







## **CURLING STATISTICS**

How to score

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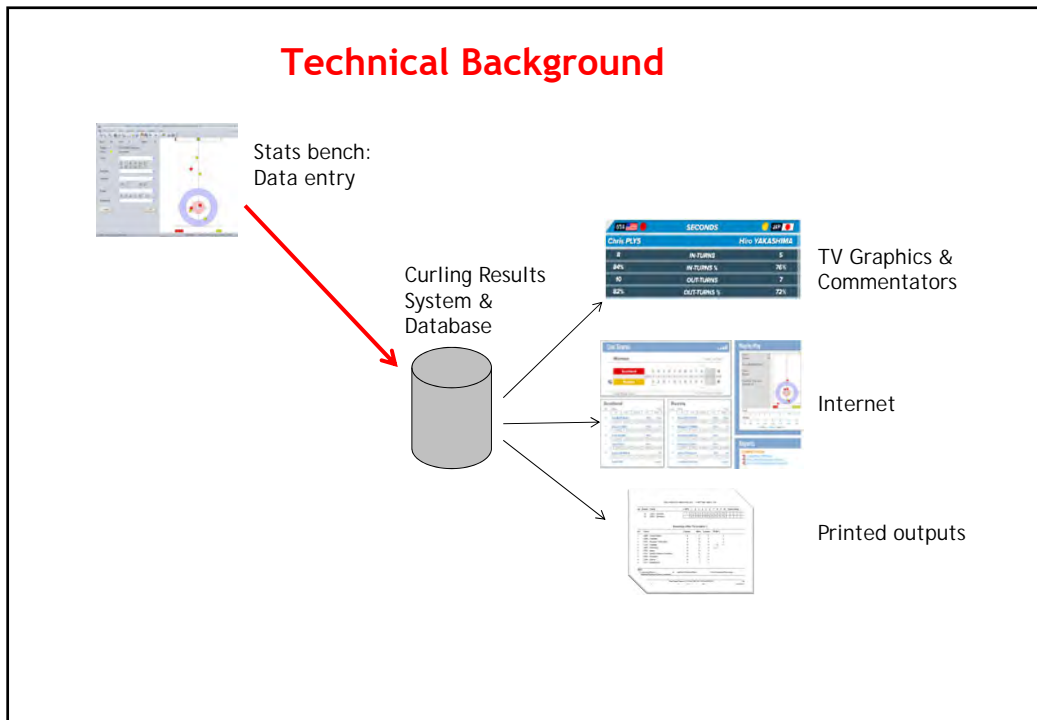
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## Statistics: General approach

- ☺ 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.

## 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



### CURS Stats Software 1

**Check**  
for every stone:

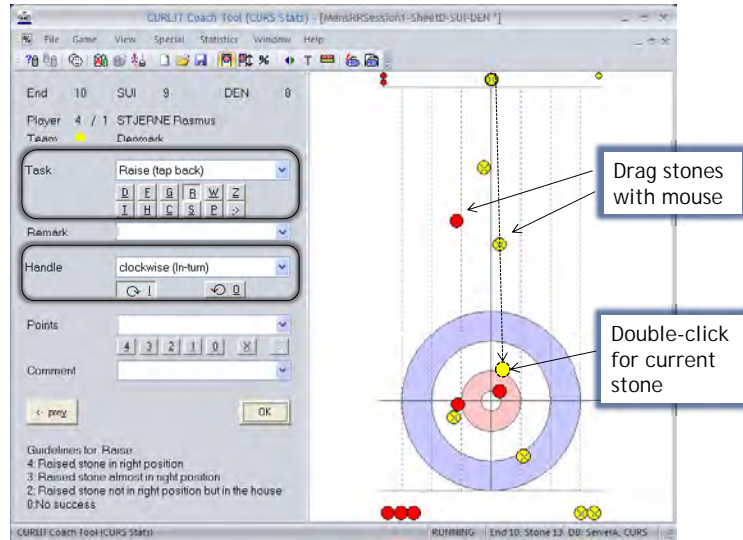
- stone color
- name and NOC

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

### CURS Stats Software 2

Task and Handle:  
Use mouse or  
better keyboard

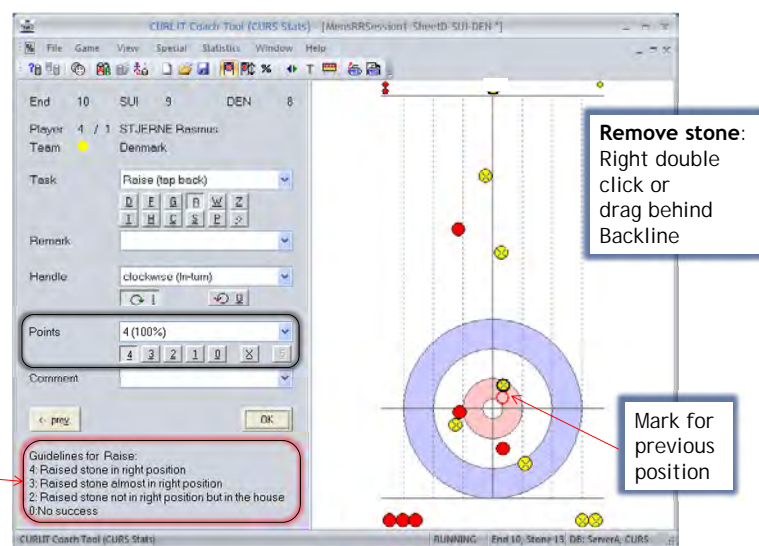
**Enter Task and  
Handle as soon  
as possible**  
(you can always  
change again)



### CURS Stats Software 3

Points:  
Use mouse or  
better keyboard

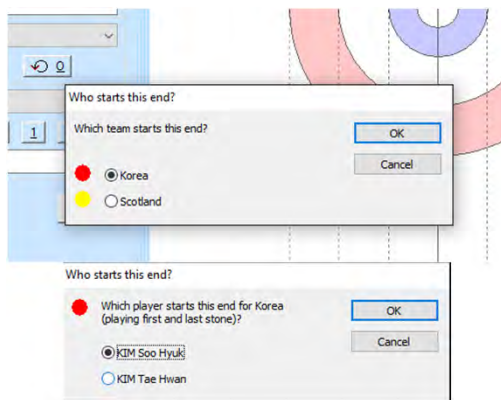
Use guidelines!



