CURLING STATISTICS

How to score

Season 2026 - 2027

Topics

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

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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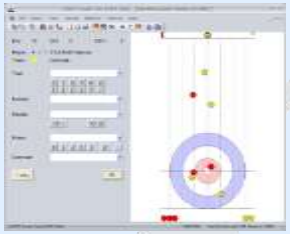
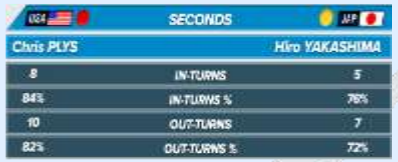
Technical Background



Stats Bench:
Data Entry

FOP:
Data Entry

Curling Results
System &
Database

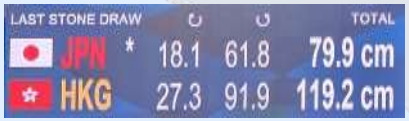


TV Graphics &
Commentators

Online / Websites

Printed Reports

Sport Specific Board



Public Scoreboard

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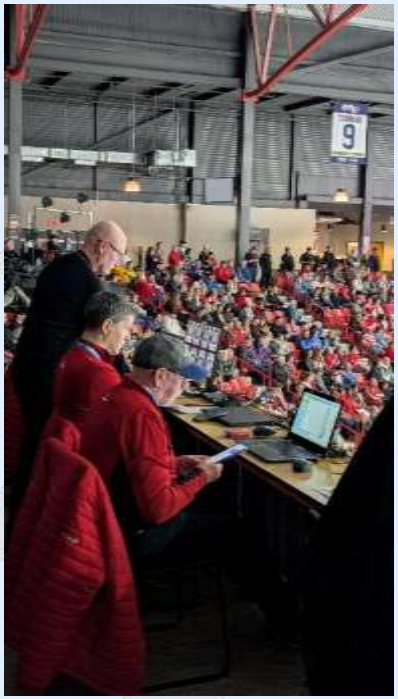
Technical Background



Stats Bench

Office

Technical Background

Commentator Positions

Camera Positions & Commentator Box

TV Transition

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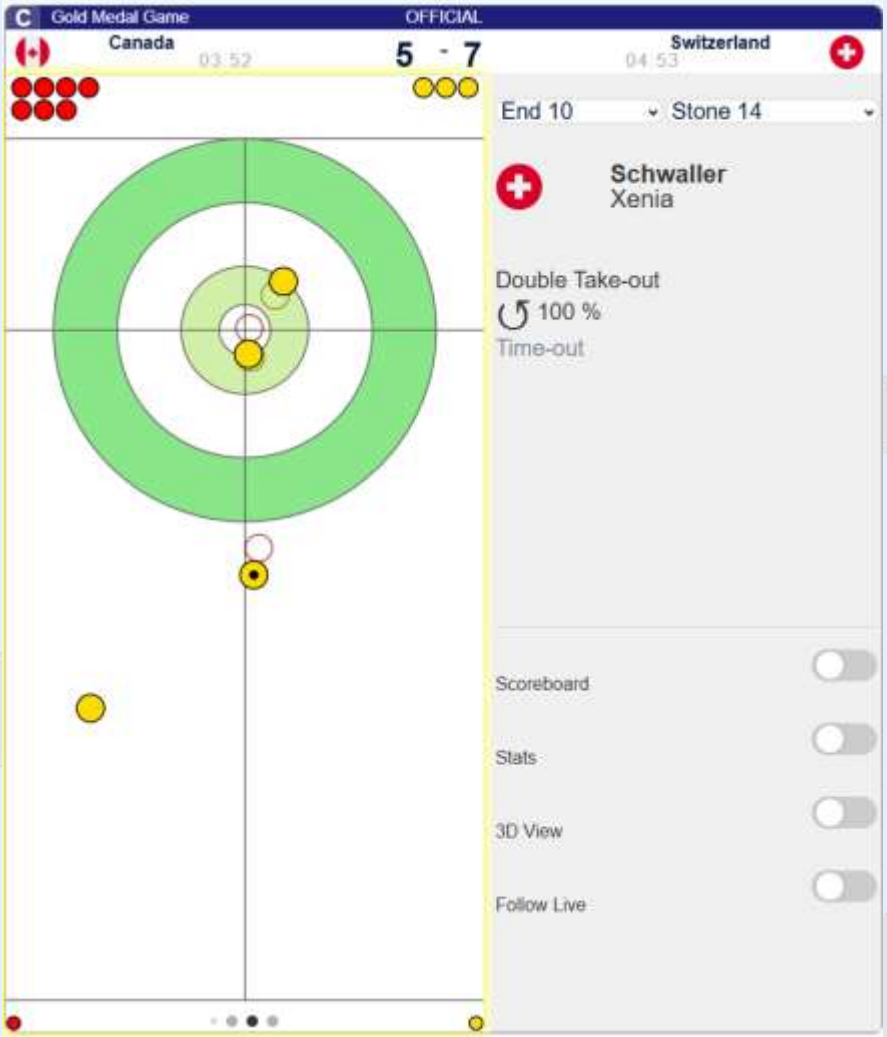
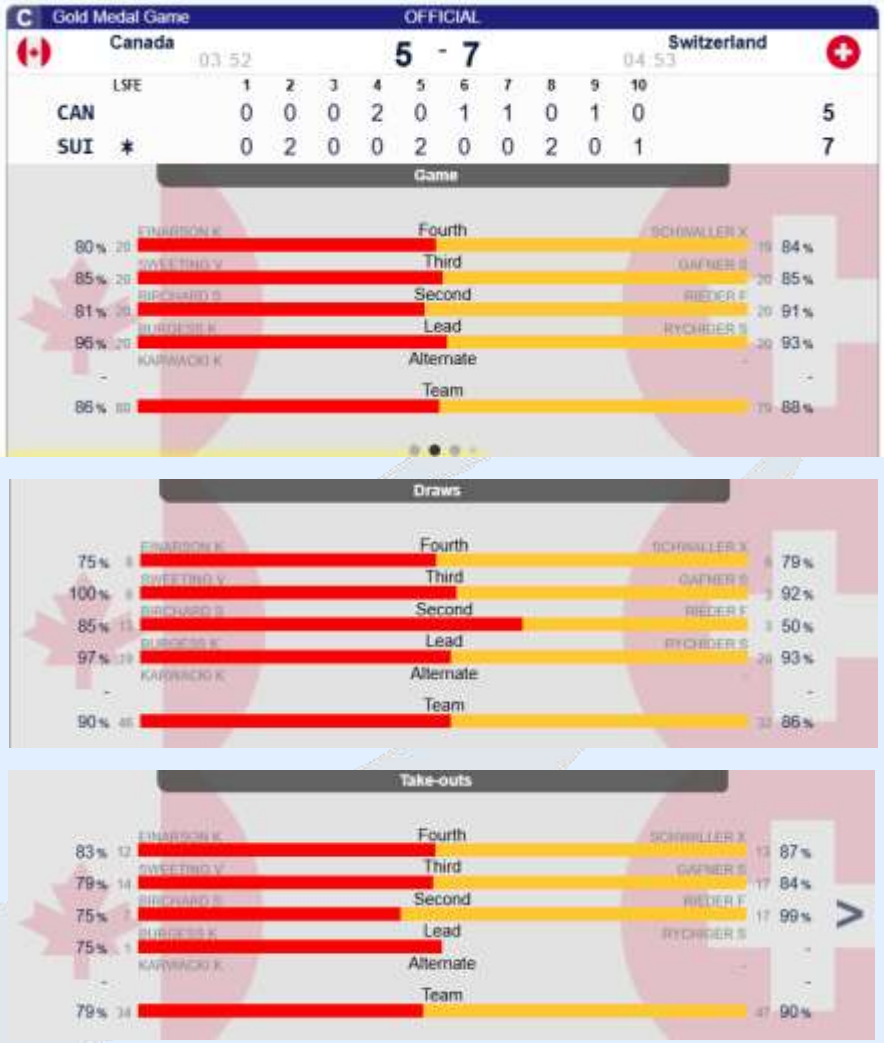
Live Scores Website
Game Center





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 efficency	Force efficency	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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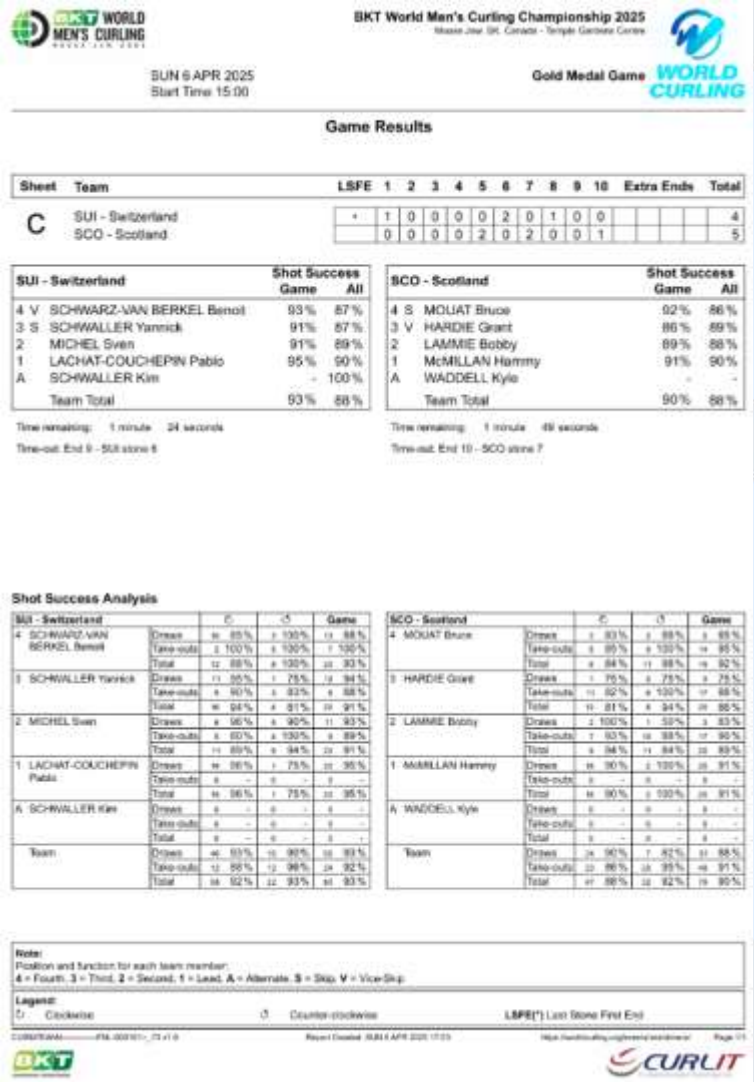
Printed Reports
Shot by Shot

Printed Reports
Statistics - some samples



BKT World Men's Curling Championship 2025
Moose Jaw, SK, Canada - Temple Gardens Centre

SUN 6 APR 2025
Start Time 15:00

Gold Medal Game

Game Results

Sheet	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extra Ends	Total
C	SUI - Switzerland	•	1	0	0	0	0	2	0	1	0	0		4
	SCO - Scotland		0	0	0	0	2	0	2	0	0	1		5

SUI - Switzerland		Shot Success Game	Shot Success All
4 V	SCHWARZ-VAN BERKEL Benoit	93%	87%
3 S	SCHWALLER Yannick	91%	87%
2	MICHEL Sven	91%	89%
1	LACHAT-COUCHEPIN Pablo	95%	90%
A	SCHWALLER Kim	-	100%
	Team Total	93%	88%

Time remaining: 1 minute 24 seconds
Time-out: End 9 - SUI stone 6

SCO - Scotland		Shot Success Game	Shot Success All
4 S	MOUAT Bruce	92%	86%
3 V	HARDIE Grant	86%	89%
2	LAMMIE Bobby	89%	88%
1	McMILLAN Hammy	91%	90%
A	WADDELL Kyle	-	-
	Team Total	90%	88%

Time remaining: 1 minute 49 seconds
Time-out: End 10 - SCO stone 7

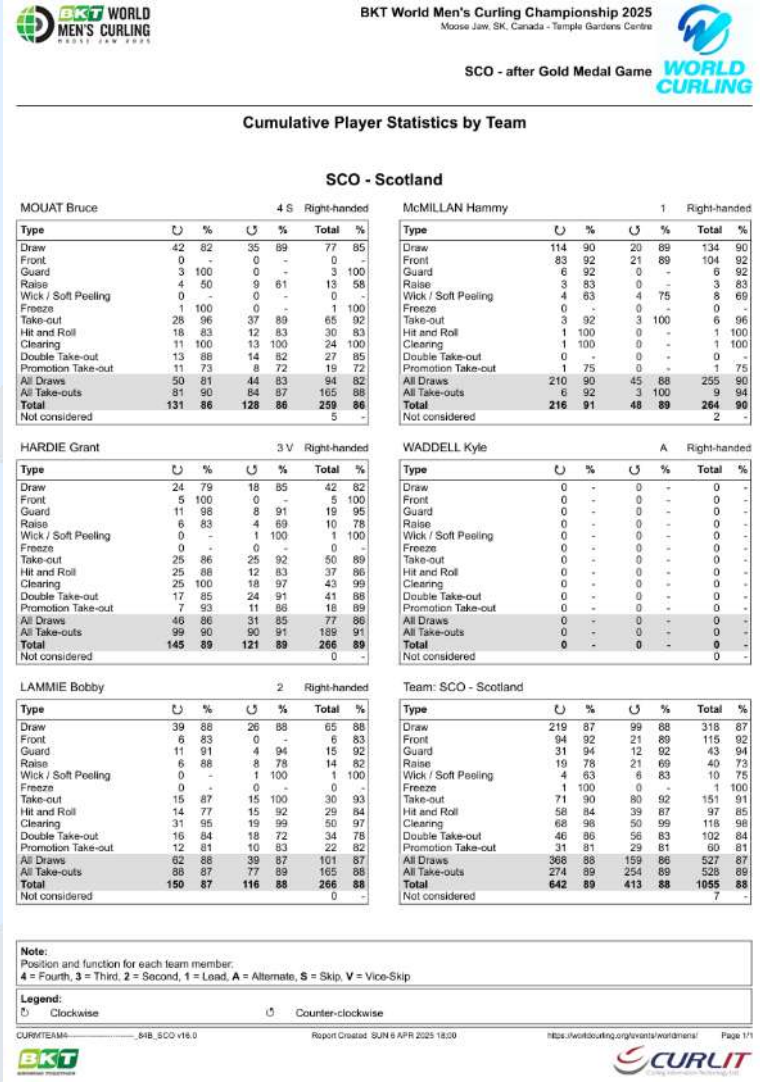
Shot Success Analysis

SUI - Switzerland		↻		↺		Game	
4 SCHWARZ-VAN BERKEL Benoit	Draws	16	89%	3	100%	19	88%
	Take-outs	3	100%	8	100%	11	100%
	Total	19	89%	11	100%	30	93%
3 SCHWALLER Yannick	Draws	11	95%	1	75%	12	94%
	Take-outs	8	90%	3	83%	11	88%
	Total	19	94%	4	81%	23	91%
2 MICHEL Sven	Draws	8	96%	8	90%	16	93%
	Take-outs	6	80%	4	100%	10	89%
	Total	14	89%	12	94%	26	91%
1 LACHAT-COUCHEPIN Pablo	Draws	16	96%	1	75%	17	95%
	Take-outs	6	-	0	-	6	-
	Total	16	96%	1	75%	17	95%
A SCHWALLER Kim	Draws	0	-	0	-	0	-
	Take-outs	0	-	0	-	0	-
	Total	0	-	0	-	0	-
Team	Draws	46	93%	13	90%	59	93%
	Take-outs	13	88%	12	96%	25	92%
	Total	59	92%	25	93%	84	93%

SCO - Scotland		↻		↺		Game	
4 MOUAT Bruce	Draws	3	83%	2	88%	5	86%
	Take-outs	5	80%	8	100%	13	85%
	Total	8	84%	10	88%	18	92%
3 HARDIE Grant	Draws	1	75%	3	75%	4	75%
	Take-outs	11	82%	8	100%	19	88%
	Total	12	81%	11	94%	23	86%
2 LAMMIE Bobby	Draws	3	100%	1	50%	4	83%
	Take-outs	7	83%	10	88%	17	86%
	Total	10	84%	11	84%	21	85%
1 McMILLAN Hammy	Draws	16	90%	3	100%	19	91%
	Take-outs	0	-	0	-	0	-
	Total	16	90%	3	100%	19	91%
A WADDELL Kyle	Draws	0	-	0	-	0	-
	Take-outs	0	-	0	-	0	-
	Total	0	-	0	-	0	-
Team	Draws	24	90%	7	82%	31	88%
	Take-outs	23	86%	18	95%	41	91%
	Total	47	88%	25	82%	72	86%

Note:
Position and function for each team member:
4 = Fourth, **3** = Third, **2** = Second, **1** = Lead, **A** = Alternate, **S** = Skip, **V** = Vice-Skip

Legend:
↻ Clockwise ↺ Counter-clockwise LSFE(•) Last Stone First End



BKT World Men's Curling Championship 2025
Moose Jaw, SK, Canada - Temple Gardens Centre

SCO - after Gold Medal Game

Cumulative Player Statistics by Team

SCO - Scotland

MOUAT Bruce — 4 S — Right-handed

Type	↻	%	↺	%	Total	%
Draw	42	82	35	89	77	85
Front	0	-	0	-	0	-
Guard	3	100	0	-	3	100
Raise	4	50	9	61	13	58
Wick / Soft Peeling	0	-	0	-	0	-
Freeze	1	100	0	-	1	100
Take-out	28	96	37	89	65	92
Hit and Roll	18	83	12	83	30	83
Clearing	11	100	13	100	24	100
Double Take-out	13	88	14	82	27	85
Promotion Take-out	11	73	8	72	19	72
All Draws	50	81	44	83	94	82
All Take-outs	81	90	84	87	165	88
Total	**131**	**86**	**128**	**86**	**259**	**86**
Not considered					5	-

