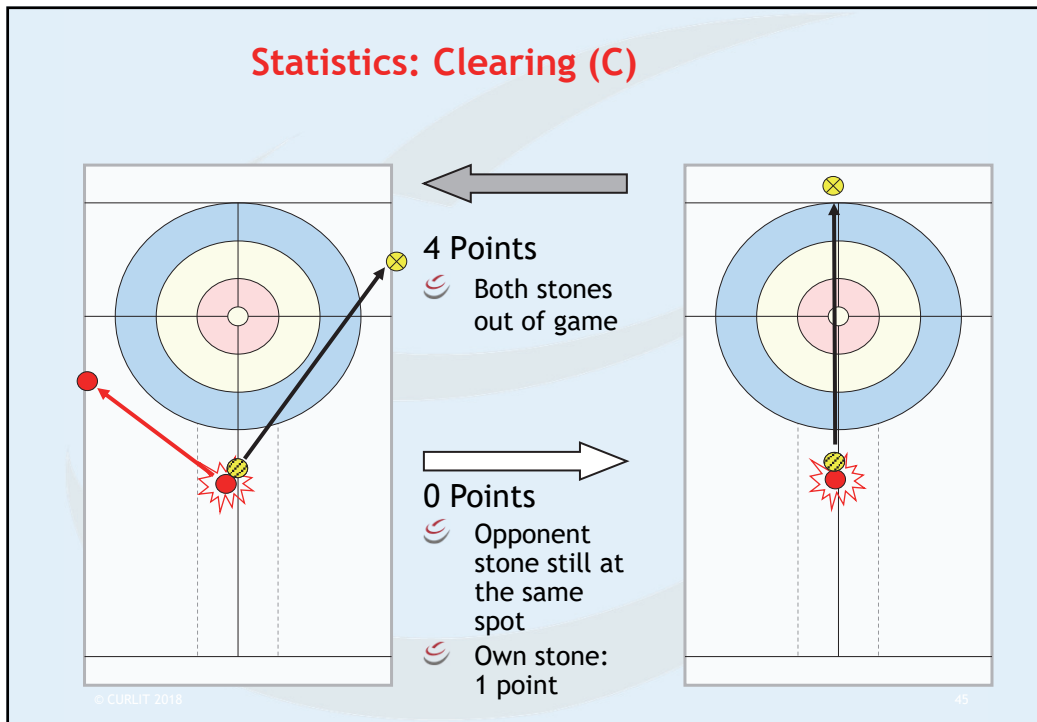
43

### Statistics: Type Clearing

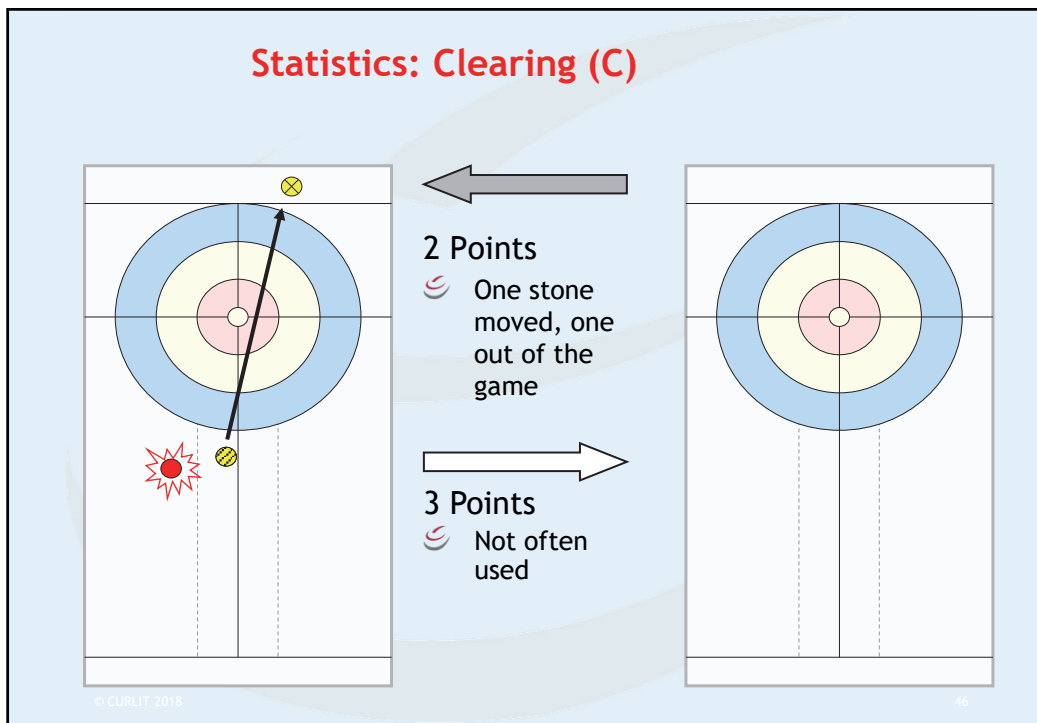
**☞ Clearing (C)**  
☞ Removing a stone  
☞ The played stone is out of play as well