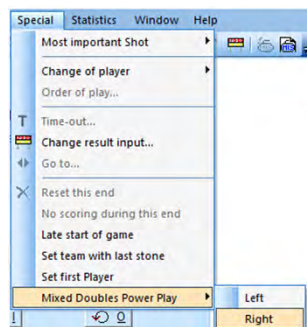


## Mixed Doubles

Before each end



Power Play



## 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

## 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

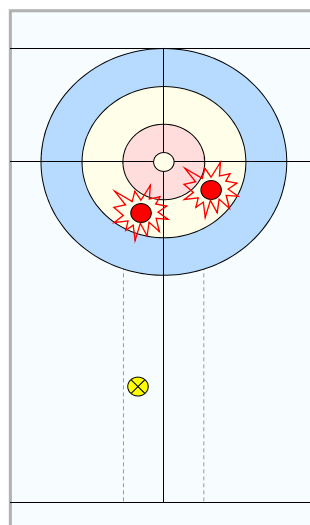
## Statistics: Type Draw

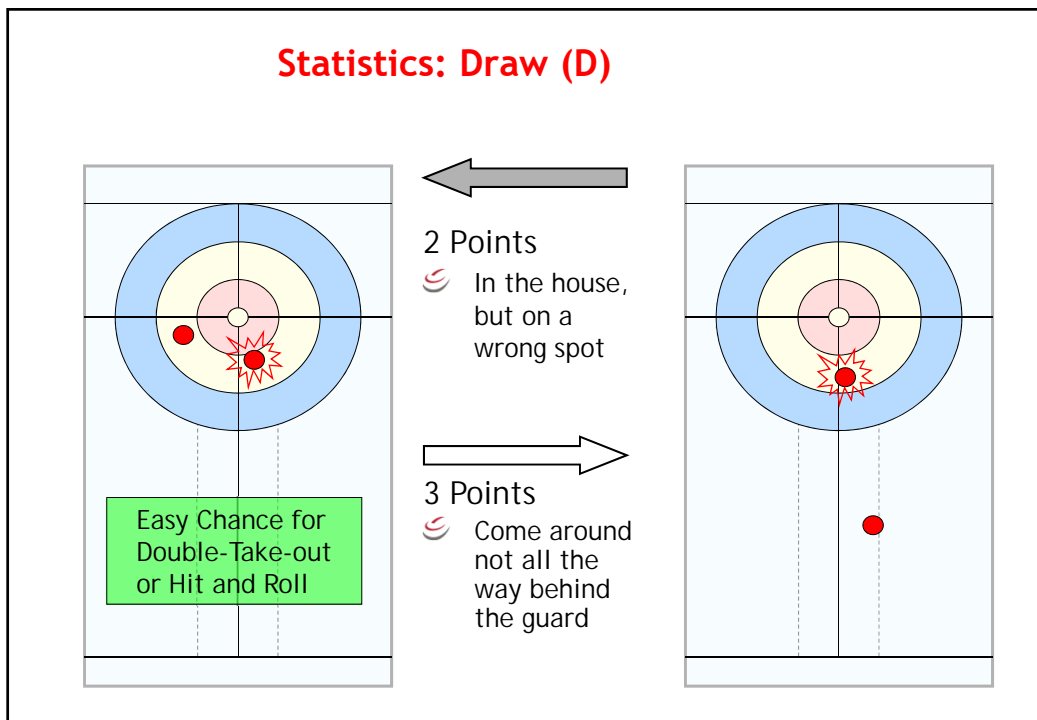
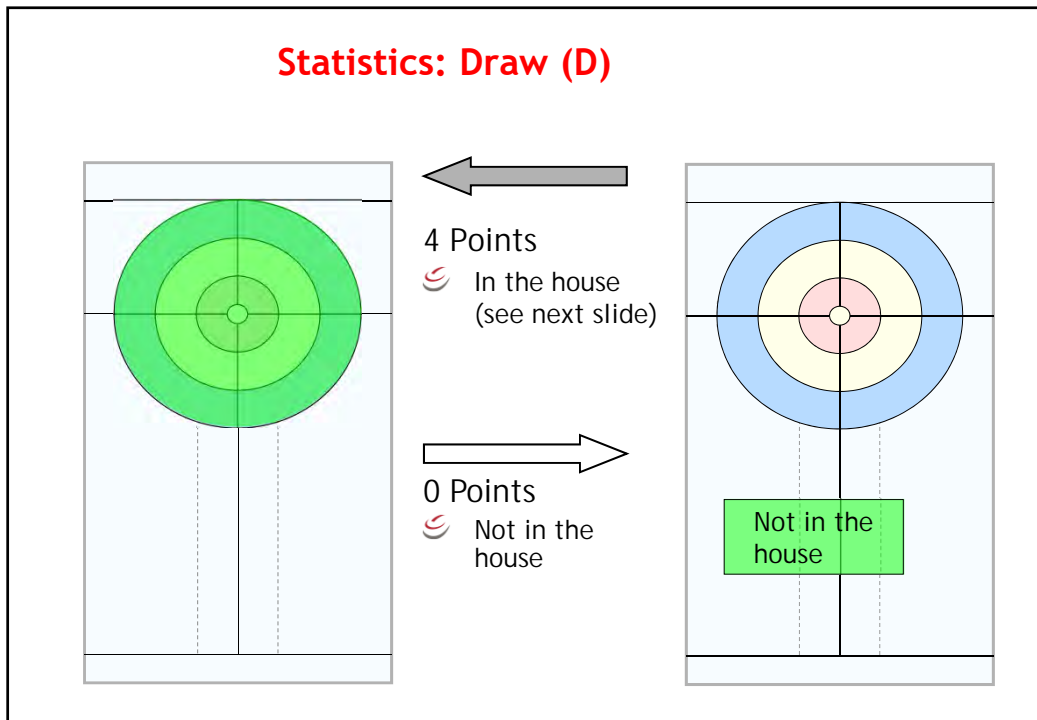
### ☞ Draw (D)

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

### ☞ Come around (D)

- ☞ In the house, behind an other stone

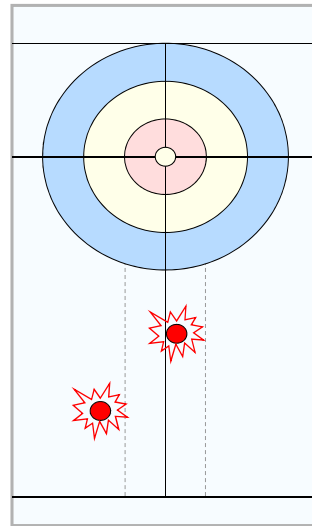




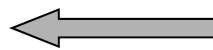
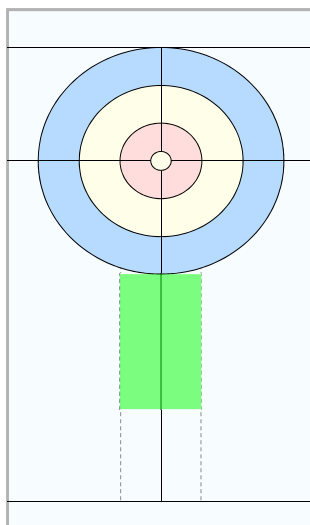


### Statistics: Type Front

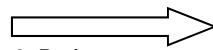
- ☞ Front (F)
  - ☞ In front of the house
    - ✓ center
    - ✓ on the side ("Corner-Guard")



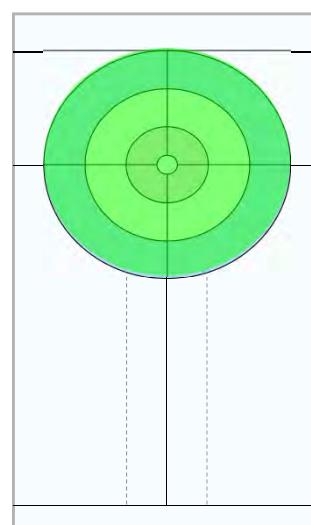
### Statistics: Front (F)