McMILLAN Hammy — 1 — Right-handed

Type	↻	%	↺	%	Total	%
Draw	114	90	20	89	134	90
Front	83	92	21	89	104	92
Guard	6	92	0	-	6	92
Raise	3	83	0	-	3	83
Wick / Soft Peeling	4	63	4	75	8	69
Freeze	0	-	0	-	0	-
Take-out	3	92	3	100	6	96
Hit and Roll	1	100	0	-	1	100
Clearing	1	100	0	-	1	100
Double Take-out	0	-	0	-	0	-
Promotion Take-out	1	75	0	-	1	75
All Draws	210	90	45	88	255	90
All Take-outs	6	92	3	100	9	94
Total	**216**	**91**	**48**	**89**	**264**	**90**
Not considered					2	-

HARDIE Grant — 3 V — Right-handed

Type	↻	%	↺	%	Total	%
Draw	24	79	18	85	42	82
Front	5	100	0	-	5	100
Guard	11	98	8	91	19	95
Raise	6	83	4	69	10	78
Wick / Soft Peeling	0	-	1	100	1	100
Freeze	0	-	0	-	0	-
Take-out	25	86	25	92	50	89
Hit and Roll	25	88	12	83	37	86
Clearing	25	100	18	97	43	99
Double Take-out	17	85	24	91	41	88
Promotion Take-out	7	93	11	86	18	89
All Draws	46	86	31	85	77	86
All Take-outs	99	90	90	91	189	91
Total	**145**	**89**	**121**	**89**	**266**	**89**
Not considered					0	-

WADDELL Kyle — A — Right-handed

Type	↻	%	↺	%	Total	%
Draw	0	-	0	-	0	-
Front	0	-	0	-	0	-
Guard	0	-	0	-	0	-
Raise	0	-	0	-	0	-
Wick / Soft Peeling	0	-	0	-	0	-
Freeze	0	-	0	-	0	-
Take-out	0	-	0	-	0	-
Hit and Roll	0	-	0	-	0	-
Clearing	0	-	0	-	0	-
Double Take-out	0	-	0	-	0	-
Promotion Take-out	0	-	0	-	0	-
All Draws	0	-	0	-	0	-
All Take-outs	0	-	0	-	0	-
Total	**0**	**-**	**0**	**-**	**0**	**-**
Not considered					0	-

LAMMIE Bobby — 2 — Right-handed

Type	↻	%	↺	%	Total	%
Draw	39	88	26	88	65	88
Front	6	83	0	-	6	83
Guard	11	91	4	94	15	92
Raise	6	88	8	78	14	82
Wick / Soft Peeling	0	-	1	100	1	100
Freeze	0	-	0	-	0	-
Take-out	15	87	15	100	30	93
Hit and Roll	14	77	15	92	29	84
Clearing	31	95	19	99	50	97
Double Take-out	16	84	18	72	34	78
Promotion Take-out	12	81	10	83	22	82
All Draws	62	88	39	87	101	87
All Take-outs	88	87	77	89	165	88
Total	**150**	**87**	**116**	**88**	**266**	**88**
Not considered					0	-

Team: SCO - Scotland

Type	↻	%	↺	%	Total	%
Draw	219	87	99	88	318	87
Front	94	92	21	89	115	92
Guard	31	94	12	92	43	94
Raise	19	78	21	69	40	73
Wick / Soft Peeling	4	63	6	83	10	75
Freeze	1	100	0	-	1	100
Take-out	71	90	80	92	151	91
Hit and Roll	58	84	39	87	97	85
Clearing	68	98	50	99	118	98
Double Take-out	46	86	56	83	102	84
Promotion Take-out	31	81	29	81	60	81
All Draws	368	88	159	86	527	87
All Take-outs	274	89	254	89	528	89
Total	**642**	**89**	**413**	**88**	**1055**	**88**
Not considered					7	-

Note:
Position and function for each team member:
4 = Fourth, **3** = Third, **2** = Second, **1** = Lead, **A** = Alternate, **S** = Skip, **V** = Vice-Skip

Legend:
↻ Clockwise ↺ Counter-clockwise

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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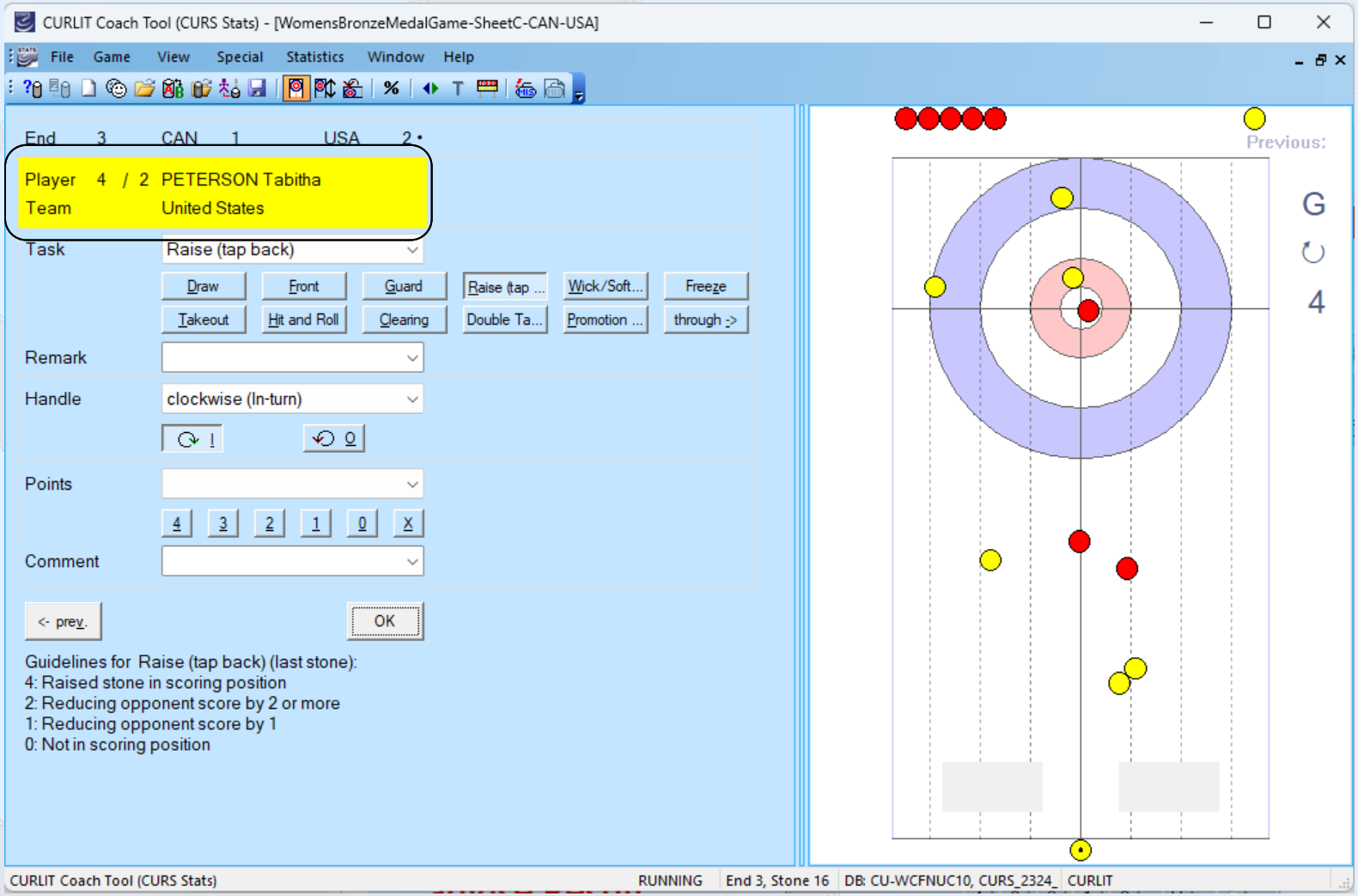
CURS Stats Software - 2

Check
for every stone:

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

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



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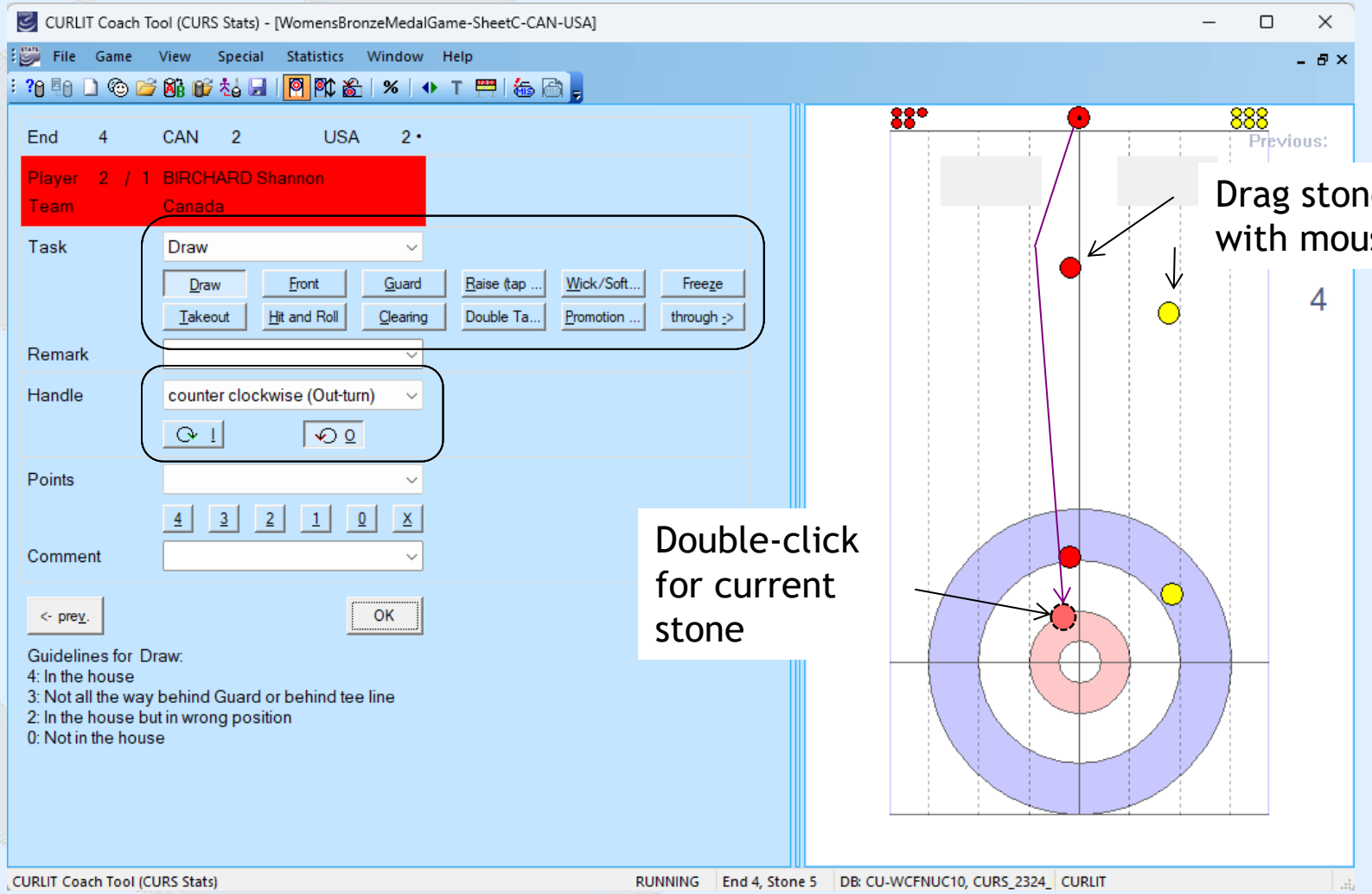
CURS Stats Software - 3

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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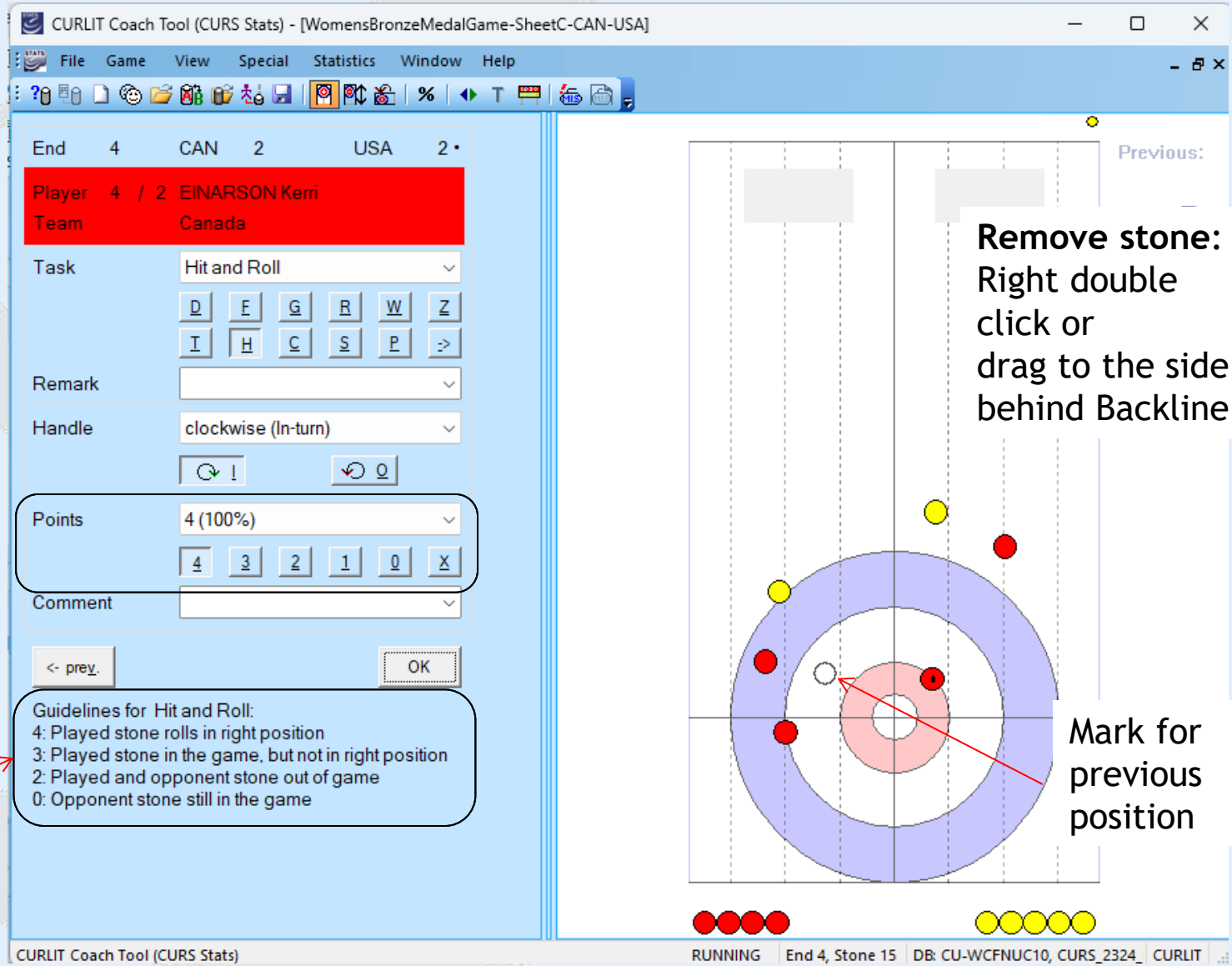
CURS Stats Software - 4

Graphics:
Set shooter stone and adjust other stone positions if needed

Points:
Enter Points
Use mouse or keyboard

Use guidelines!



