WORLD CURLING

CURLIT
Curling Information Technology Ltd.

CURLING STATISTICS
How to score
2023 -2024

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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
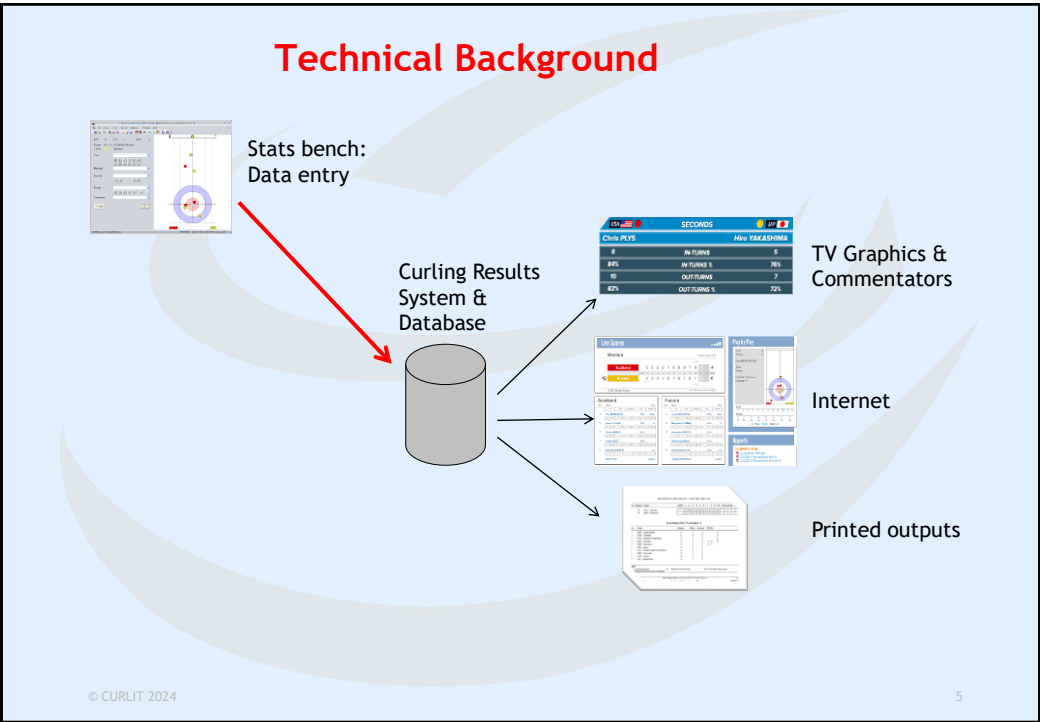 - Do not judge the skips decision
- Be fair and equal to all teams
  - No additional points for "favorite team" or for "good looking players" or …
- In doubt, always score to the player's benefit

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7
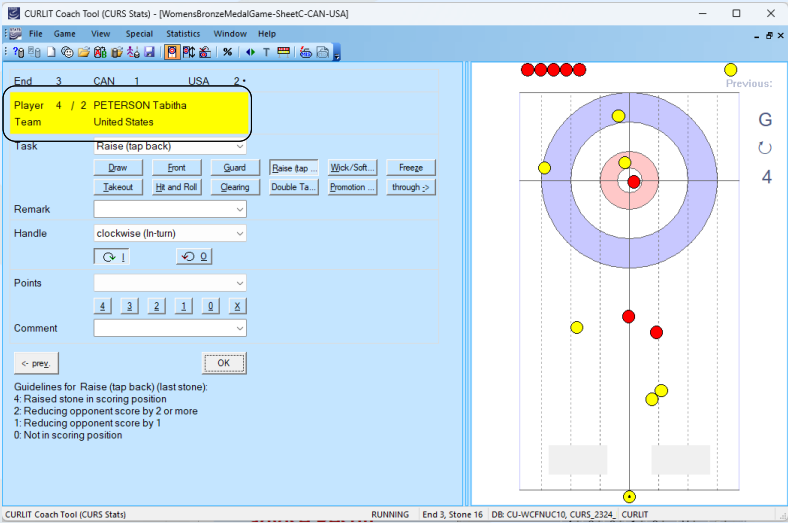
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CURS Stats Software 2

Task and Handle:
Use mouse or better keyboard

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

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!

