



CURLING STATISTICS
How to score
2024 -2025

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

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.

© CURLIT 2024

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

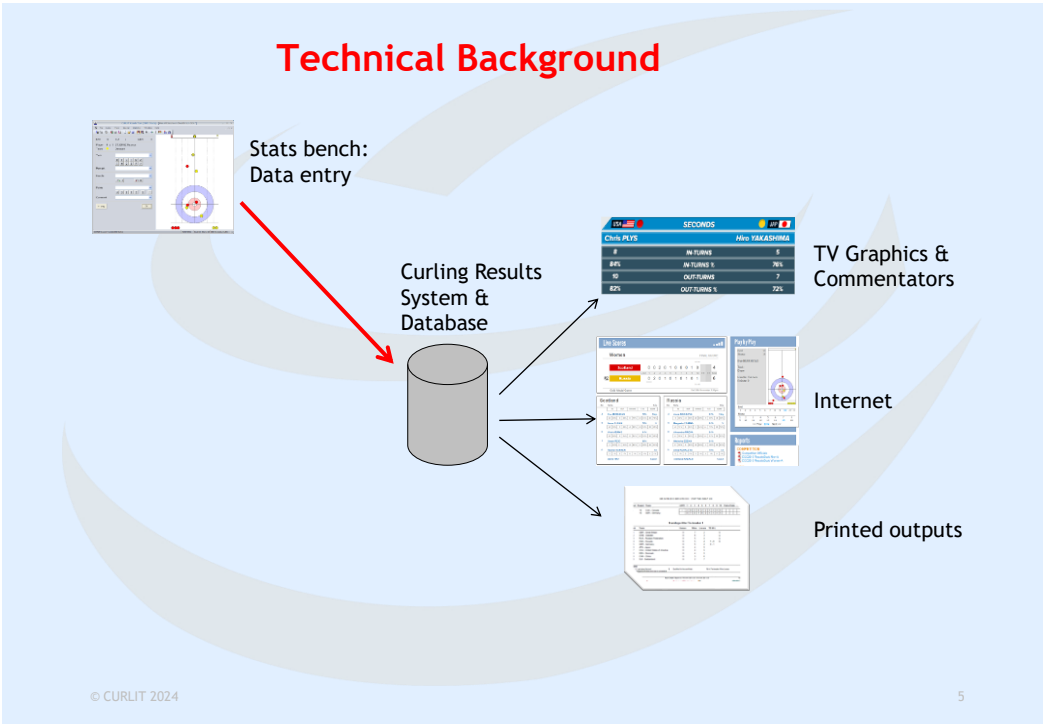
- 🌀 No additional points for “favorite team” or for “good looking players” or ...

🌀 In doubt, always score to the player's benefit

© CURLIT 2024

4

4



5



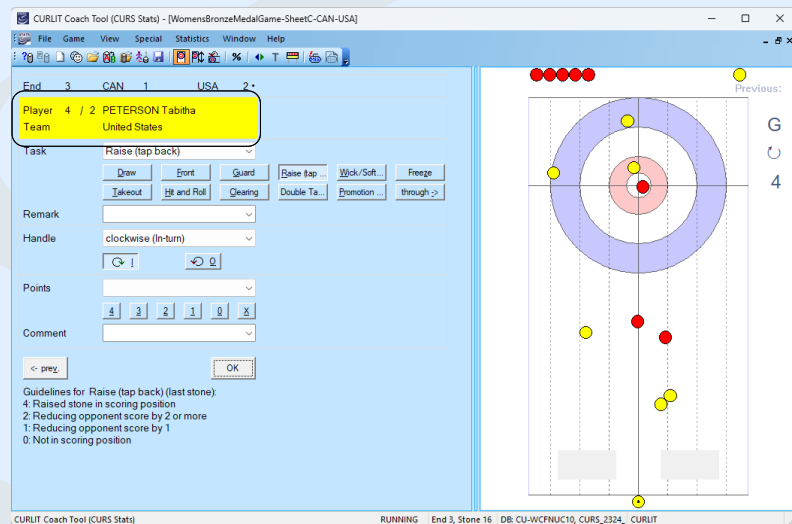
6

How people follow at home: PDF



7

CURS Stats Software 1



Check
for every stone:

- stone color
- name and NOC

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

8

8

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

© CURLIT 2024

9

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

© CURLIT 2024

10

CURS Stats Software 4

OK:
Use mouse or
better keyboard
(Enter key)

Do not forget!

