CURLING STATISTICS

How to score

Season 2026 - 2027

1

Topics

- Goal – Audience - Distribution
- Technical Background
- Live Scores & Printed Reports
- CURS Stats Software
- Guidelines
- Samples

2

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Goal - Audience - Distribution

- Goal
  - Capture of data on how a player and/or a whole team performed in a game/competition
  - Information distribution in the venue and around the world
  - Accessibility to overall statistics
  - Analysis opportunities

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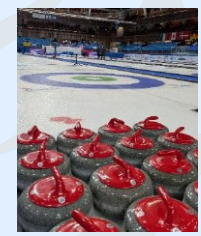
Goal - Audience - Distribution

- Audience
  - Media: TV stations, press, social media
  - Coaches/players
  - Spectators
  - Fans around the world
- Distribution
  - Online – Live Scores Website
  - Specific connections to specific customers (e.g. TV Graphics)



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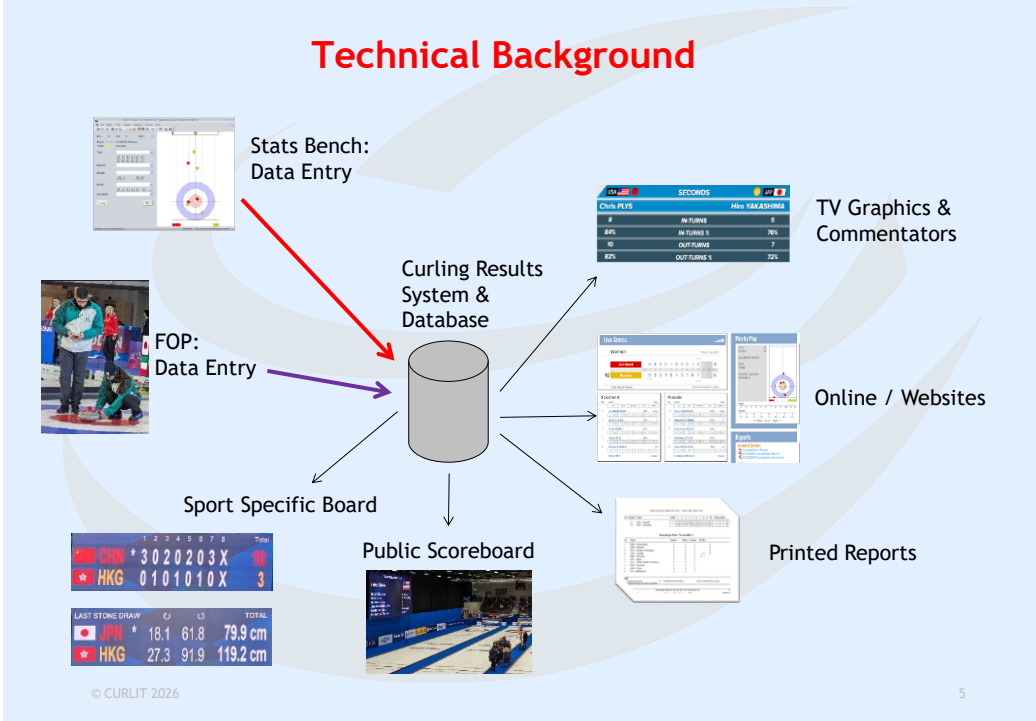
Technical Background
Stats Bench:
Data Entry
FOP:
Data Entry
Curling Results
System &
Database
TV Graphics &
Commentators
Online / Websites
Printed Reports
Sport Specific Board
Public Scoreboard
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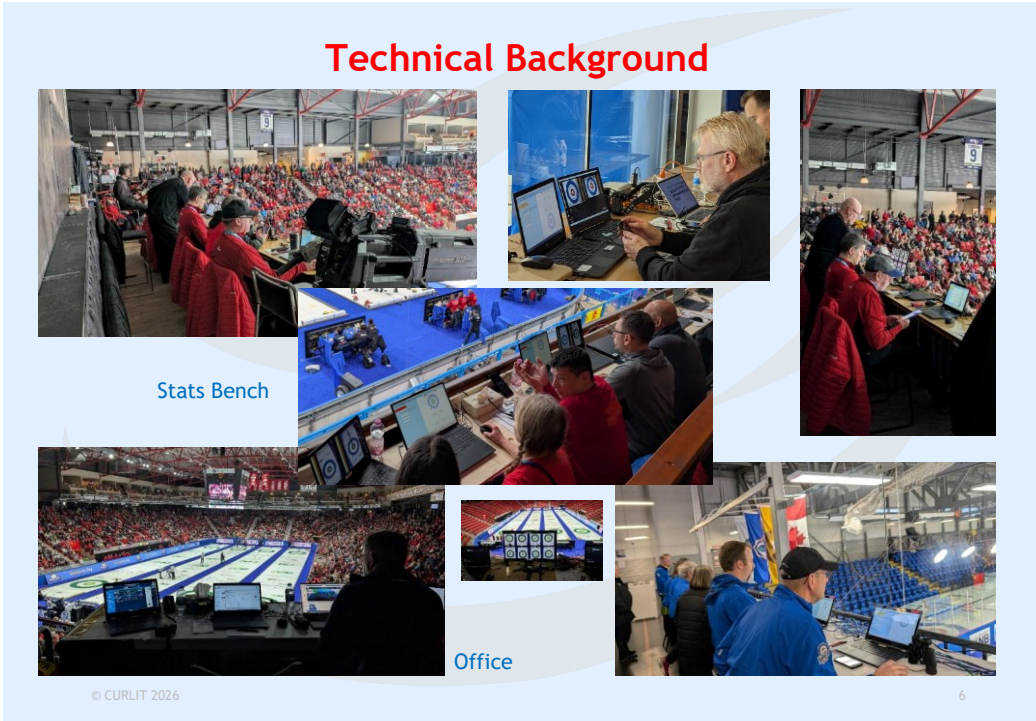
Technical Background
Stats Bench
Office
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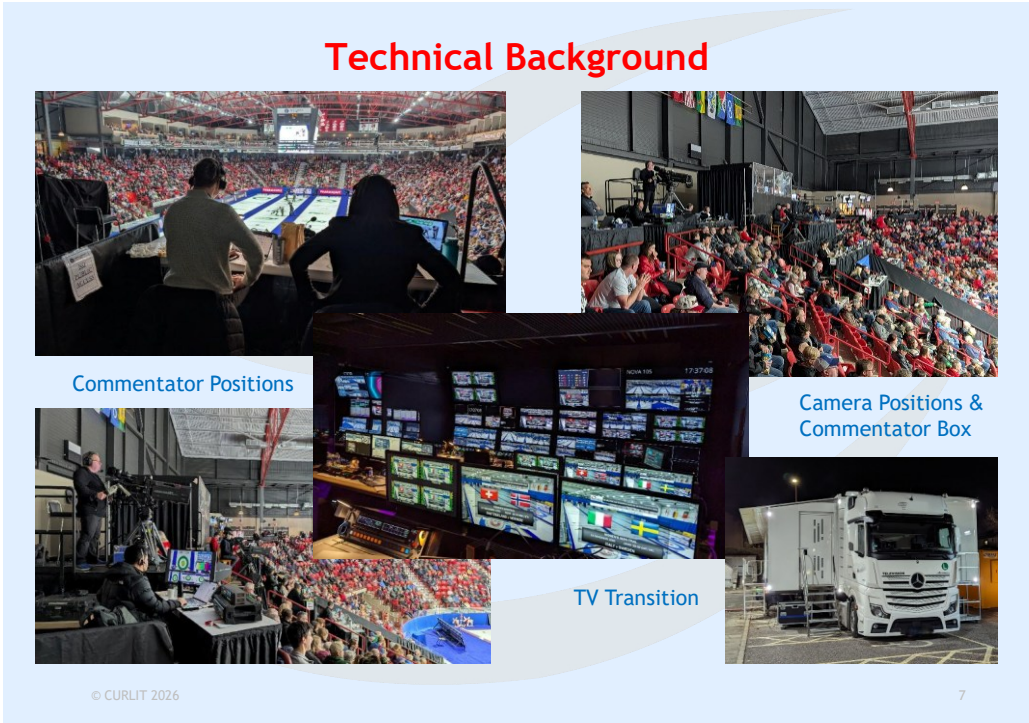
6


Technical Background
Commentator Positions
Camera Positions &
Commentator Box
TV Transition
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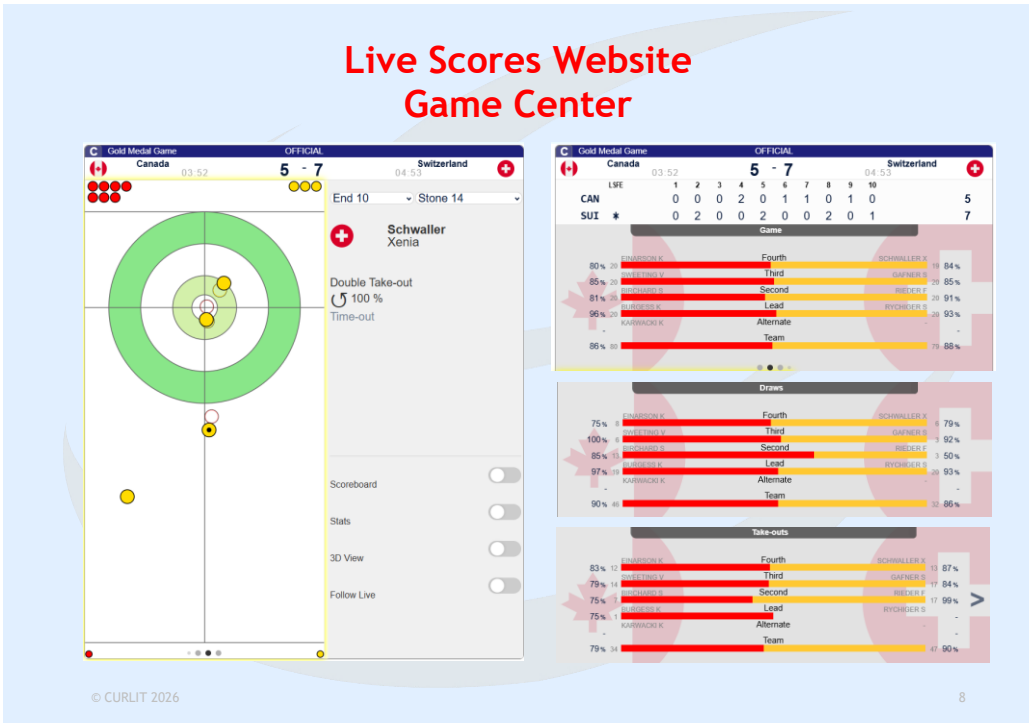
Live Scores Website
Game Center
Gold Medal Game
OFFICIAL
Canada
Switzerland
5 - 7
End 10
Stone 14
Schwaller
Xenia
Double Take-out
100 %
Time-out
Scoreboard
Stats
3D View
Follow Live
Game
Draws
Take-outs
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Live Scores Website Statistics

Finals

C Gold Medal Game — OFFICIAL

Switzerland 4 - 5 Scotland

	LSFE	1	2	3	4	5	6	7	8	9	10	
SUI	*	1	0	0	0	0	2	0	1	0	0	4
SCO		0	0	0	0	2	0	2	0	0	1	5

C Bronze Medal Game — OFFICIAL

Canada 11 - 2 China

	LSFE	1	2	3	4	5	6	7	8	9	10	
CAN	*	3	0	0	5	2	0	0	1	X	X	11
CHN		0	0	1	0	0	1	0	0	X	X	2

Stats - Sheet C

Sheet C

Team	↻ Player	Value	↺ Player	Value	LSD Total
Switzerland					*
Scotland					

Team	#	Draw	#	Take-Out	#	Total	Time-out available	Time remaining after last end
Switzerland	56	93 %	24	92 %	80	93 %	0	1:24
Scotland	31	88 %	48	91 %	79	90 %	0	1:49

Team	Position	Player	#	Draw	#	Take-Out	#	Total
Switzerland	Vice-Skip	SCHWARZ-VAN BERKEL Benoit	13	88 %	7	100 %	20	93 %
Scotland	Skip	MOUAT Bruce	5	85 %	14	95 %	19	92 %
Switzerland	Skip	SCHWALLER Yannick	12	94 %	8	88 %	20	91 %
Scotland	Vice-Skip	HARDIE Grant	3	75 %	17	88 %	20	86 %
Switzerland	Second	MICHEL Sven	11	93 %	9	89 %	20	91 %
Scotland	Second	LAMMIE Bobby	3	83 %	17	90 %	20	89 %
Switzerland	Lead	LACHAT-COUCHEPIN Pablo	20	95 %	0	- %	20	95 %
Scotland	Lead	McMILLAN Hammy	20	91 %	0	- %	20	91 %
Switzerland	Alternate	SCHWALLER Kim	0	- %	0	- %	0	- %
Scotland	Alternate	WADDELL Kyle	0	- %	0	- %	0	- %

Scoring Analysis

Team	Games		Stolen ends	Stolen points	Last Stone efficiency	Force efficiency	Blank ends	Scored 1	Scored 2	Scored 3	Scored 4	Scored 5-8	Total	Plus/ Minus
CAN - Canada	14	For	13	18	60%	85%	10	24	24	8	1	1	105	+54
		Against	3	4			12	35	5	2	0	0	51	
SUI - Switzerland	14	For	11	15	58%	52%	6	24	26	6	1	0	98	+21
		Against	6	6			13	29	17	2	2	0	77	
SWE - Sweden	13	For	12	13	45%	52%	5	34	15	7	1	0	89	+17
		Against	4	6			10	25	16	5	0	0	72	
SCO - Scotland	15	For	9	10	55%	53%	14	25	22	5	2	2	102	+15
		Against	8	12			9	29	17	4	3	0	87	
NOR - Norway	13	For	14	19	40%	57%	8	32	15	5	3	0	89	+12
		Against	7	8			3	31	14	6	0	0	77	

Summary of Big Ends

Points Scored By		Against	Session	End	Game Result
5	SCO - Scotland	AUT - Austria	2	4	12 - 2
5	SCO - Scotland	AUT - Austria	2	1	12 - 2
5	CAN - Canada	CHN - China	BM	4	11 - 2
4	CHN - China	GER - Germany	8	8	11 - 10
4	CHN - China	GER - Germany	8	6	11 - 10
4	CHN - China	USA - United States	3	8	8 - 2
4	GER - Germany	JPN - Japan	11	5	11 - 3

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Printed Reports Shot by Shot

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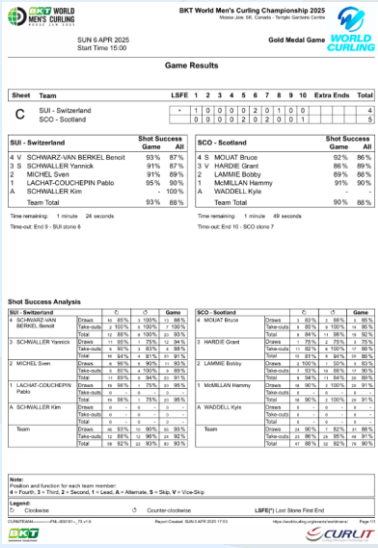
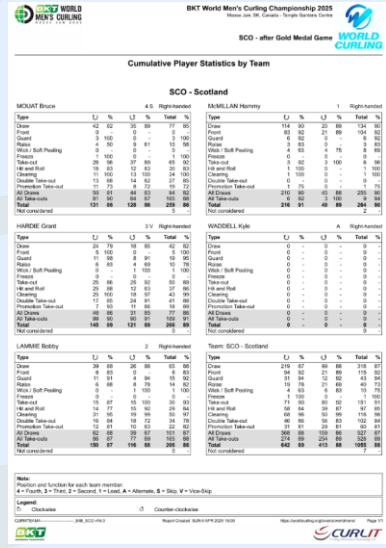
Printed Reports
Statistics - some samples





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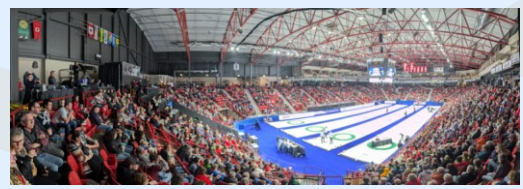
CURS Stats Software - 1

The software contains all information for each sheet – there is nothing you have to handle yourself. It covers:

- Who plays who
- Stone colour assignment
- Line-up for each team with all player names
- Direction of play (graphics)
- Once the Last Stone Draws (LSD) have been played, it is also defined which team starts the game. At this point, the Stats Supervisor/ Results Office will come to you and load the game for each sheet.
- Starting from this point, the software is "hot", and all data entry goes out in the world. Please do not play around before the game really starts!



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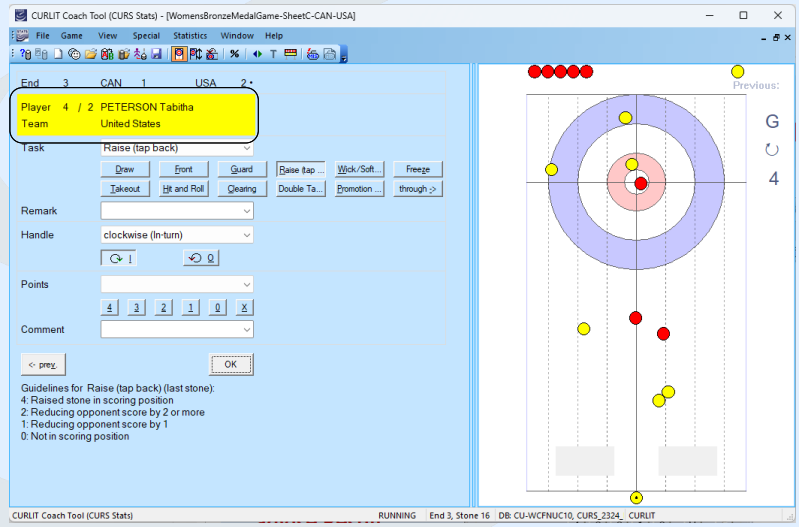
CURS Stats Software - 2

Check
for every stone:

- **stone colour**
- **name and team**

If not matching, advise Results office/Supervisor **immediately**



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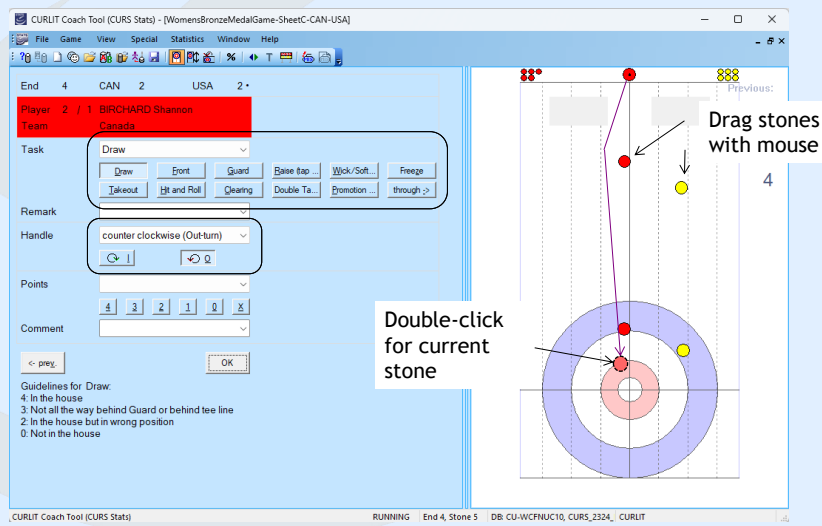
CURS Stats Software - 3

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

Task and Handle:
Use mouse or keyboard (shortcut)