Remove stone: Right double click or drag behind Backline

Mark for previous position

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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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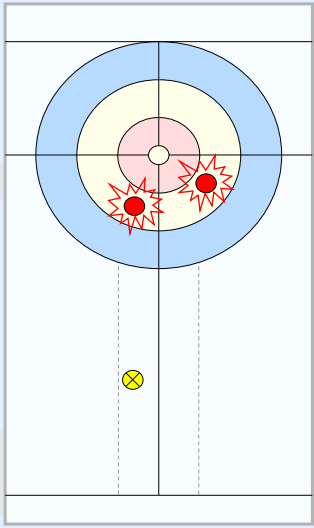
17
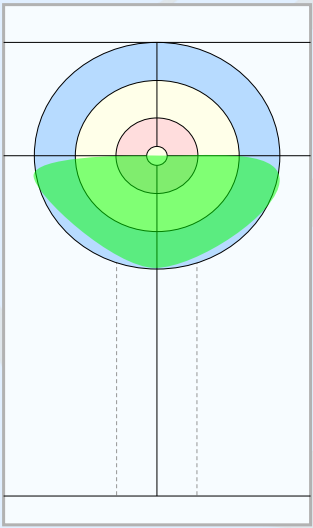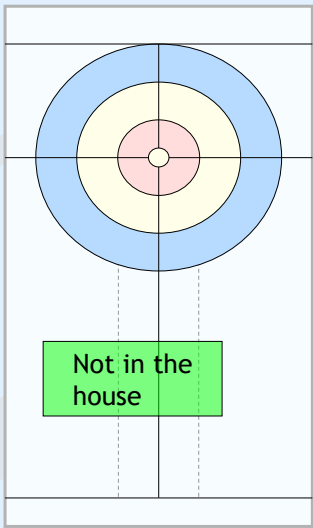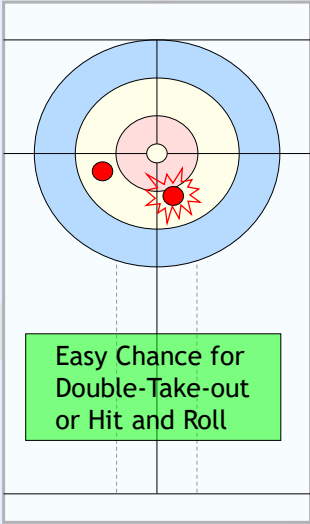
18
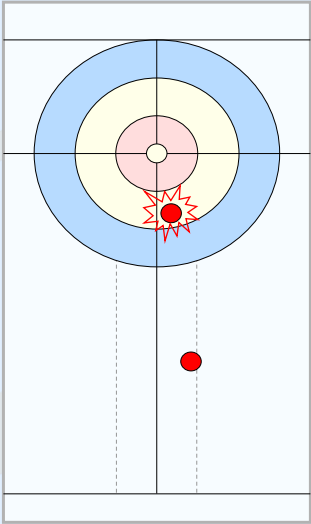
Statistics: Draw (D)

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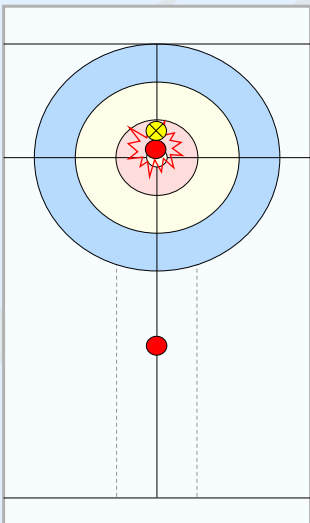
Easy Chance for Double-Take-out or Hit and Roll

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Statistics: Draw (D) Mixed Doubles
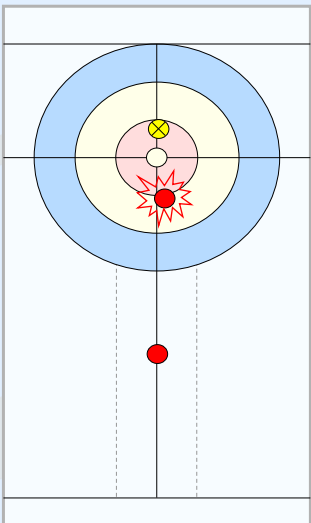
4 Points
- Close to opponent Stone