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



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



### Statistics: Front (F)

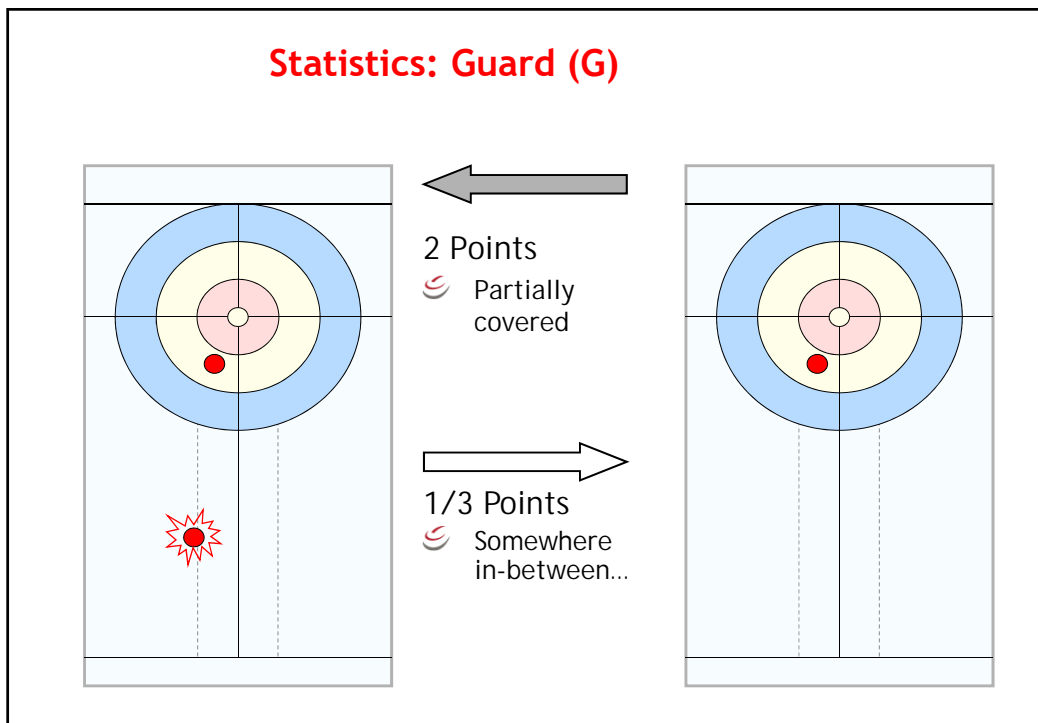
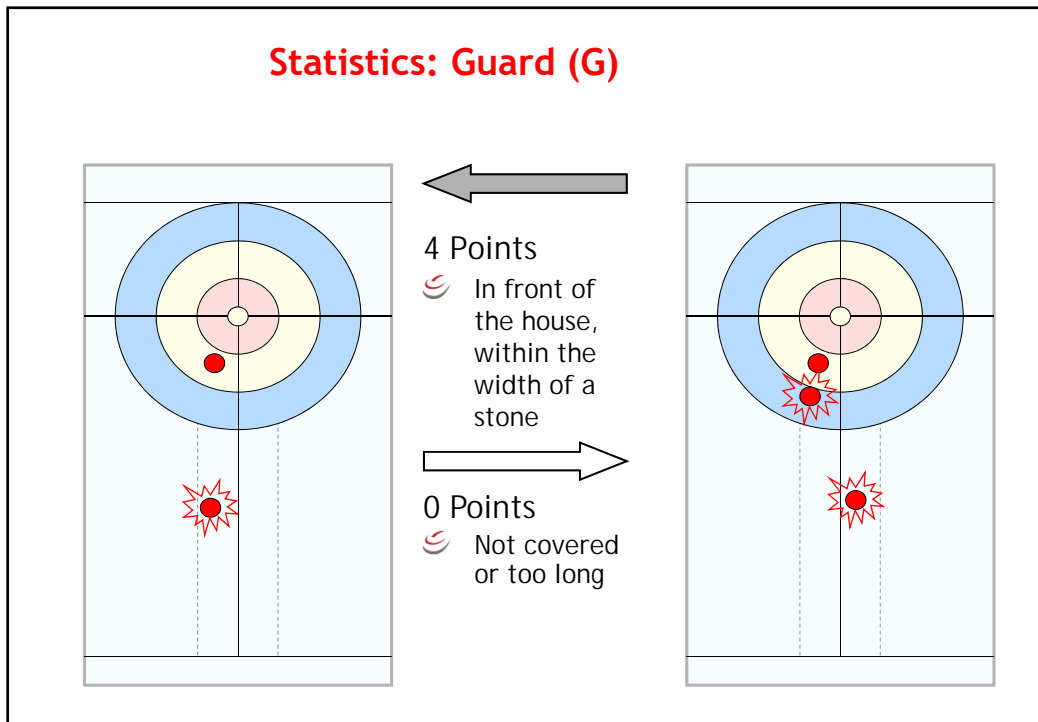
**2 Points**  
☞ In front of the house, just over the hog line

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

### Statistics: Type Guard

☞ **Guard (G)**

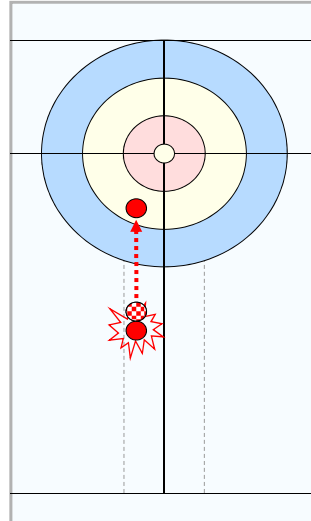
- ☞ Protecting another stone
- ☞ Usually in front of the house
- ☞ The line is more important than the weight



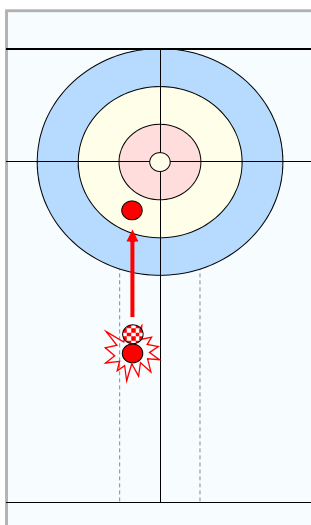
### Statistics: Type Raise

#### ☞ 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

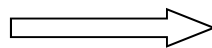


### Statistics: Raise (R)



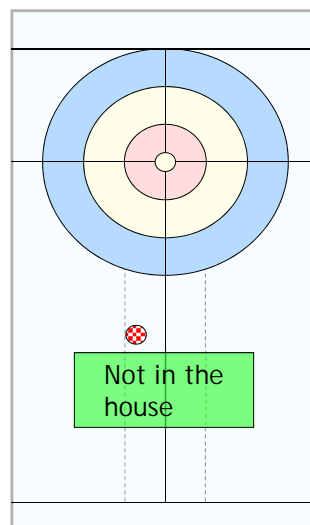
4 Points

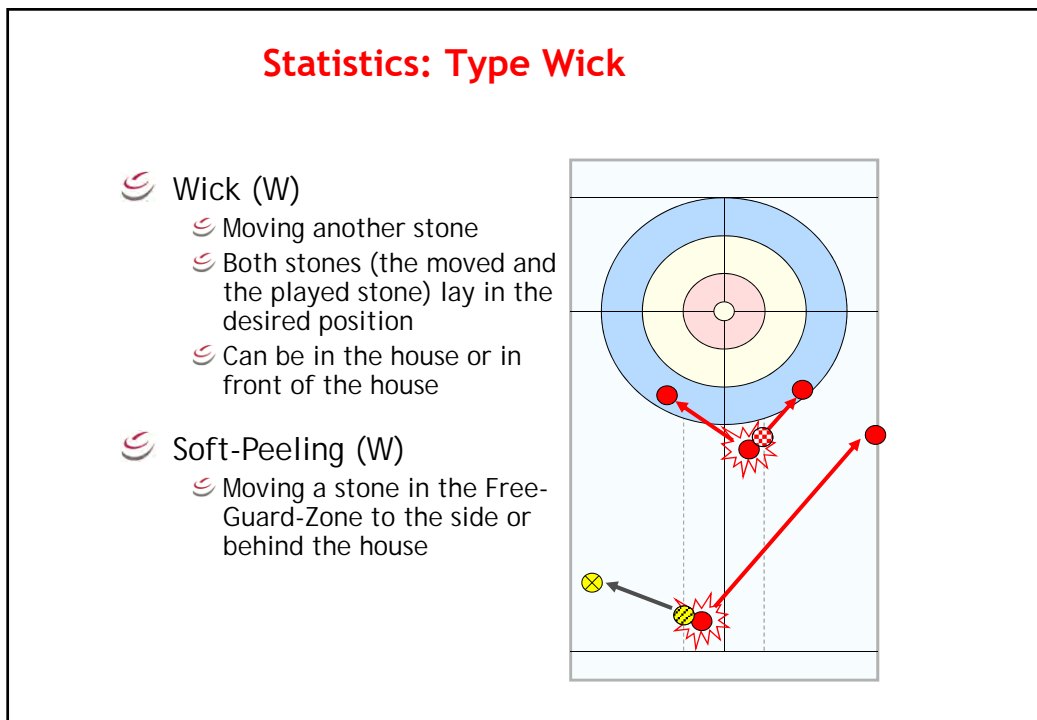
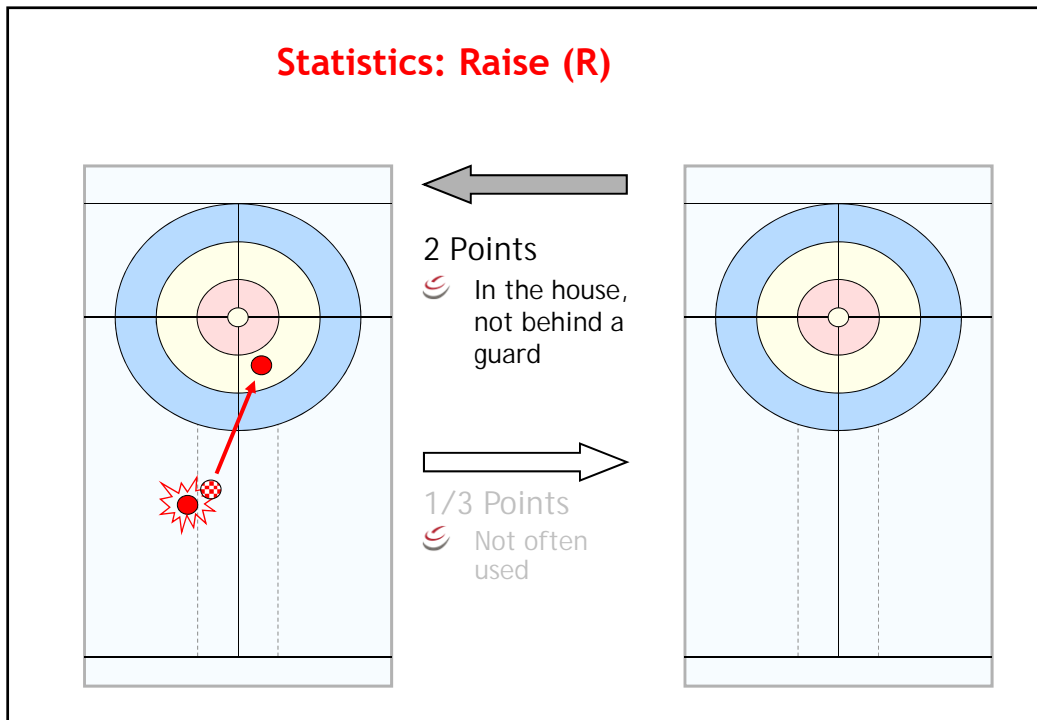
- ☞ In the house, behind a guard