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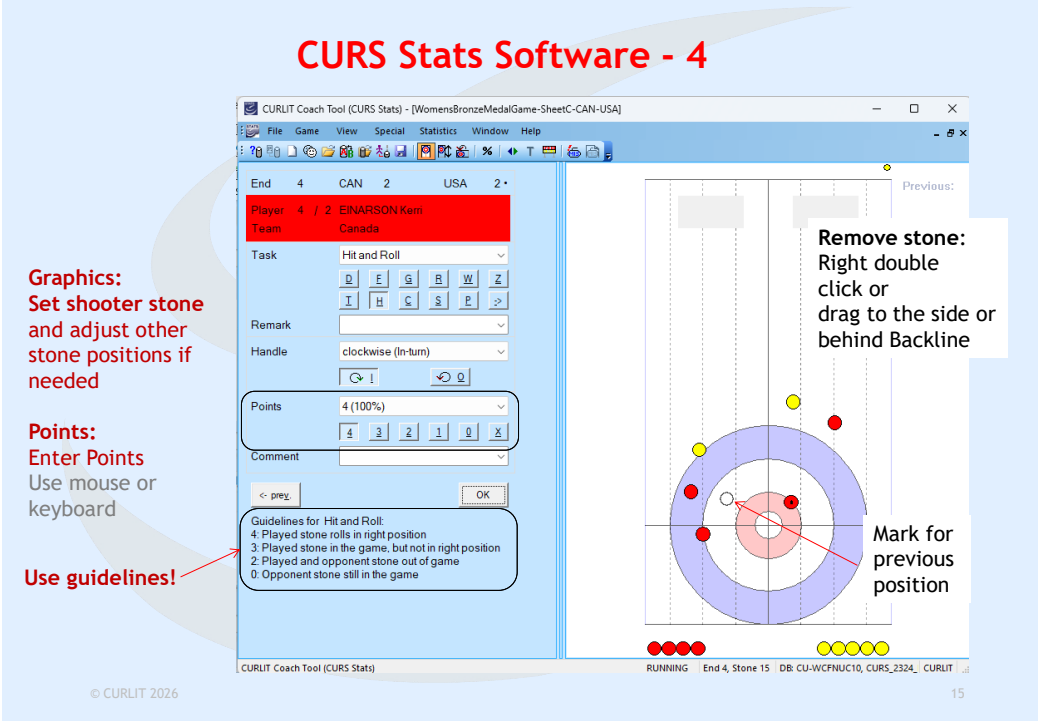
CURS Stats Software - 4
Graphics:
Set shooter stone and adjust other stone positions if needed
Points:
Enter Points
Use mouse or keyboard
Use guidelines!
Remove stone:
Right double click or drag to the side or behind Backline
Mark for previous position
CURLIT Coach Tool (CURS Stats) - [WomensBronzeMedalGame-SheetC-CAN-USA]
File Game View Special Statistics Window Help
End 4 CAN 2 USA 2
Player 4 / 2 EINARSON Kerri
Team Canada
Task Hit and Roll
Remark
Handle clockwise (In-turn)
Points 4 (100%)
Comment
<- prev.
OK
Guidelines for Hit and Roll:
4: Played stone rolls in right position
3: Played stone in the game, but not in right position
2: Played and opponent stone out of game
0: Opponent stone still in the game
Previous:
CURLIT Coach Tool (CURS Stats)
RUNNING End 4, Stone 15 DB: CU-WCFNUC10, CURS_2324_ CURLIT
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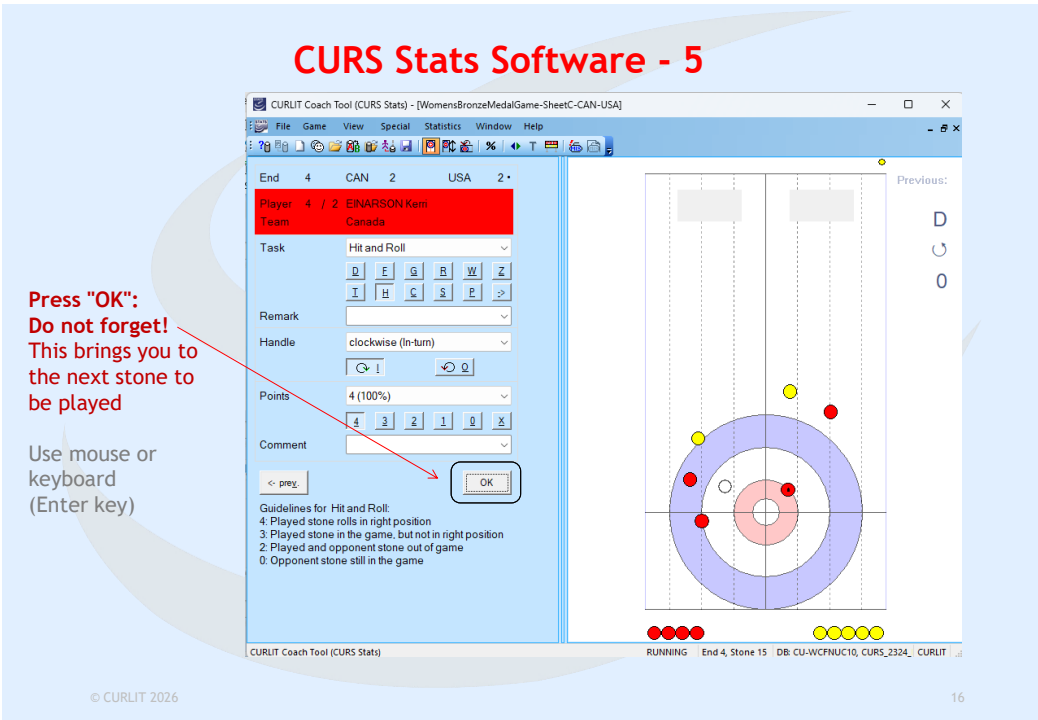
CURS Stats Software - 5
Press "OK":
Do not forget!
This brings you to the next stone to be played
Use mouse or keyboard
(Enter key)
CURLIT Coach Tool (CURS Stats) - [WomensBronzeMedalGame-SheetC-CAN-USA]
File Game View Special Statistics Window Help
End 4 CAN 2 USA 2
Player 4 / 2 EINARSON Kerri
Team Canada
Task Hit and Roll
Remark
Handle clockwise (In-turn)
Points 4 (100%)
Comment
<- prev.
OK
Guidelines for Hit and Roll:
4: Played stone rolls in right position
3: Played stone in the game, but not in right position
2: Played and opponent stone out of game
0: Opponent stone still in the game
Previous:
D
0
CURLIT Coach Tool (CURS Stats)
RUNNING End 4, Stone 15 DB: CU-WCFNUC10, CURS_2324_ CURLIT
© CURLIT 2026
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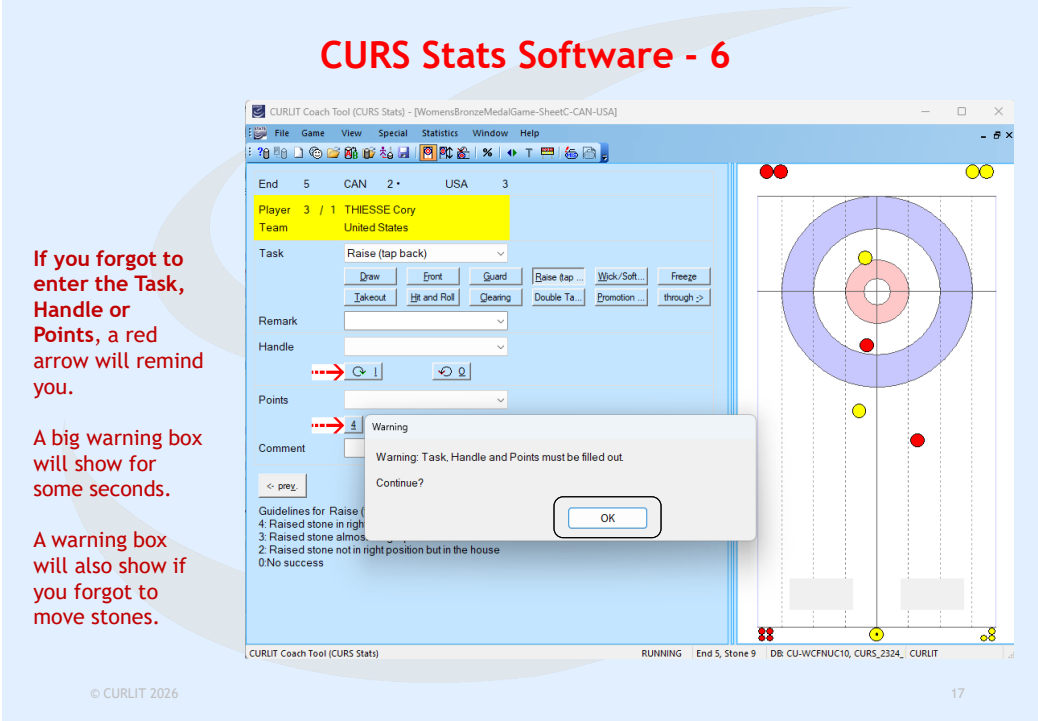
CURS Stats Software - 6
If you forgot to enter the Task, Handle or Points, a red arrow will remind you.
A big warning box will show for some seconds.
A warning box will also show if you forgot to move stones.
CURLIT Coach Tool (CURS Stats) - [WomensBronzeMedalGame-SheetC-CAN-USA]
File Game View Special Statistics Window Help
End 5 CAN 2 USA 3
Player 3 / 1 THIESSE Cory
Team United States
Task Raise (tap back)
Draw Front Guard Raise (tap ... Wick/Soft... Freeze
Takeout Hit and Roll Clearing Double Ta... Promotion ... through ->
Remark
Handle
Points
Comment
<- prev.
Warning
Warning: Task, Handle and Points must be filled out.
Continue?
OK
Guidelines for Raise (
4: Raised stone in righ
3: Raised stone almos
2: Raised stone not in right position but in the house
0:No success
CURLIT Coach Tool (CURS Stats) RUNNING End 5, Stone 9 DB: CU-WCFNUC10, CURS_2324_ CURLIT
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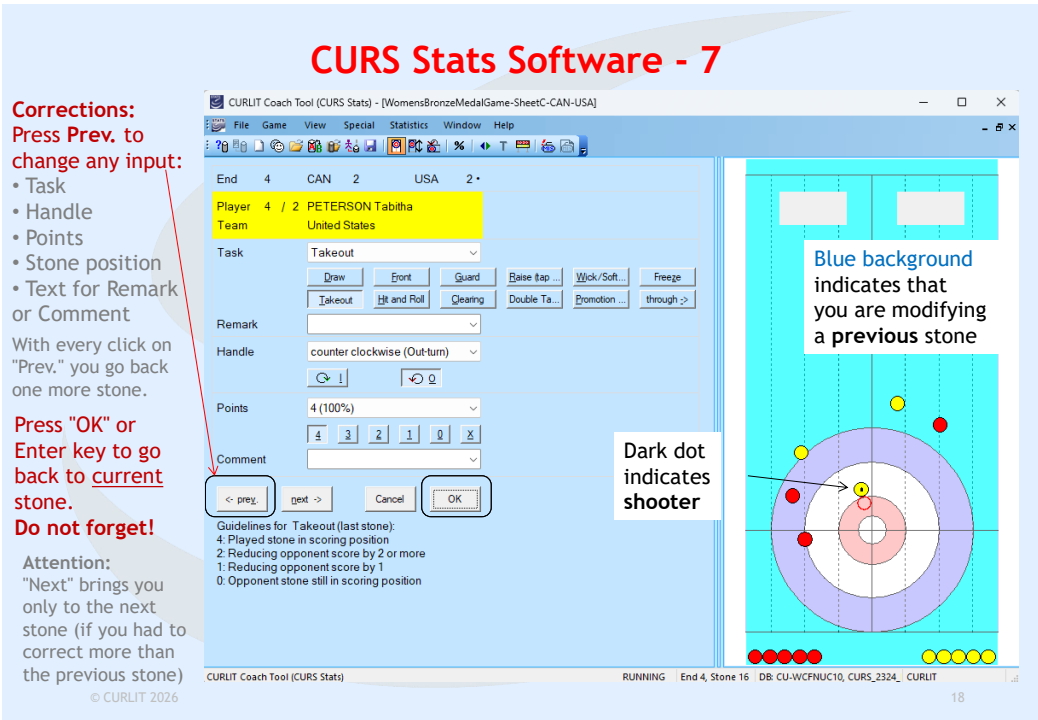
CURS Stats Software - 7
Corrections:
Press Prev. to change any input:
• Task
• Handle
• Points
• Stone position
• Text for Remark or Comment
With every click on "Prev." you go back one more stone.
Press "OK" or Enter key to go back to current stone.
Do not forget!
Attention:
"Next" brings you only to the next stone (if you had to correct more than the previous stone)
CURLIT Coach Tool (CURS Stats) - [WomensBronzeMedalGame-SheetC-CAN-USA]
File Game View Special Statistics Window Help
End 4 CAN 2 USA 2
Player 4 / 2 PETERSON Tabitha
Team United States
Task Takeout
Draw Front Guard Raise (tap ... Wick/Soft... Freeze
Takeout Hit and Roll Clearing Double Ta... Promotion ... through ->
Remark
Handle counter clockwise (Out-turn)
Points 4 (100%)
4 3 2 1 0 X
Comment
<- prev. next -> Cancel OK
Guidelines for Takeout (last stone):
4: Played stone in scoring position
2: Reducing opponent score by 2 or more
1: Reducing opponent score by 1
0: Opponent stone still in scoring position
Blue background indicates that you are modifying a previous stone
Dark dot indicates shooter
CURLIT Coach Tool (CURS Stats) RUNNING End 4, Stone 16 DB: CU-WCFNUC10, CURS_2324_ CURLIT
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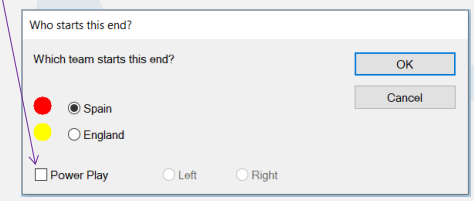
CURS Stats Software - Mixed Doubles

- **Before each end**
- **Always**: Wait to see which team starts (check stone positions), select team name
- Indicate if there is a Power Play (each team once, not in Extra End).
  Left/Right is from the player's view / from the hack position.
- **Always**: Indicate if F or M player starts (the teams can swap positions each end)

1.



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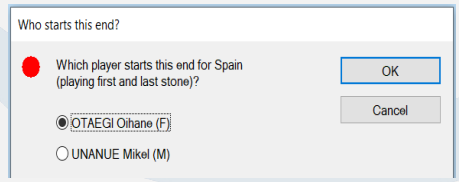
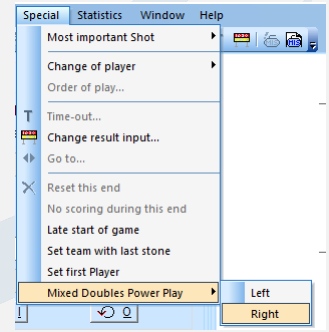


If you missed to set Power Play or if you set it to the wrong side or by mistake:



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General Approach for Statistics Entry

- Follow the guidelines
  - Different statisticians scoring the same game should judge (almost) the same
- Try to find out what the skip really wants
  - Consider all options that the skip gives to the player
  - Do not judge the skip's decision
- Be fair and equal to all teams
  - No additional points for a "favourite team" or for "good looking players" or ...
- In doubt, always score to the player's benefit

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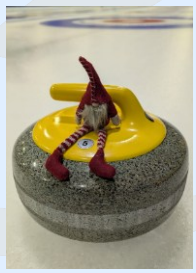
Stones - Different Tasks

- Slow Stones
  - Draw (D)
  - Front (F)
  - Guard (G)
  - Raise (R)
  - Wick (W)
  - Freeze (Z)



- Fast Stones
  - Take-out (T)
  - Hit and Roll (H)
  - Clearing (C)
  - Double Take-out (S)
  - Promotion Take-out (P)

Shortcut keys to be used on keyboard are indicated in brackets.

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Points and Handle

- Points
  - 4 (100%)
  - 3 (75 %)
  - 2 (50%)
  - 1 (25 %)
  - 0 (miss, 0%)
  - X (not considered)
  - no bonus points

- Handle
  - Clockwise (In-turn, short key 'I')
  - Counter clockwise (Out-turn, short key 'O')
  - Handedness of the player does not matter – only check stone rotation

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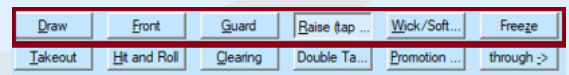
Task - Slow Stones

- Slow Stones
  - Draw (D)
  - Front (F)
  - Guard (G)
  - Raise (R)
  - Wick (W)
  - Freeze (Z)

In the software, "Slow Stones" are listed in the upper row:



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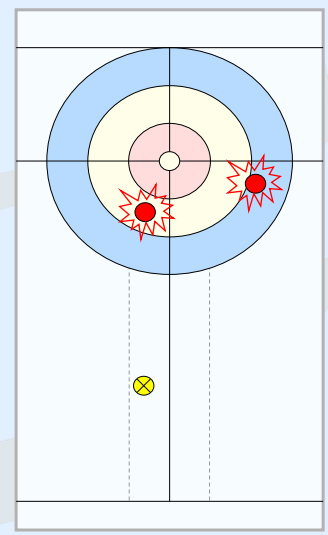
Task - Draw (D)

- Shortcut "D"
- Characteristics:
  - In the house
  - Does not need to move other stones
  - Can slightly touch other stones
  - A "Come around" is also considered a "Draw"