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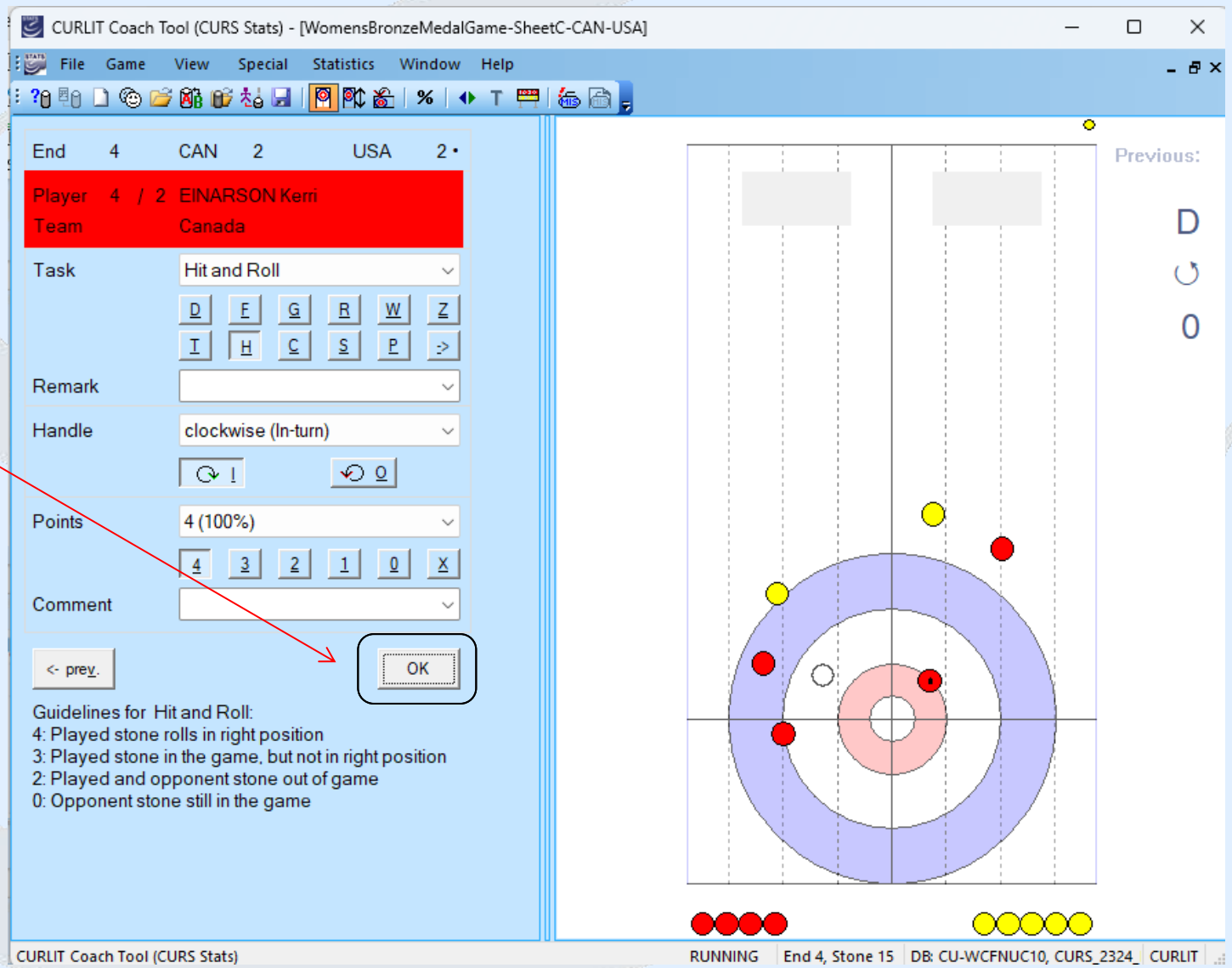
CURS Stats Software - 5



Press "OK":
Do not forget!
This brings you to the next stone to be played

Use mouse or keyboard (Enter key)

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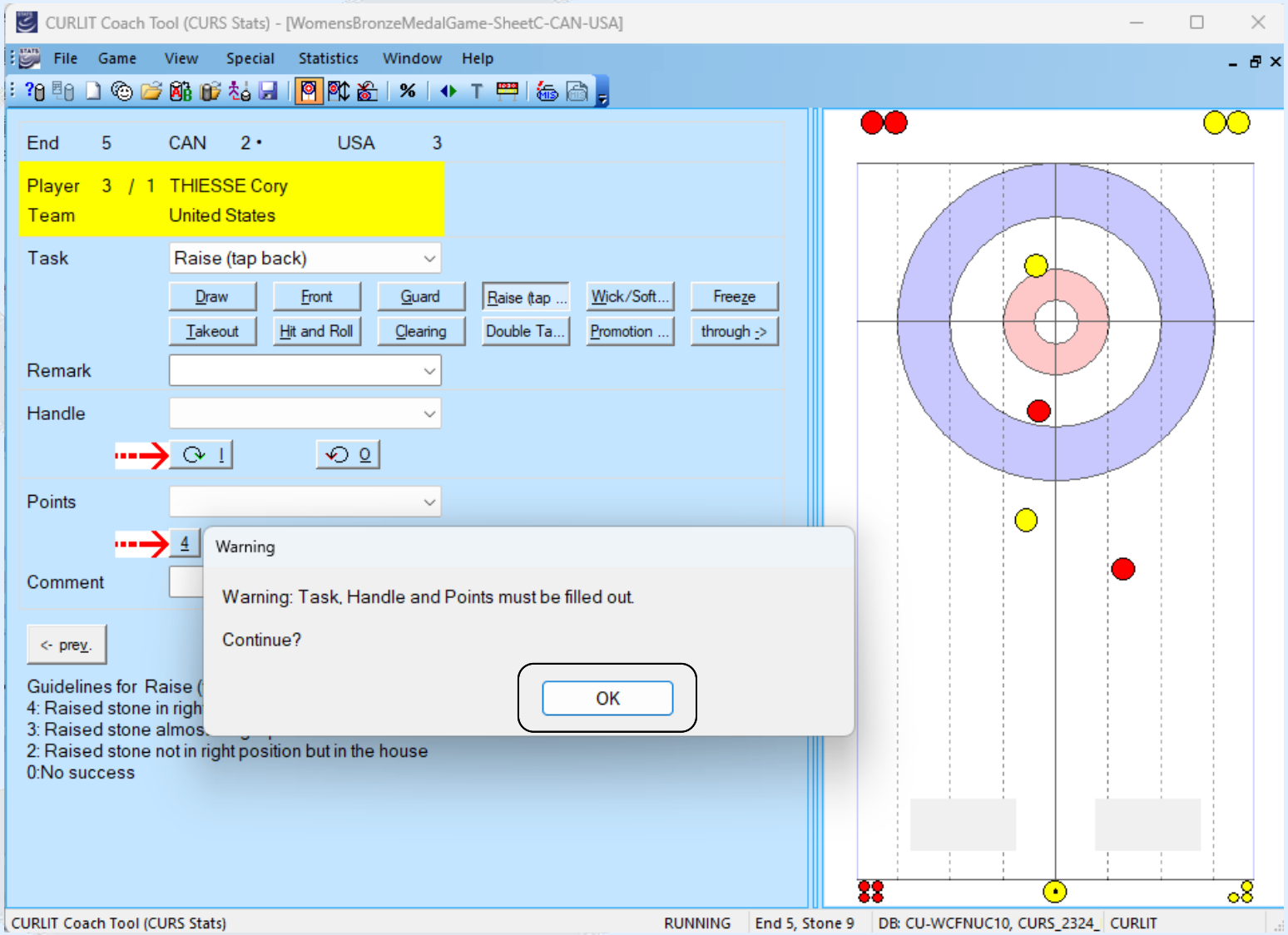
CURS Stats Software - 6

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.



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CURS Stats Software - 7

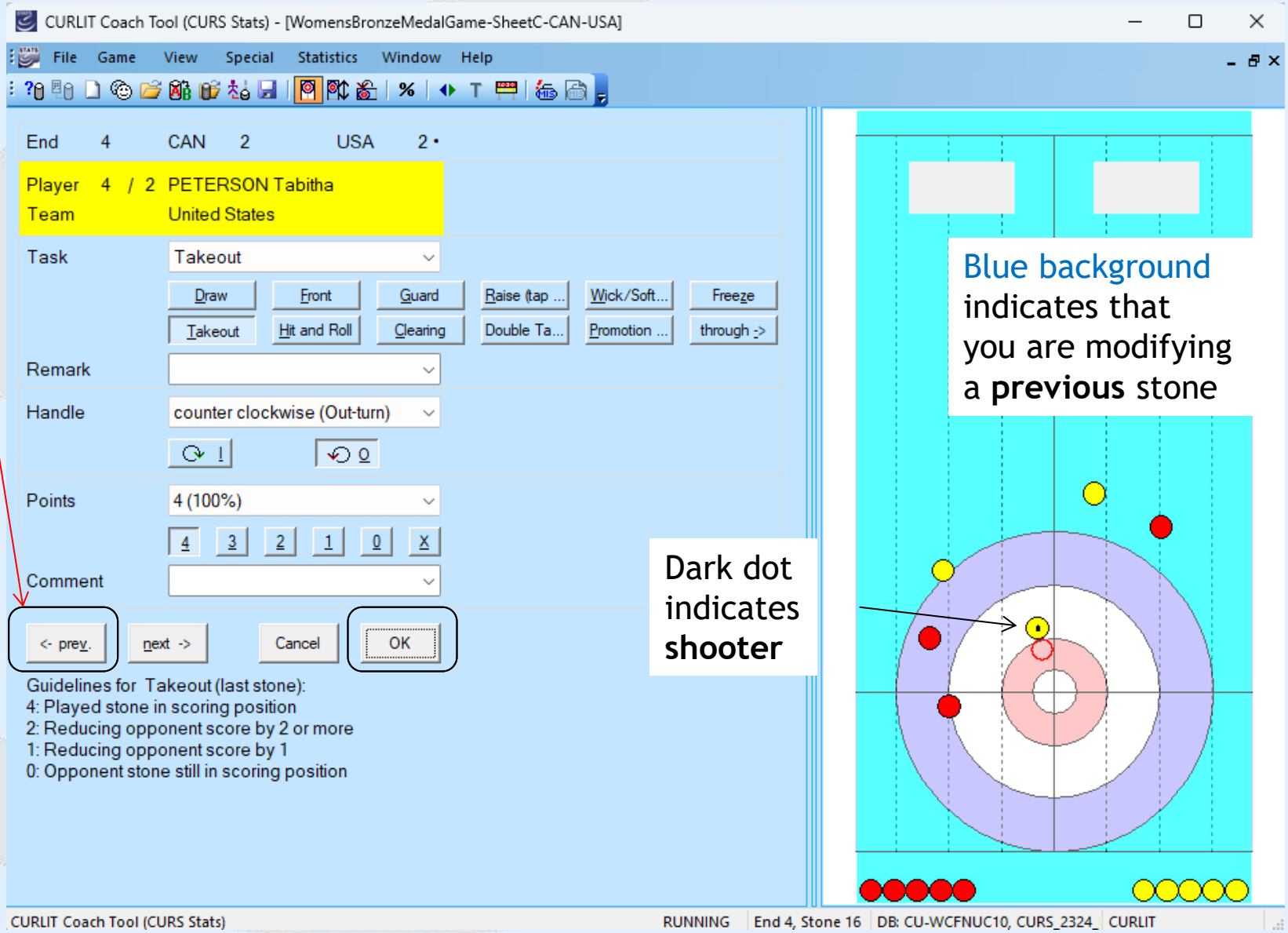
Corrections:
Press Prev. to change any input:

- 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)



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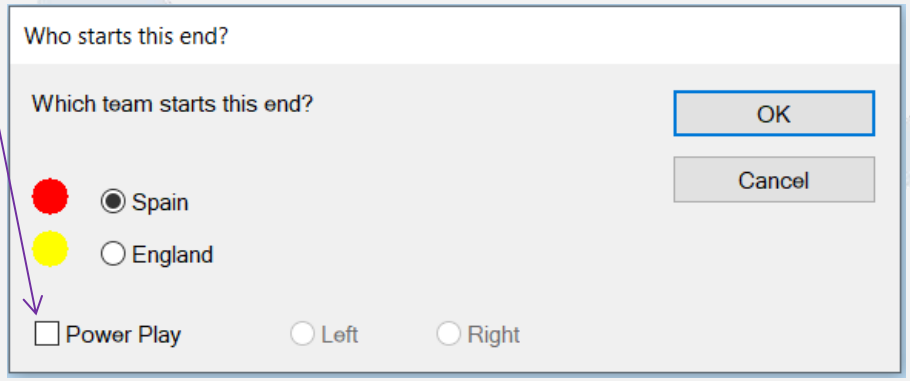
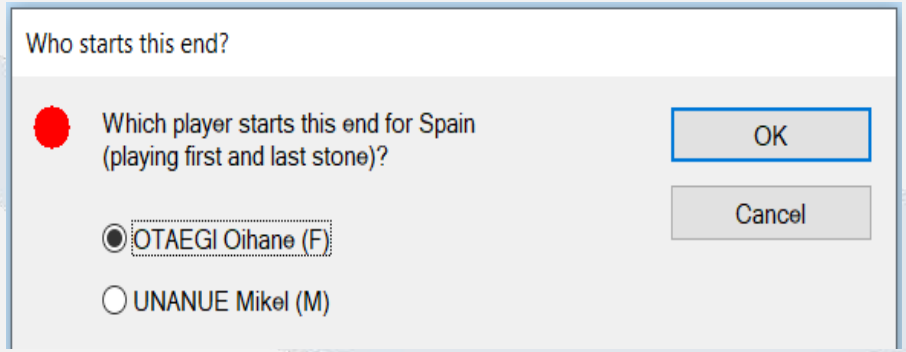
CURS Stats Software - Mixed Doubles

- **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)

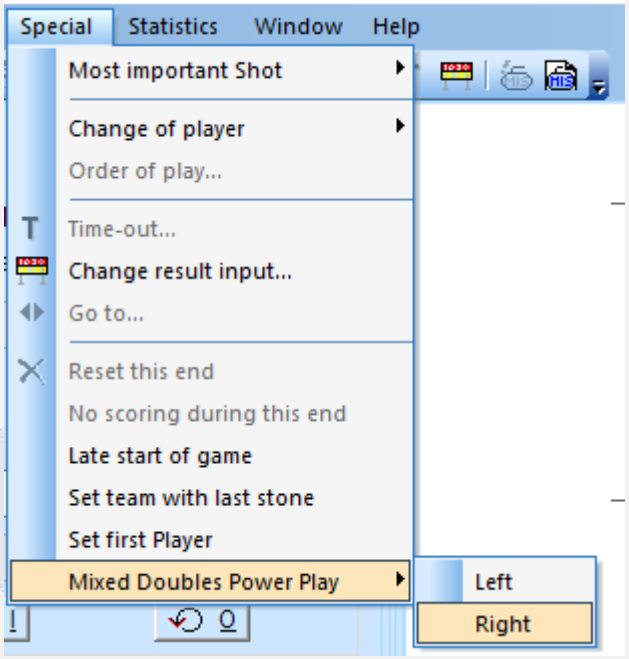
1.



2.



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



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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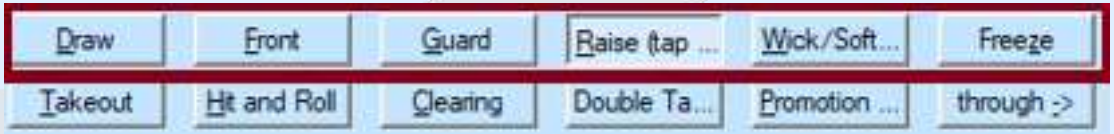
Task - Slow Stones

- 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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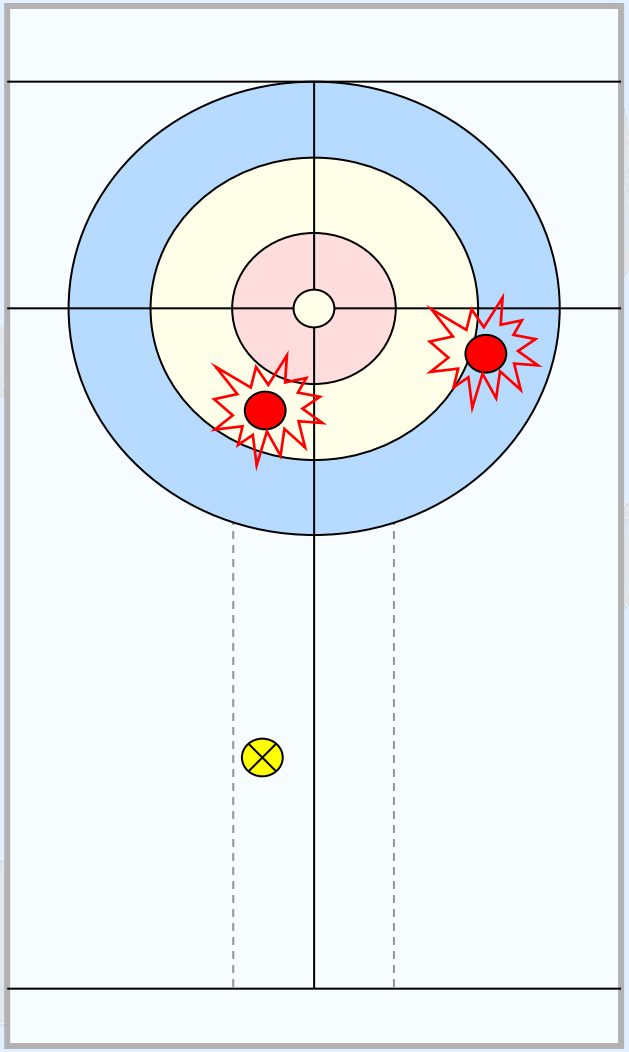
Task - Draw (D)

- 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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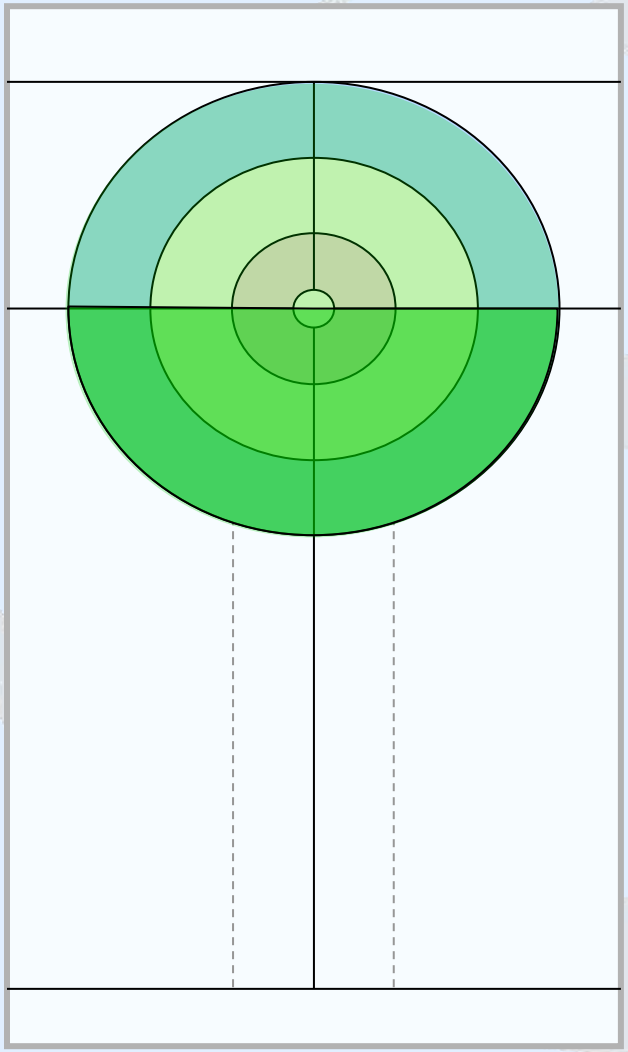
Task - Draw (D)