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 2nd Front)
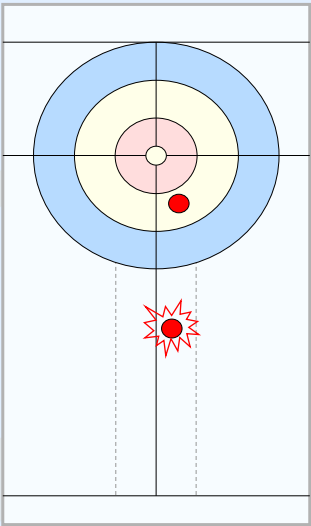
3 Points
- In front of the house, 1m (3ft) over the hog line

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Statistics: Type Guard
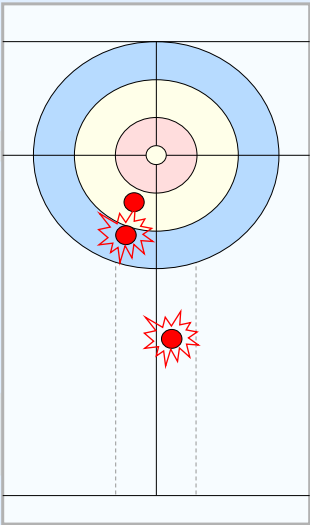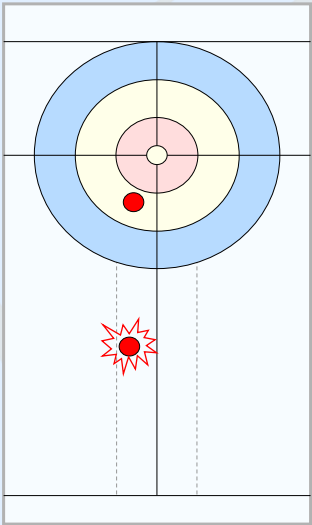
ᵔ Guard (G)

ᵔ Protecting another stone

ᵔ Usually in front of the house

ᵔ The line is more important then the weight

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Statistics: Guard (G)

4 Points

ᵔ In front of the house, within the width of a stone
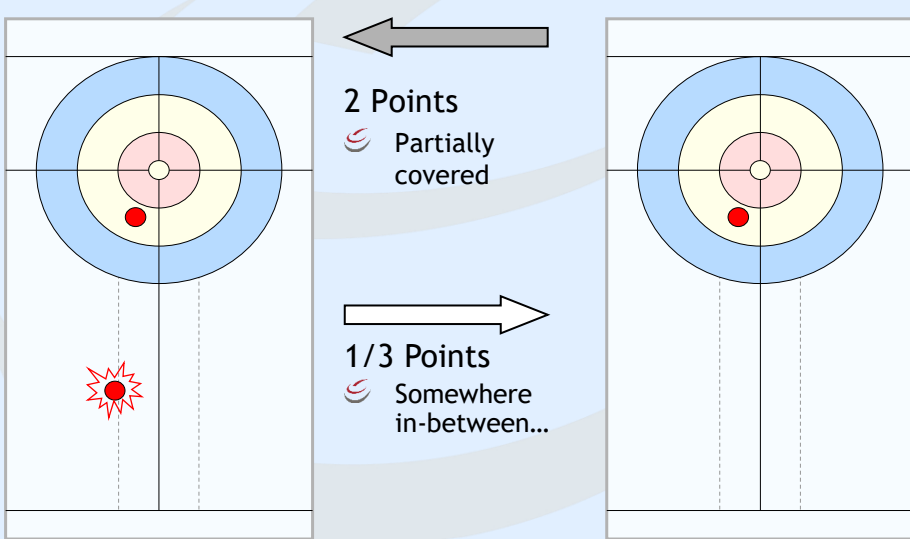
0 Points