11

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.

12

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 dot indicates shooter

© CURLIT 2024

13

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

© CURLIT 2024

15

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

© CURLIT 2024

16

16

Statistics: Type Draw



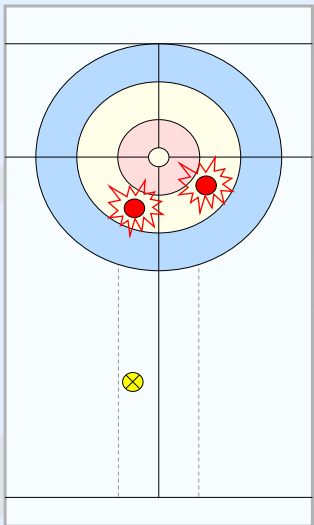
Draw (D)

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



Come around (D)

- ☞ In the house, behind an other stone



© CURLIT 2024

17

17

Statistics: Draw (D)

4 Points
In the house

0 Points
Not in the house

© CURLIT 2024

18

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

© CURLIT 2024

19

19

Statistics: Draw (D) Mixed Doubles

4 Points
Close to opponent Stone

3 Points
Not shot

© CURLIT 2024

20

20

Statistics: Type Front

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

© CURLIT 2024

21

21

Statistics: Front (F)

No Tick Zone (NTZ)

© CURLIT 2024

←

4 Points

↻ In front of the house, **touching** the centre line

→

3 Points

↻ In front of the house, **not touching** the centre line

22

22

Statistics: Front (F)

© CURLIT 2024

←

4 Points

↻ In front of the house, 2m (6ft) over the hog line

→

0 Points

↻ In (or behind) the house (Free Guard Zone)

23

23

© World Curling and CURLIT Ltd., 2024

page 11

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

© CURLIT 2024

24

Statistics: Type Guard

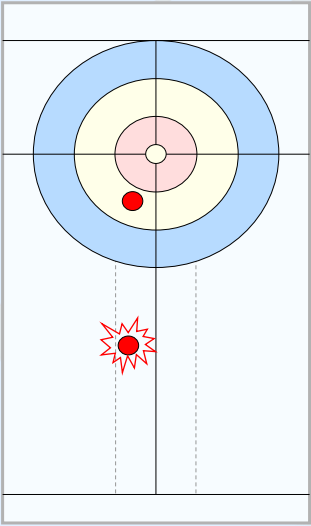
Guard (G)

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

© CURLIT 2024


25

Statistics: Guard (G)




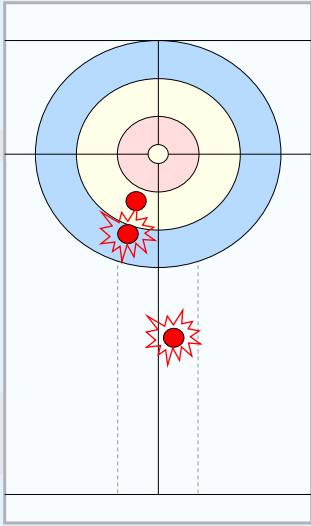
© CURLIT 2024

4 Points

 In front of the house, within the width of a stone

0 Points

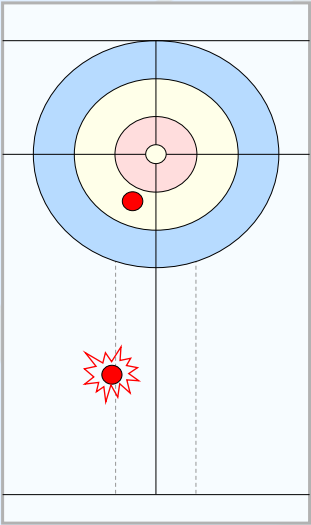
 Not covered or too long



26


26

Statistics: Guard (G)




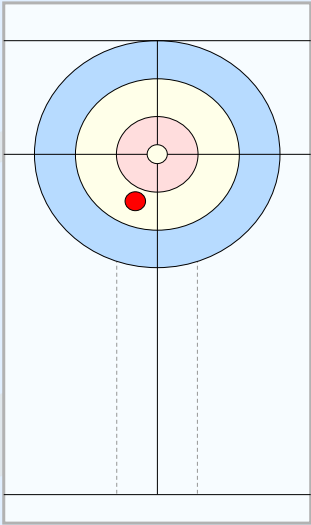
© CURLIT 2024

2 Points

 Partially covered

1/3 Points

 Somewhere in-between...