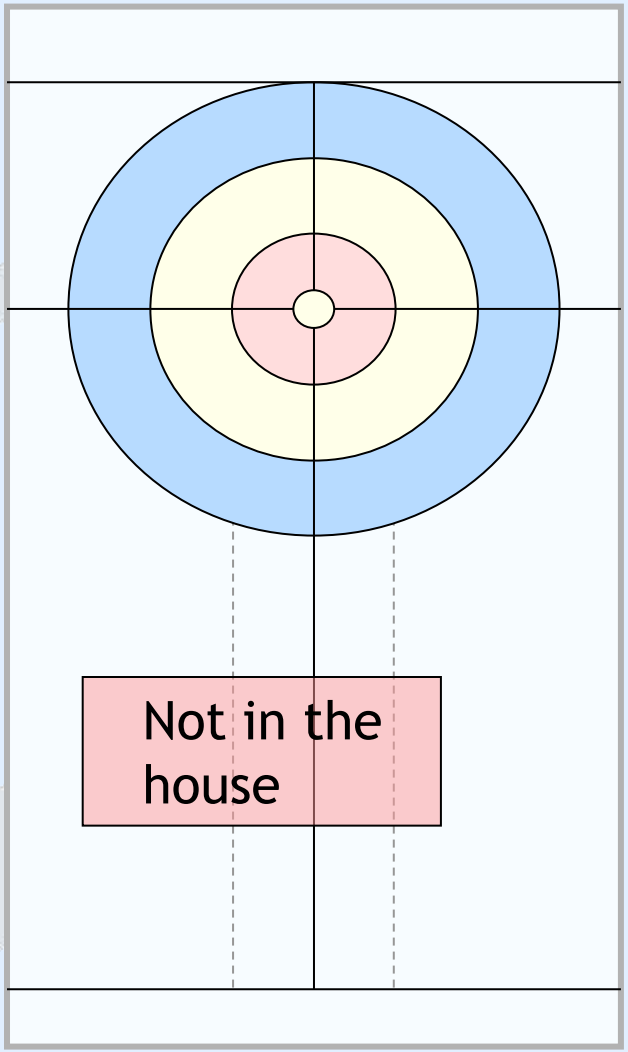


4 Points

- 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



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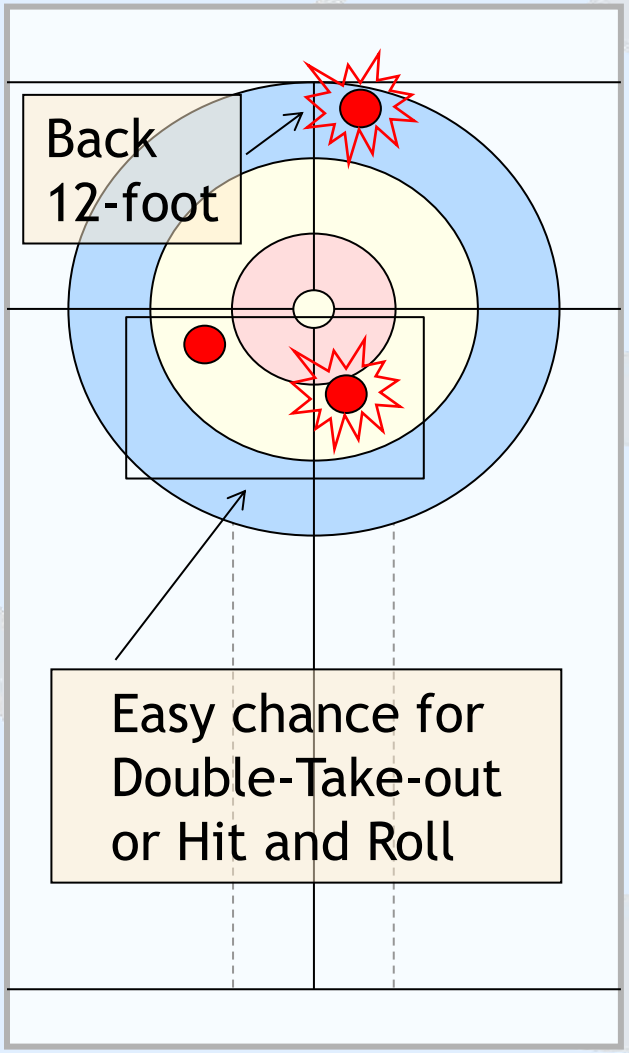
Task - Draw (D)

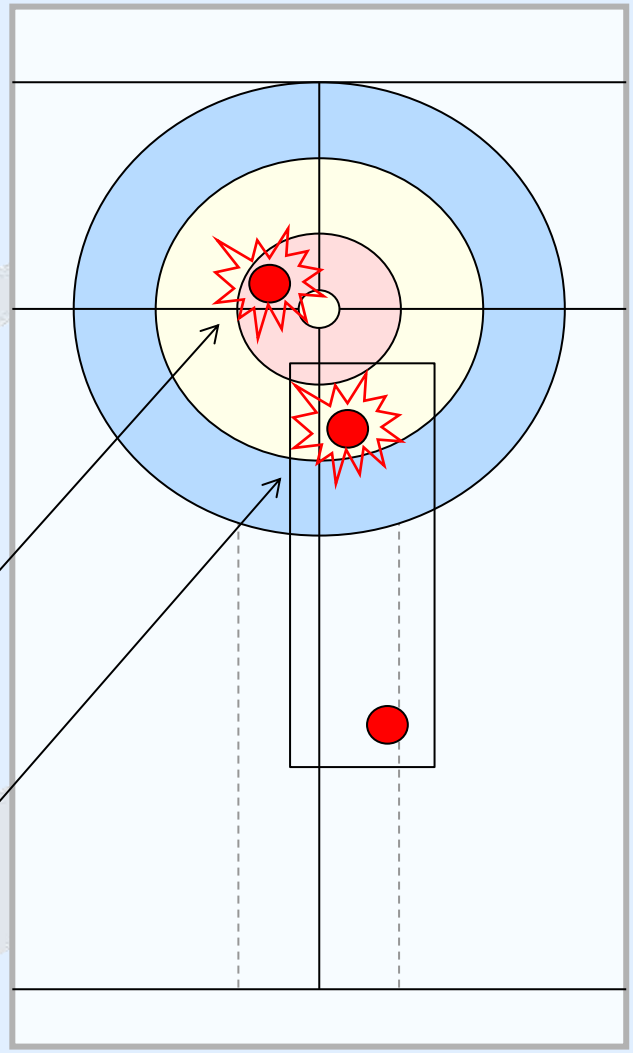


2 Points

- 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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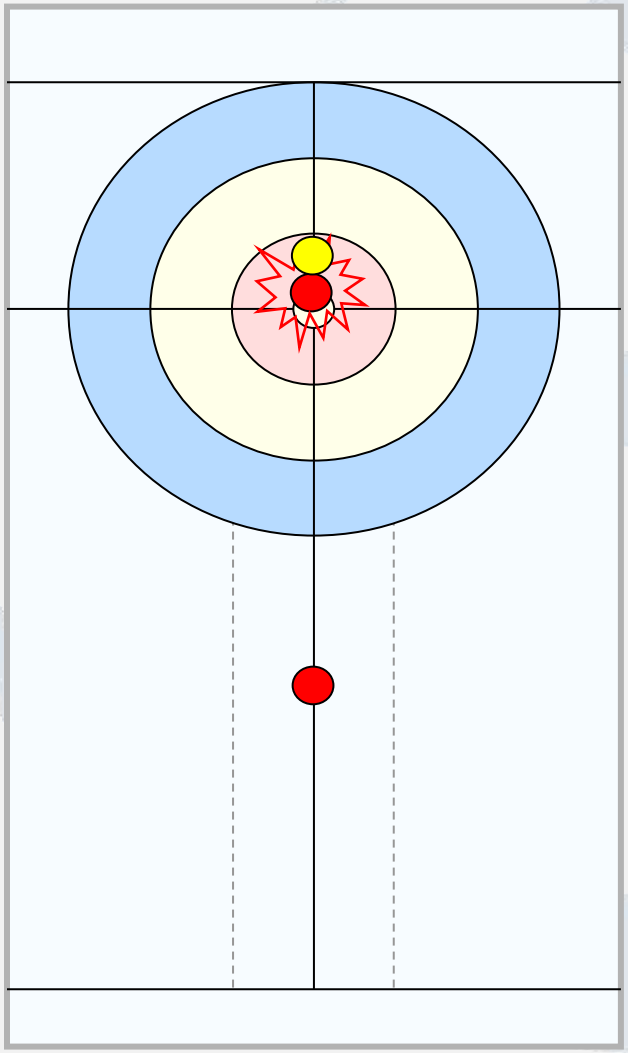
Task - Draw (D)
Mixed Doubles - First stone of the end



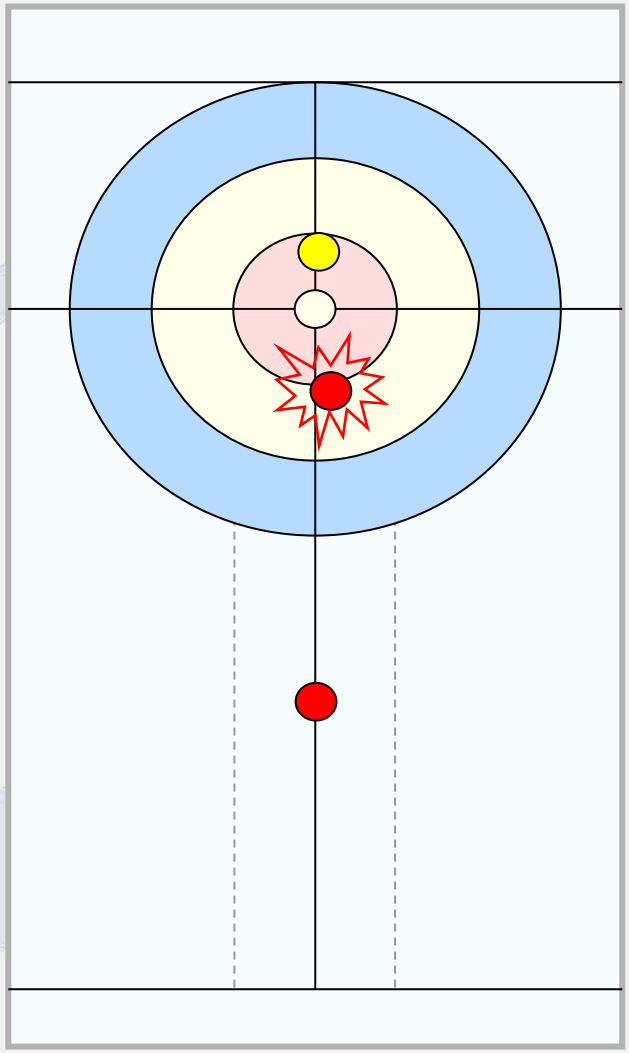
4 Points

- Close to opponent stone

3 Points

- Not shot

During end:
Standard guidelines for Draw



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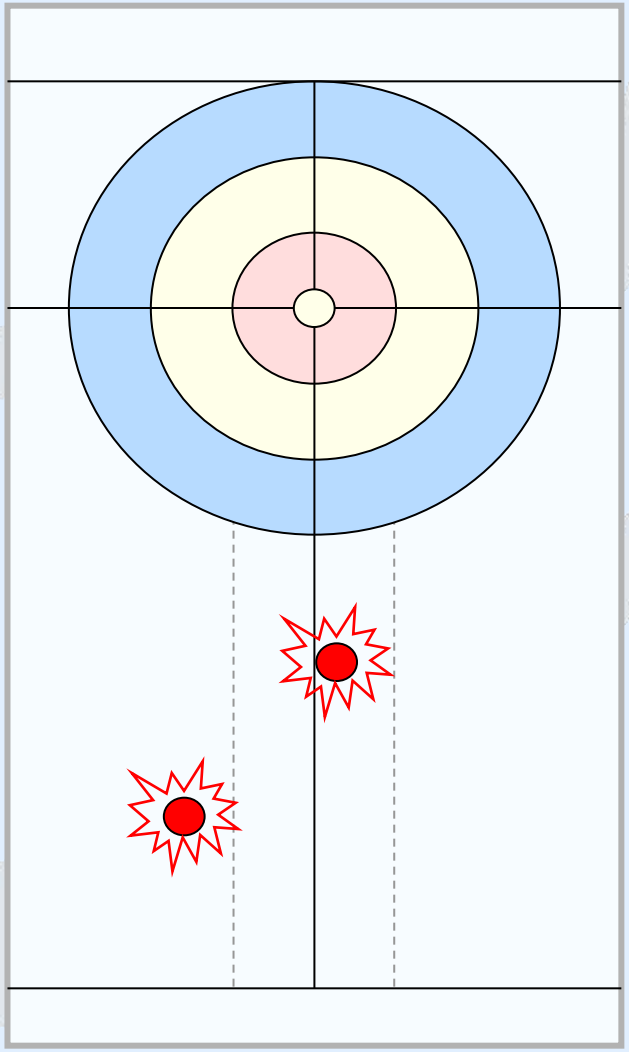
Task - Front (F)

- Shortcut "F"
- Characteristics:
  - In front of the house
  - **Not protecting** other stones
  - Can be:
    - ✓ centre ("Centre-Guard")
    - ✓ side ("Corner-Guard")



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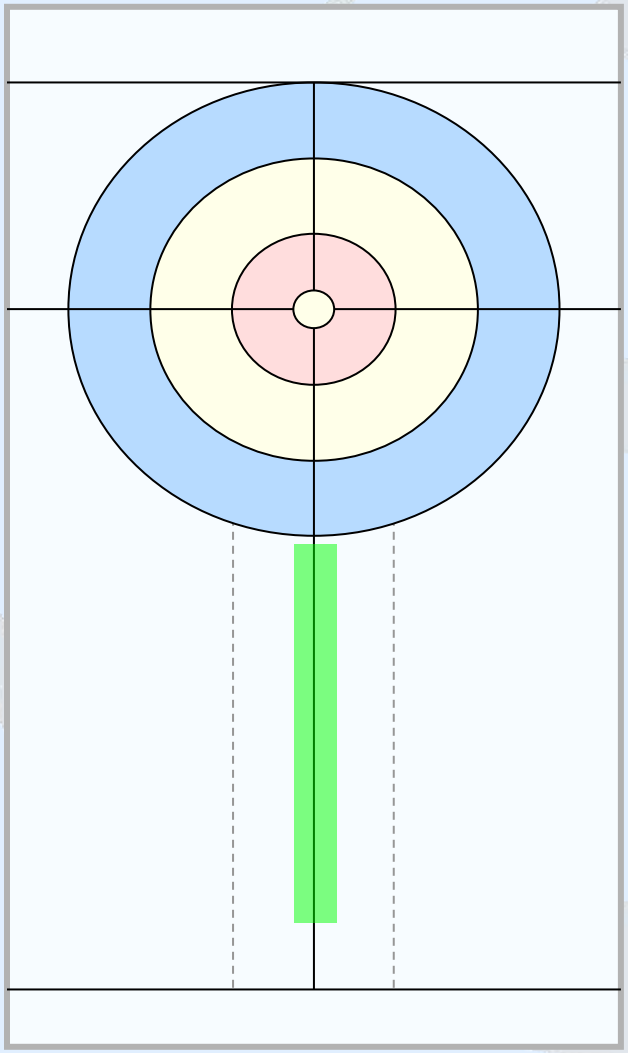
Task - Front (F)
No-Tick Zone (NTZ)

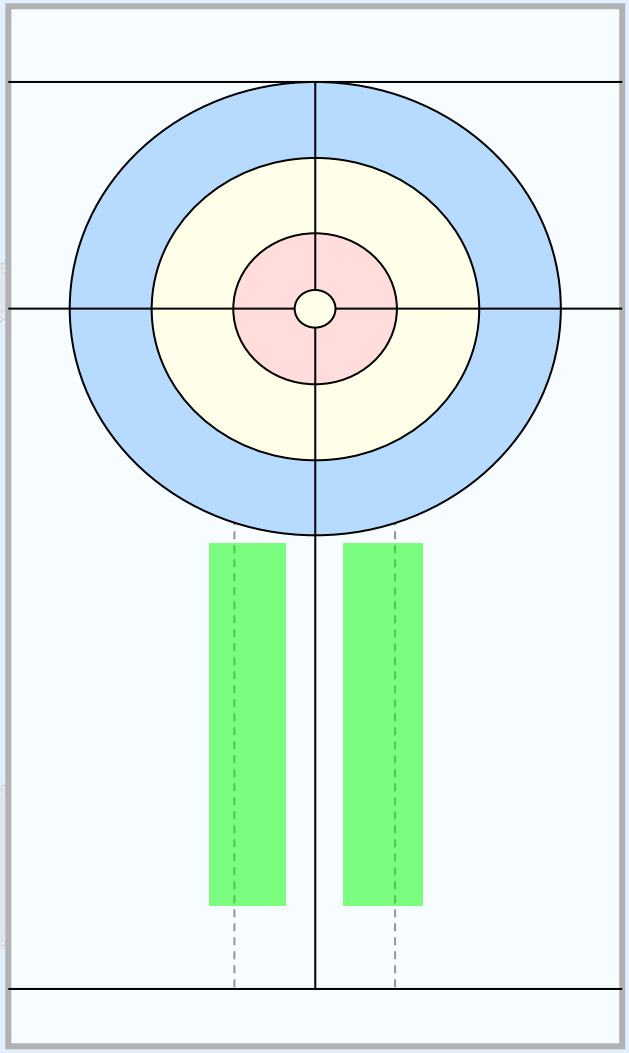


4 Points

- 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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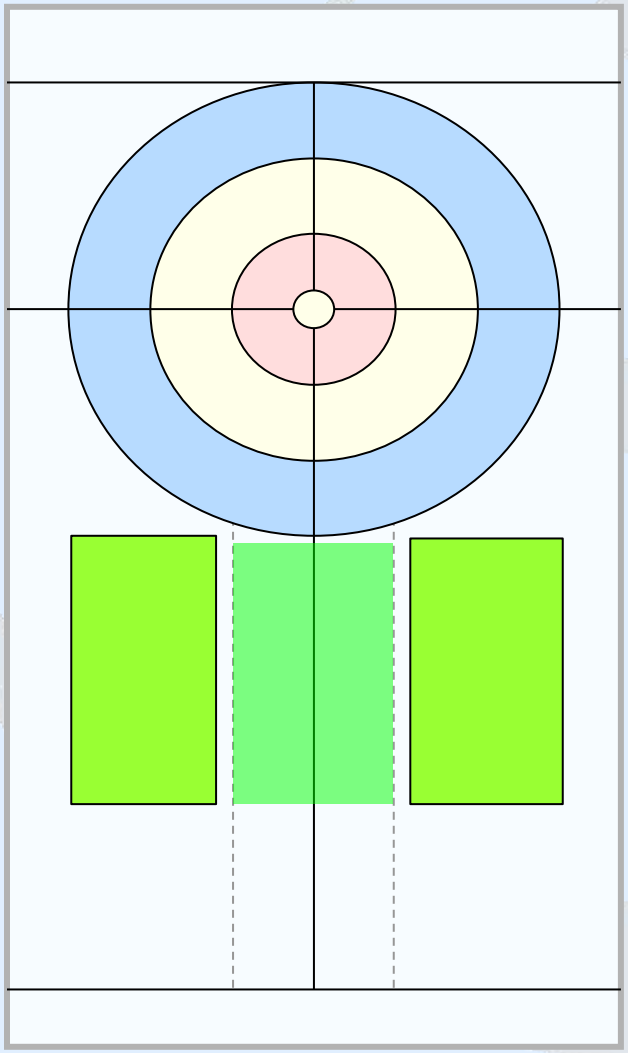
Task - Front (F)

