



CURLIT Curling Information Technology Ltd.

## STATISTICS

"How to score"

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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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### Statistics: Different Types

<ul style="list-style-type: none"> <li>• Slow Stones                             <ul style="list-style-type: none"> <li>• Draw</li> <li>• Front</li> <li>• Guard</li> <li>• Raise</li> <li>• Wick</li> <li>• Freeze</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Fast Stones                             <ul style="list-style-type: none"> <li>• Take-Out</li> <li>• Hit and Roll</li> <li>• Clearing</li> <li>• Double Take-Out</li> <li>• Promotion Take-Out</li> </ul> </li> </ul>
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### Statistics: Points and Handles

<ul style="list-style-type: none"> <li>• Points                             <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> <li>• X (not considered)</li> <li>• 5 (Bonus)</li> <li>• 6 (Super Bonus)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Handles                             <ul style="list-style-type: none"> <li>• Clock wise (In-turn, Short '1')</li> <li>• Counter clock wise (Out-turn, short '0')</li> </ul> </li> </ul>
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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: Type Front

- Front (F)
  - In front of the house
    - center
    - on the side ("Corner-Guard")

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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: 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: 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: 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: 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: Type Clearing

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

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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: Type Promotion Take-Out

- Promotion Take-Out (P)**
  - Promoting an own stone to remove an opponent stone

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### Statistics: Type "Not considered"

- Not considered (X)**
  - Playing through
  - Touched running stones
- Considered as 0 Points**
  - Hog-line violation
  - Free guard rule

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### Statistics: Draw (D)

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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: Front (F)**

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

0 Points  
 • In (or behind) the house

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**Statistics: Front (F)**

2 Points  
 • In front of the house, just over the hog line

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

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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 inbetween ...

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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: Wick (W)

4 Points  
 • Both stones in the house

0 Points  
 • No stone in the house

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### Statistics: Wick (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: 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 inbetween ...

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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

1/3 Points  
 • Not often used

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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: Clearing (C)

4 Points  
 • Both stones out of game

0 Points  
 • One stone still at the same spot

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### Statistics: Clearing (C)

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

1/3 Points  
 • Not often used

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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: Promotion Take-Out (P)

4 Points  
 • Promoted stone behind the guard

0 Points  
 • Opponent stone still in the game

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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: 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

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### Statistics: Bonus Points

- General: Do not use often bonus points!
- 5 Points: For a very nice and difficult stone, Not for lucky stones
- 6 Points: Only for the very nice and difficult stone which decided the game

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### General hint

- 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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**Common Problems 1:  
Difference between slow and fast**



- Always make sure that you make a clear decision between the slow played stones (D, F, G, R, W, Z) and the fast ones (T, H, C, S, P)
- A slow played „Take-Out“ is most of the time called a **Raise** (tap-back). Specially when the skip does not care if the opponent stone does not go out of the game

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**Common Problems 2:  
Guard / Draw**



- If the **line** is more important than the weight, call it a **Guard**, even if it is in the house
- A Draw which stops in front of the house can get points (up to 2) depending on the current score

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**Common Problems 3:  
Draw (depending on score)**



- If the playing team is up and a Draw stops behind the tee line -> 2 (no matter how much behind the tee line)
- If the playing team is down and a Draw stops behind the tee line -> 4
- If the playing team is up and a Draw stops in front of the house -> 0
- If the playing team is down and a Draw stops in front of the house -> 1 or 2

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**Common Problems 4:  
Come around (Draw)**



- Behind the Guard, but behind the tee line -> 2 or 3 (depending on the situation and the score)
- Not behind the Guard, but not easy for Hit and Roll -> 3
- Easy for Hit and Roll -> 2
- Touching the front stone does not matter, go by the above rules (2 or 3).

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**Common Problems 5:  
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 6:  
Hit and Roll / Wick**



- A fast played stone hitting another stone to roll over is (of course) a 'Hit and Roll' A slow „roll over“ is a 'Wick'
- If not the played stone but the moved stone has to be in the desired position, it is either a 'Raise' or a 'Promotion Take-Out', depending on the speed

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## Statistician Course: "How to score" (© CURLIT Ltd.)

### Common Problems 7: 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 8: 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 9: Score



- Be careful when you enter the score
- If you are not sure how many Points they scored, take a guess (but make sure you have the right team to start the next end)
- To change the score of end 5, you have to be somewhere in end 6 to use the menu command „special, change result“

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### Common Problems 10: Graphics



- Put all stones as precise as possible
- 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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### General



- Caution in the 5th-End break:  
Be back on time...
- Be special careful when you get tired
- Be special careful at the end of the game

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