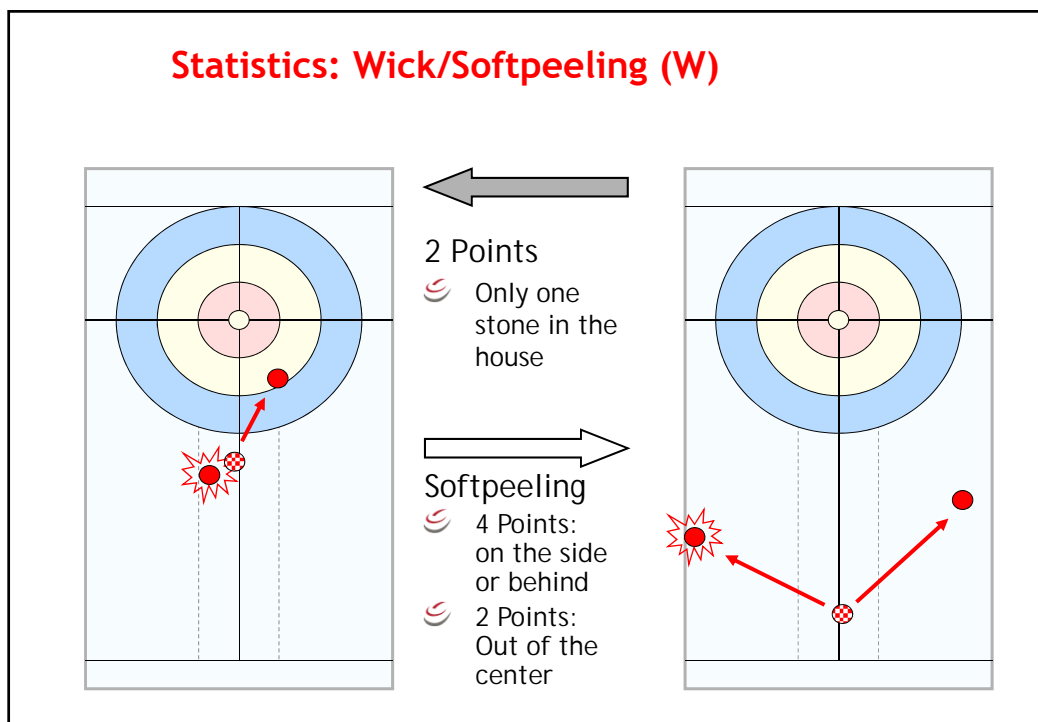
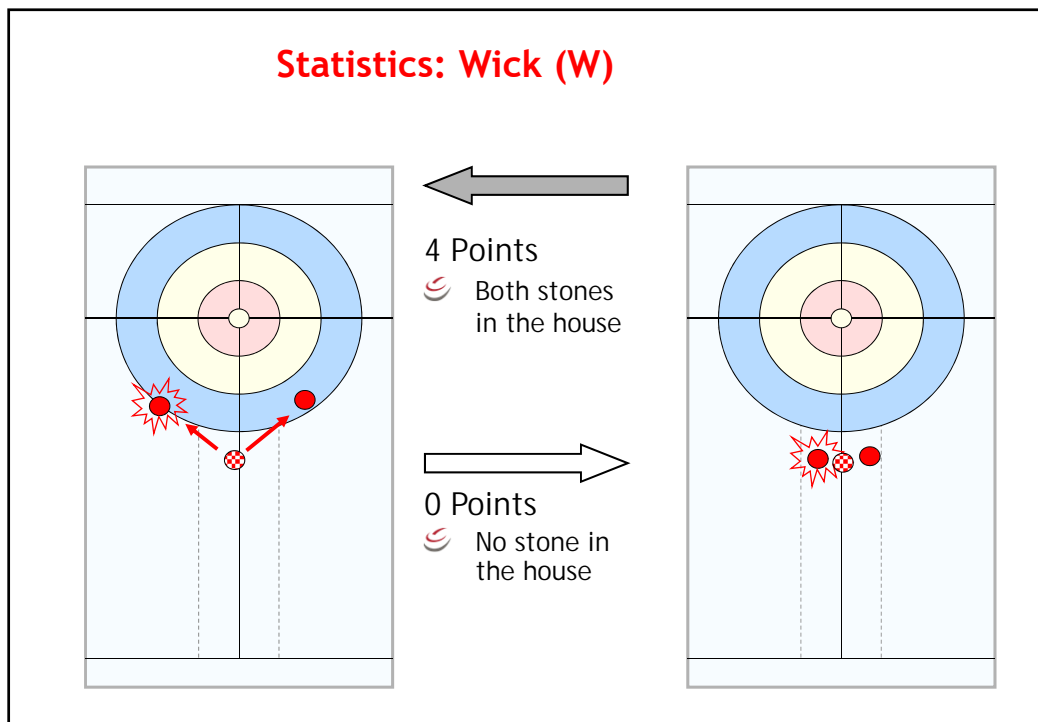