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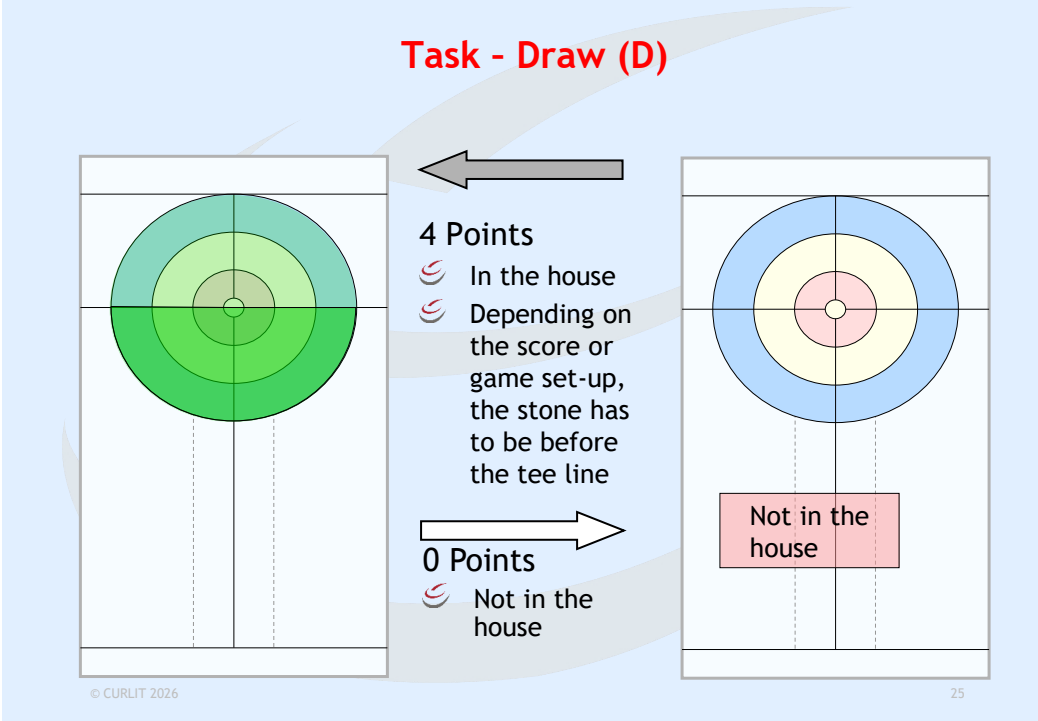
Task - Draw (D)
4 Points
In the house
Depending on the score or game set-up, the stone has to be before the tee line
0 Points
Not in the house
Not in the house
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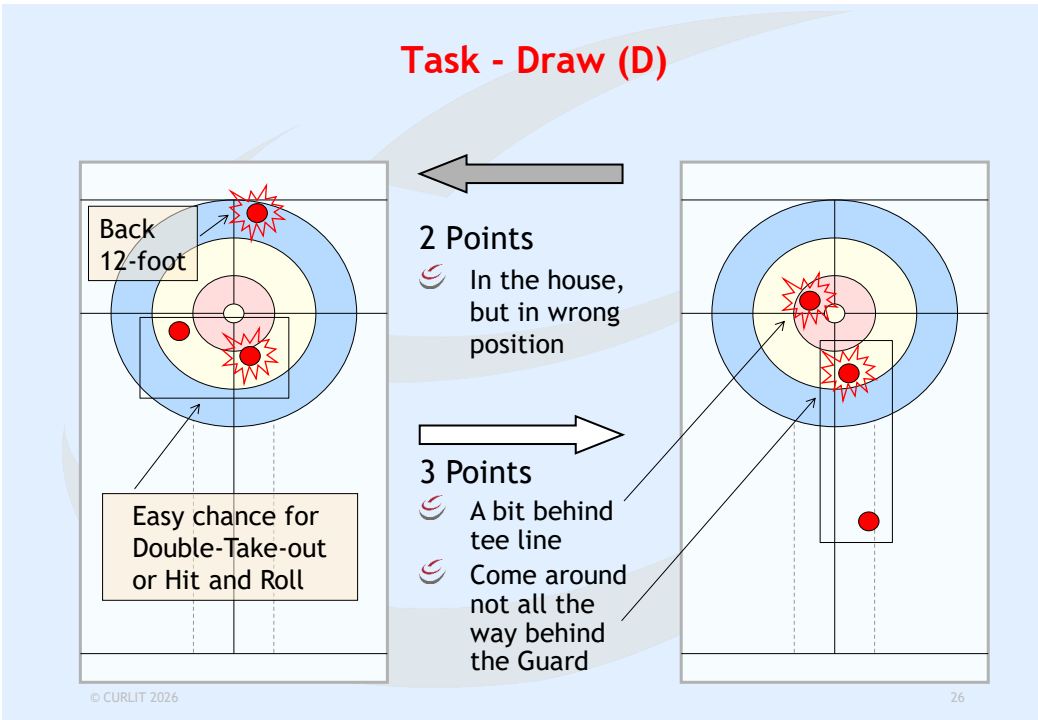
Task - Draw (D)
Back 12-foot
Easy chance for Double-Take-out or Hit and Roll
2 Points
In the house, but in wrong position
3 Points
A bit behind tee line
Come around not all the way behind the Guard
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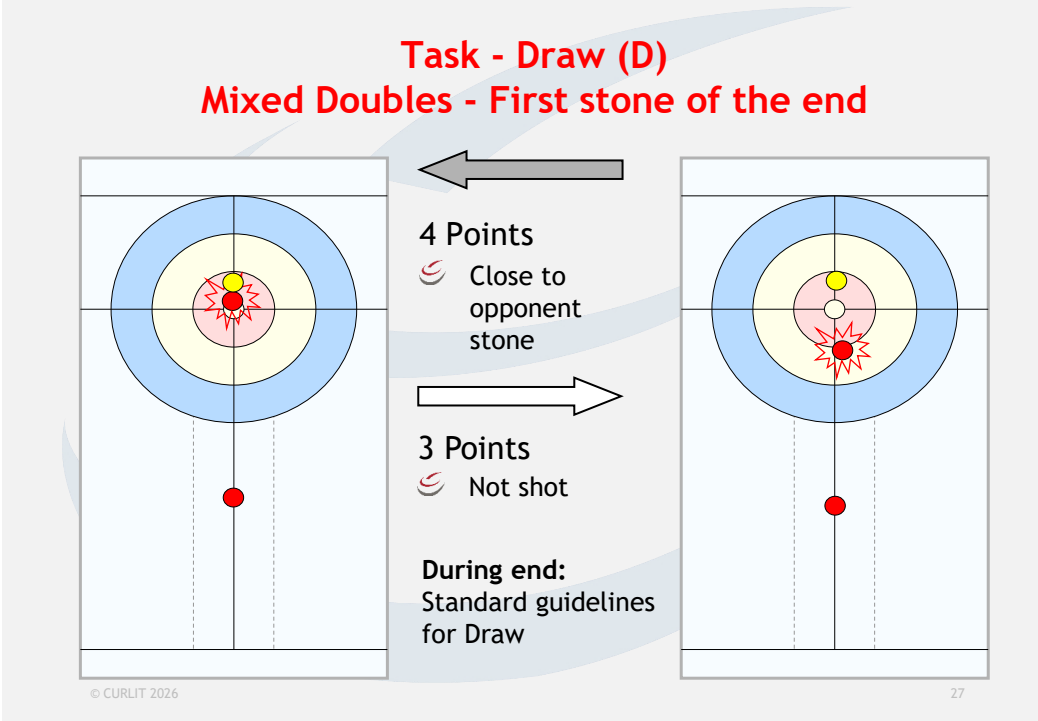
Task - Draw (D)
Mixed Doubles - First stone of the end
4 Points
Close to opponent stone
3 Points
Not shot
During end:
Standard guidelines for Draw
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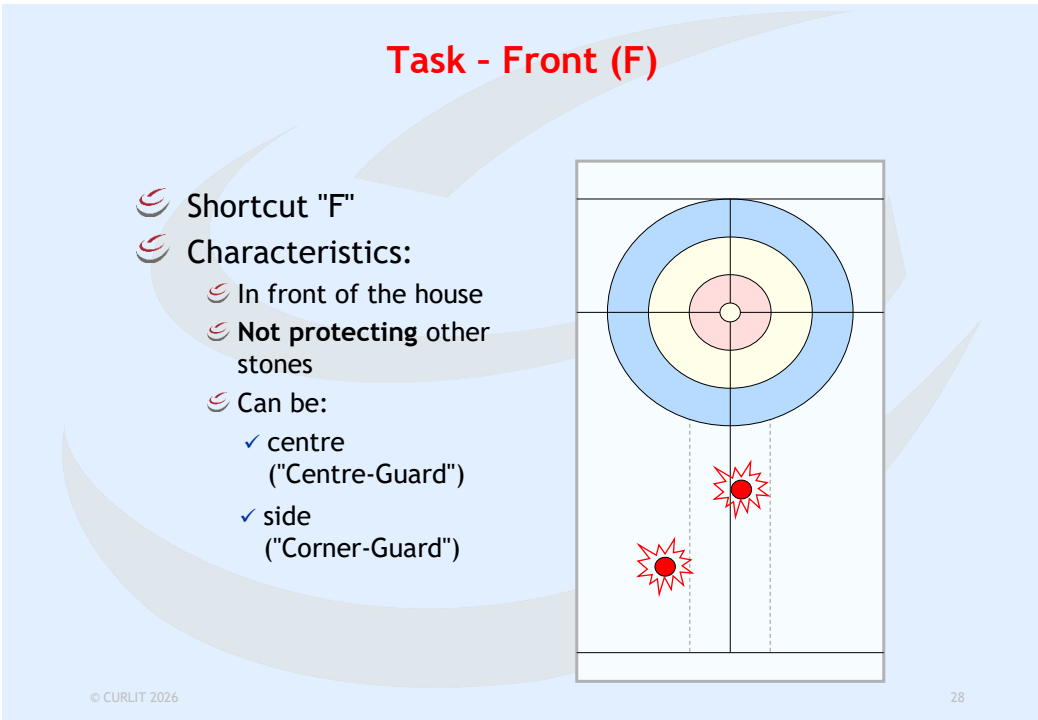
Task - Front (F)
Shortcut "F"
Characteristics:
In front of the house
Not protecting other stones
Can be:
centre ("Centre-Guard")
side ("Corner-Guard")
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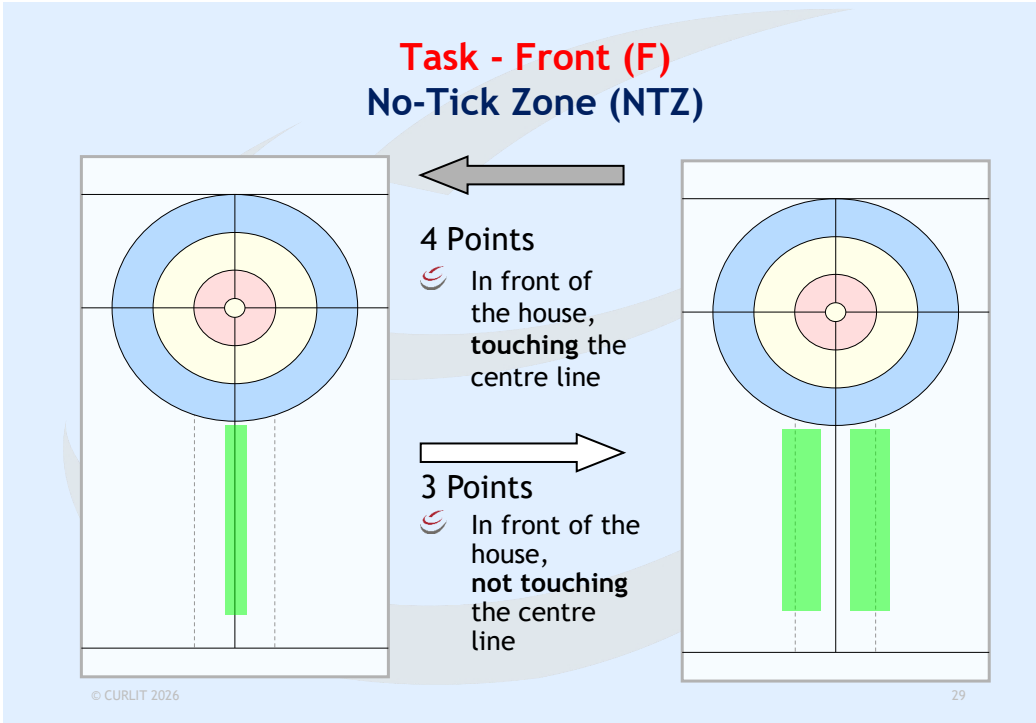
Task - Front (F)
No-Tick Zone (NTZ)
4 Points
In front of the house, **touching** the centre line
3 Points
In front of the house, **not touching** the centre line
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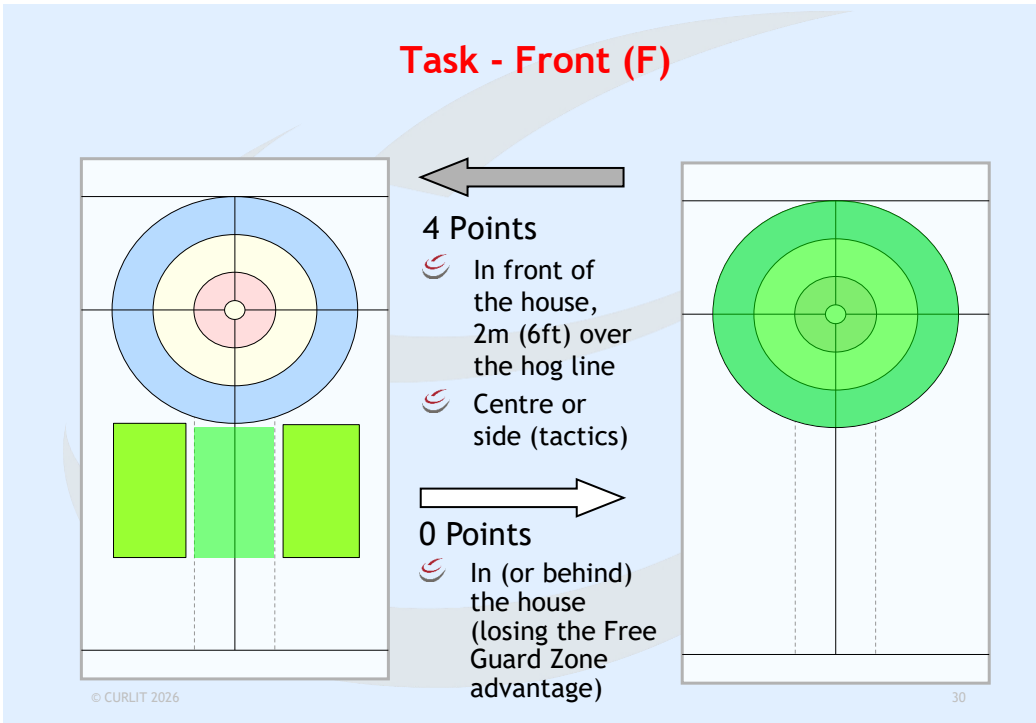
Task - Front (F)
4 Points
In front of the house, 2m (6ft) over the hog line
Centre or side (tactics)
0 Points
In (or behind) the house (losing the Free Guard Zone advantage)
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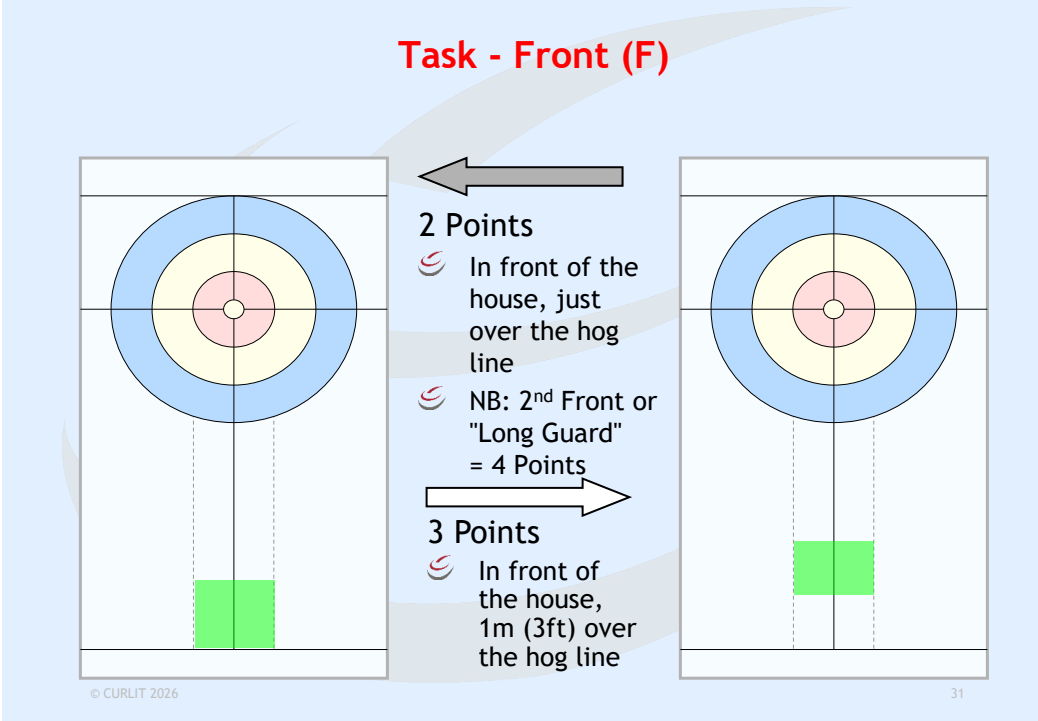
Task - Front (F)
2 Points
In front of the house, just over the hog line
NB: 2nd Front or "Long Guard" = 4 Points
3 Points
In front of the house, 1m (3ft) over the hog line
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31

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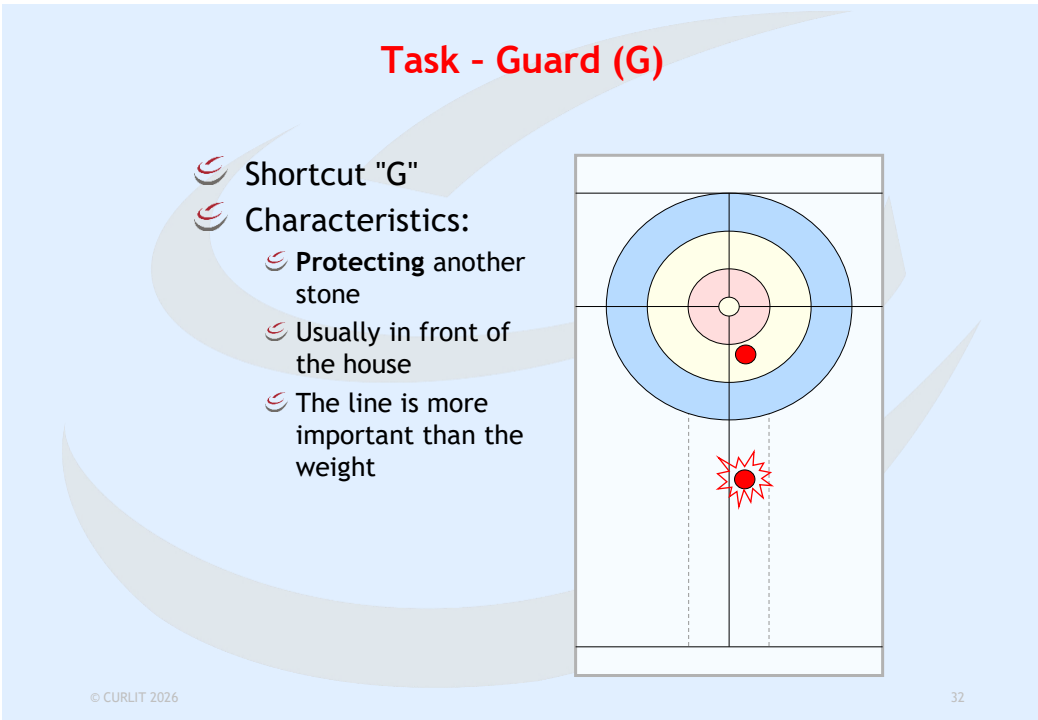
Task - Guard (G)
Shortcut "G"
Characteristics:
Protecting another stone
Usually in front of the house
The line is more important than the weight
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32

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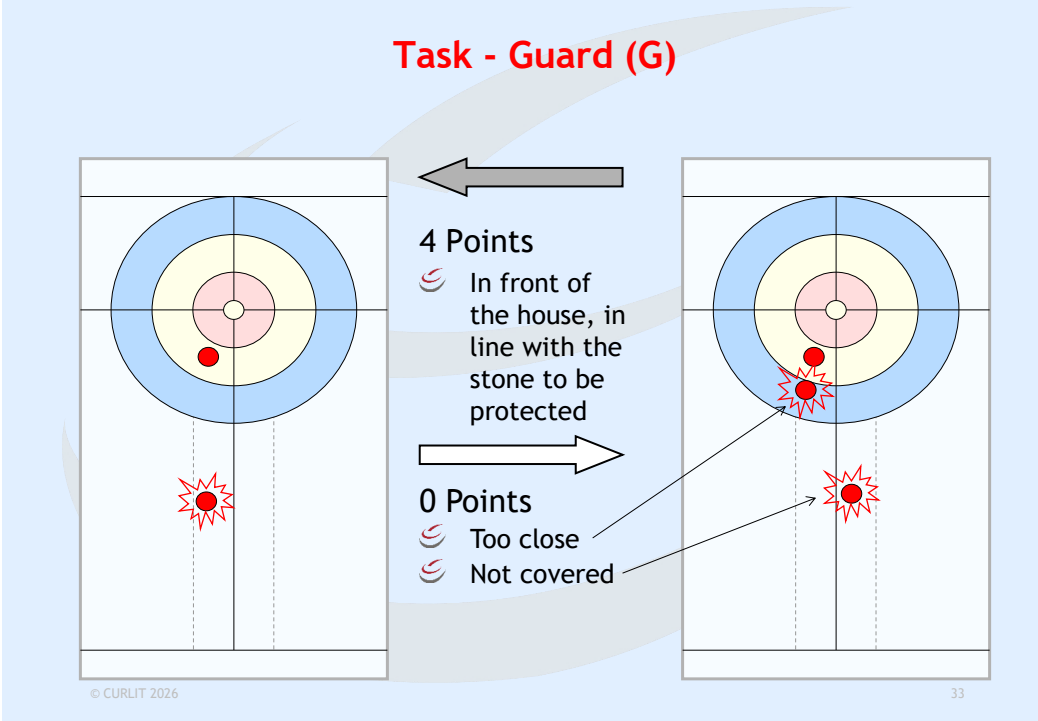
Task - Guard (G)
4 Points
In front of the house, in line with the stone to be protected
0 Points
Too close
Not covered
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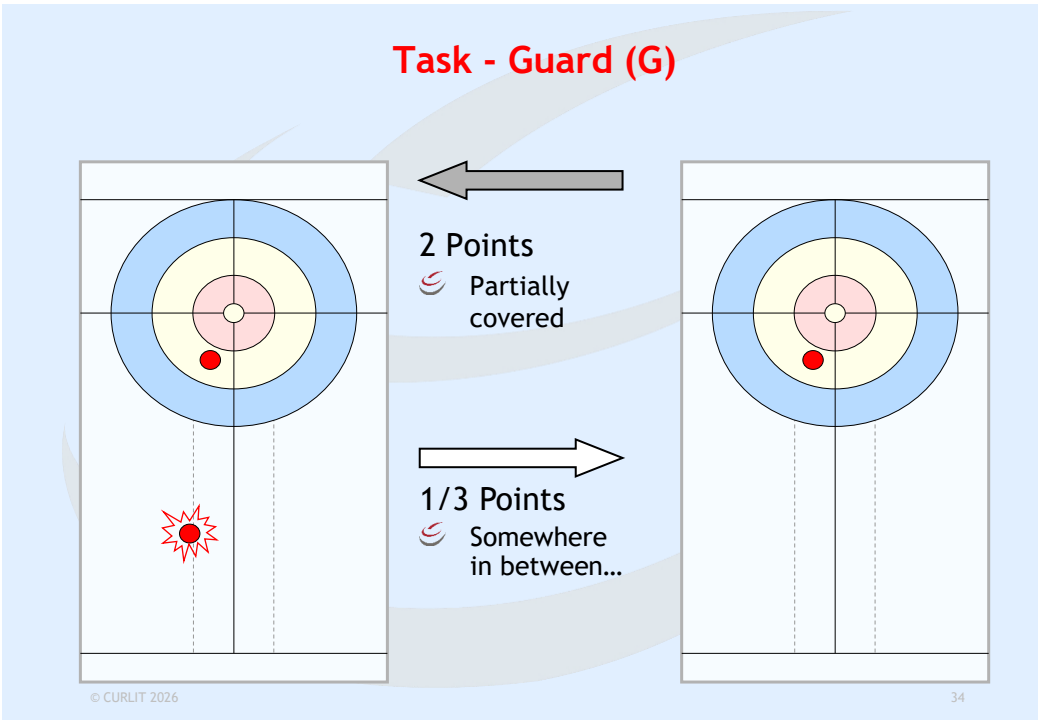
33


Task - Guard (G)
2 Points
Partially covered
1/3 Points
Somewhere in between...
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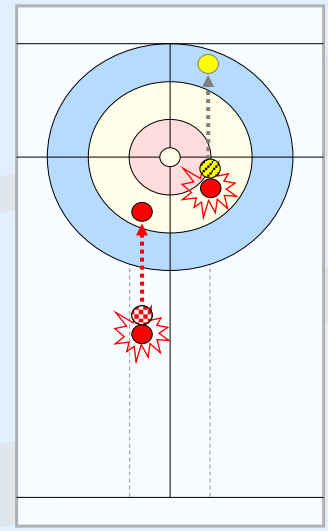
Task - Raise / Tap Back (R)