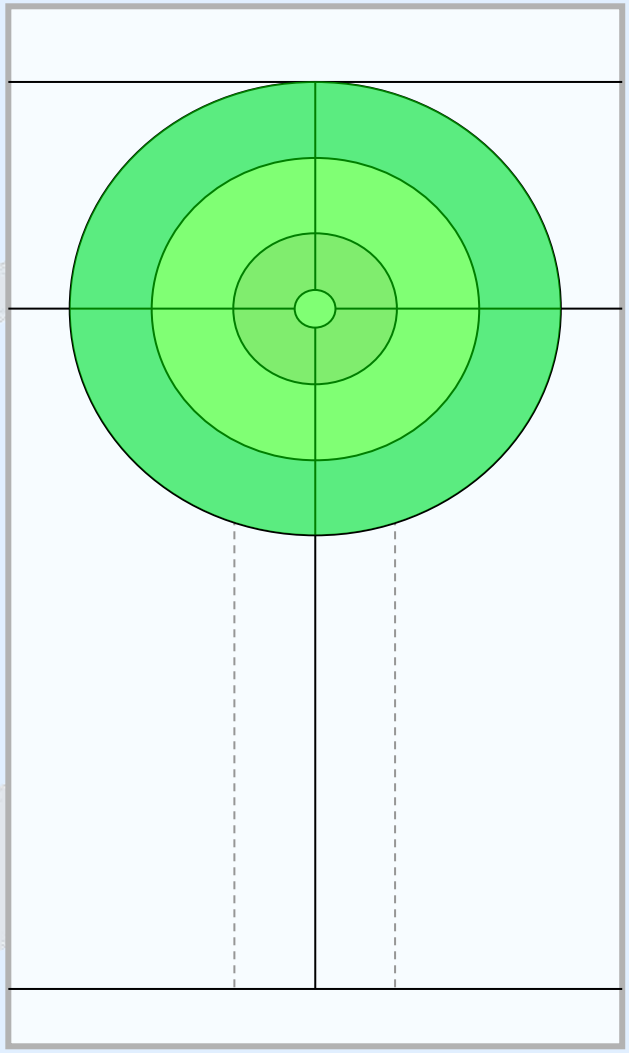


4 Points

- 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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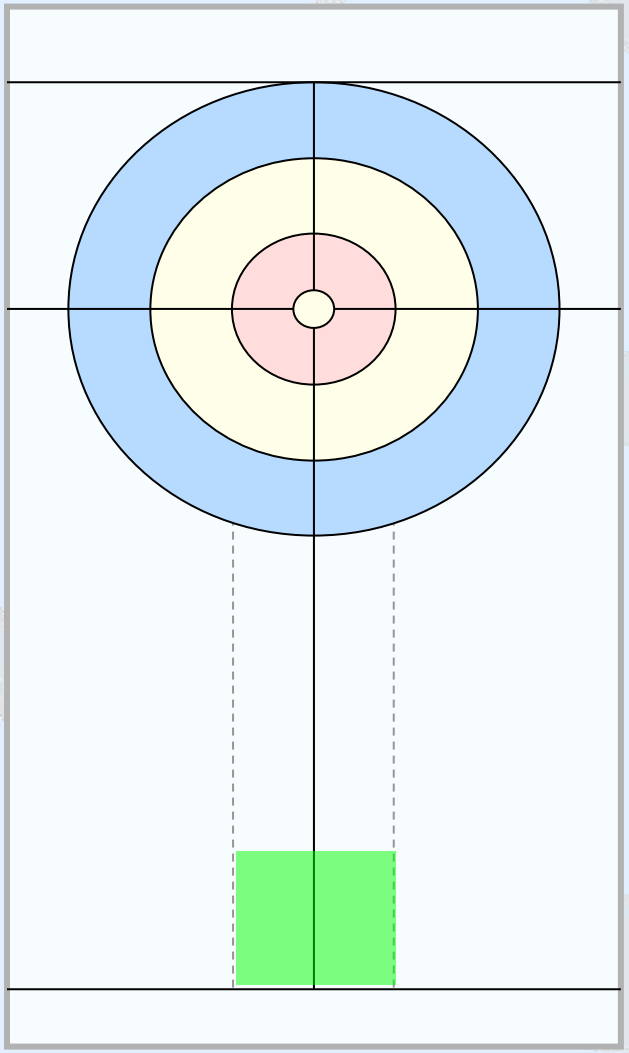
Task - Front (F)

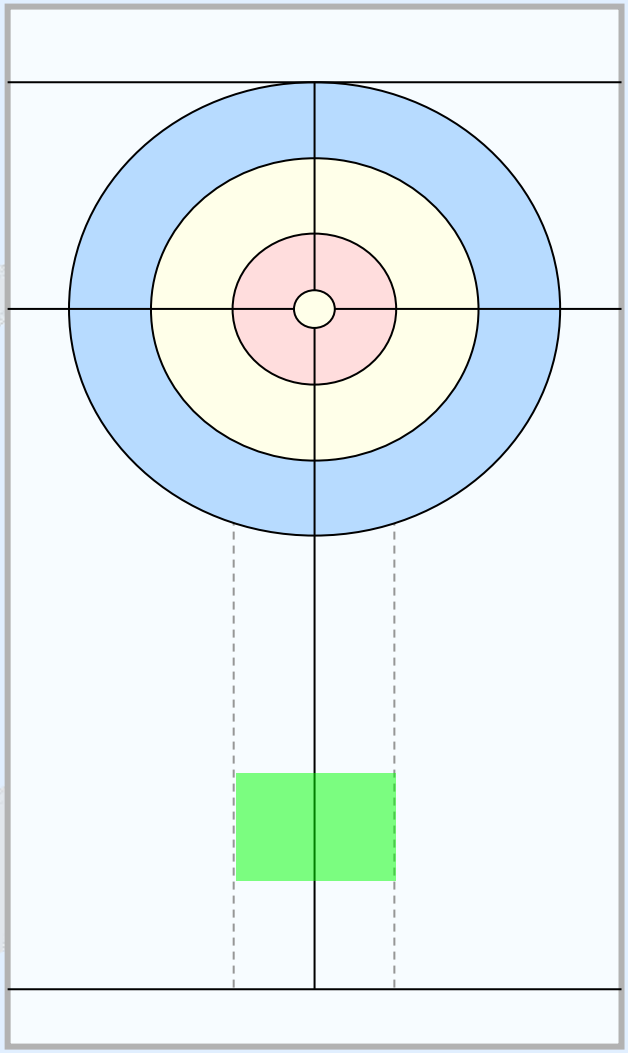


2 Points

- 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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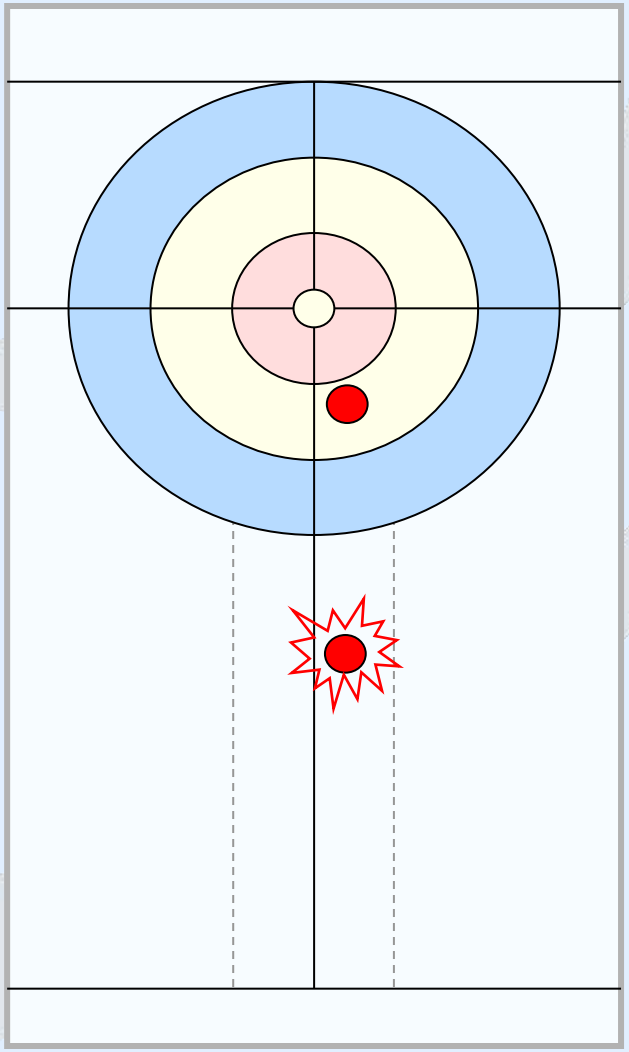
Task - Guard (G)

- Shortcut "G"
- Characteristics:
  - **Protecting** another stone
  - Usually in front of the house
  - The line is more important than the weight



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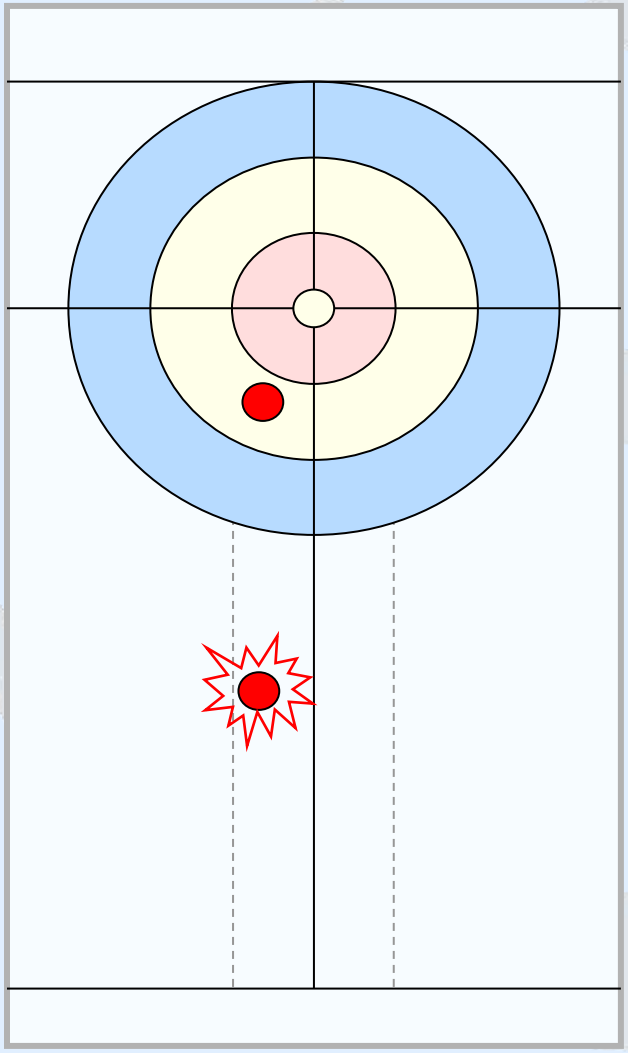
Task - Guard (G)

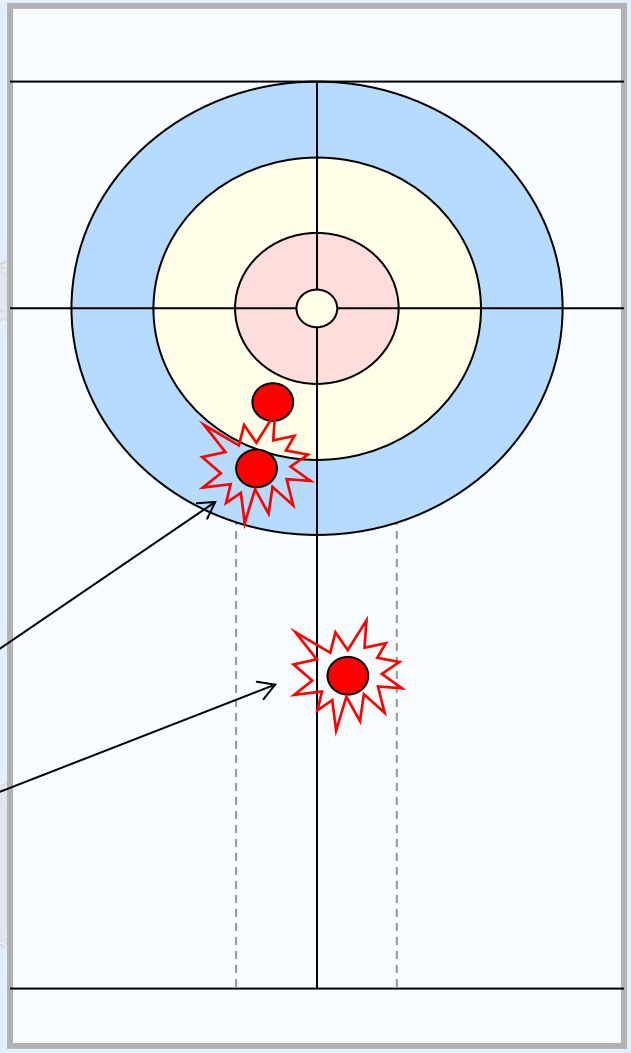


4 Points

- In front of the house, in line with the stone to be protected

0 Points

- Too close
- Not covered



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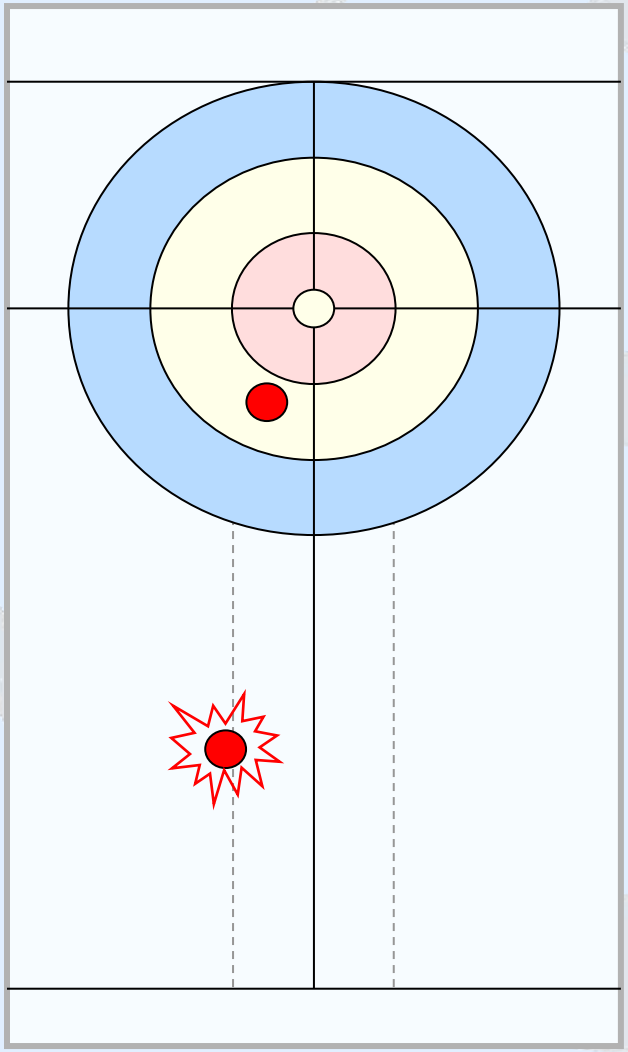
Task - Guard (G)