0 Points

- ☞ Not in the house



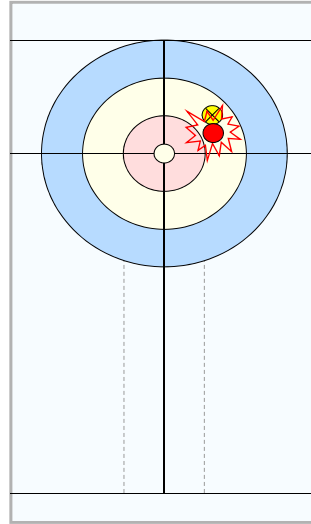




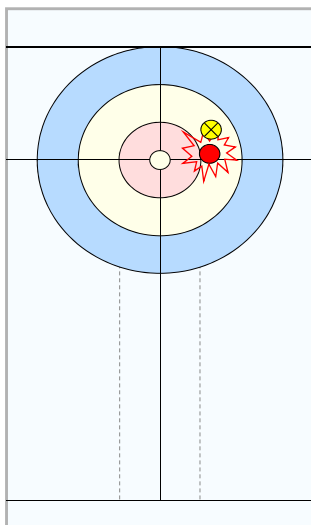
## Statistics: Type Freeze

### 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.

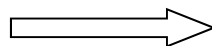


## Statistics: Freeze (Z)



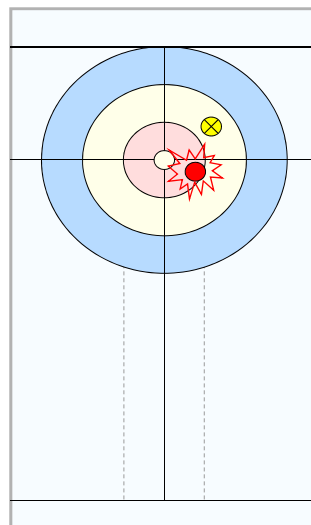
4 Points

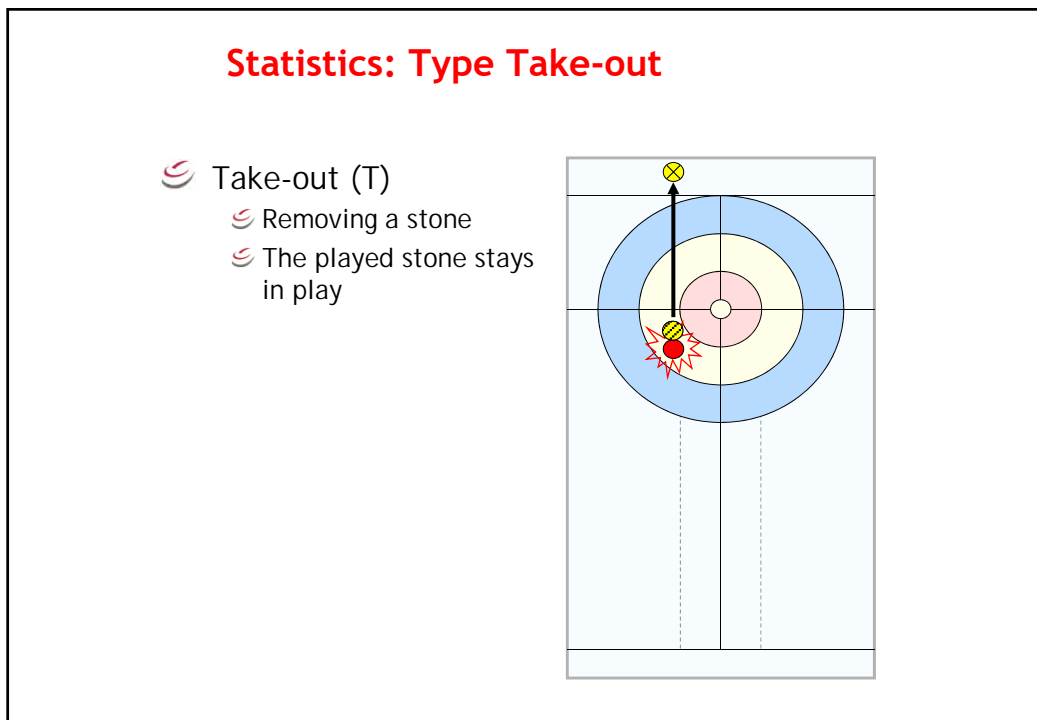
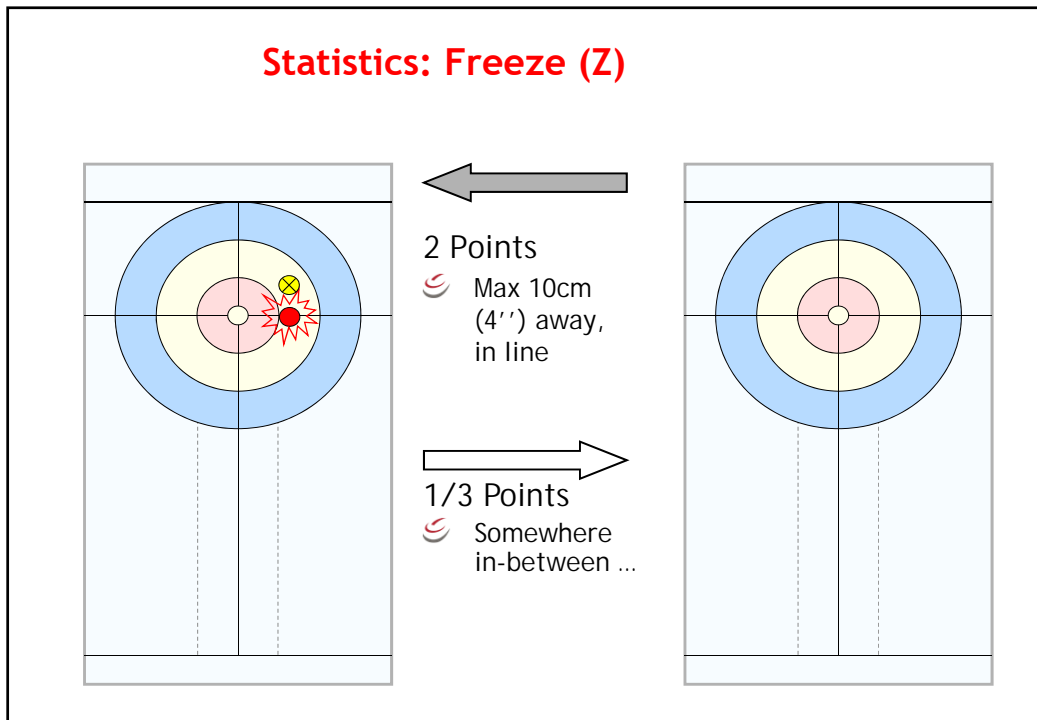
- Max 5cm (2'') away, in line



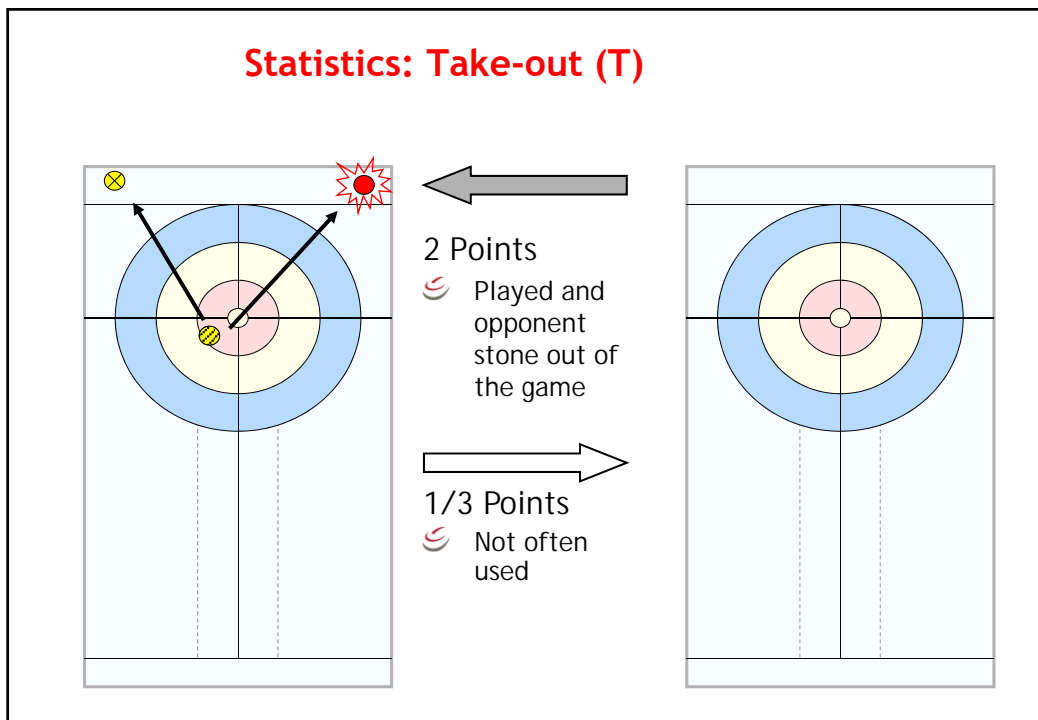
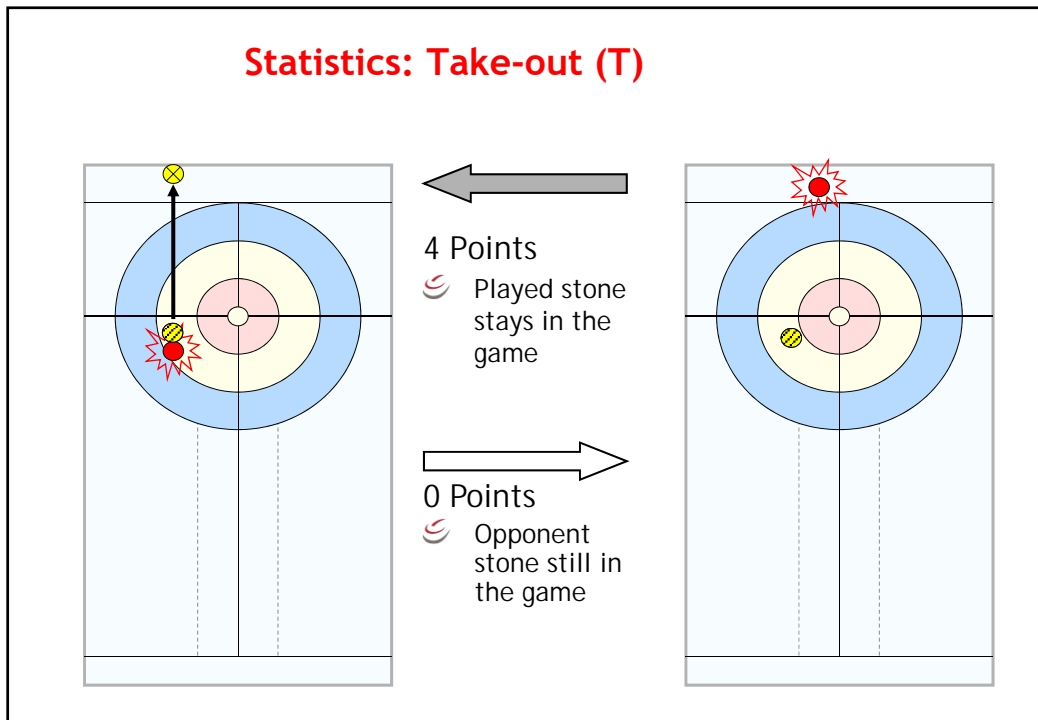
0 Points