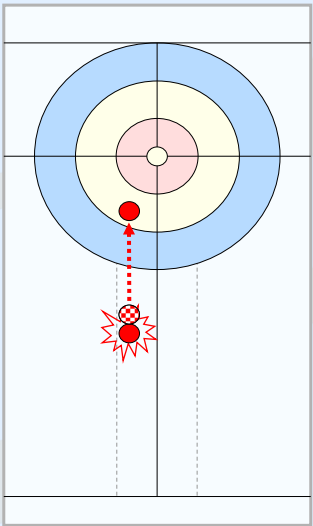


27

27

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

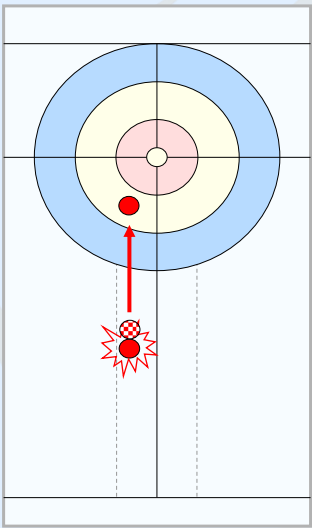


© CURLIT 2024

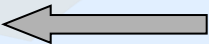
28

28

Statistics: Raise (R)



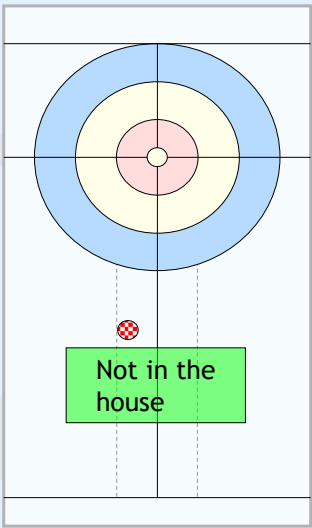
© CURLIT 2024



4 Points
☞ In the house, behind a guard



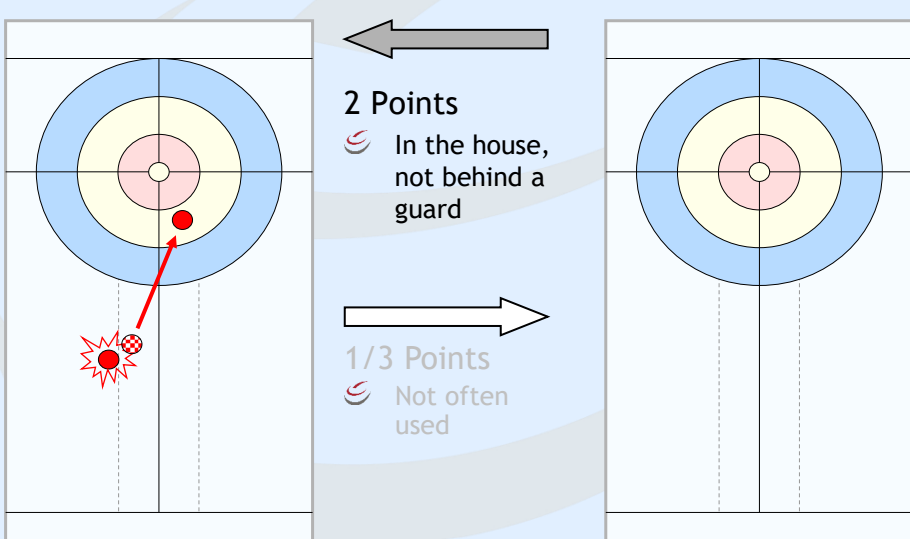
0 Points
☞ Not in the house



29

29

Statistics: Raise (R)