- Shortcut "R"
- Characteristics:
  - Named "Raise" or "Tap Back"
  - Pushing intentionally another stone (straight or sideways)
  - Raised stone can be the own stone or the opponent stone (out of scoring position)
  - Executed in the house or in front of the house
  - A raised stone generally stays in play



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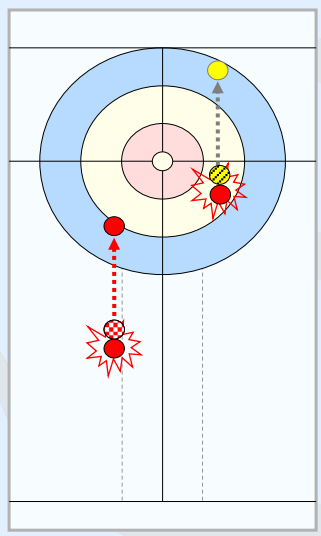
Task - Raise / Tap Back (R)

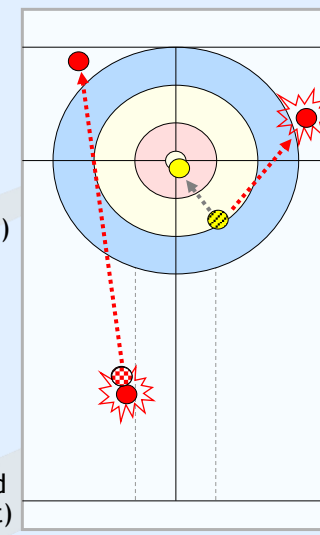


4 Points

- Raised stone in desired position (own or opponent)

0 Points

- Raised own stone out of play (e.g. too long)
- Complete miss of stone to be raised (own or opponent)



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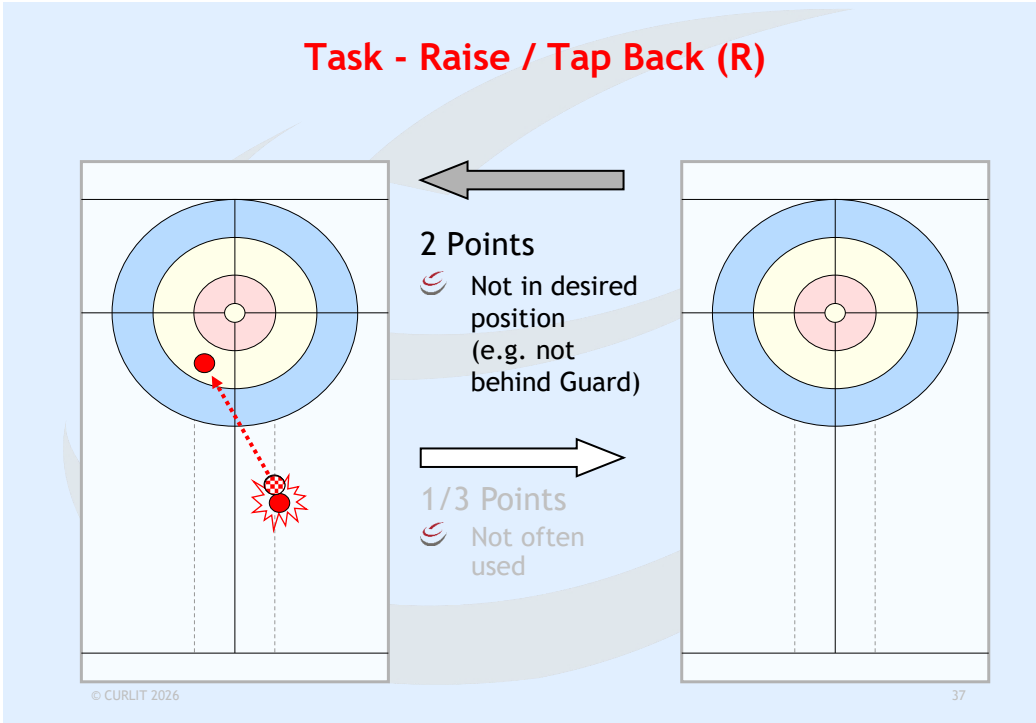
Task - Raise / Tap Back (R)
2 Points
Not in desired position (e.g. not behind Guard)
1/3 Points
Not often used
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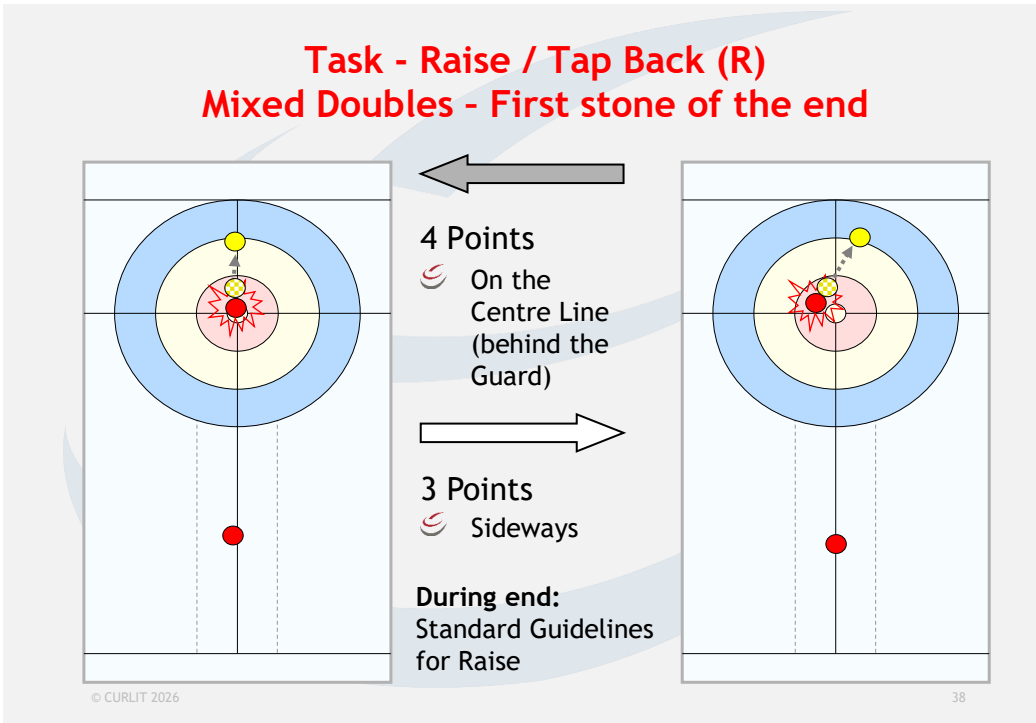
Task - Raise / Tap Back (R)
Mixed Doubles - First stone of the end
4 Points
On the Centre Line (behind the Guard)
3 Points
Sideways
During end:
Standard Guidelines for Raise
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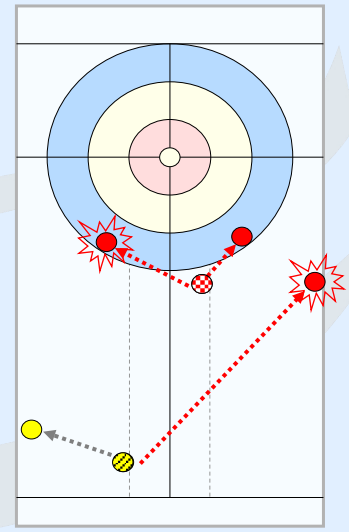
Task - Wick / Split / Soft-Peeling (W)

- Shortcut "W"
- Characteristics:
  - Task used for **Wick**: Bringing two own stones in desired position
  - Also called "Split"
  - Task used for **Soft-Peeling**: Moving a stone in the Free Guard Zone to the side or behind the house



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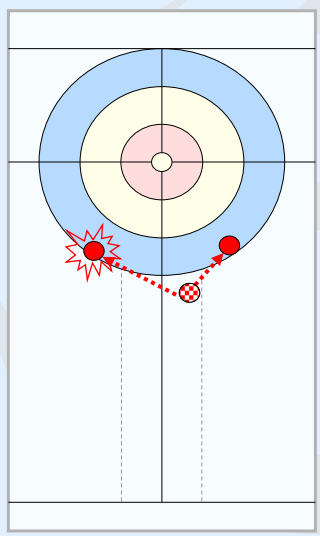
Task - Wick / Split (W)

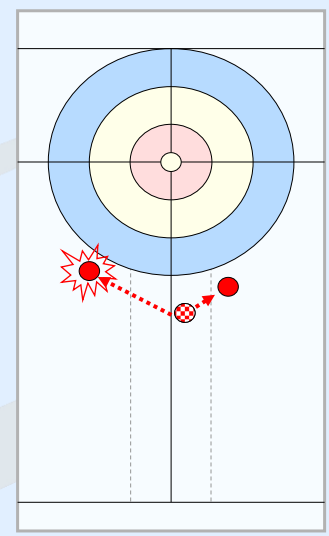


4 Points

- Both stones in the desired position
- Typically played to score two or to spread in the house

0 Points

- No stone in the desired position



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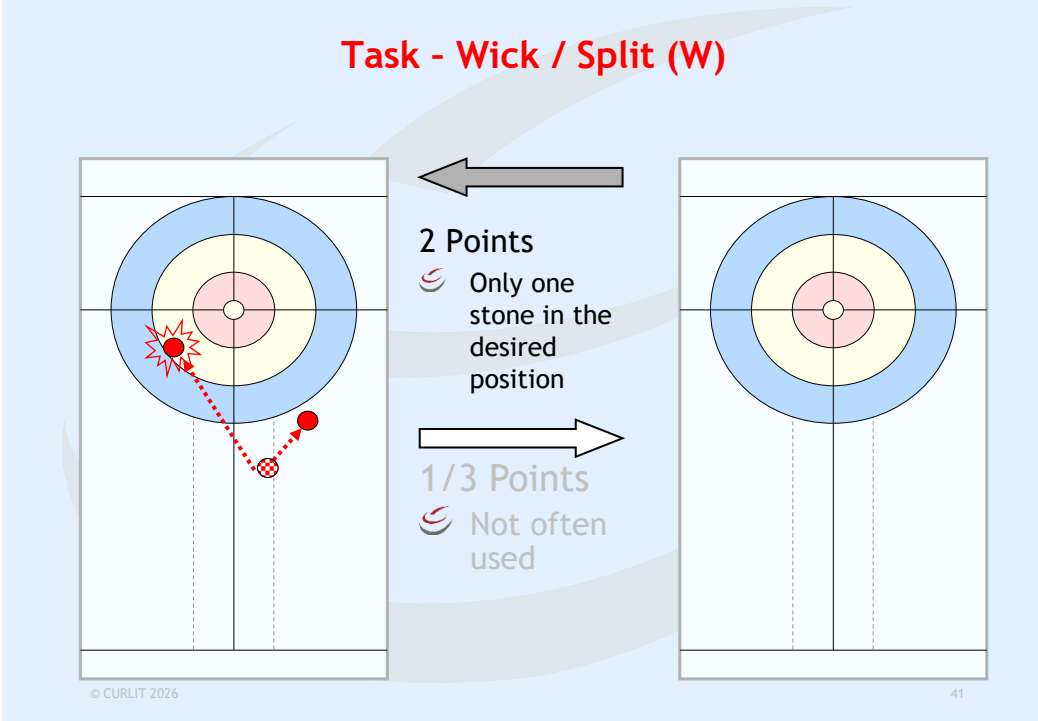
Task - Wick / Split (W)
2 Points
Only one stone in the desired position
1/3 Points
Not often used
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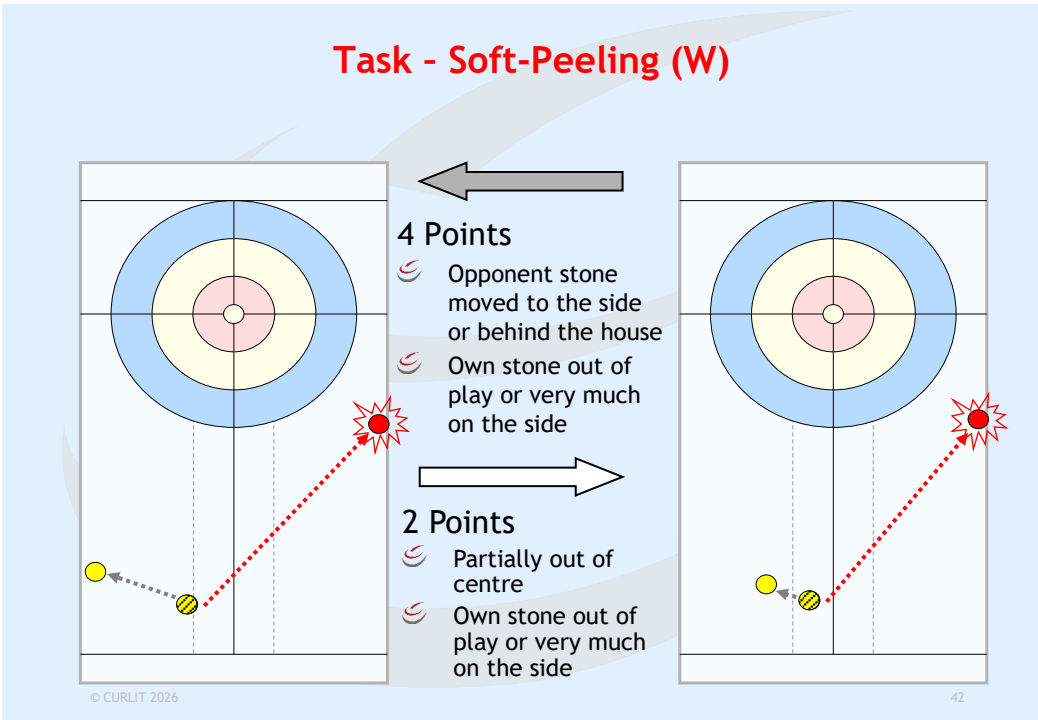
Task - Soft-Peeling (W)
4 Points
Opponent stone moved to the side or behind the house
Own stone out of play or very much on the side
2 Points
Partially out of centre
Own stone out of play or very much on the side
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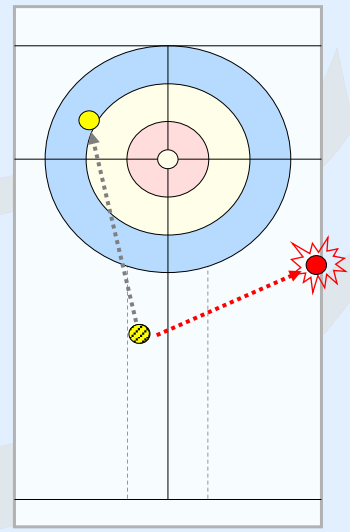
Task - Softpeeling - Special Case

- Note:
  - Some teams play the opponent Front stone intentionally in the house (either pushed before or behind the tee line, depending on the skip's decision).
  - In such case, keep task "Wick / Softpeeling" and judge accordingly.



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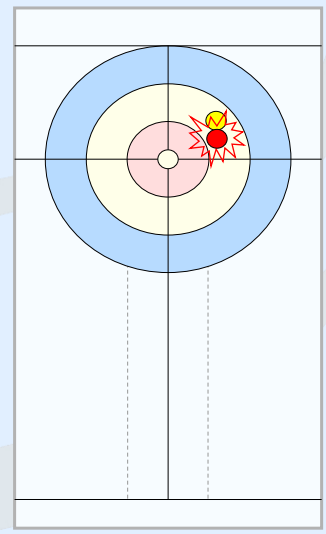
Task - Freeze (Z) (use with caution)

- Shortcut "Z"
- Characteristics:
  - Playing a stone as close as possible to another stone
  - **Use Freeze ONLY when it is the last possibility to stay in the game (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** and judged as such.



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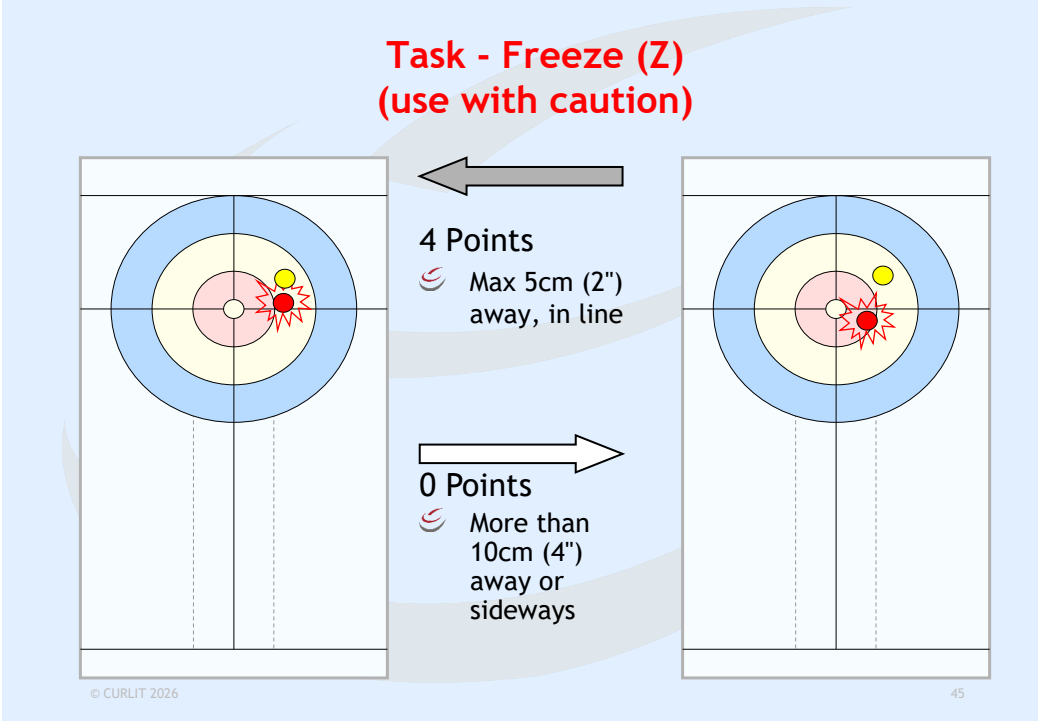
Task - Freeze (Z)
(use with caution)
4 Points
Max 5cm (2") away, in line
0 Points
More than 10cm (4") away or sideways
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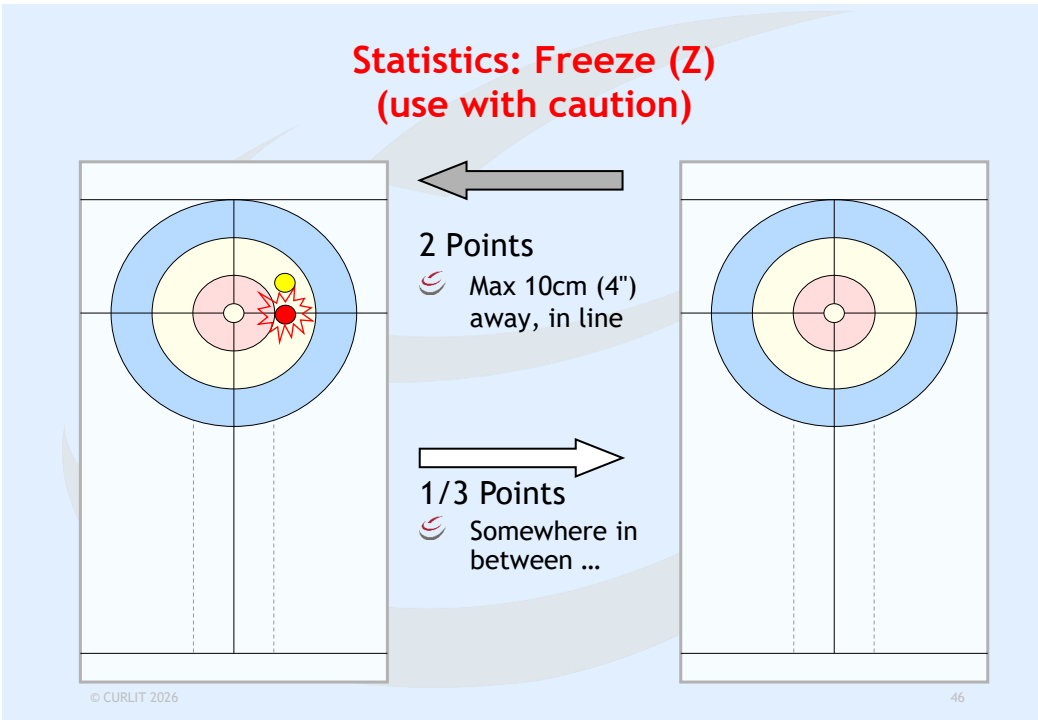
Statistics: Freeze (Z)
(use with caution)
2 Points
Max 10cm (4") away, in line
1/3 Points
Somewhere in between ...
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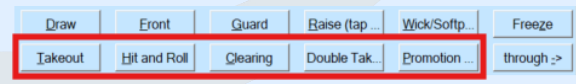
Task - Fast Stones