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44



45



46





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

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

**1/3 Points**  
☞ Not often used

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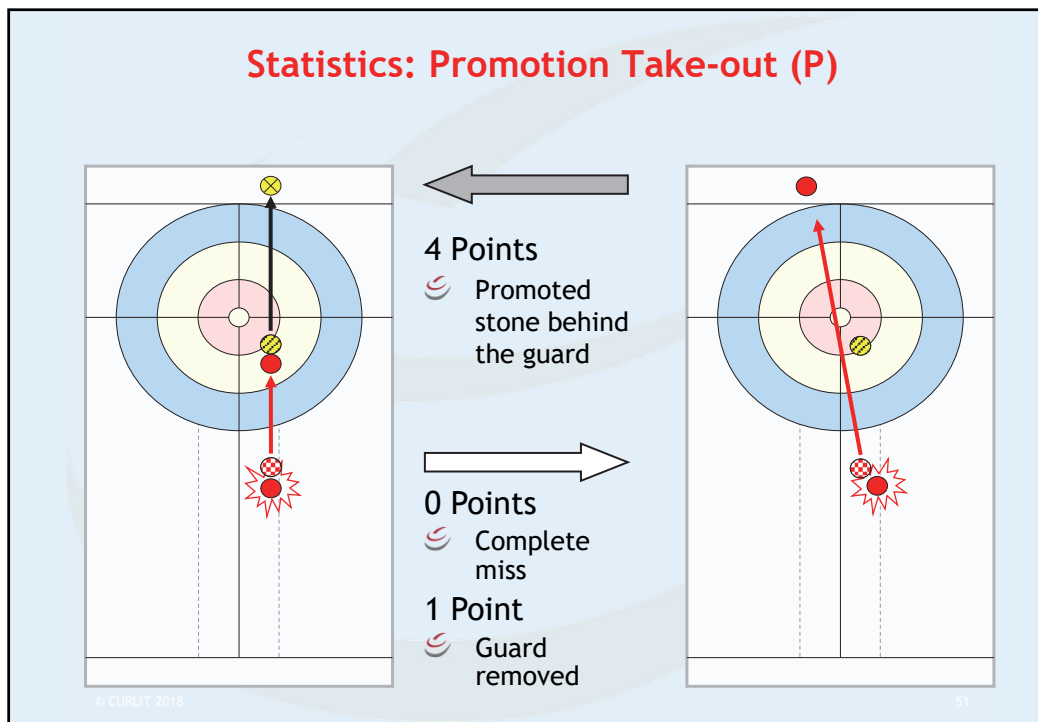
49

### Statistics: Type Promotion Take-out

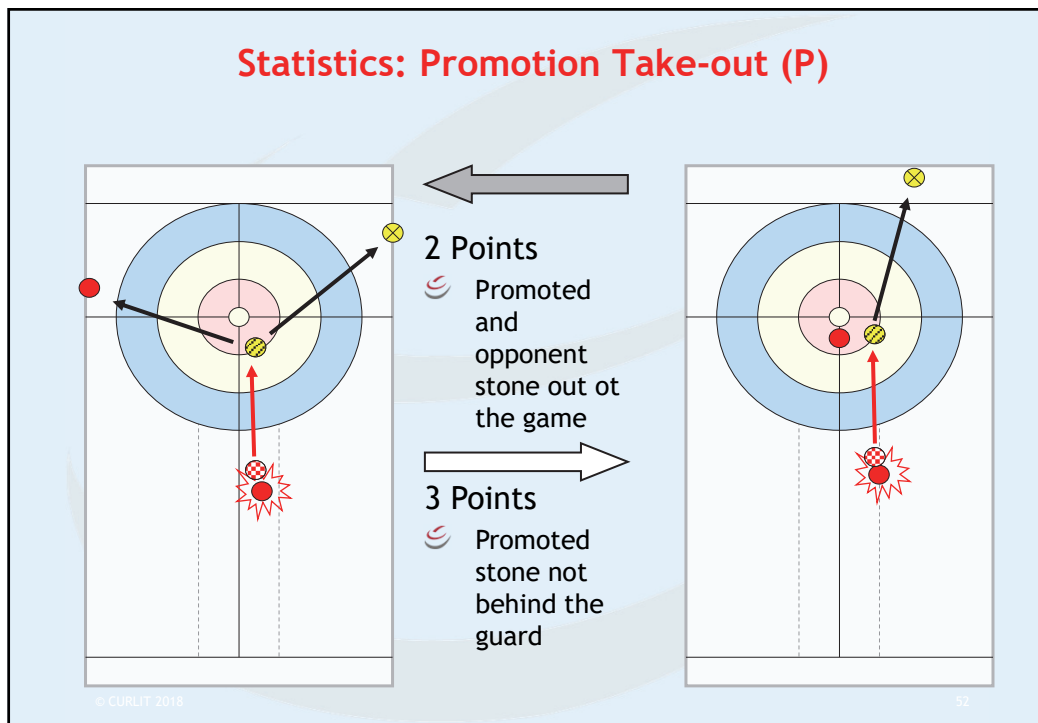
☞ Promotion Take-out (P)  
☞ Promoting an own stone to remove an opponent stone

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50



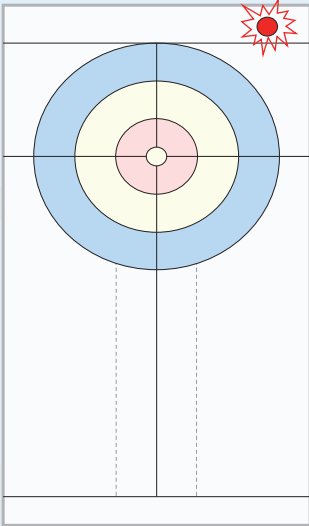
51



52

### 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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53

### 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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54

**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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55

**Score Entry**

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

Team	Score
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 n

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56

## 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 score, click "OK"

☞ Verify that your stone positions match the score



Team	Score
Spain	1
England	0

*if not, click Cancel and adjust*

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

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57

57

## 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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58

58

## 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 Chief Statistician
- ☺ He 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

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59

59

## 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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60

60

**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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61

**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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62

### 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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63

63



**Good Curling!**

64