2 Points
In the house, not behind a guard

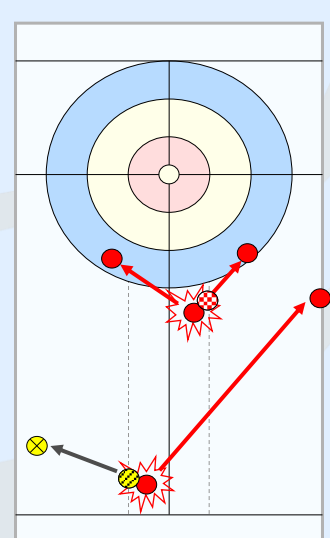
1/3 Points
Not often used

© CURLIT 2024

30

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



© CURLIT 2024

32

Statistics: Wick (W)

4 Points
Both stones in the house

0 Points
No stone in the house

© CURLIT 2024

33

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

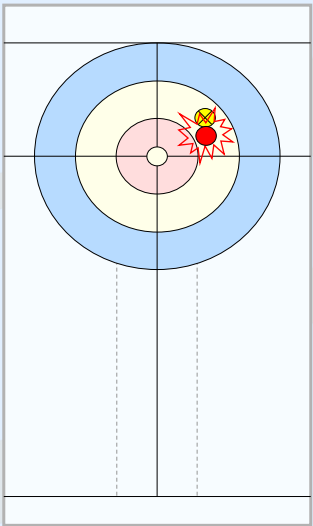
© CURLIT 2024

34

Statistics: Type Freeze (Z) (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**.

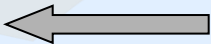
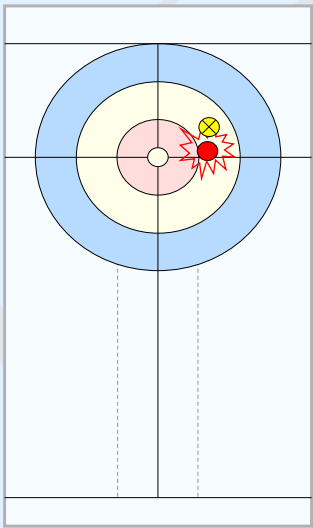


© CURLIT 2024

35

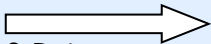
35

Statistics: Freeze (Z) (use with caution)



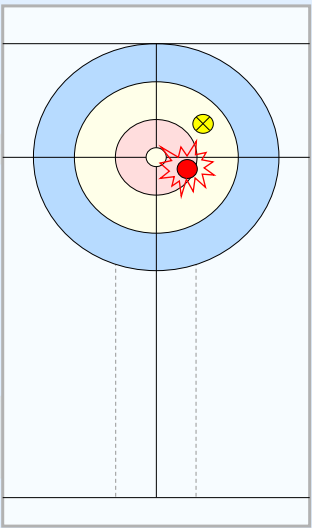
4 Points

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



0 Points

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

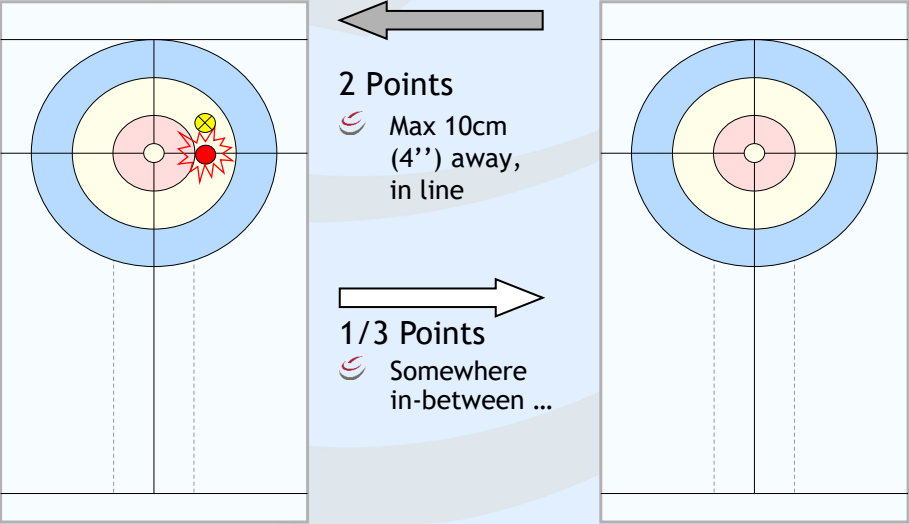


© CURLIT 2024

36

36

Statistics: Freeze (Z)
(use with caution)



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

1/3 Points
☞ Somewhere in-between ...