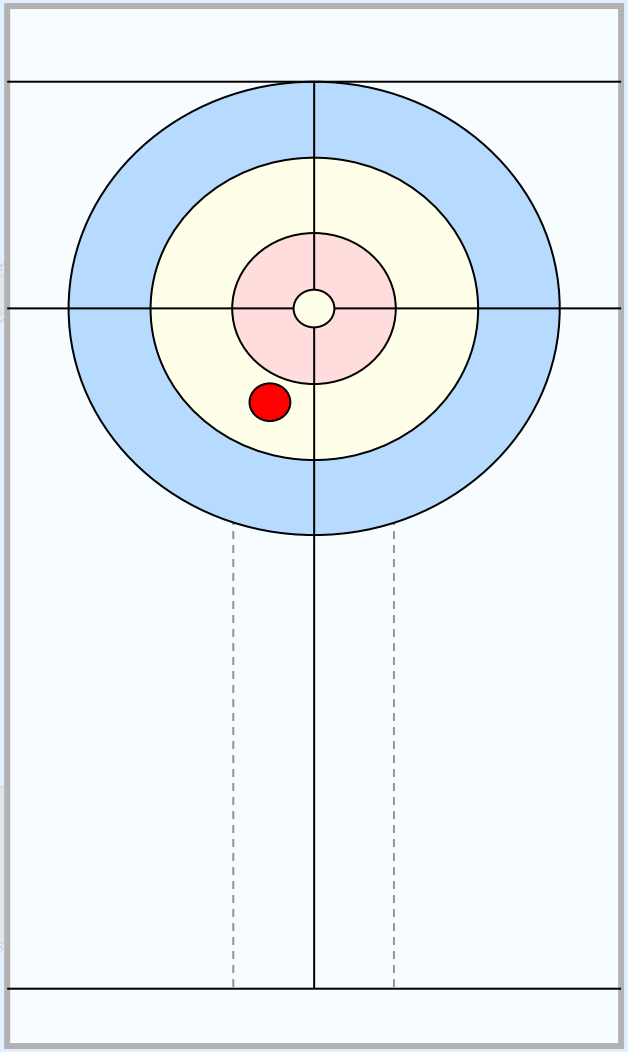


2 Points

- Partially covered

1/3 Points

- Somewhere in between…



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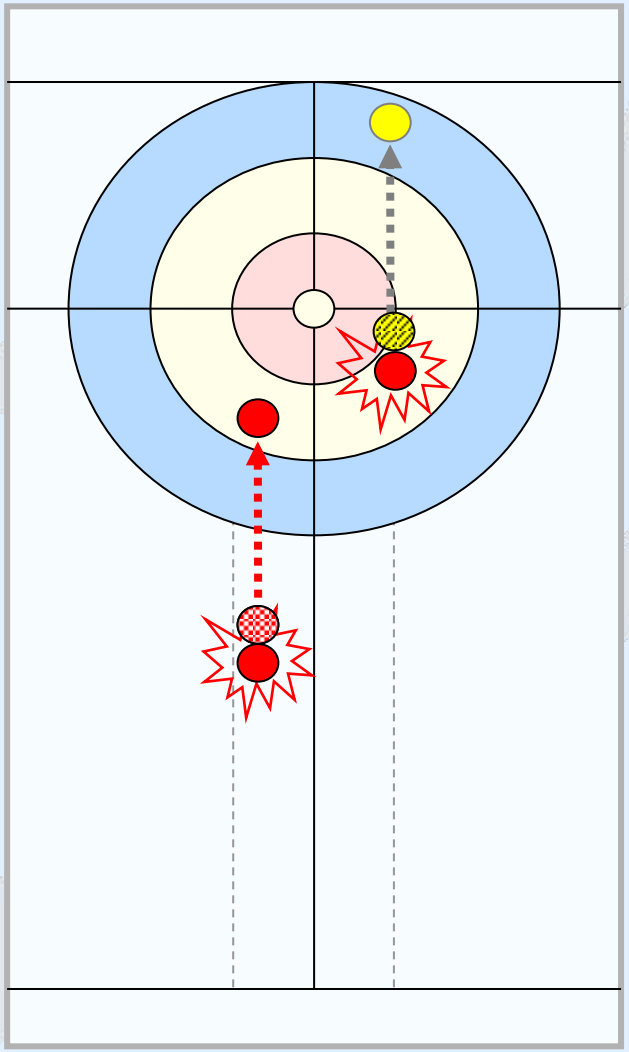
Task - Raise / Tap Back (R)

- 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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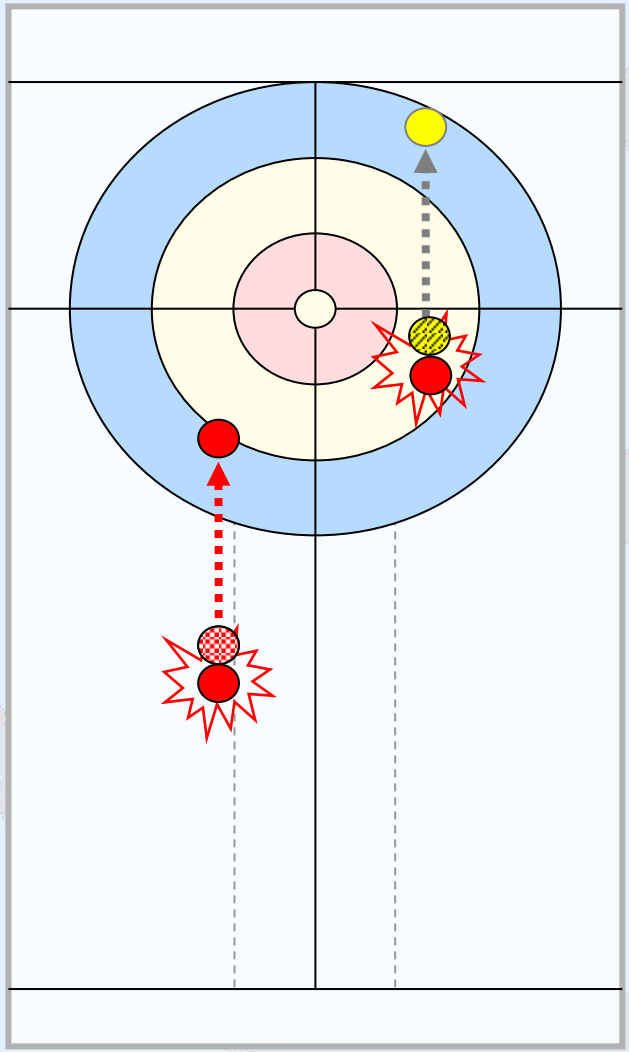
Task - Raise / Tap Back (R)

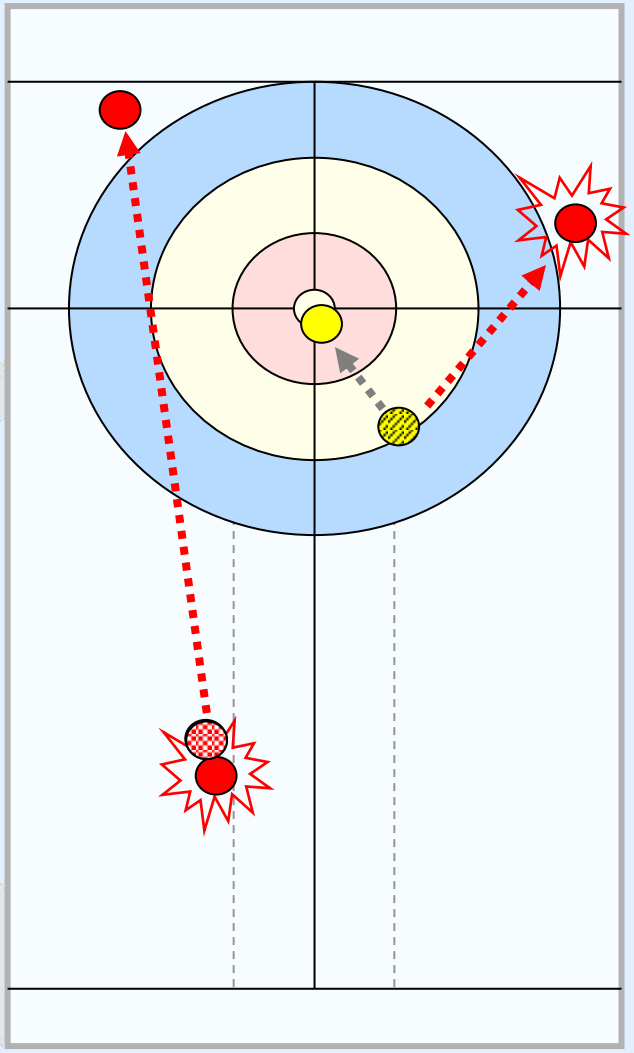


4 Points

- 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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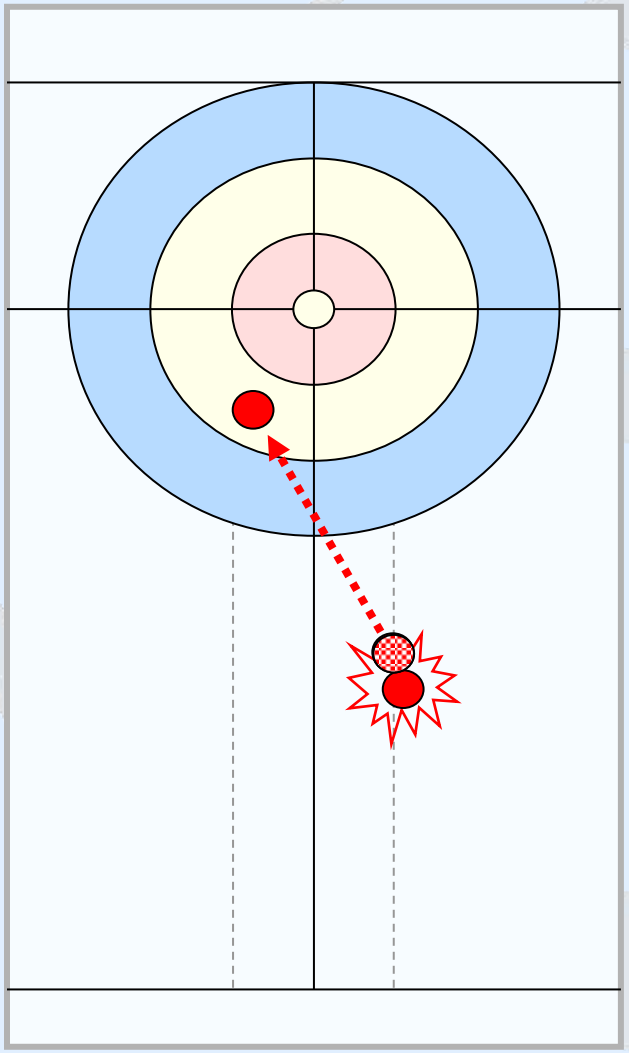
Task - Raise / Tap Back (R)

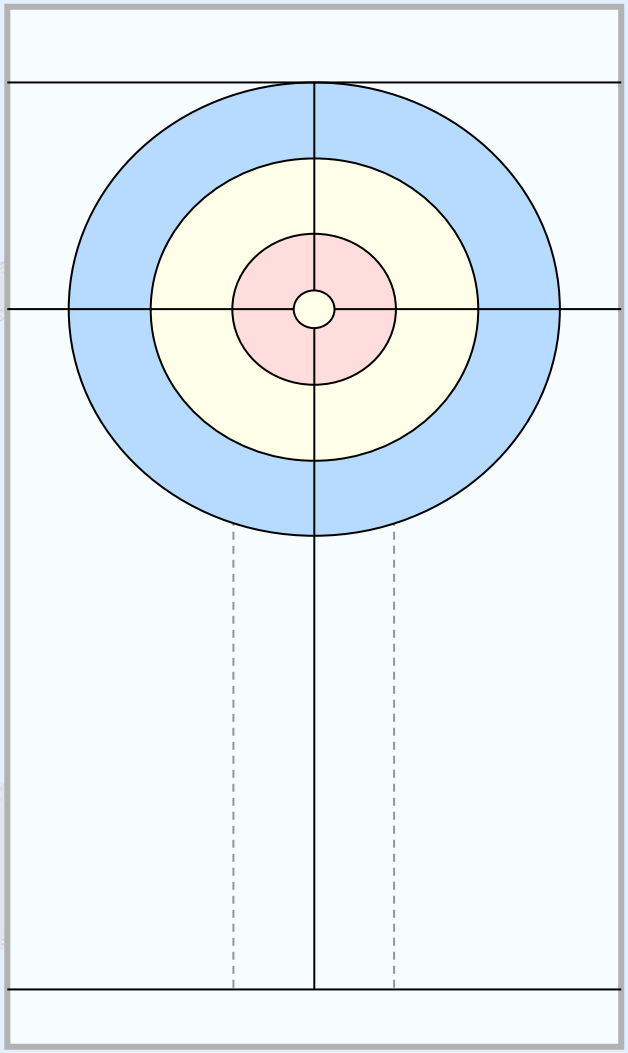


2 Points

- Not in desired position (e.g. not behind Guard)

1/3 Points

- Not often used



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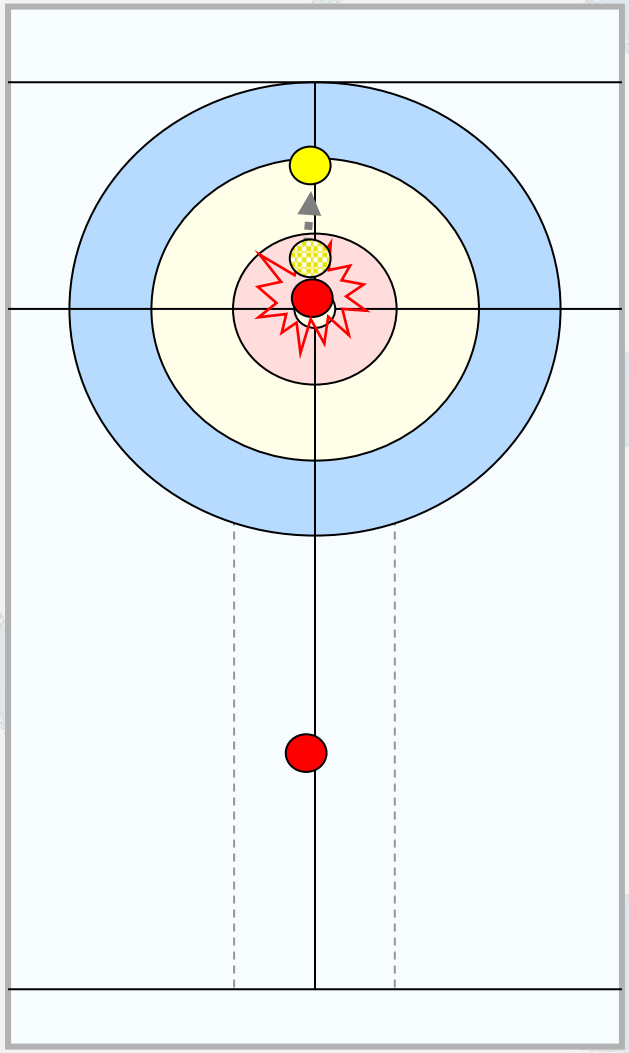
Task - Raise / Tap Back (R)
Mixed Doubles - First stone of the end



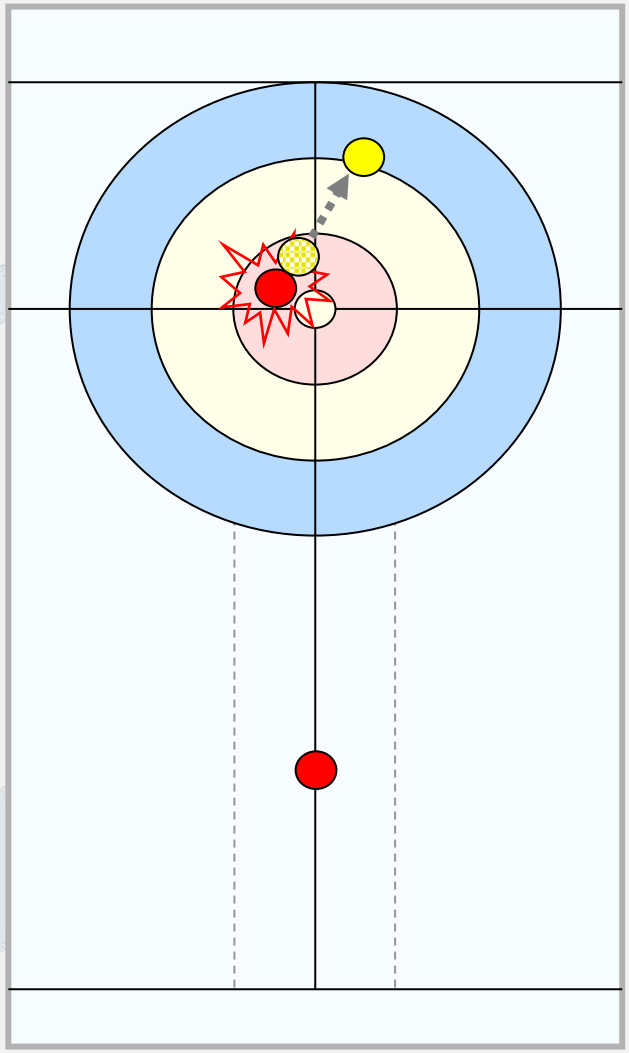
4 Points

- On the Centre Line (behind the Guard)

3 Points

- Sideways

During end:
Standard Guidelines for Raise



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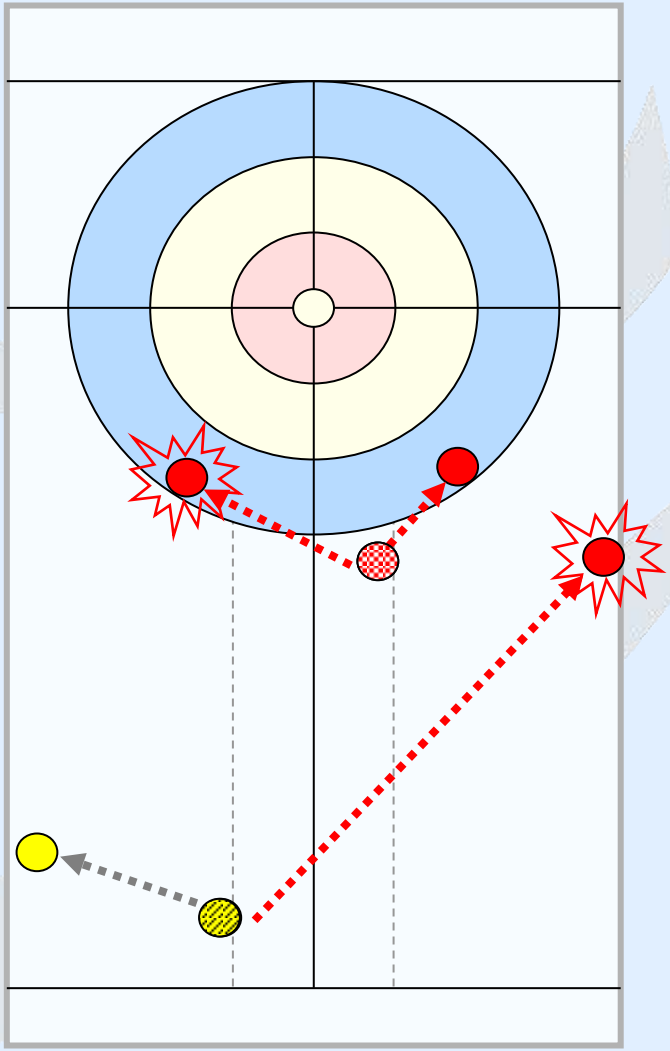
Task - Wick / Split / Soft-Peeling (W)