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



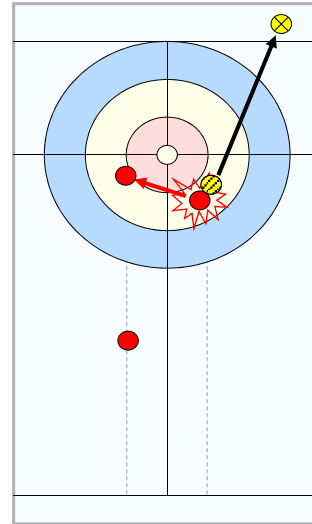




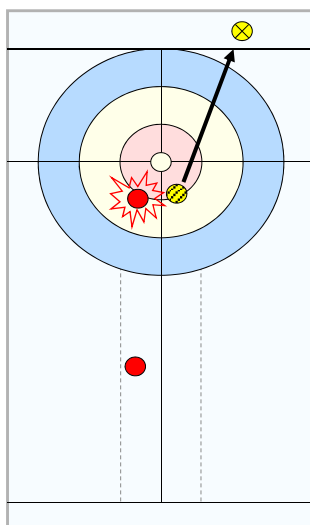


### Statistics: Type Hit and Roll

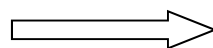
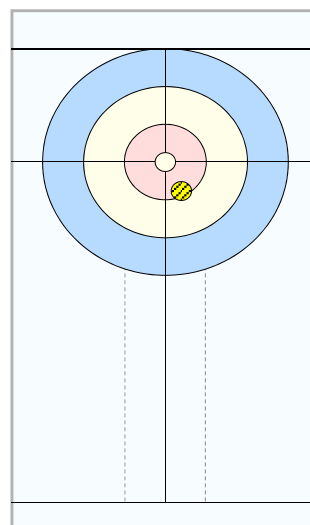
- ☞ Hit and Roll (H)
  - ☞ Removing a stone
  - ☞ The played stone stays at the **desired** position
  - ☞ If there are no stones in play and the played stone roles within the house to the side, it is considered a Take-out



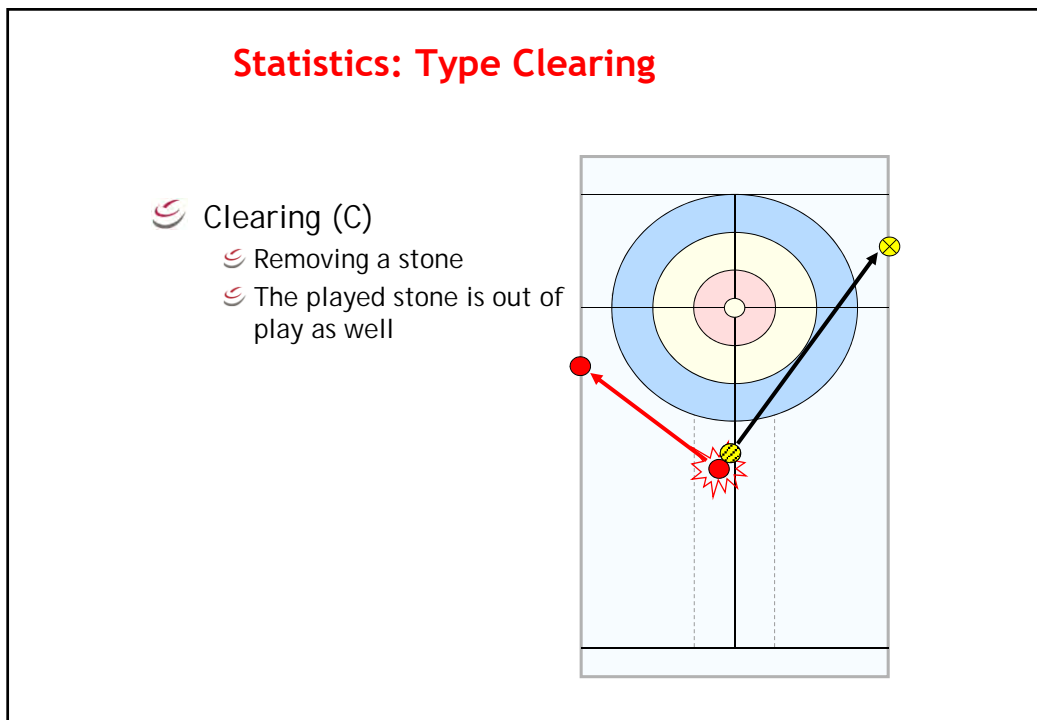
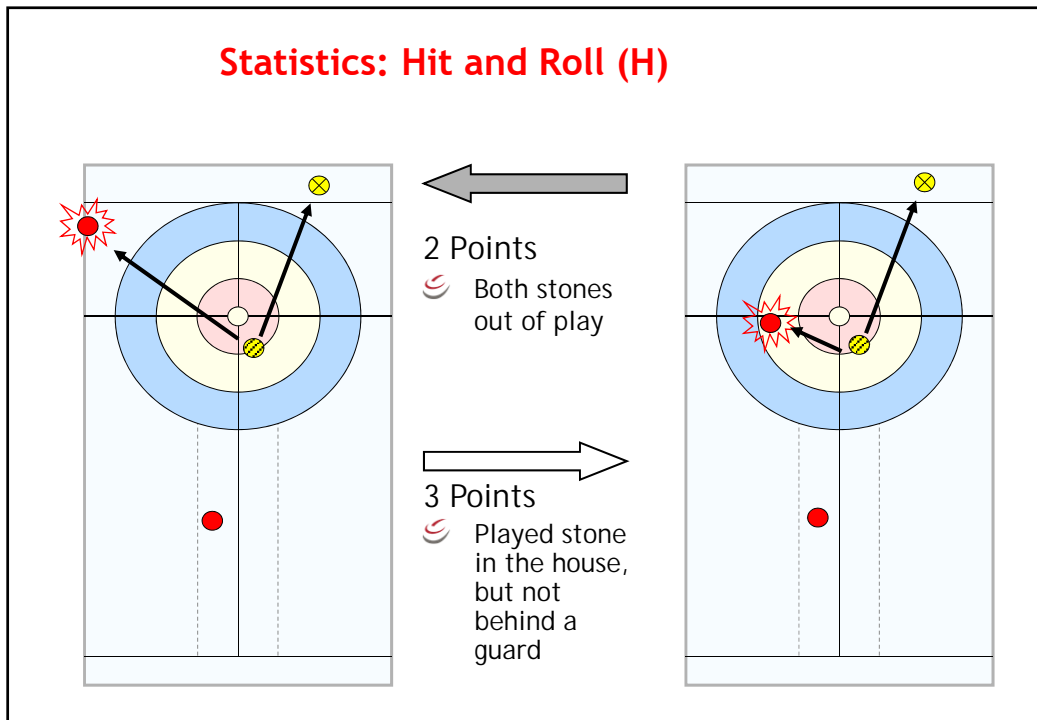
### Statistics: Hit and Roll (H)