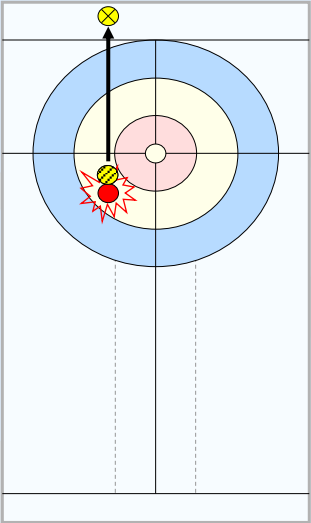
© CURLIT 2024 37

37

Statistics: Type Take-out

☞ **Take-out (T)**

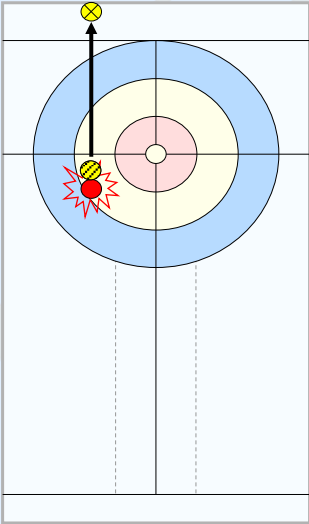
- ☞ Removing a stone
- ☞ The played stone stays in play



© CURLIT 2024 38

38

Statistics: Take-out (T)



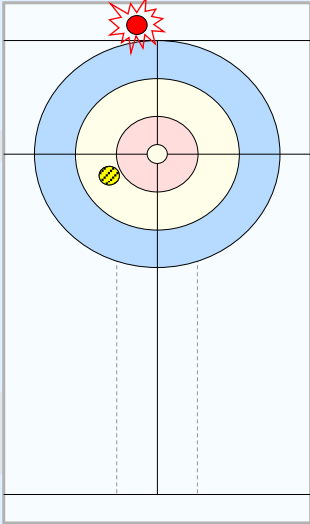
© CURLIT 2024

4 Points

Played stone stays in the game

0 Points

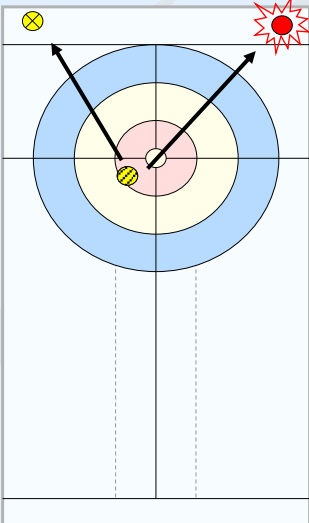
Opponent stone still in the game



39

39

Statistics: Take-out (T)



© CURLIT 2024

2 Points

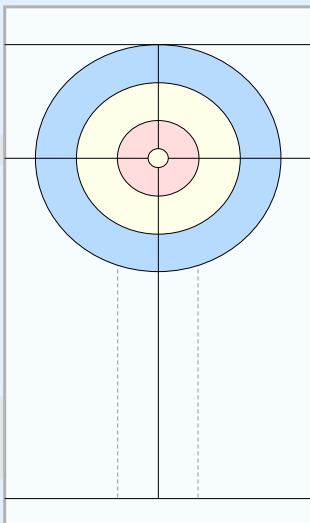
Played and opponent stone out of the game