- 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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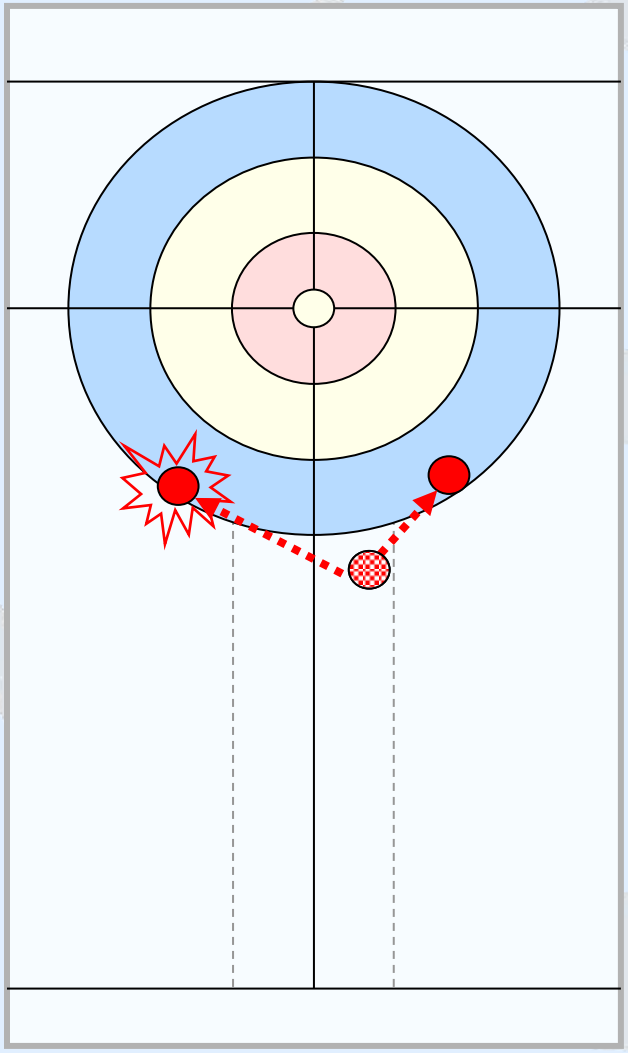
Task - Wick / Split (W)

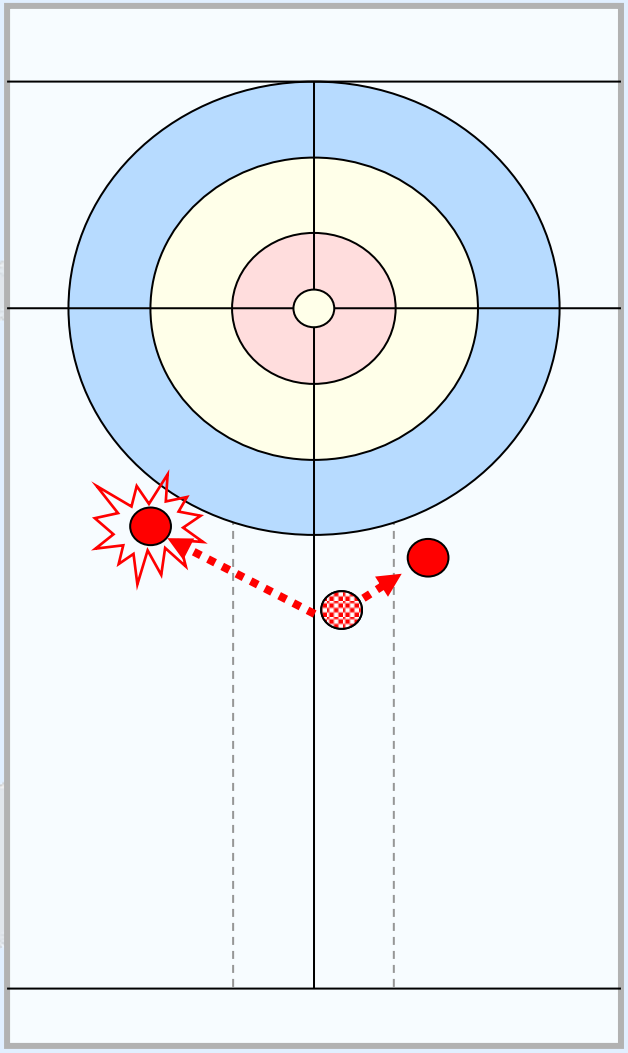


4 Points

- 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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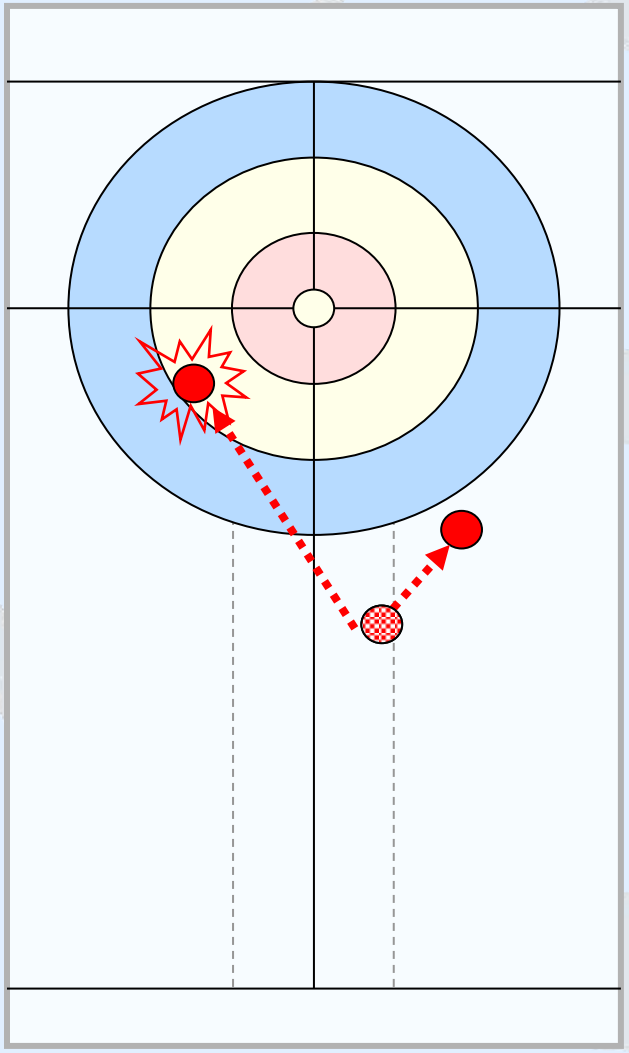
Task - Wick / Split (W)

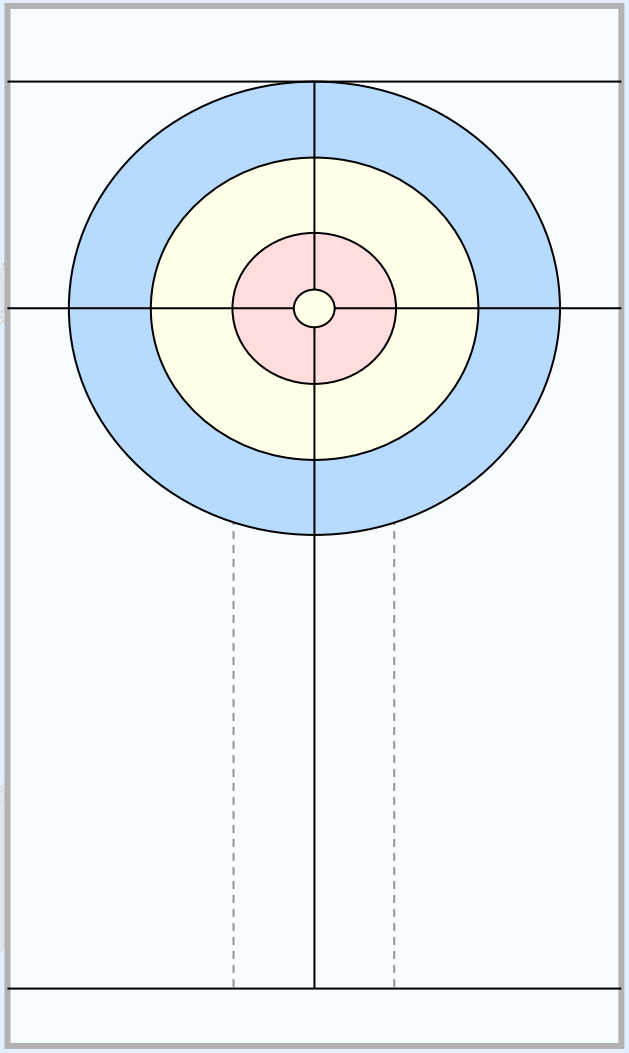


2 Points

- Only one stone in the desired position

1/3 Points

- Not often used



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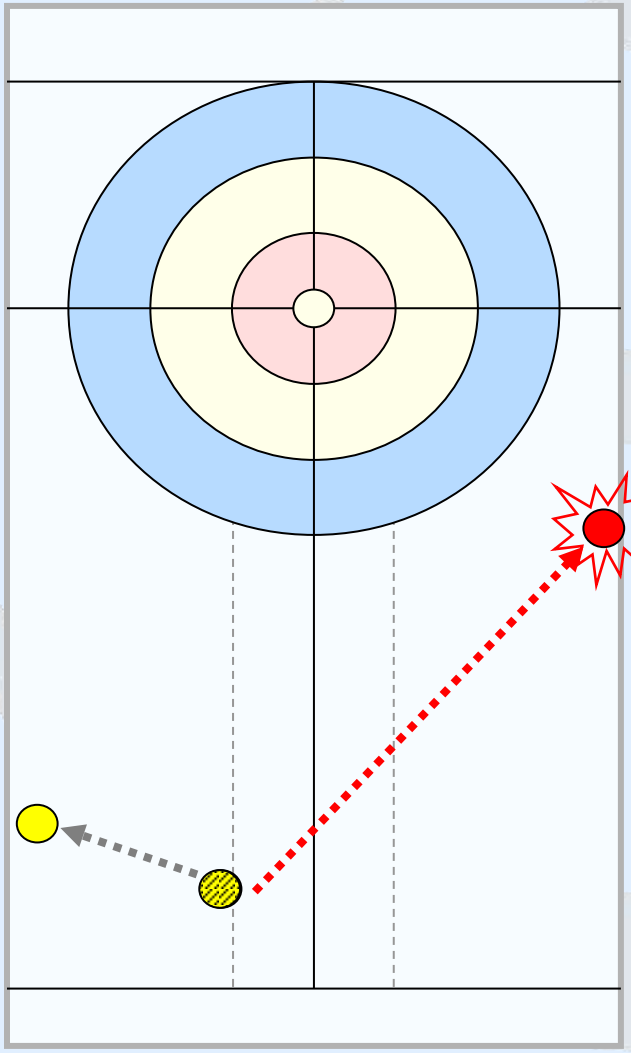
Task - Soft-Peeling (W)

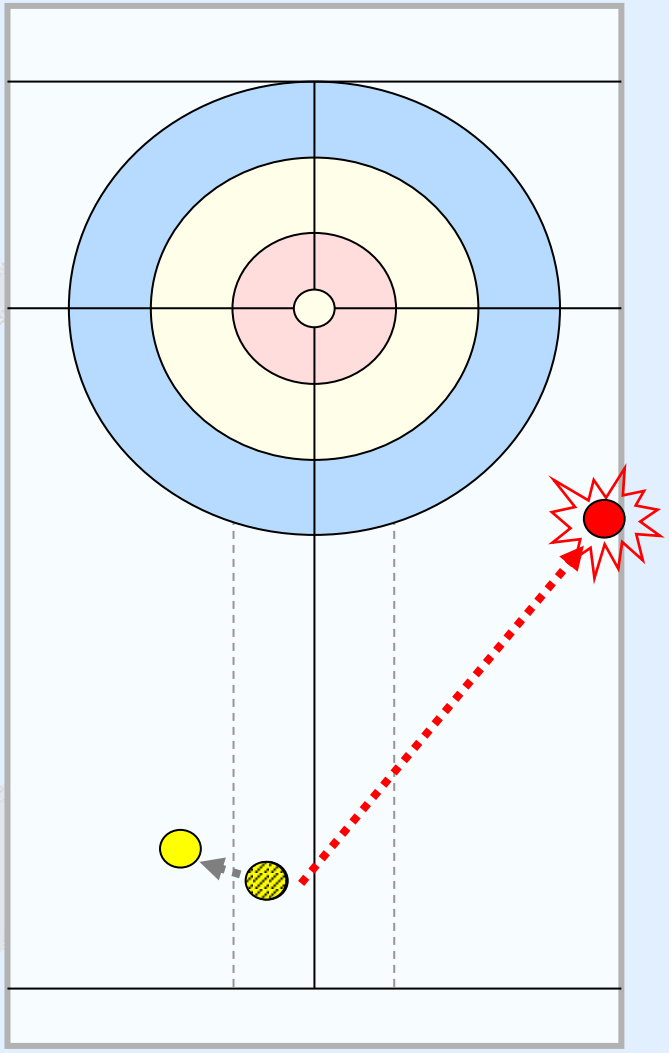


4 Points

- 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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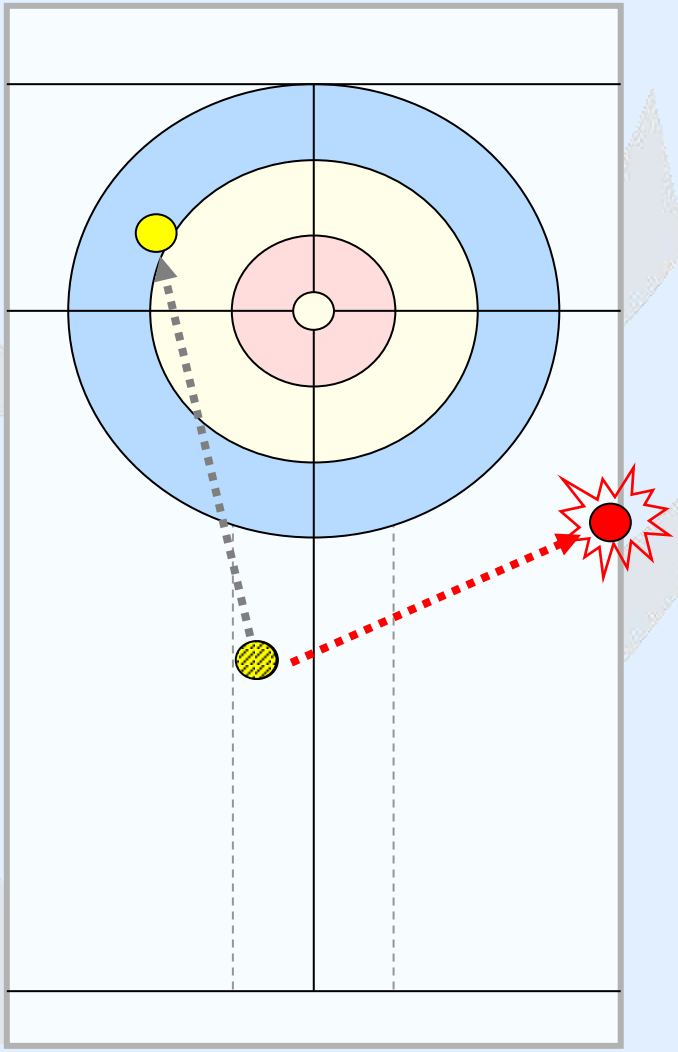
Task - Softpeeling - Special Case

- 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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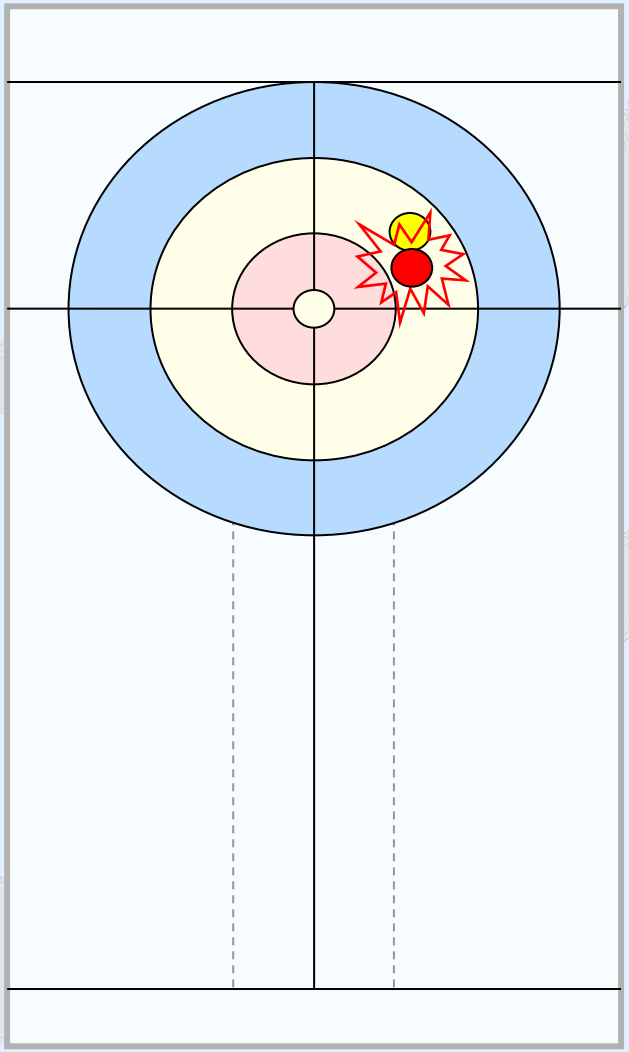
Task - Freeze (Z)
(use with caution)