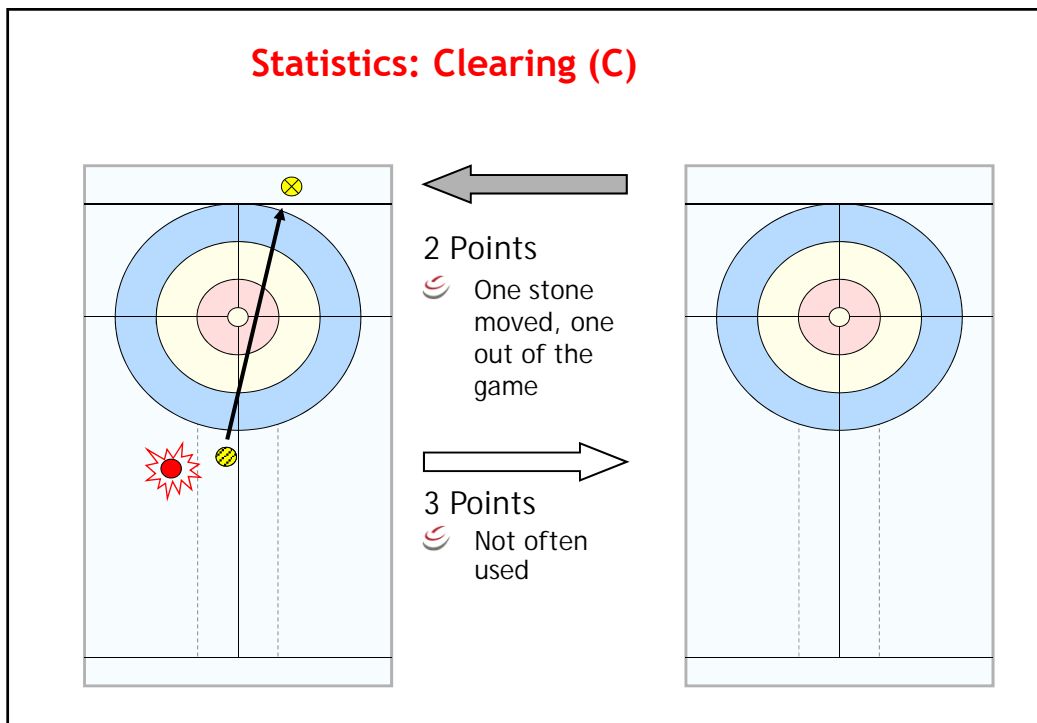
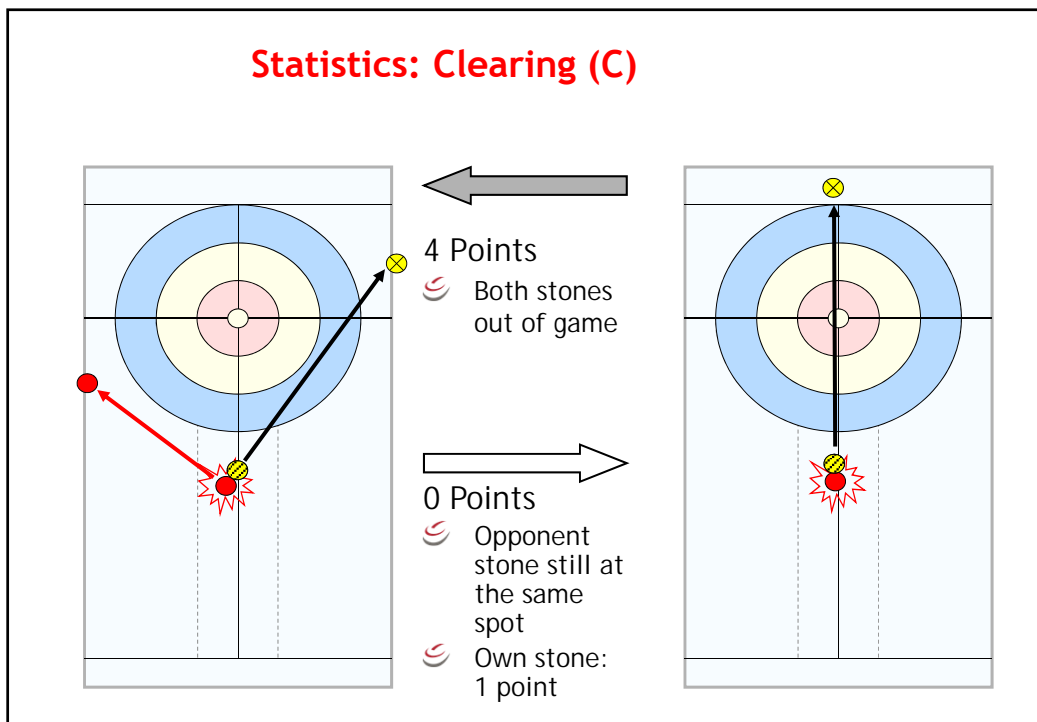