3 Points

Hit and Stay rolling away, but still in game

1 Point

Not often used

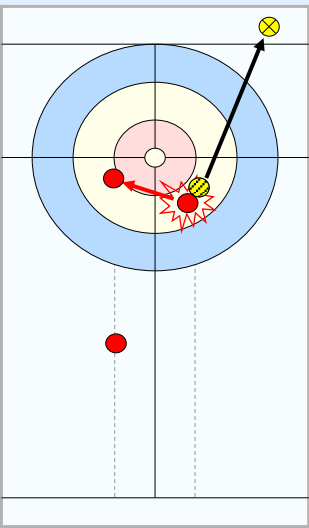


40

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

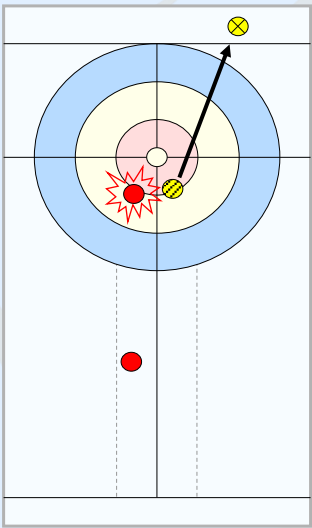


© CURLIT 2024

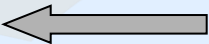
41

41

Statistics: Hit and Roll (H)

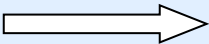


© CURLIT 2024



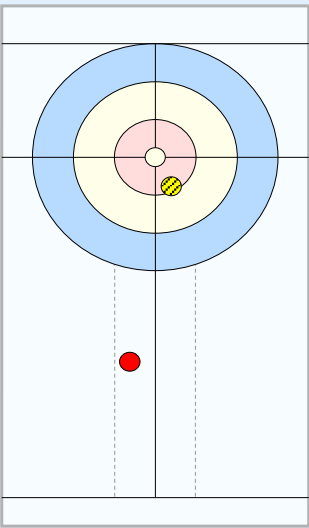
4 Points

- Played stone behind a guard



0 Points

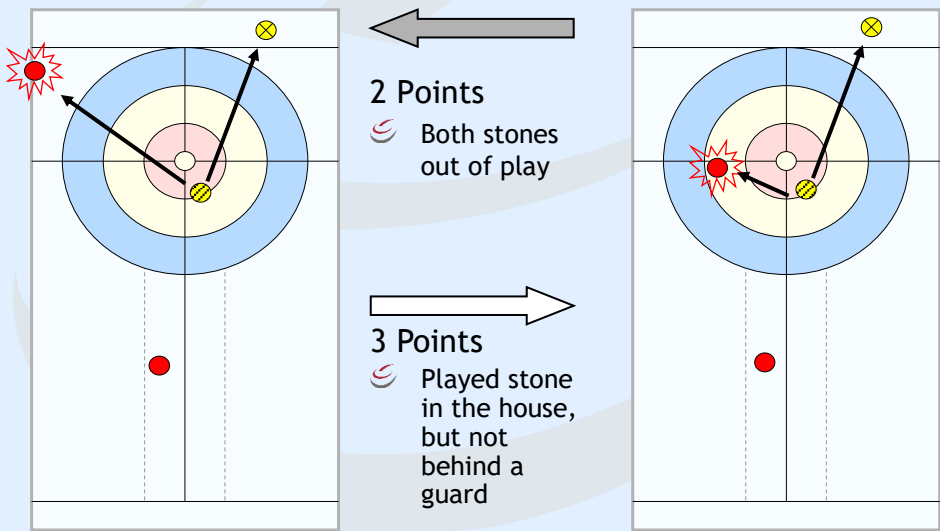
- Opponent stone still in the game



42

42

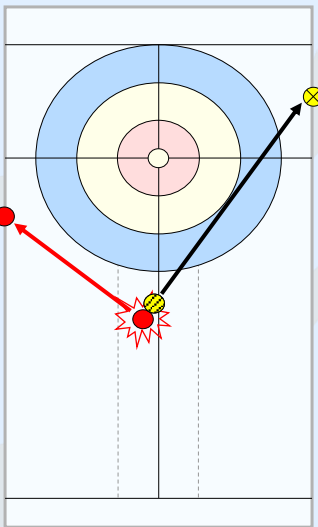
Statistics: Hit and Roll (H)