- Fast Stones
  - Take-out (T)
  - Hit and Roll (H)
  - Clearing (C)
  - Double Take-out (S)
  - Promotion Take-out (P)

In the software, "Fast Stones" are listed in the lower row:



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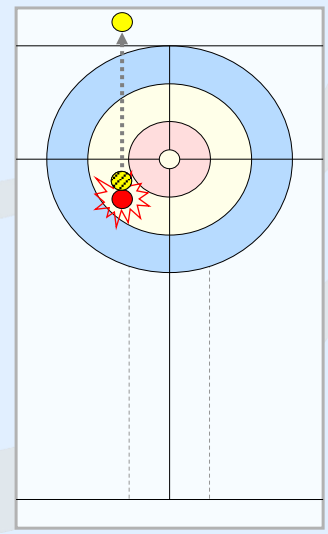
Task - Take-out (T)

- Shortcut "T"
- Characteristics:
  - Removing a stone
  - The played stone stays in play



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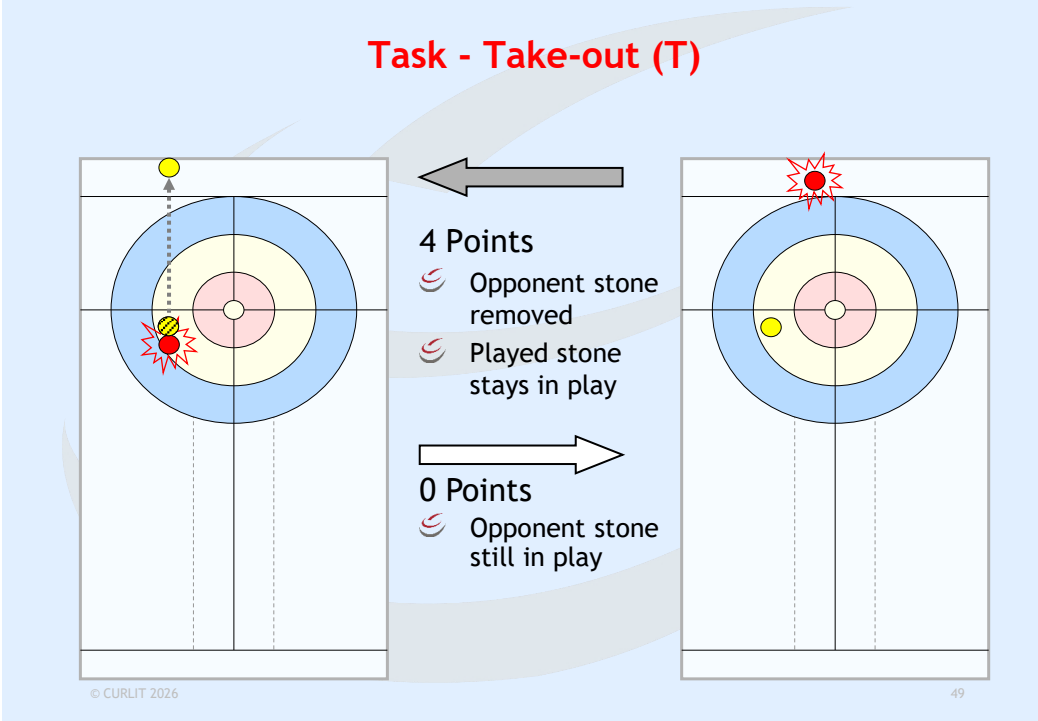
Task - Take-out (T)
4 Points
Opponent stone removed
Played stone stays in play
0 Points
Opponent stone still in play
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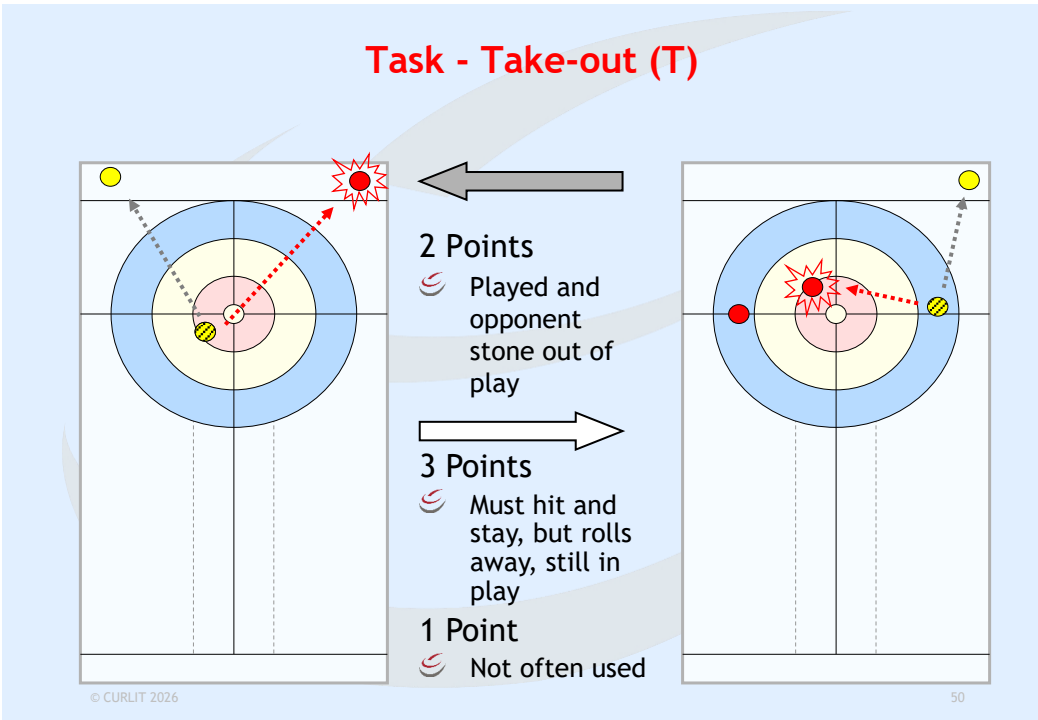
Task - Take-out (T)
2 Points
Played and opponent stone out of play
3 Points
Must hit and stay, but rolls away, still in play
1 Point
Not often used
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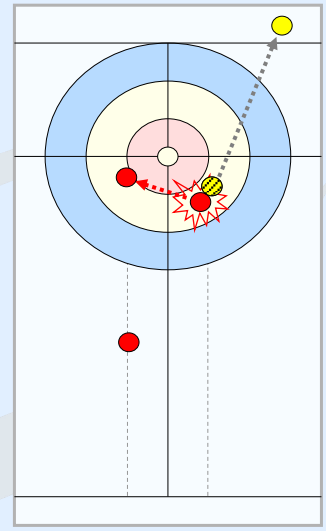
Task - Hit and Roll (H)

- Shortcut "H"
- Characteristics:
  - Removing a stone
  - The played stone stays at the **desired** position (e.g. behind a Guard, in front of another stone)
  - If there are no stones in play and the played stone roles within the house, it is considered a Take-out and has to be judged as such



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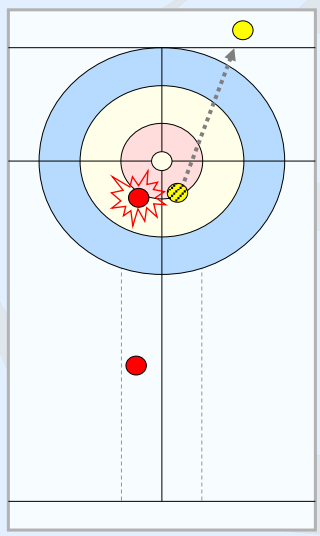
Task - Hit and Roll (H)

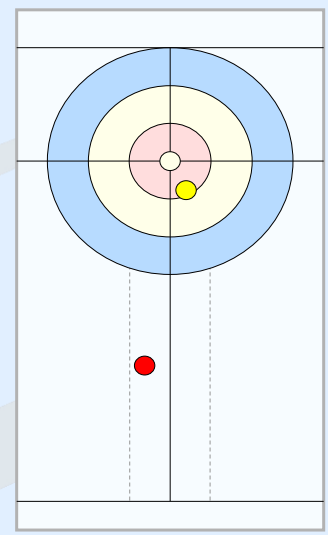


4 Points

- Played stone at **desired** position (e.g. behind the Guard)

0 Points

- Opponent stone still in play



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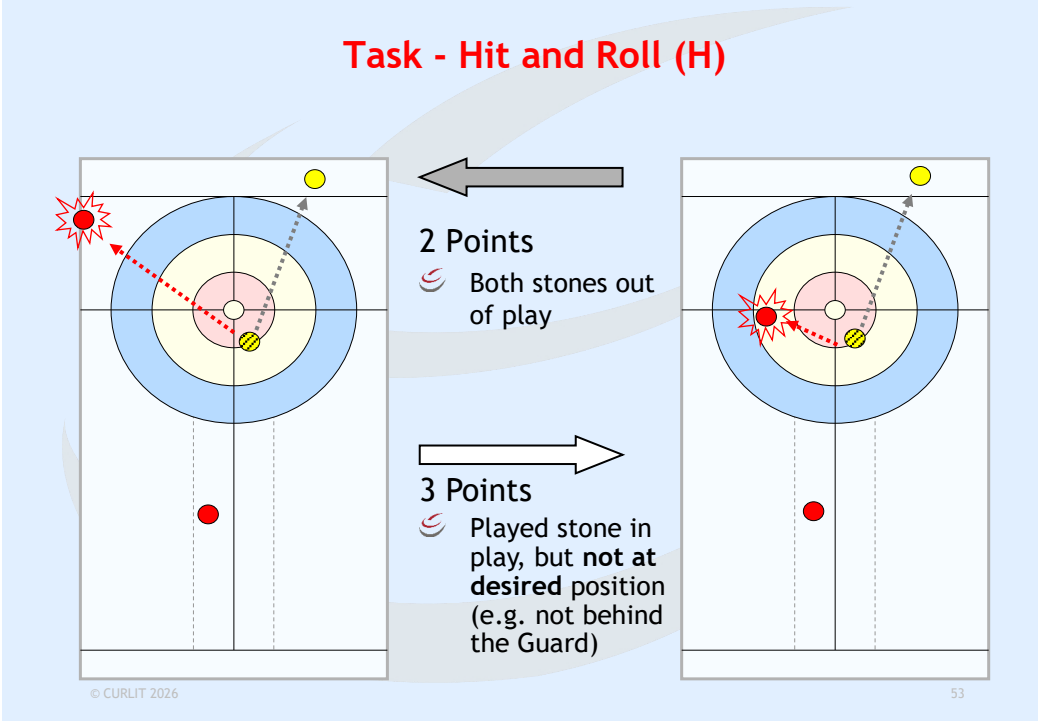
Task - Hit and Roll (H)
2 Points
Both stones out of play
3 Points
Played stone in play, but **not at desired** position (e.g. not behind the Guard)
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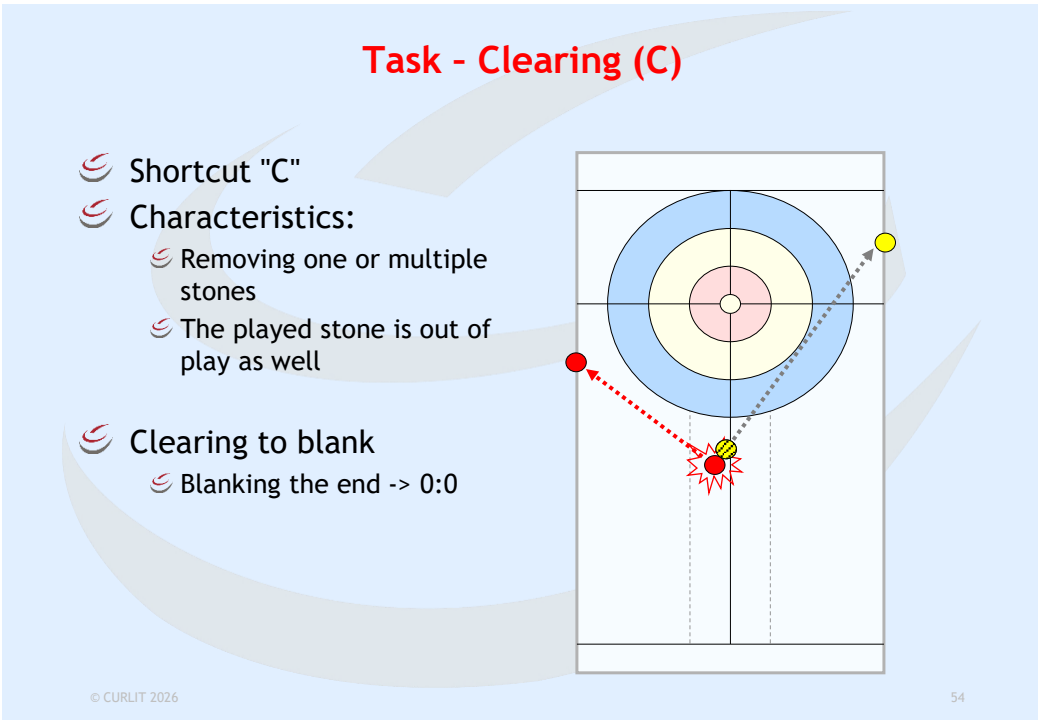
Task - Clearing (C)
Shortcut "C"
Characteristics:
Removing one or multiple stones
The played stone is out of play as well
Clearing to blank
Blanking the end -> 0:0
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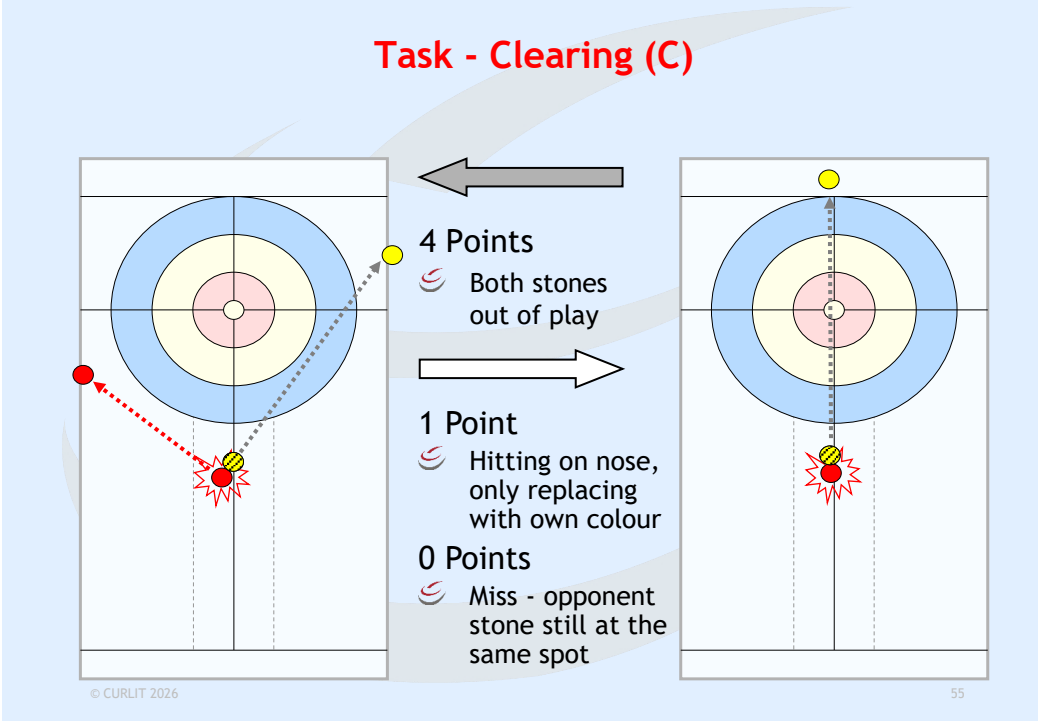
Task - Clearing (C)
4 Points
Both stones out of play
1 Point
Hitting on nose, only replacing with own colour
0 Points
Miss - opponent stone still at the same spot
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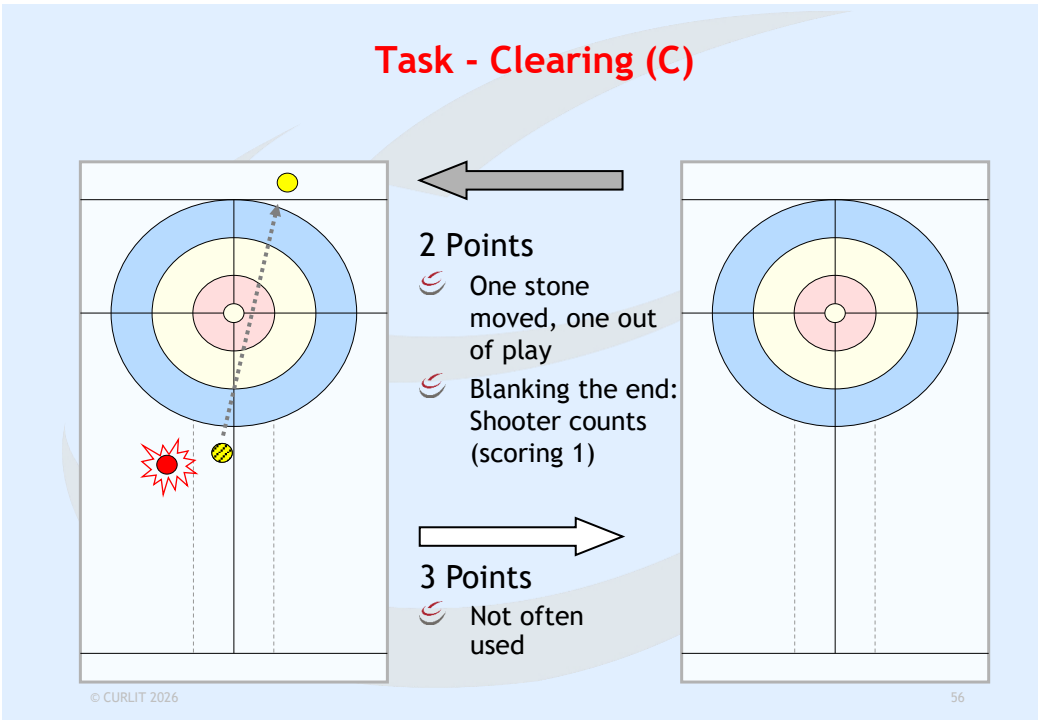
Task - Clearing (C)
2 Points
One stone moved, one out of play
Blanking the end: Shooter counts (scoring 1)
3 Points
Not often used
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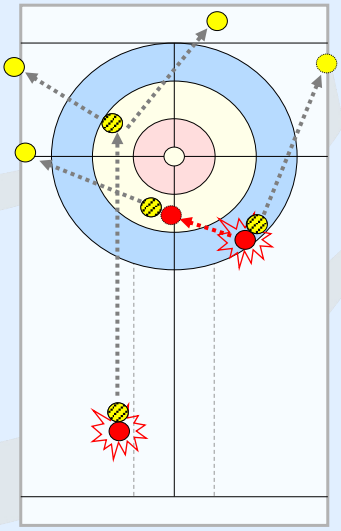
Task - Double Take-out (S)

- Shortcut "S" («Super Take-out»)
- Characteristics:
  - Removing two or more stones from the **same colour**
  - The **same colour** stones to be removed could be:
    - both stones in the house, or
    - one stone in front of the house and one stone in the house

If two or more stones in front of the house have to be removed, consider Clearing and judge accordingly.