4 Points  
☞ Played stone behind a guard



0 Points  
☞ Opponent stone still in the game

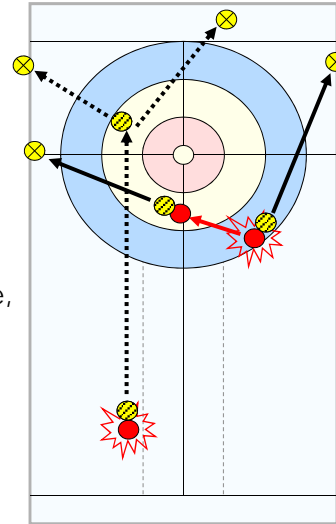




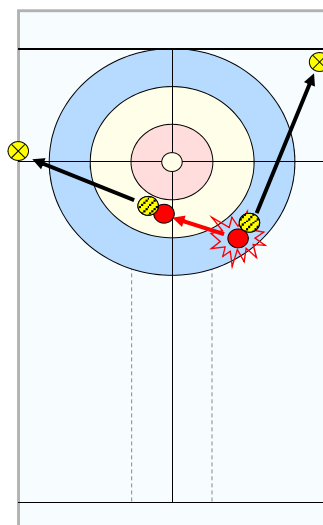
### Statistics: Type Double-Take-out

🌀 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

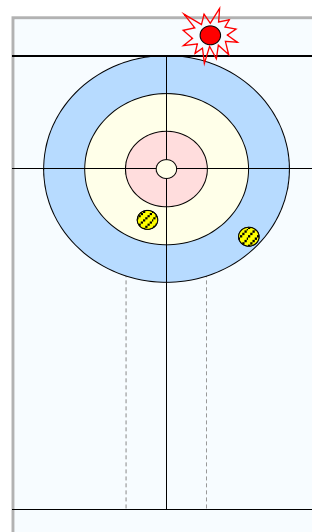


### Statistics: Double Take-out (S)

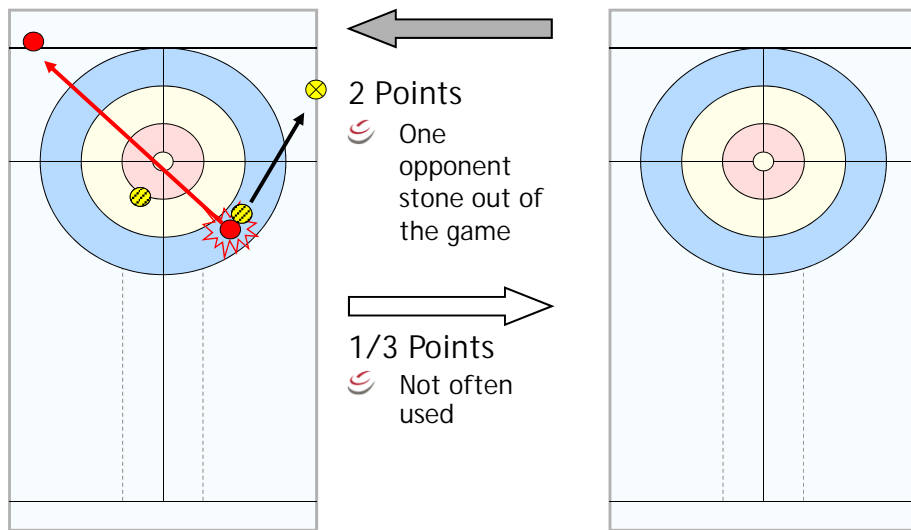


4 Points  
🌀 2 or more opponent stones out of the game

0 Points  
🌀 Opponent stones still in the game

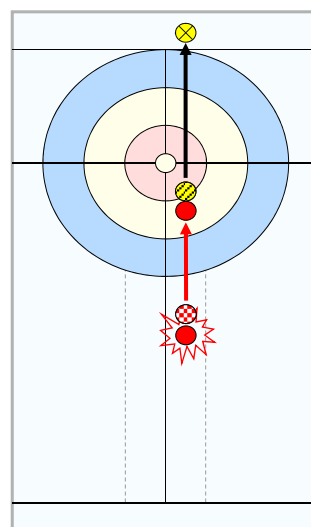


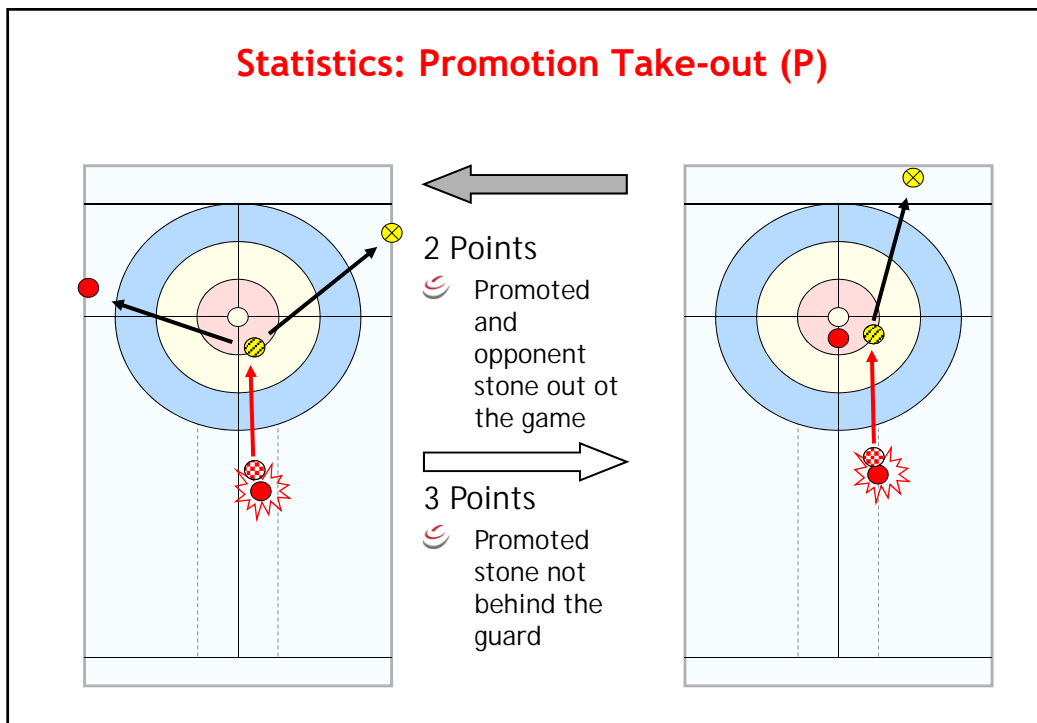
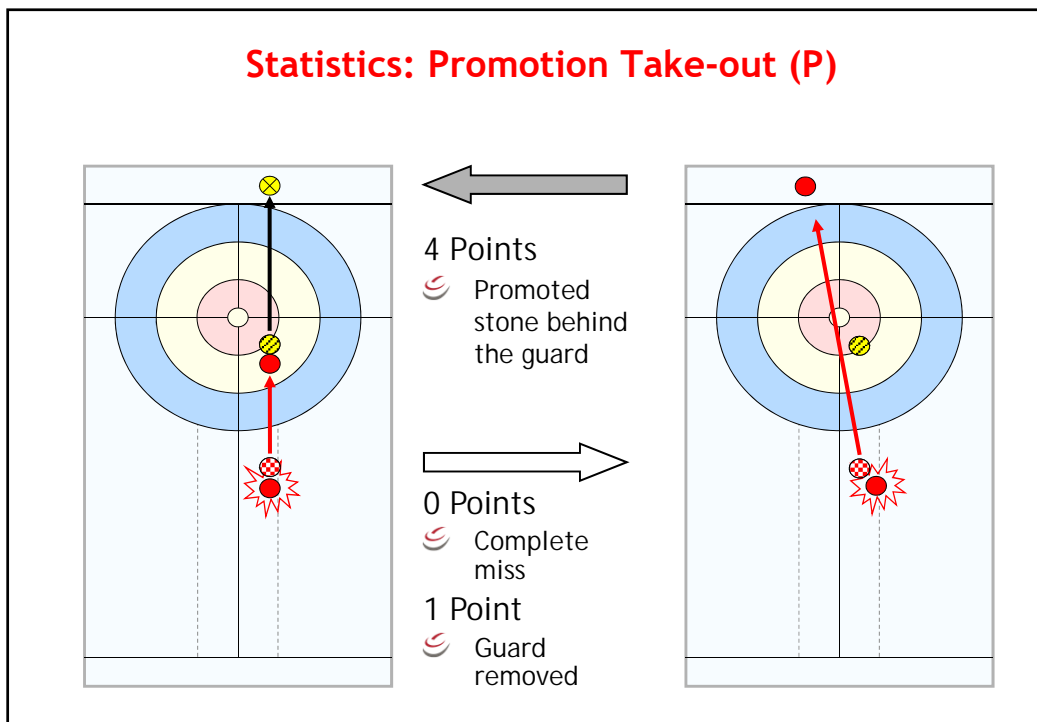
### Statistics: Double Take-out (S)



### Statistics: Type Promotion Take-out

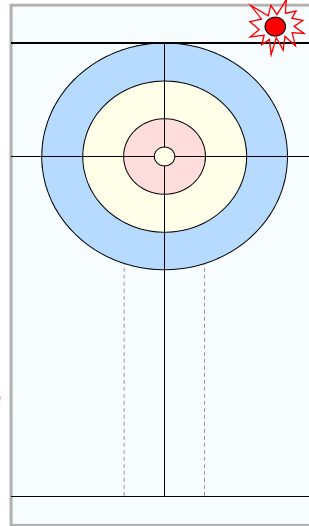
- Promotion Take-out (P)
- Promoting an own stone to remove an opponent stone





### Statistics: Type “Not considered”

- ☞ Not considered (X)
  - ☞ Playing through
  - ☞ Touched running stones
  
- ☞ Considered as 0 Points
  - ☞ Hog-line violation
  - ☞ Free guard rule
  - ☞ Playing through with a hogline violation **on purpose** is considered as 0 points (WCF request)



### 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

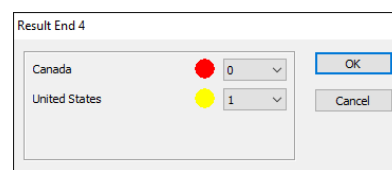


### General hint Only if guidelines allow


- ☺ 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

### 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 end x+1 -> click icon 

## 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

## 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:
  - ☺ Select **right after the game is over** the menu item "Game - End of Game"  
If in doubt, call the Result Office
  - ☺ If you are interested, you can check the stats when all is done

### 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

### 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

### 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)

### Common Problems: Graphics

- ☞ Put all stones as precise as possible, but do not lose too much
- ☞ 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)