43

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



44

Statistics: Clearing (C)

4 Points
Both stones out of game

0 Points
Opponent stone still at the same spot
Own stone: 1 point

© CURLIT 2024

45

Statistics: Clearing (C)

2 Points
One stone moved, one out of the game
Score 1 instead of blank

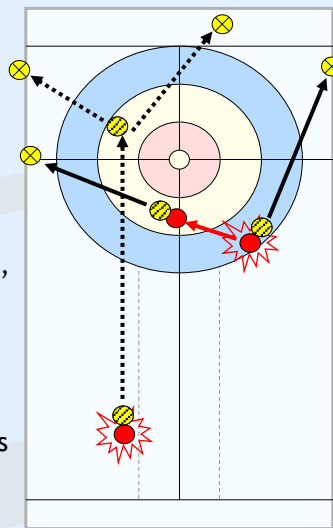
3 Points
Not often used

© CURLIT 2024

46

Statistics: Type Double-Take-out

- 🌀 Double-Take-out (S)
 - 🌀 Removing two stones, both in the house, same colour
- 🌀 Double-Take-out (S)
 - 🌀 Removing two stones, one in front of the house, one in the house, same colour
- 🌀 Multi-Take-out (S)
 - 🌀 Removing multiple stones
 - 🌀 «S» stands for «Super Take-out»

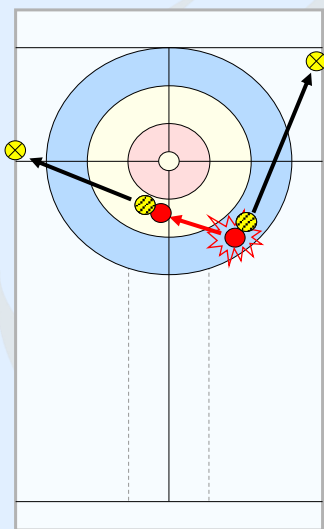


© CURLIT 2024

47

47

Statistics: Double Take-out (S)

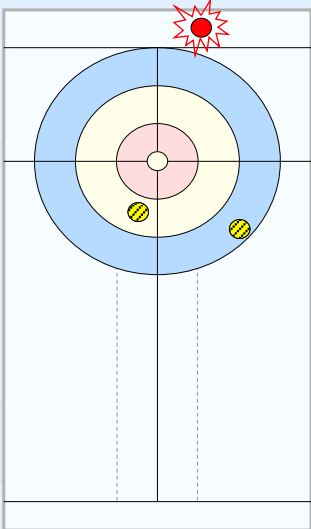


4 Points

🌀 2 or more opponent stones out of the game

0 Points

🌀 Opponent stones still in the game

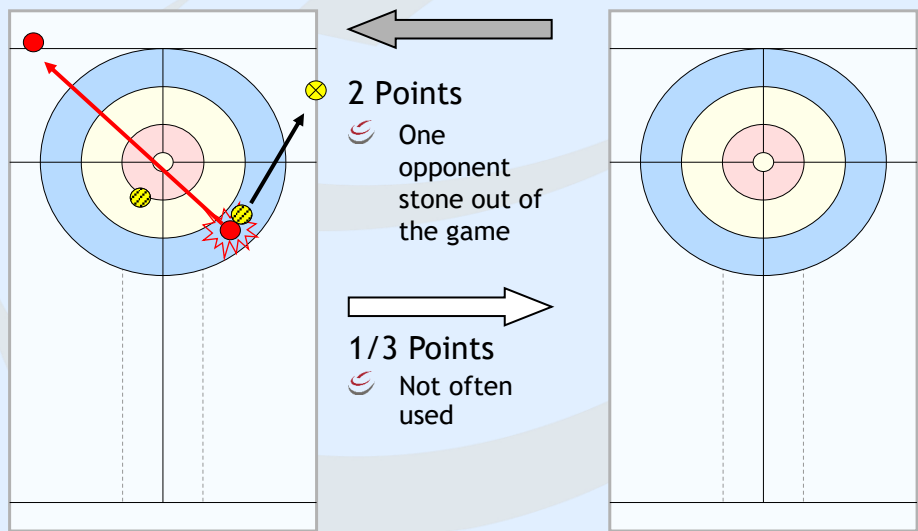


© CURLIT 2024

48

48

Statistics: Double Take-out (S)