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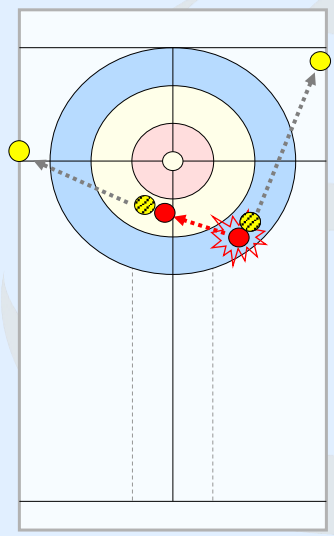
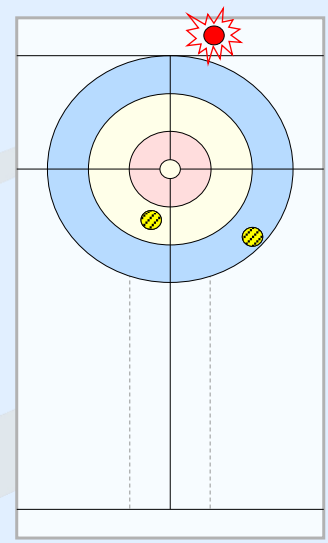
Task - Double Take-out (S)



4 Points
- 2 or more opponent stones out of play

0 Points
- Opponent stones still in play



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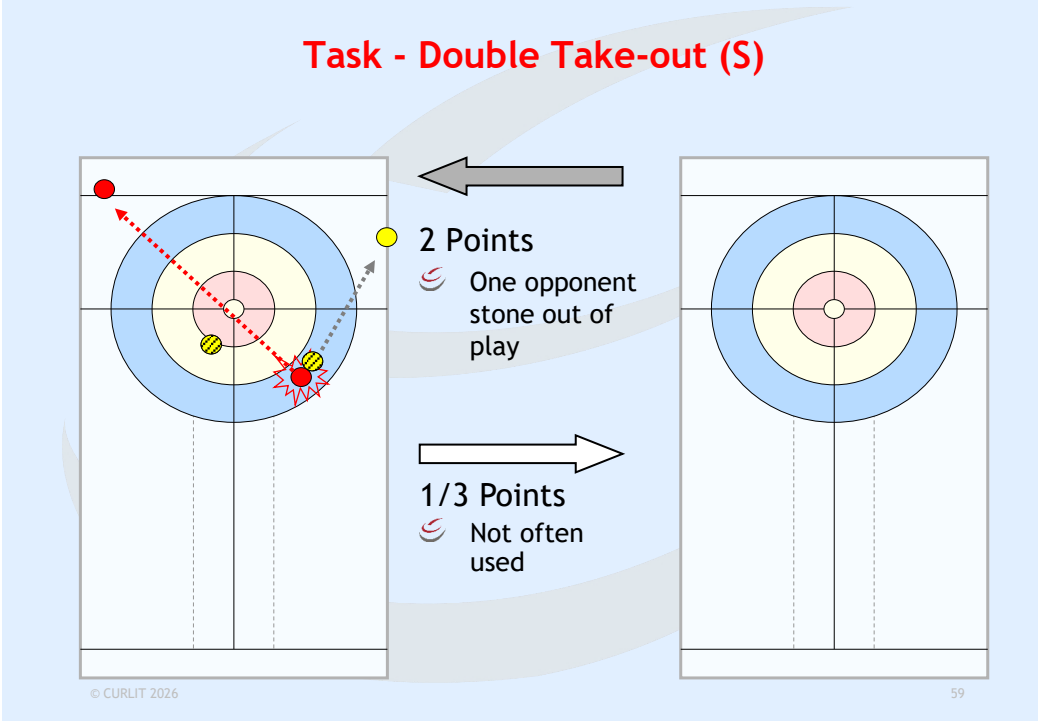
Task - Double Take-out (S)
2 Points
One opponent stone out of play
1/3 Points
Not often used
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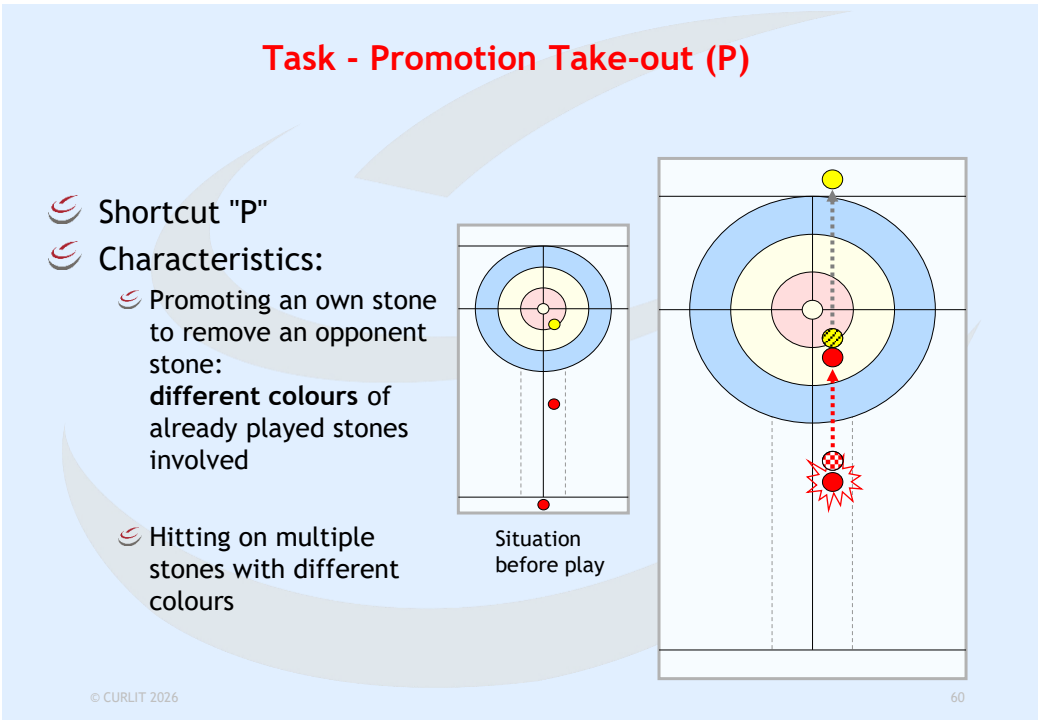
Task - Promotion Take-out (P)
Shortcut "P"
Characteristics:
Promoting an own stone to remove an opponent stone:
different colours of already played stones involved
Hitting on multiple stones with different colours
Situation before play
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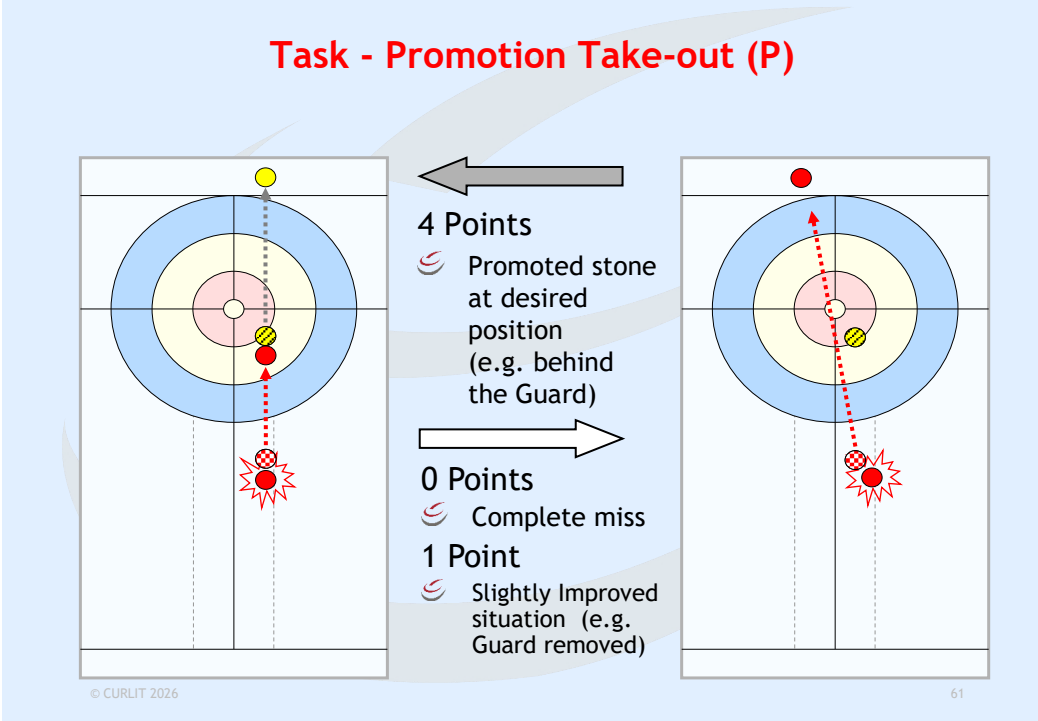
Task - Promotion Take-out (P)
4 Points
Promoted stone at desired position (e.g. behind the Guard)
0 Points
Complete miss
1 Point
Slightly Improved situation (e.g. Guard removed)
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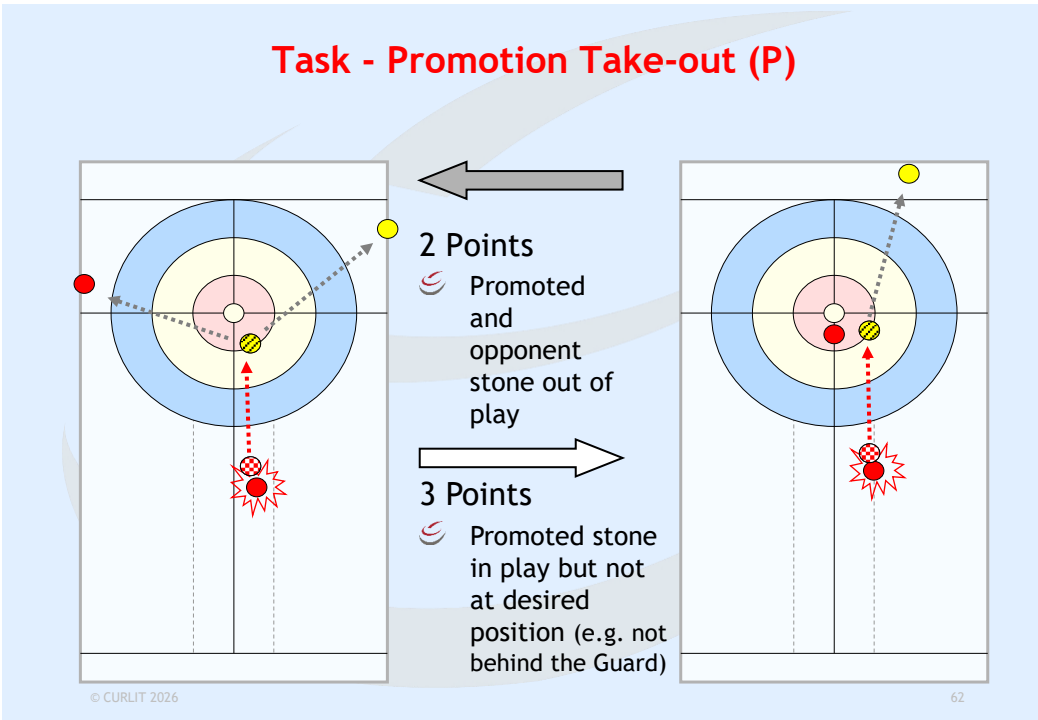
Task - Promotion Take-out (P)
2 Points
Promoted and opponent stone out of play
3 Points
Promoted stone in play but not at desired position (e.g. not behind the Guard)
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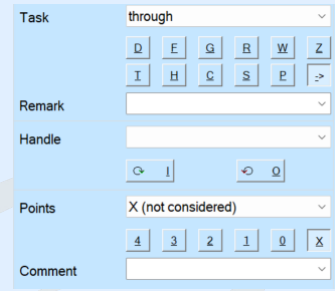
Special Cases - "Through", "Not considered", "Player's Fault"

"Through"

- Shortcut "-"
- Characteristics:
  - Playing through **on purpose** (tactics)
  - Delivering stone with very light weight **on purpose** (e.g. situation in house cannot be improved)
  - Playing into the bumpers **on purpose** (e.g. situation in house cannot be improved)

→ In these cases:

- Task "Through" to be selected
- "Handle" is not relative and remains blank
- Points are automatically filled in with "X (not considered)"



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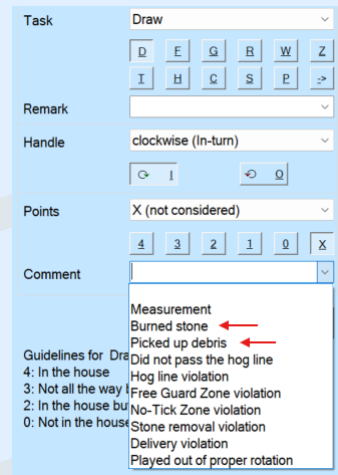
Special Cases - "Through", "Not considered", "Player's Fault"

"Not considered"

- Task as required
- Characteristics:
  - Running stone touched by the sweepers (burned stone)
  - Stone picked up debris

→ In these cases:

- "Task" and "Handle" remain
- "Points" to be selected: "X (not considered)"
- The appropriate comment must be selected from the drop-down list



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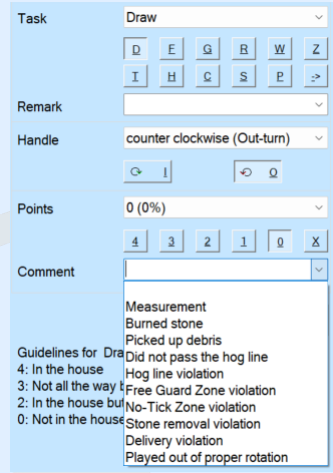
Special Cases - "Through", "Not considered", "Player's Fault"

"Player's Fault"

- Task as required
- Characteristics:
  - Did not pass the hog line
  - Hog line violation
  - Free Guard Zone violation
  - No-Tick Zone violation
  - Stone removal violation (Mixed Doubles)
  - Delivery violation (equipment, wrong hack)

→ In these cases:

- "Task" and "Handle" remain
- "Points" to be selected: "0"
- The appropriate comment must be selected from the drop-down list



Note: Any other misses of a "standard" shot are considered the player's fault (including sweeping mistakes by either the Skip or the sweepers), but no special comment is required.

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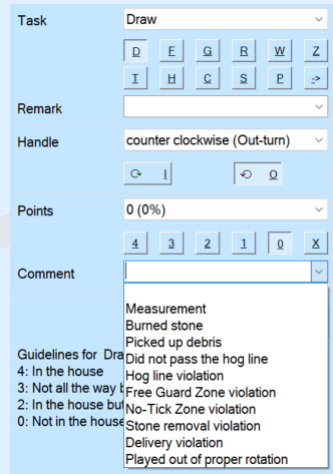
Special Cases - "Measurement", "Playing out of rotation"

"Measurement"

- Task, Handle & Points as required
- Characteristics:
  When the umpire enters the Field of Play for measure, the comment "Measurement" should be selected.
  This could e.g. be in the following cases:
  - Deciding the score of an end
  - Defining if the stone is in the NTZ or FGZ (Points may need to be reconsidered)

"Playing out of rotation"

- Characteristics:
  When a team plays out of proper rotation, the appropriate comment should be selected, and the actual player should be selected.
  Stats Supervisor or Results Office will assist you in such case.



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Last Stone of an End: Points awarding

Situation: Opponent sits in scoring position with 1 or more stones.
The intention is to get shot and score.

- 4 Points:
  Stone counts
- 0 Point:
  Stone does not count
- 1 Point:
  Stone does not count, but is better than one opponent stone
- 2 Points:
  Stone does not count, but is better than two or more opponent stones
- Rule is true for slow and for fast stones

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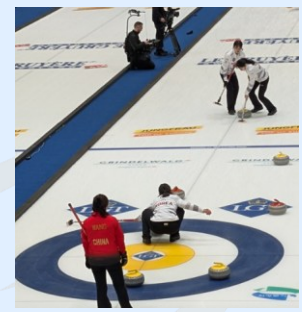
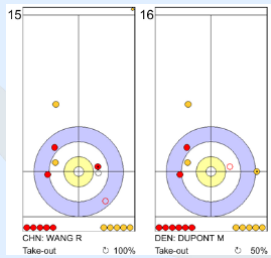
Last Stone of an End: Points awarding

Situation: Opponent stone sits in decent position (can be shot or 2nd), own stones sitting "around".
The intention is to score several points.

- 4 Points:
  Perfect execution, scoring the most possible
- 0 Point:
  Opponent stone still counts (e.g. after a miss) or own play does not change scoring situation
- 2 Points:
  Opponent stone moved out of position so that playing team scored more than before play, but missed the chance of scoring even more points
- 1 Point:
  Not used in this situation



The yellow team is sitting 2nd and 3rd back tee line and moves the opponent red stone mid-8-foot out, but does not stay, scoring only 2.
-> 2 points



DEN has a chance to score 2, but only scores 1.
-> 2 points

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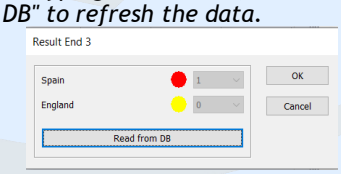
Score Entry - Read Score from Database (use of tablets)

- After the last stone of an end has been entered, a message box 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 in the score, click "OK". *If no score is displayed yet, press "Read from DB" to refresh the data.*



- Verify that your stone positions match the score. *If not, click Cancel and adjust the stones in the graphics. Click "OK" and the system brings you back to the "score box".*
  If you are sure the umpire typed a wrong score, advise the Stats Supervisor/Results Office.
- The system brings you automatically to the next end and to the correct team to start (depending on the score from DB).
  Double check if the team starting is the same as you see on the ice.
- The system realises automatically that an Extra End is required if the score is tied after the completion of scheduled ends.

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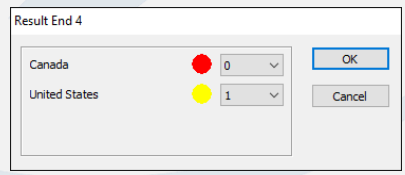
Score Entry - Manual Entry (only exceptional, no tablets)

- After the last stone of an end has been entered, the score box pops up. Enter the score manually and confirm with "OK".



- Verify that your stone positions match the score. *If not, click Cancel and adjust the stones in the graphics. Click "OK" and the system brings you back to the "score box".*
  If you are sure the umpire hung up a wrong score, advise the Stats Supervisor/Results Office.
- Next end: Make sure you have the correct team starting
- Score correction:
  To change score in end x, you need to be in the next end x+1
  -> Click icon in the Stats software and correct.
  Advise the Results Office for help or inform when done so.

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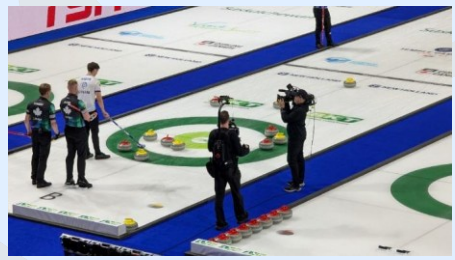
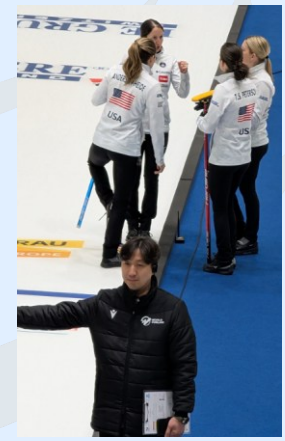
Time-outs

- No need to click anything
- Be ready to see the decision what the team wants to play





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Line-up Change during the Game

- Only possible between the ends
- The coach needs to enter the new line-up in the CuCoS tablet on the Field of Play, together with the Chief Umpire or Deputy
- The Stats Supervisor will then come to you and reload the new line-up
- If you see that a team changed the line-up and it does not match anymore your information in the software, call the Stats Supervisor so the situation can be clarified

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End of Game

- End of game:
  - **The end of game process is a very crucial step and should only be executed by the Stats Supervisor/Results Office**
  - If a game ends after the scheduled number of ends, enter the data and graphics for the last stone, click "OK" and call the Stats Supervisor
  - If a team concedes during the end, enter the data and graphics for the last stone played, click "OK" and call the Stats Supervisor. **Do not enter any further stones** which were not played.
  - Once the process is completed and if you are interested, you can watch the stats (during the game, you should not see the stats to be able to judge completely free of any constraints)

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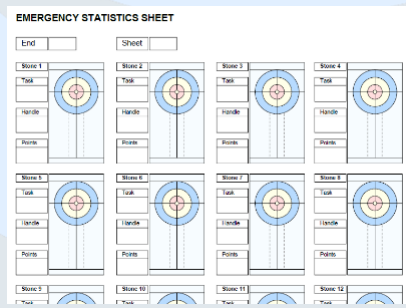
Exceptional Situations - System Errors

- Errors:
  - Report **any** error message immediately to the Results Office and receive instructions
  - Use the **Emergency paper**
    Start noting the current stone (in the appropriate field) and try to remember also the one before the error happened



Expect the unexpected…

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Common Hints - Intention versus Outcome

- Always put the **intention** as the Task, not the outcome
- At the very beginning of the game, it is sometimes not clear if the Skip wants the first stone as a "Front" or as a "Draw".
  - Check the sweeping and reaction of the players. If they seem happy with the outcome, select Task "Draw" or "Front" and give points accordingly.
  - If the Skip clearly asks for a Front and the stone ends up in the house, judge as "Front" with "0 Points".
    It is not a "Draw" with "4 Points" as it basically ruins the whole tactics for this end.
- Defining the Task when the player sits in the hack ready to play makes it easier for you to judge the outcome (as you then know if the outcome met the intention and you can judge based on that).

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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 to stay in the game (typically stone 15)

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Common Hints - Take-out versus Clearing

- If it is not possible to play a Take-out and stay in play, call it a "Clearing"
  - Note: When the own and opponent stone roll out as it is not possible to hit and stay: It makes a difference if you judge as "Clearing" with "4 Points" (as you should in this case) or as "Take-out" with "2 Points".
- 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 and give Points accordingly.
- Obviously, not every hit which stays is a "Take-out" and not every hit which splits is a "Clearing". Always consider the score and possibilities.