ᵔ Not covered or too long

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Statistics: Guard (G)
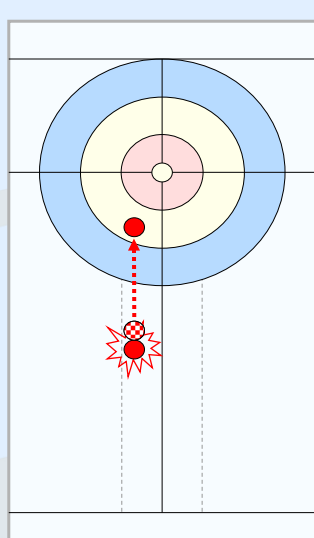
2 Points
- Partially covered

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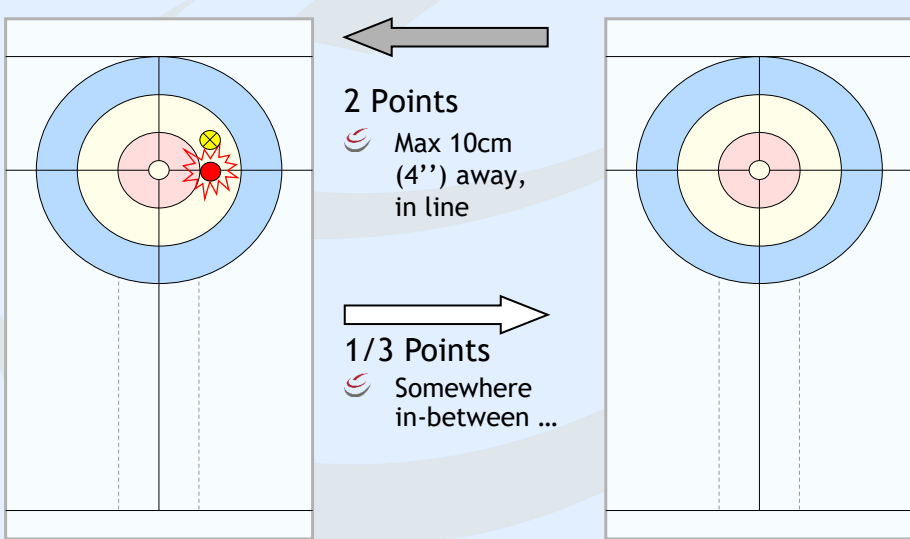
4 Points
- Max 5cm (2'') away, in line

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 ...
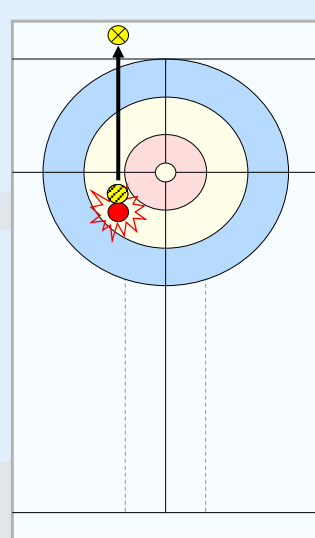
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Statistics: Type Take-out

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

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Statistics: 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
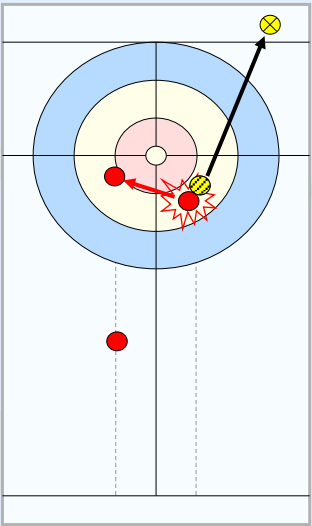
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Statistics: Hit and Roll (H)
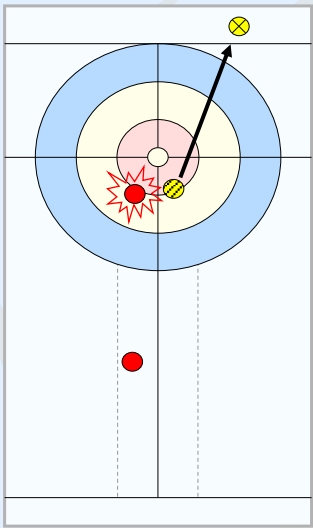
4 Points
- Played stone behind a guard