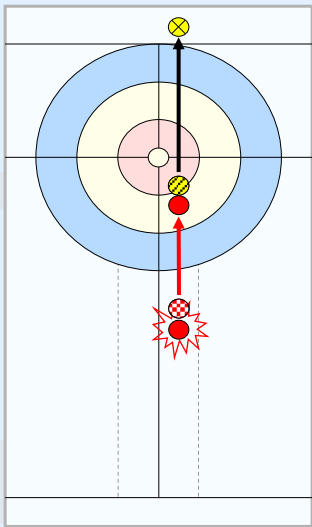


49

Statistics: Type Promotion Take-out

Promotion Take-out (P)

- Promoting an own stone to remove an opponent stone, **different colours**
- Hitting on multiple stones with different colours



50

Statistics: Promotion Take-out (P)

4 Points
Promoted stone behind the guard

0 Points
Complete miss

1 Point
Guard removed

© CURLIT 2024

51

Statistics: Promotion Take-out (P)

2 Points
Promoted and opponent stone out of the game

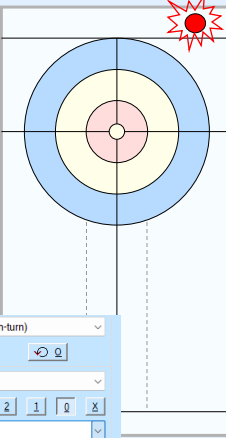
3 Points
Promoted stone not behind the guard

© CURLIT 2024

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
 - ☞ No Tick-Zone rule
- ☞ Add a Comment in all applicable Situations
 - ☞ Select from the list
 - ☞ Do not forget all measurements



Handle: clockwise (In-turn)

Points: 0 (0%)

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

© CURLIT 2024

53

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

© CURLIT 2024

54

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

© CURLIT 2024

55

55

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	●
England	●

OK Cancel

Read from DB

if not, click Cancel and adjust stones

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

© CURLIT 2024

56

56

Time-outs

No need to click anything

Be ready to see the decision what the team wants to play

© CURLIT 2024

58

58

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

EMERGENCY STATISTICS SHEET

End

Sheet

Stone 1

Team

Hand

Points

Stone 2

Team

Hand

Points

Stone 3

Team

Hand

Points

Stone 4

Team

Hand

Points

Stone 5

Team

Hand

Points

Stone 6

Team

Hand

Points

Stone 7

Team

Hand

Points

Stone 8

Team

Hand

Points

Stone 9

Team

Hand

Points

Stone 10

Team

Hand

Points

Stone 11

Team

Hand

Points

Stone 12

Team

Hand

Points

© CURLIT 2024

59

59

© World Curling and CURLIT Ltd., 2024

page 28

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)

© CURLIT 2024

60

60

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.

© CURLIT 2024

61

61

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

© CURLIT 2024

62

62

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

© CURLIT 2024

63

63

Common Hints: Graphics

- ☞ Put all stones as precise as possible, **specially at the beginning of the end**, but do not lose too much time.
You can use <, >, ↑, ↓ keys for small adjustments
- ☞ 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)

© CURLIT 2024

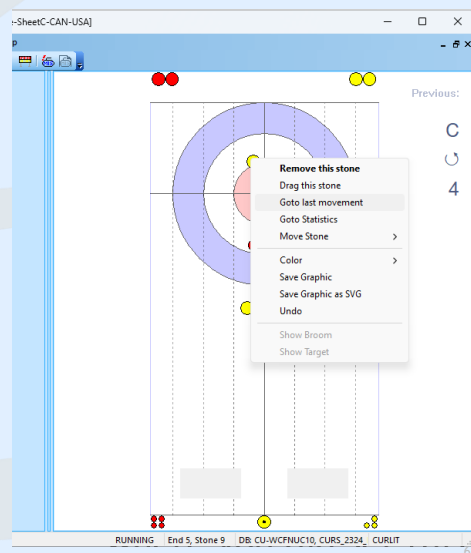
64

64

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)



© CURLIT 2024

65

65



Good Curling!