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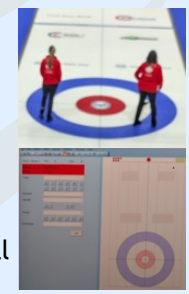
Common Hints - Graphics

- Put all stones as precise as possible, specially at the beginning of the end, but do not lose too much time.
  You can use <, >, ↑, ↓ keys for small position adjustments
- It is important to set the shooter correctly (in order to follow online)
- Setting the stones correctly in the beginning, creates less troubles later in the end (e.g. check if the stone is before or after the tee line, touching the centre line or not, biting the rings or not)
- The software shows you the main advertisement in the ice as "grey blocks". This should help you by getting the correct relationship regarding distance from the house and/or line (see photo).
- Do not just add stones from "behind" to change the situation (go back to where you "lost" the stone)
- If you have to change a stone position, **go back** to where you did set this stone and adjust (the system will change all following stones). See next slide for details.



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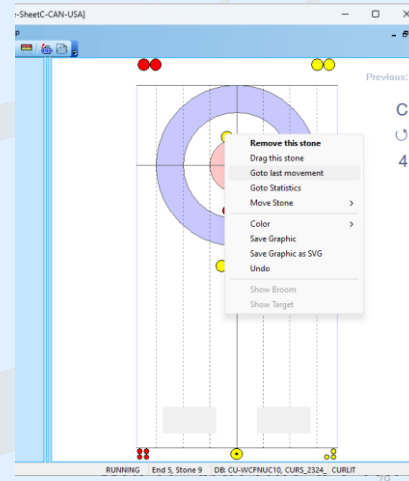
Common Hints - Graphics

When you need to adjust stone positions, it is best to go back to the actual time when the stone was set or moved. You have several options (see below). Once corrected, you can click "OK" and the software adjusts all following graphics accordingly.



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 hog line violation)

Call your Stats Supervisor when you feel to get lost. Better too early than too late (easier to fix).

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Stats Position - Job Profile

- Curling Knowledge
  - The higher the level of curling knowledge, the easier it is to judge the situations and understand the tactics
  - It is up to the statistician to understand what the teams play next
- Technical Knowledge
  - The CURLIT software is designed as user friendly as possible
  - Being comfortable by operating a notebook with a mouse is vital
- Mind Set
  - Ability to focus on a game for 2 to 3 hours
  - Ability of taking decisions
    (defining Task, Handle & Points, drawing graphics)
  - Ability of doing stats and graphics in parallel and still watching what is played next on the ice
  - Calm and responsible personality who can handle "stress situations"

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Stats Position - Roles & Responsibilities

- In most competitions there is only the people of the Results Office which can help out (no dedicated Stats Supervisor). They may be further away from you.
- If you have an urgent matter, please make yourself noticeable
- If you have more general questions which you could save for later to be discussed, please do so
- Note: After the session, the Results Office is very busy. If you like to clarify questions which came up during the game, please raise them in a "down time" (e.g. when you see us "less busy" or when you arrive for your next shift, before the preparations start).

- You may have the luxury of a dedicated Stats Supervisor to ask for advice during the game. Discussions are OK but should not be "endless" since you will lose track of the game. The word of the Stats Supervisor is final. Longer discussions about a topic can be held after the game.

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Stats Position - Equipment & Shifts

- Helpful Tools
  - Binoculars
  - Mobile phone to take a picture of the house situation (e.g. many stones moved after a shot)
  - Blanket (depending on the temperature in the venue)

- Work Shift
  - Check your stats schedule and ensure you allow enough time for volunteer check-in before your shift
  - Be at your stats position the **latest 15min before the game starts**
  - Be aware that we have media and TV around our workspace. Be quiet and do not "jump around" (platform). Watch the cabling.
  - If the circumstances allow (space on stats bench, volunteer availability), teaming up for the first session is beneficial: 4 eyes see more than 2.
- Personal
  - If you bring drinks, please in closed containers
  - Enjoy your food at home or in the break
  - Put mobile to silent, use as "work tool" only

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Thank you & Good Curling!

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Samples

The following slides show some sample situations which should help in understanding the stats work. The samples are numbered: Within each number, the first slide shows the situation, the second slide shows the answer/explanation. It is recommended to study the first slide first and find an answer. Only watch the second slide afterwards to compare your thoughts.
Each sample shows the current score in that end, the "°" indicates the last stone in this end (hammer).

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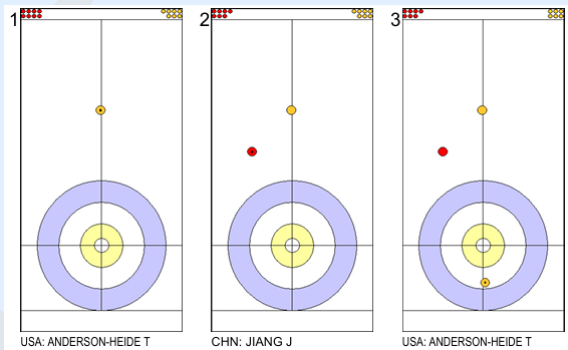
Sample 1 - Front vs Guard

End 6, °CHN 2 – 1 USA

Situation after stone 1, 2 and 3:



? What are the Task and Points for each stone?

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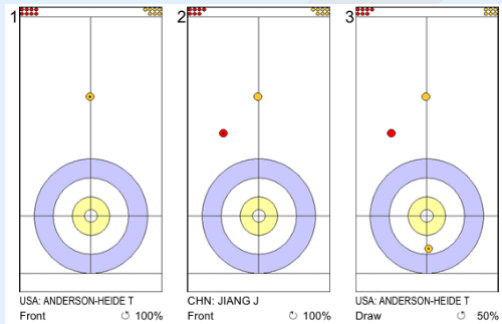
Sample 1 - Front vs Guard

End 6, °CHN 2 – 1 USA



USA 1: Not having hammer, they want a stone in Front of the house, touching the centre line (FGZ). At this stage, they do not need to protect any other stone.
CHN 2: Having hammer, they want a stone in front of the house, on the side/corner.
USA 3: The Draw is too long, ends up too much behind the tee line.
If you just need stones in front of the house to build up, these are Fronts. Even a "Corner Guard" is called a "Front". As 2nd stone a Front on the side is 4 points in this case – and not a Front 3 points because it must be on the side. The following Draw puts no pressure on the opponent since it is in bad counting position and gives a chance to the opponent to build up.

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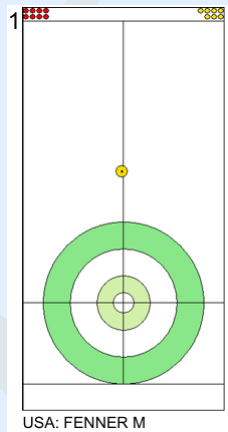
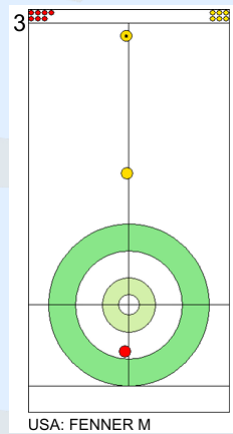
Sample 2 - Front vs Guard

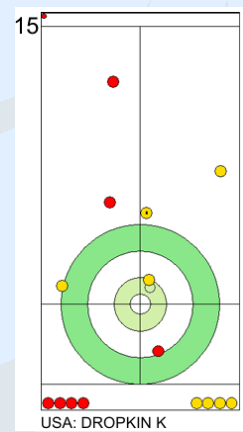
End 10, °CZE 6 – 5 USA

Situation after stone 1 and 3:





Situation after stone 15:



? What are the Task and Points for each stone?

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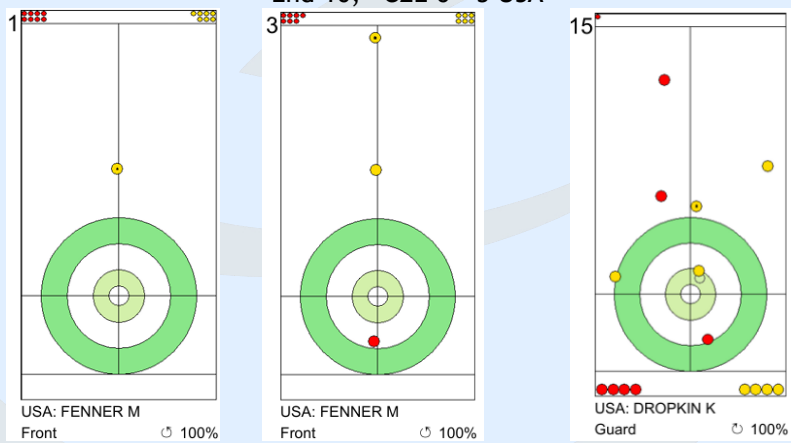
Sample 2 - Front vs Guard

End 10, °CZE 6 – 5 USA



USA 1 & 3: Not having hammer, they need stones in front of the house, far enough apart. At this stage, they do not need to protect any other stone.
USA 15: It is important to protect the shot stone in the house.
If you just need stones in front of the house to build up, these are Fronts. Only when protecting another stone it is called a Guard.

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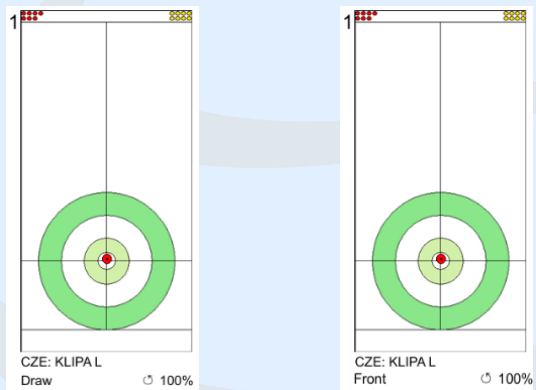
Sample 3 - Front vs Draw

End 2, CZE 0 – 0 USA°

? Which stats together with the graphic is sensible?



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Sample 3 - Front vs Draw

End 2, CZE 0 – 0 USA°

Which stats together with the graphic is sensible?

- Graphic 1: The stone in the house with the Task "Draw" and 100% (4 points) is sensible.
- Graphic 2: The stone in the house with the Task "Front" and 100% (4 points) is not sensible. A successful Front cannot be in the house. Either:
  → Task selected was not correct and it should be a Draw (and judged as such), or
  → Task selected was correct, but the execution was bad. This would then lead into a Front with 0% (0 points).
- *It is important that you observe the sweeping and reaction of the team. It makes a difference of 100% in stats.*
- *If you are not sure at all (e.g. beginning of the game / score 0:0, with no indication by the skip), go in benefit of the player*
- *In any case, ensure that selected Task, graphics and points correspond*

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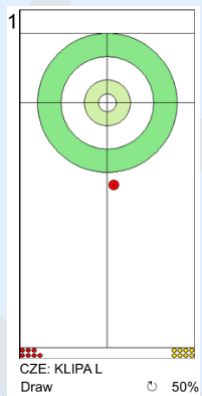
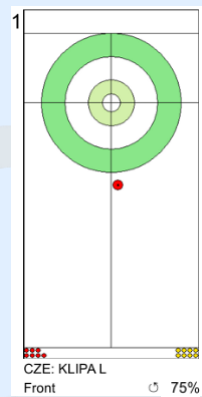
Sample 4 - Front vs Draw

End 1, CZE 0 – 0 USA°

? Which stats together with the graphic is sensible?





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Sample 4 - Front vs Draw

End 1, CZE 0 – 0 USA°

Which stats together with the graphic is sensible?

- Graphic 1: The stone in front of the house with the Task "Draw" and 50% (2 points) is not sensible. A Draw needs to be in the house. Either:
  → Task selected was not correct and it should be a Front with 75% (3 points), or
  → Task selected was correct, but the execution was bad. This would then lead to a Draw with 0% (0 points).
- Graphic 2: The stone in front of the house with the Task "Front" and 75% (3 points) is sensible. It only gives 3 points because it does not touch the centre line (FGZ)
- *A Task which does not end up in an expected location and has points awarded with 50% is "fishy" (seems the statistician did not know what to do and 50% is neither good nor bad…).*
  There may be some exceptions later in the game (when a team is just desperate of having any stones around), but in general the above approach should be followed.

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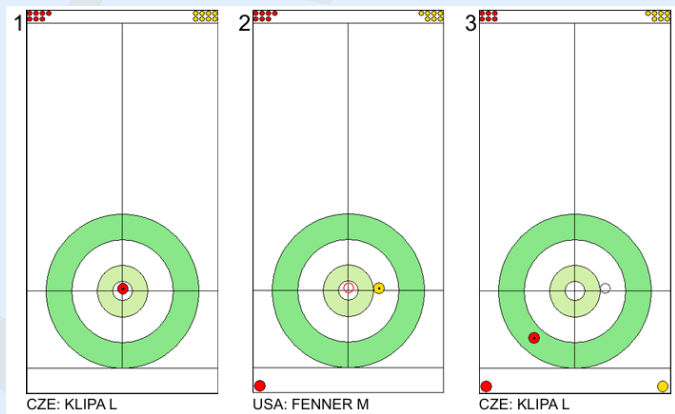
Sample 5 - Take-out vs Hit and Roll

End 2, CZE 0 – 0 USA°

Situation after stone 1, 2 and 3:



? What are the Task and Points for each stone?

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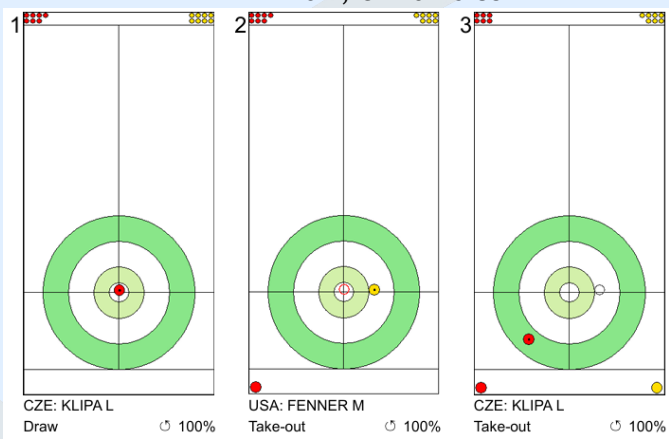
Sample 5 -Take-out vs Hit and Roll

End 2, CZE 0 – 0 USA°



CZE 1: Perfect Draw in the house.
USA 2, CZE 3: The main goal for both teams is to hit and stay in play. A bit of a roll is intentional.
*It is not a Hit and Roll 4 as it **does not have to be on a specifically desired spot**, but just a Take-out with changing position for the next opponent hit a bit.*

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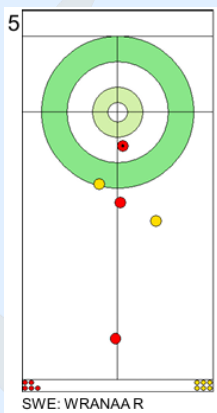
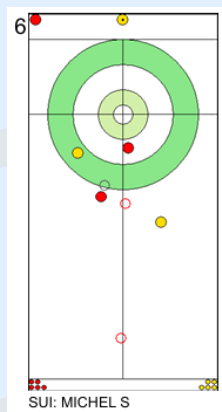
Sample 6 - Double Take-out vs Clearing

End 5, SWE 2 – 2 SUI°

Situation after stone 5:



Situation after stone 6:



? What are the Task and Points for each stone?

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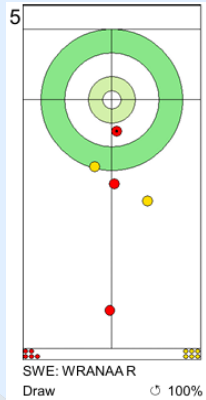
Sample 6 - Double Take-out vs Clearing

End 5, SWE 2 - 2 SUI°



SWE: The Draw is well hidden behind the Guards.
SUI: The main intention is to clear the space in front of the house. Most teams plan to make a "double Clearing" in our days which is still considered a Clearing. The main intention is to remove at least 2 stones (shooter and opponent). If it is more than this, even better.
It is not a "Double Take-out" since the main intention is to open up / clear.

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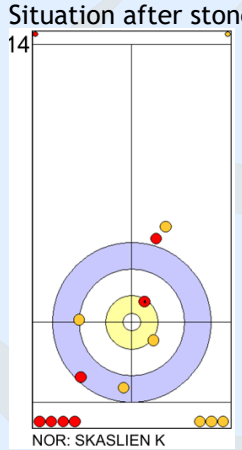
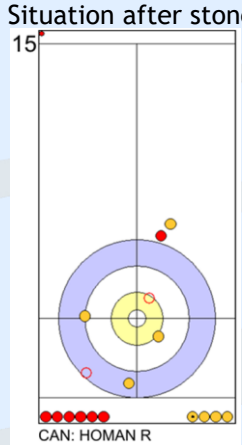
Sample 7 - Double Take-out vs Clearing

End 6, °NOR 3 - 5 CAN

Situation after stone 14:



Situation after stone 15:



? What are the Task and Points for each stone?

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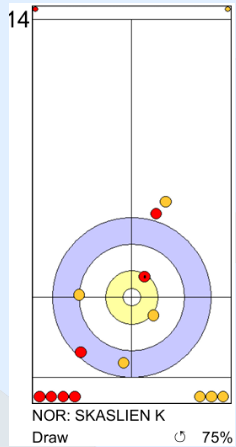
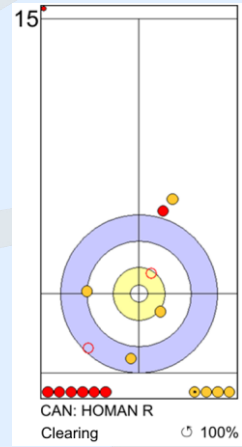
Sample 7 - Double Take-out vs Clearing

End 6, ˚NOR 3 – 5 CAN





NOR: The Draw was not hidden enough but is still shot.
CAN: The main goal is to remove the shot stone. The fact that it also takes out the other red is an "addition". If CAN sits with 3 or 4 is redundant, pressure is on NOR.
It is not a "Double Take-out".

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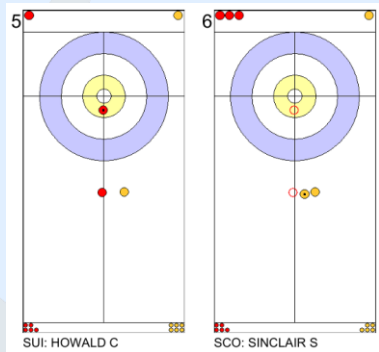
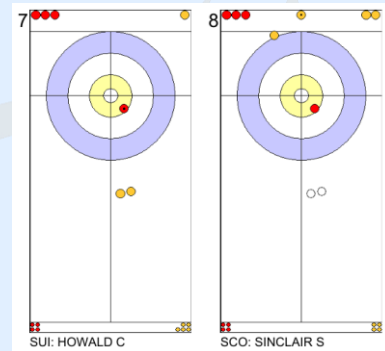
Sample 8 - Double Take-out vs Clearing

End 9, SUI 5 – 4 SCO˚

Situation after stone 5 and 6:



Situation after stone 7 and 8:



? What are the Task and Points for each stone?

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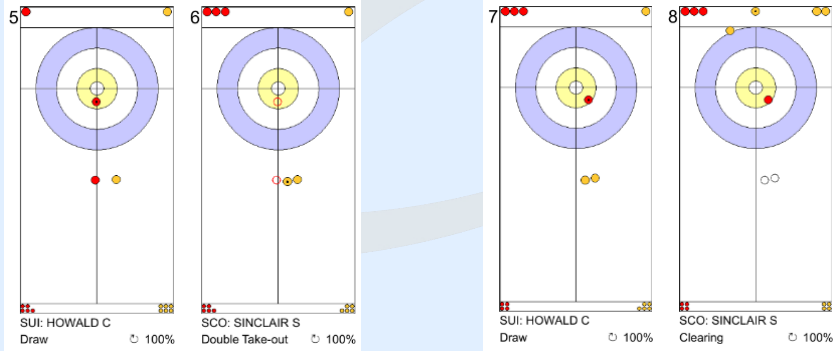
Sample 8 - Double Take-out vs Clearing

End 9, SUI 5 - 4 SCO°



SUI 5: The Draw is well hidden behind the Guard, putting pressure on SCO.
SCO 6: Well executed Double Take-out to remove the shot stone and the Guard.
The main goal is to remove the shot stone. This is best by playing a Double Take-out.
SUI 7: Nice Draw behind the Guards, setting up pressure again.
SCO 8: The main purpose is to remove the Guards and clear the front of the house.
The main goal is to clear the space in front of the house (a Promotion Take-out would have been an option, but the Skip wanted to simply open up as she failed earlier by playing a Promotion Take-out in a similar situation).

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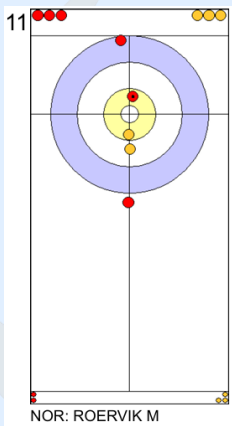
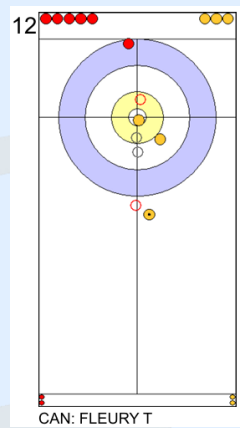
Sample 9 - Promotion Take-out vs Double Take-out

End 9, NOR 6 - 6 CAN°

Situation after stone 11:



Situation after stone 12:



? What are the Task and Points for each stone?