0 Points
- Opponent stone still in the game
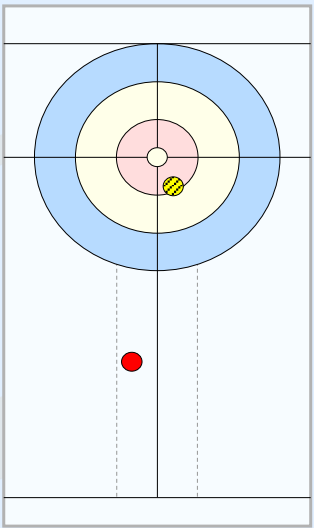
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Statistics: Hit and Roll (H)

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
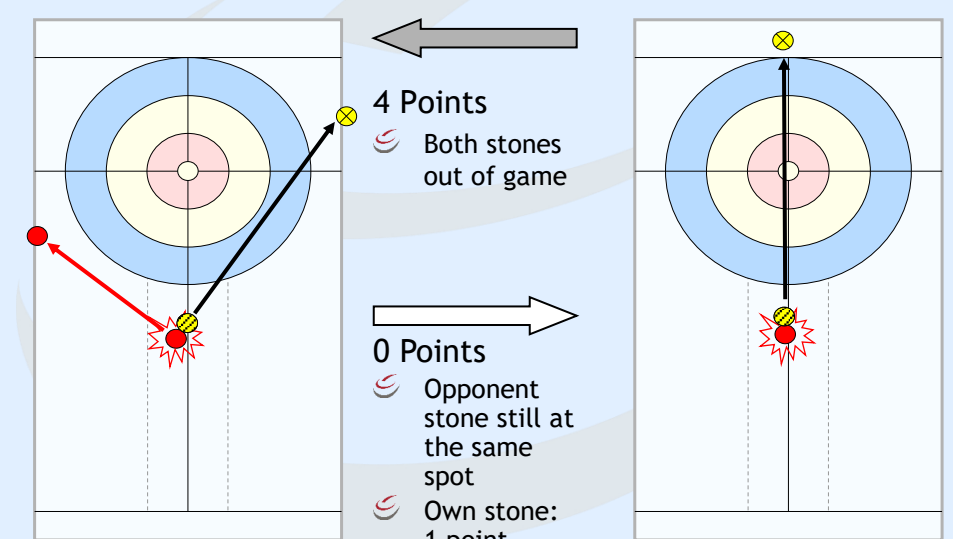
- Multiple Clearing (C)
  - Removing multiple stones

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

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Statistics: Clearing (C)
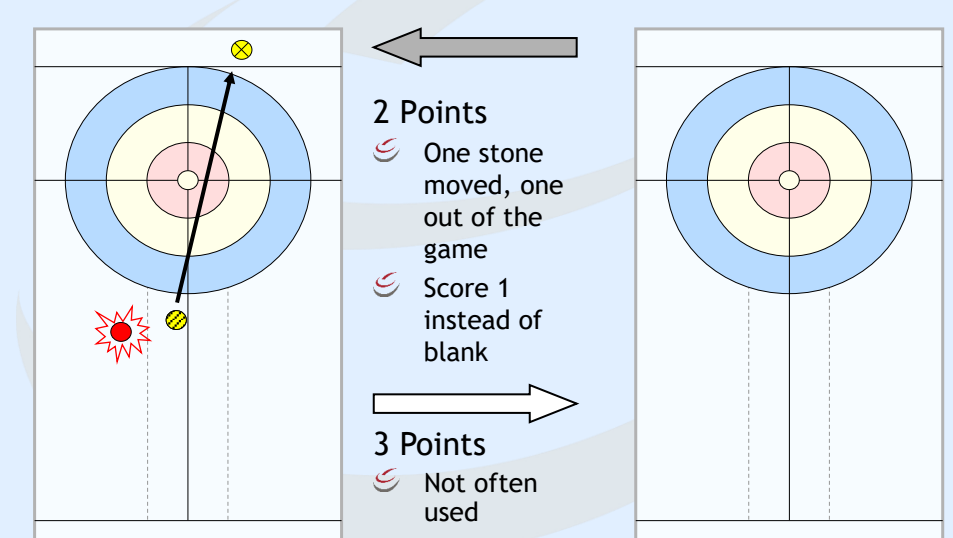
4 Points
- Both stones out of game