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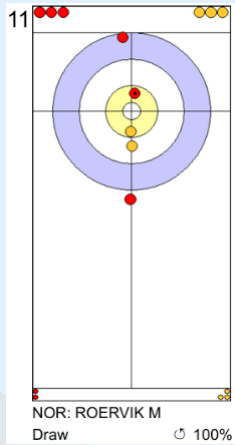
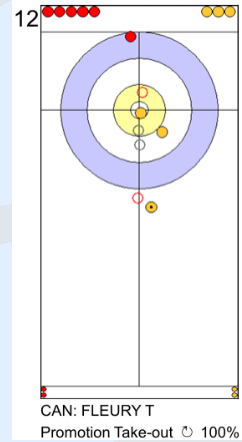
Sample 9 - Promotion Take-out vs Double Take-out

End 9, NOR 6 - 6 CAN °





NOR: The Draw was well hidden and shot.
CAN: Promoting an own stone to remove an opponent stone. **Different colours** of already played stones involved.
It is not a "Double Take-out".

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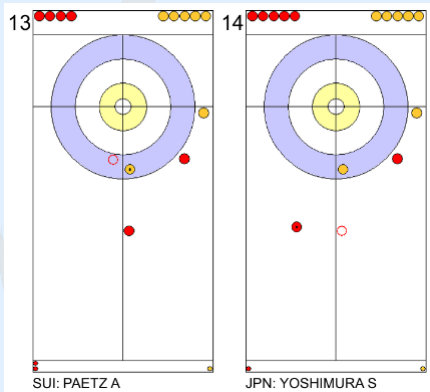
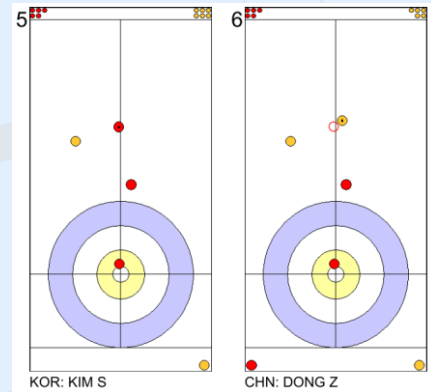
Sample 10 - Failed Promotion Take-out / Clearing

Situation after Promotion Take-out:



Situation after Clearing:



? What are the Task and Points for each stone?

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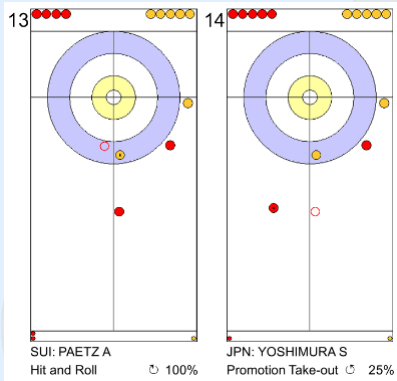
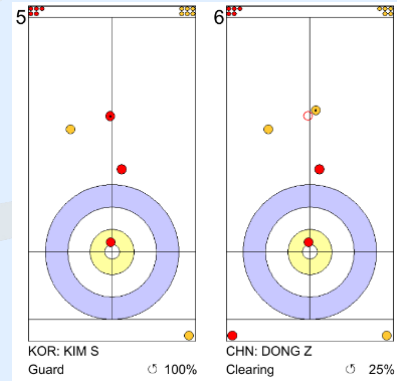
Sample 10 - Failed Promotion Take-out / Clearing





JPN failed to take out the SUI stone but at least opened up the situation.
25% (1 point) is sensible. 0% would be a complete miss, not improving the situation at all.

CHN failed to clear the front of the house (either clearing one or even two) as the shot hit almost straight.
25% (1 point) is sensible - at least it is now an own stone (i.e. replacing colour) which may used later.

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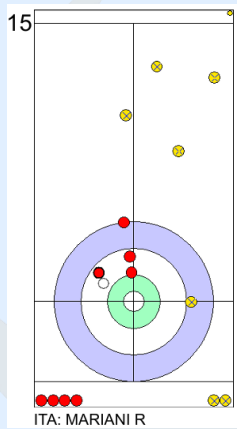
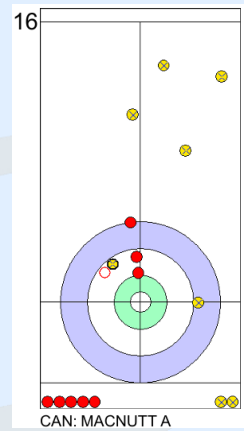
Sample 11 - Last Stone

End 9, ITA 6 - 4 CAN°

Situation after stone 15:



Situation after stone 16:



? What are the Task and Points for each stone?

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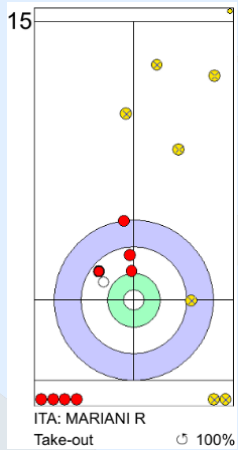
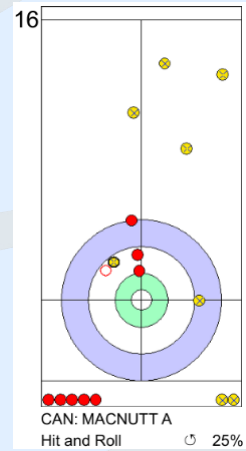
Sample 11 - Last Stone

End 9, ITA 6 - 4 CAN˚





ITA: Sitting with 3 is OK. No specific need to hit and roll.
CAN: Desperate to hit and roll in order to score. But only cutting down from 3 to 2.
It is not 0 points since it cuts down the score by 1.

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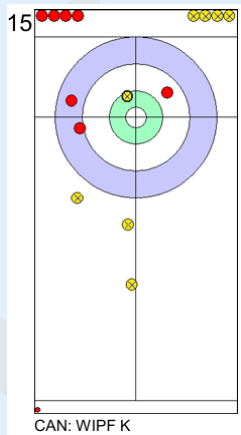
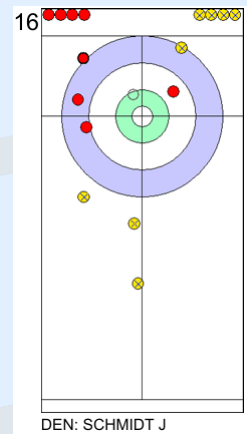
Sample 12 - Last Stone

End 4, ˚DEN 3 - 3 CAN

Situation after stone 15:



Situation after stone 16:



? What are the Task and Points for each stone?

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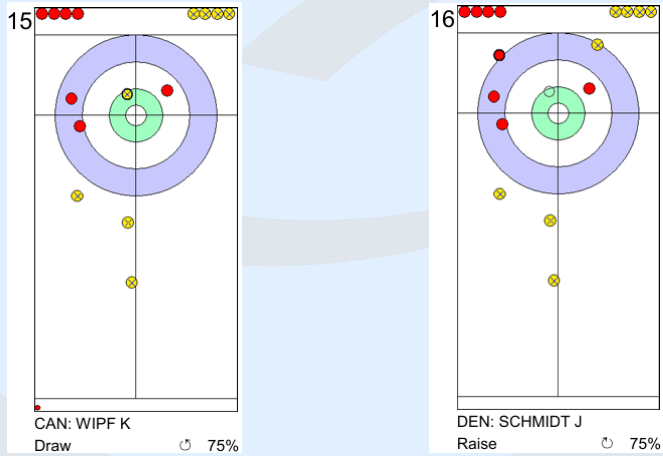
Sample 12 - Last Stone

End 4, °DEN 3 - 3 CAN



CAN: Draw is shot, but behind tee line.
DEN: Raise is successful but there was a chance to score 4, not only 3.
Since DEN could do better, it is only 3 points.

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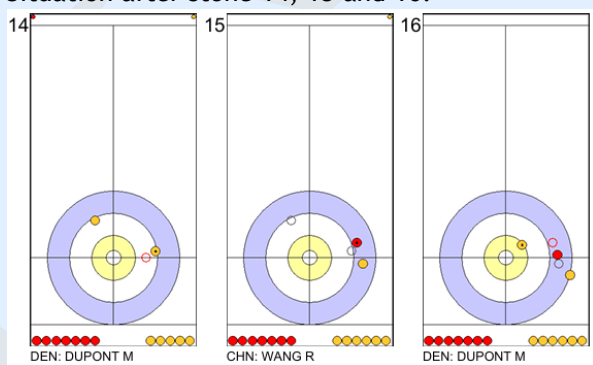
Sample 13 - Last Stone

End 4, CHN 3 - 1 DEN°

Situation after stone 14, 15 and 16:



? What are the Task and Points for each stone?

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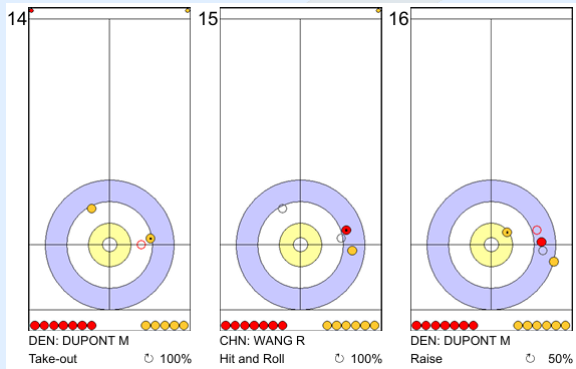
Sample 13 - Last Stone

End 4, CHN 3 – 1 DEN°



DEN 14: Good Take-out to sit with 2.
CHN 15: Intention to hit and sit in front of opponent stone was executed successfully.
This stone is not a "Double Take-out" 2 as it was the intention to roll on top of the opponent stone.
DEN 16: Wanted to raise the CHN stone in order to score 2. Failed to move it far enough, but at least being getting shot. Scoring 1 instead of 2.
The stone could have been executed better to score 2 but at least moved CHN out of scoring position.

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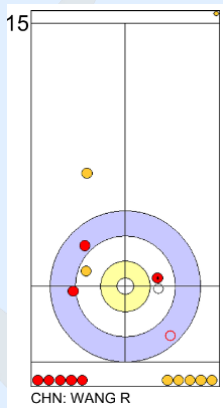
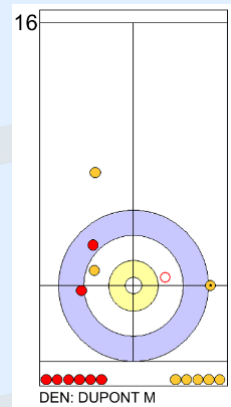
Sample 14 - Last Stone

End 2, CHN 1 – 0 DEN°

Situation after stone 15:



Situation after stone 16:



? What are the Task and Points for each stone?

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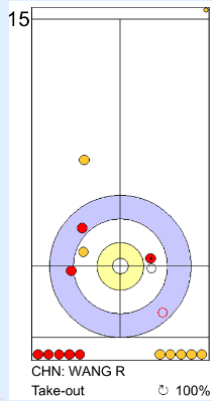
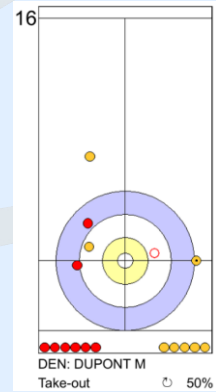
Sample 14 - Last Stone

End 2, CHN 1 - 0 DEN°





CHN 15: Cutting down the score and at least sitting shot.
DEN 16: Wanted to take out the CHN stone in order to score 2. Failed to stay shot or second. Scoring 1 instead of 2.
DEN 16 could have been executed better to score 2 but at least moved CHN out of scoring position.

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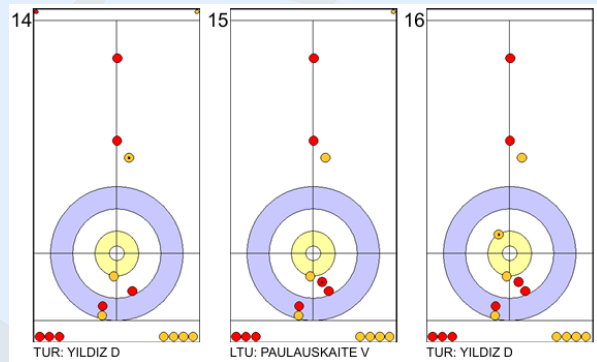
Sample 15 - Last Stone

End 4, LIT 1 - 2 TUR°

Situation after stone 14, 15 and 16:



? What are the Task and Points for each stone?

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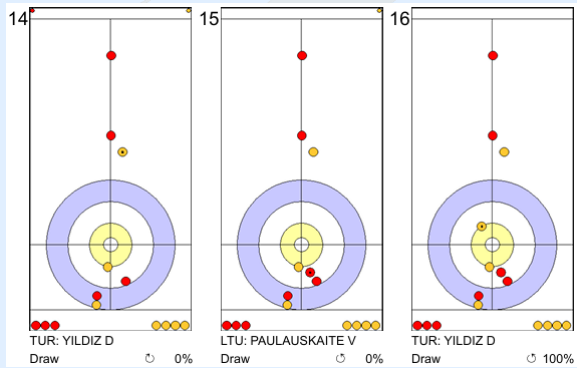
Sample 15 - Last Stone

End 4, LIT 1 - 2 TUR°



TUR 14: Draw is too short and even gives LTU a chance to get shot behind the Guards.
This stone cannot be considered a Guard 4 as it made the situation worse for TUR.
LTU 15: Draw is not sitting shot, is even behind the tee line.
The last stone of LTU was not changing the scoring situation - like it was not played.
TUR 16: Taking the chance of scoring 2.

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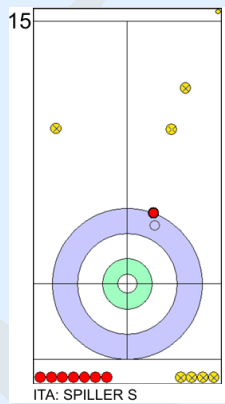
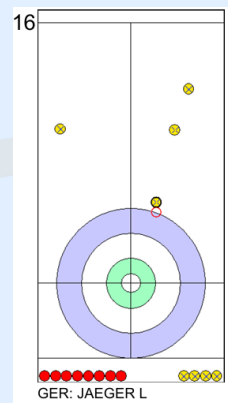
Sample 16 - Last Stone

End 3, ITA 1 - 0 GER°

Situation after stone 15:



Situation after stone 16:



? What are the Task and Points for each stone?

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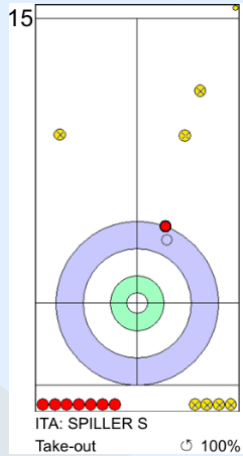
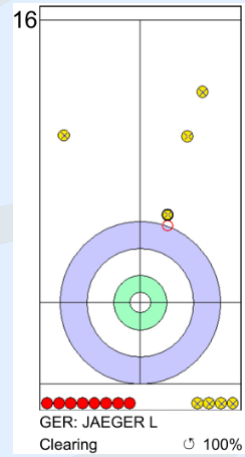
Sample 16 - Last Stone

End 3, ITA 1 - 0 GER°





ITA: Take-out successful. Forcing the opponent to clear.
GER: Shot successful to clear the end.
It is not a "Take-out" since this would imply that the shooter is somewhere in the house.

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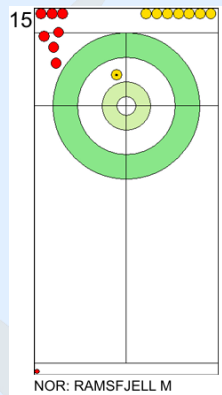
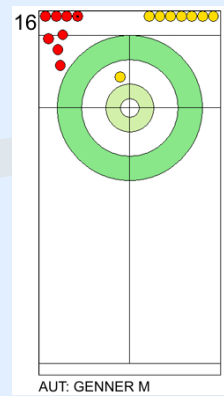
Sample 17 - Last Stone

End 1, °AUT 0 - 0 NOR

Situation after stone 15:



Situation after stone 16:



? What are the Task and Points for each stone?

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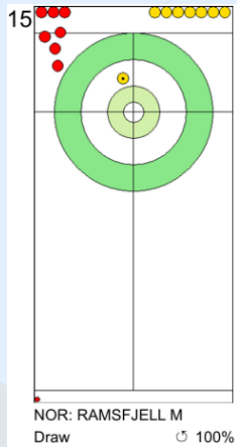
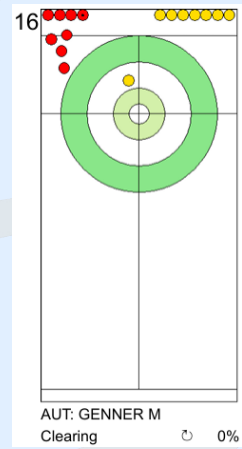
Sample 17 - Last Stone

End 1, ˚AUT 0 – 0 NOR





NOR: The Draw just has to be somewhere in the house. Redundant if it is behind the tee line in this case. Forcing the opponent to clear.
AUT: Total miss to clear the end.
It is not a Draw with 3 points since it does not matter where it is in the house.

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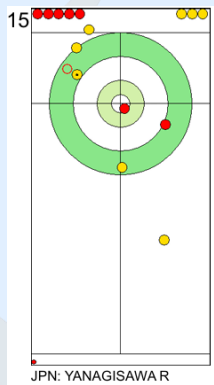
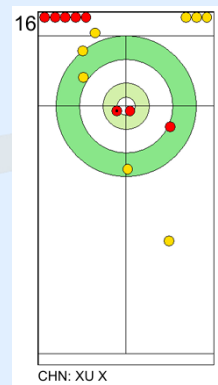
Sample 18 - Last Stone

End 9, ˚CHN 3 – 6 JPN

Situation after stone 15:



Situation after stone 16:



? What are the Task and Points for each stone?

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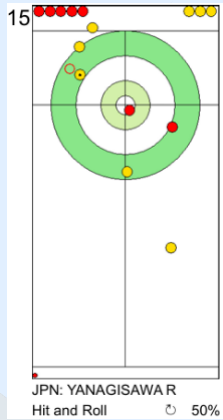
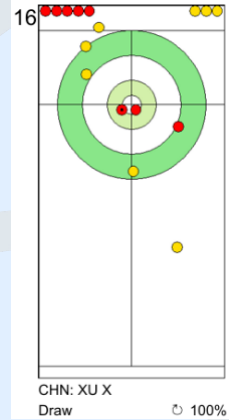
Sample 18 - Last Stone

End 9, °CHN 3 – 6 JPN





JPN: Need to hit and roll to reduce the score. Removed at least 1 CHN stone but then not sitting better.
CHN: Easy Draw to score 3.
It is not a "Hit and Roll" with 3 points since it is totally out of scoring position, like it had rolled out.

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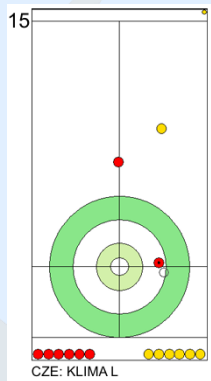
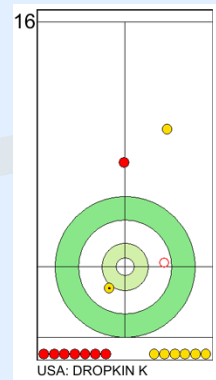
Sample 19 - Last Stone

End 2, CZE 0 – 0 USA°

Situation after stone 15:



Situation after stone 16:



? What are the Task and Points for each stone?

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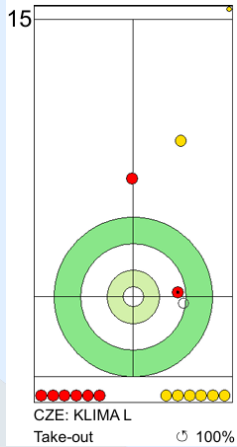
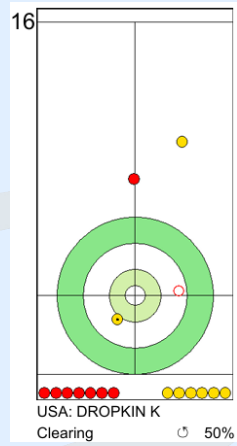
Sample 19 - Last Stone

End 2, CZE 0 – 0 USA°





CZE: Nice Take-out staying behind the Guard to put pressure on USA.
USA: Intention failed to clear the end: Opponent stone out but own stone still in play.
Scoring 1 in this situation is not good for USA, but still better than CZE steals 1.

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Practice

- Theory can never be as good as hands-on practice ☺
- If you have a computer/notebook with **Windows** operating system, please download the evaluation software and get used to placing the stones into the right position. You could follow a real game in the club or watch TV. *Currently, there is no version available for Apple/MAC/iOS systems.*
- Download at https://curlit.com/cursstats
- The evaluation version is good for 5 ends and up to 30 days. If you like to extend, contact us at order@curlit.com to get a temporary key for free.

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