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
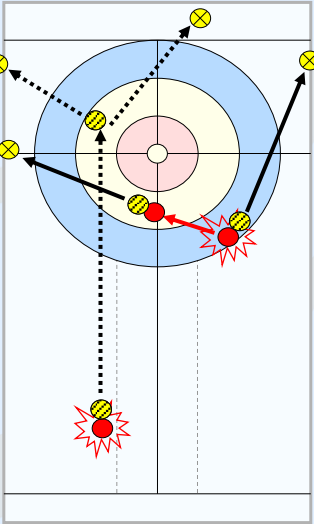
- Double-Take-out (S)
  - Removing two stones, one in front of the house, one in the house

- Multi-Take-out (S)
  - Removing multiple stones
  - «S» stands for «Super Take-out»
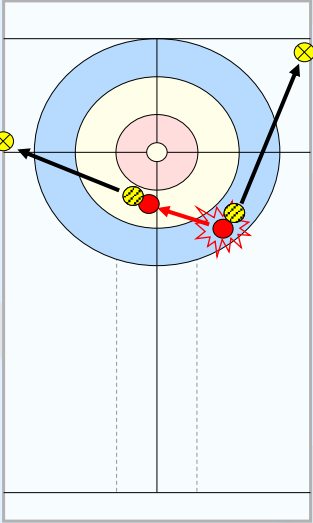
© CURLIT 2024   47
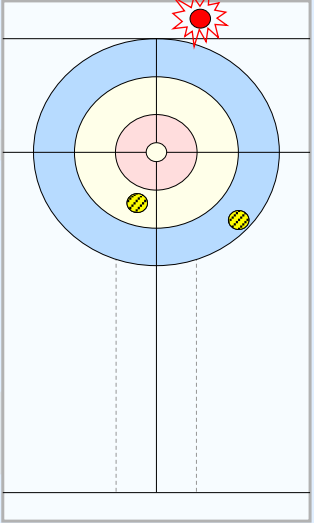
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Statistics: Double Take-out (S)

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 ot 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

Handle — clockwise (In-turn)

Points — 0 (0%)

| 4 | 3 | 2 | 1 | 0 | X |

Comment

<- prev

Measurement
Did not pass the hogline
Hogline violation
Free guard zone violation
No tick zone violation
burned stone
picked up debris
Played out of proper rotation
Delivery violation

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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	●	1	OK
England	●	0	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 ∨   OK

United States ● 1 ∨   Cancel

- 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 🖥 on

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Time-outs

- No need to click anything

- Be ready to see the decision what the team wants to play
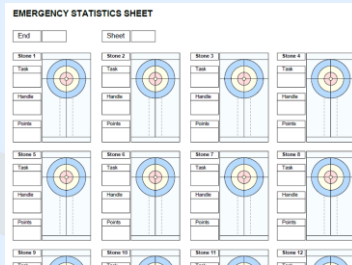
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Special Situations:
Errors

- 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

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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)
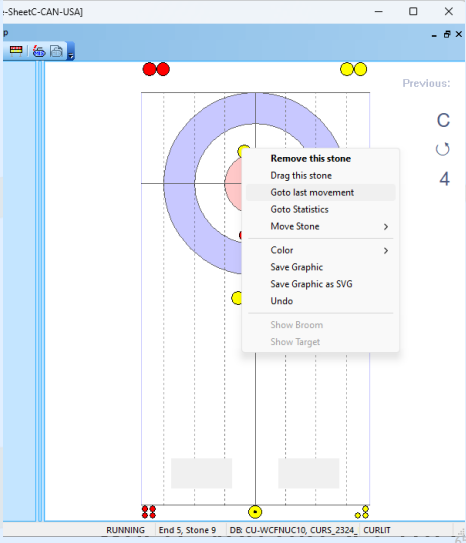
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Common Hints: Graphics

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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