- 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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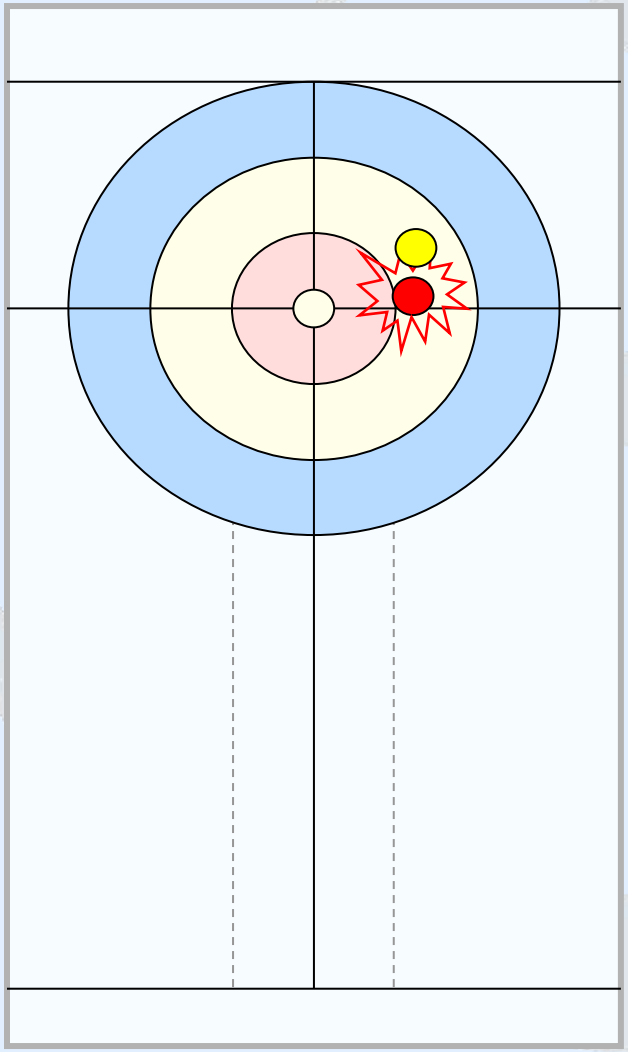
Task - Freeze (Z)
(use with caution)

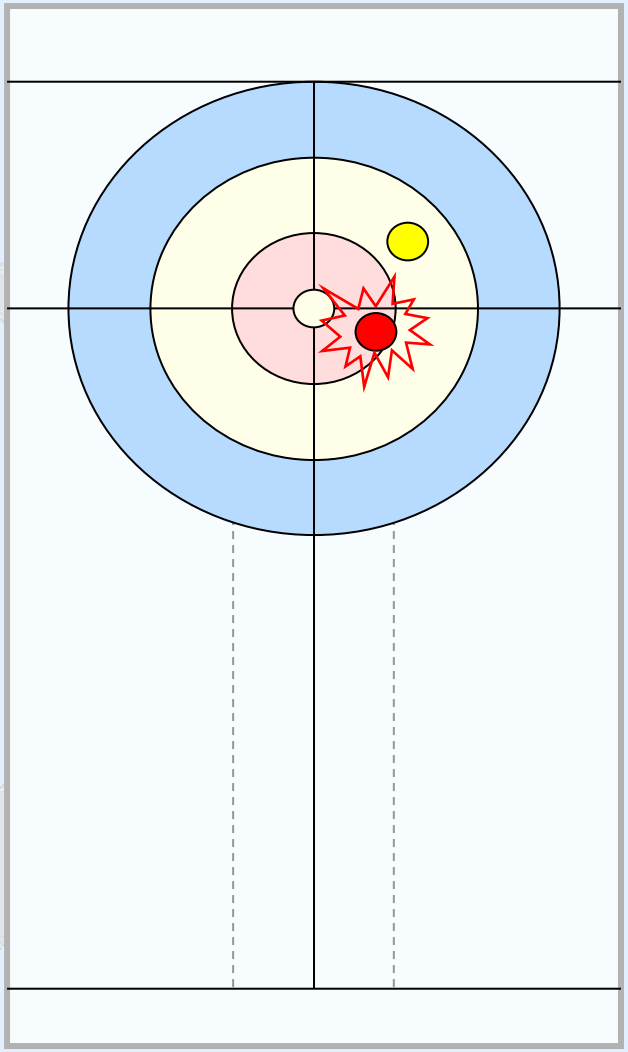


4 Points

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

0 Points

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



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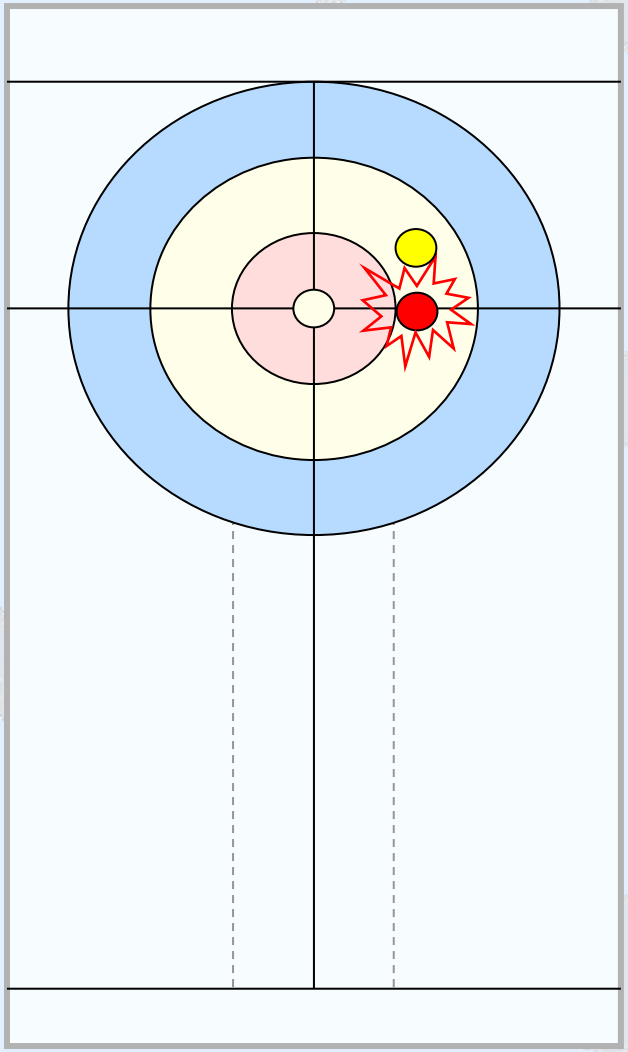
Statistics: Freeze (Z)
(use with caution)

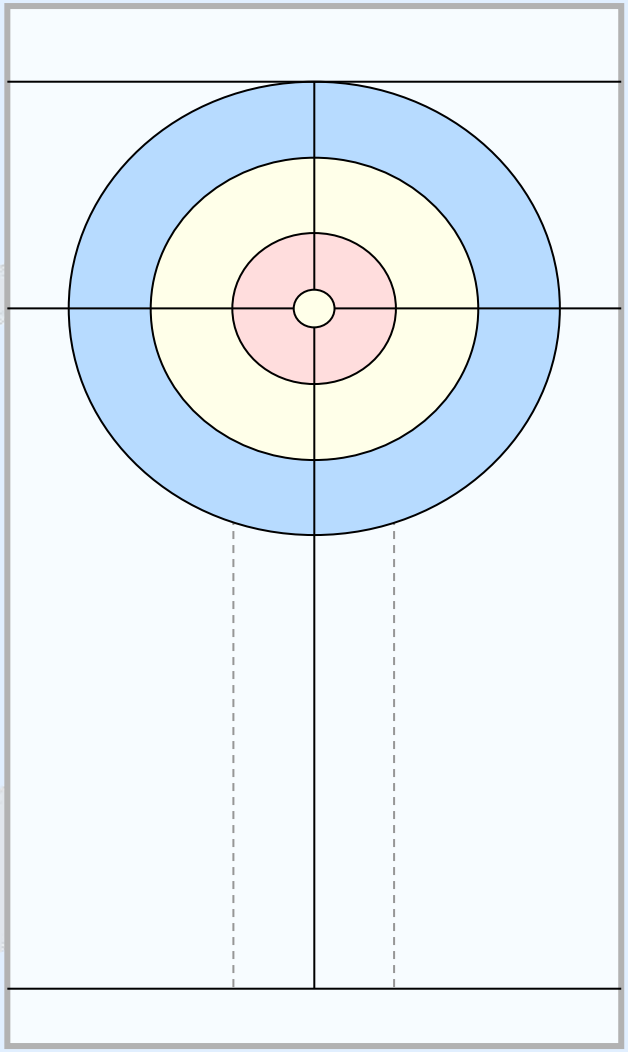


2 Points

- Max 10cm (4") away, in line

1/3 Points

- Somewhere in between …



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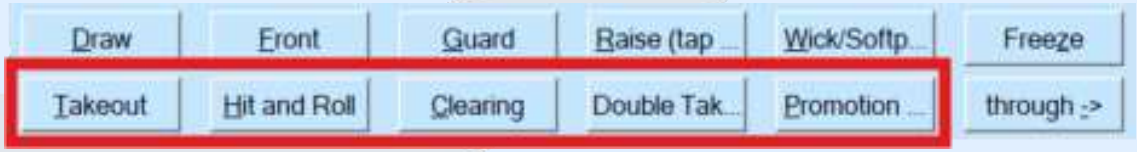
Task - Fast Stones

- 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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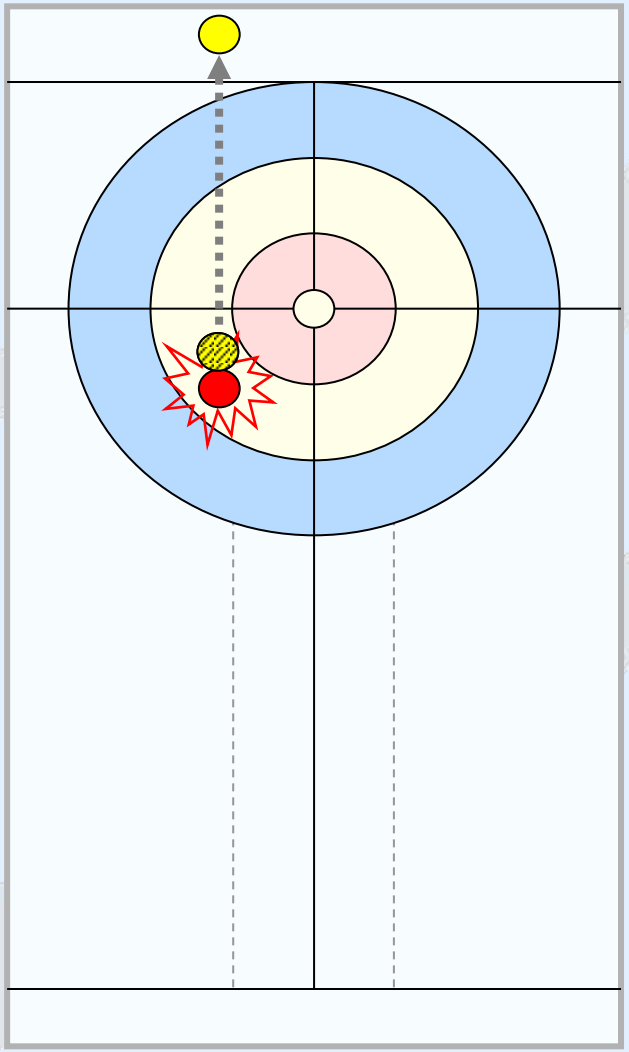
Task - Take-out (T)

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



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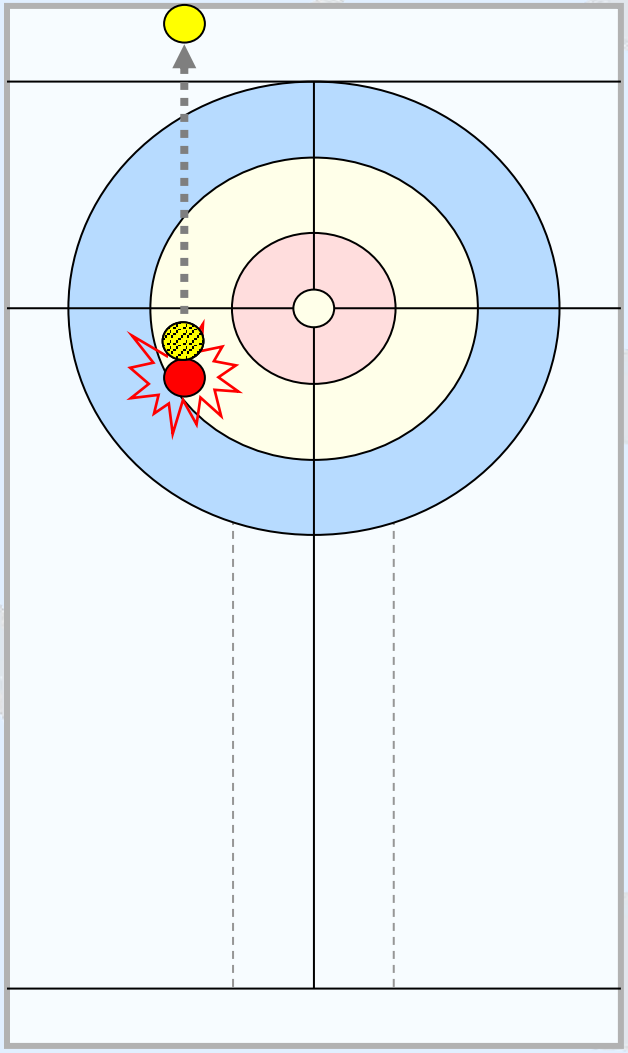
Task - Take-out (T)

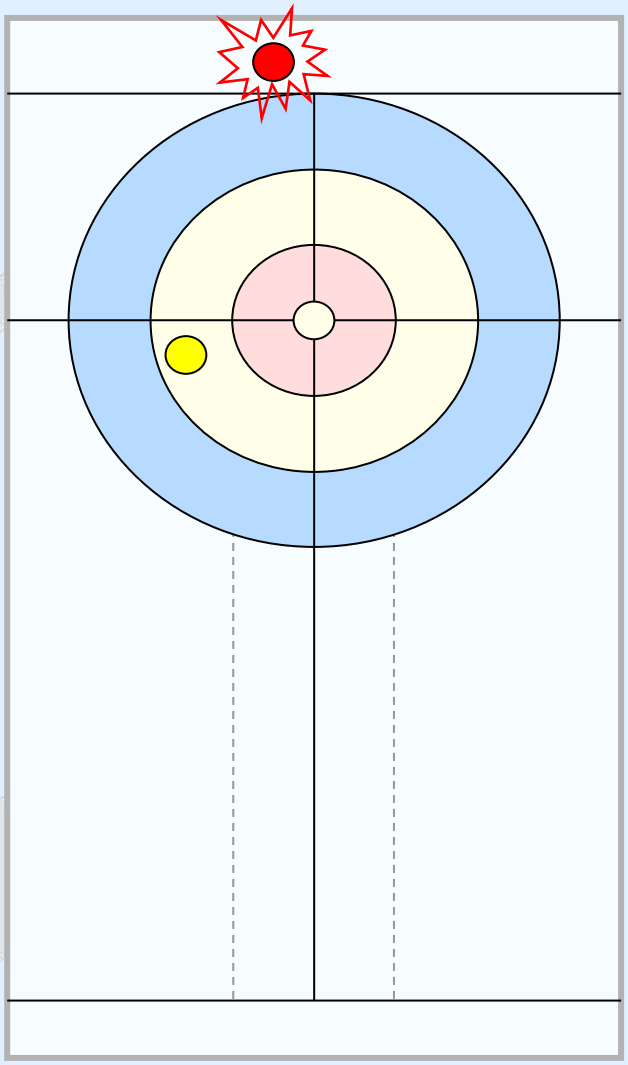


4 Points

- Opponent stone removed
- Played stone stays in play

0 Points

- Opponent stone still in play



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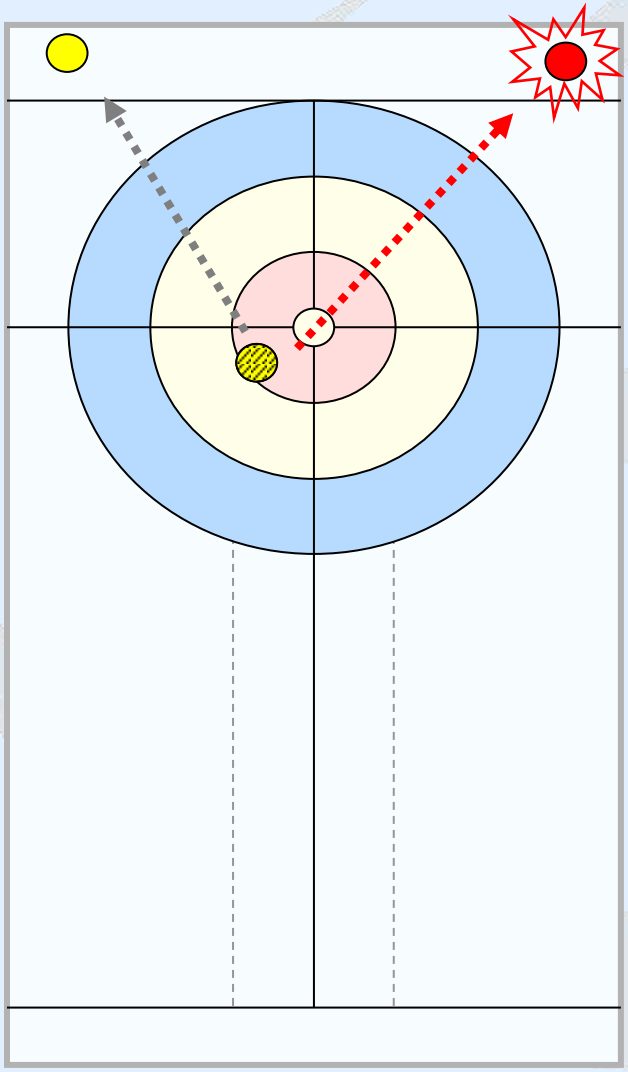
Task - Take-out (T)



2 Points

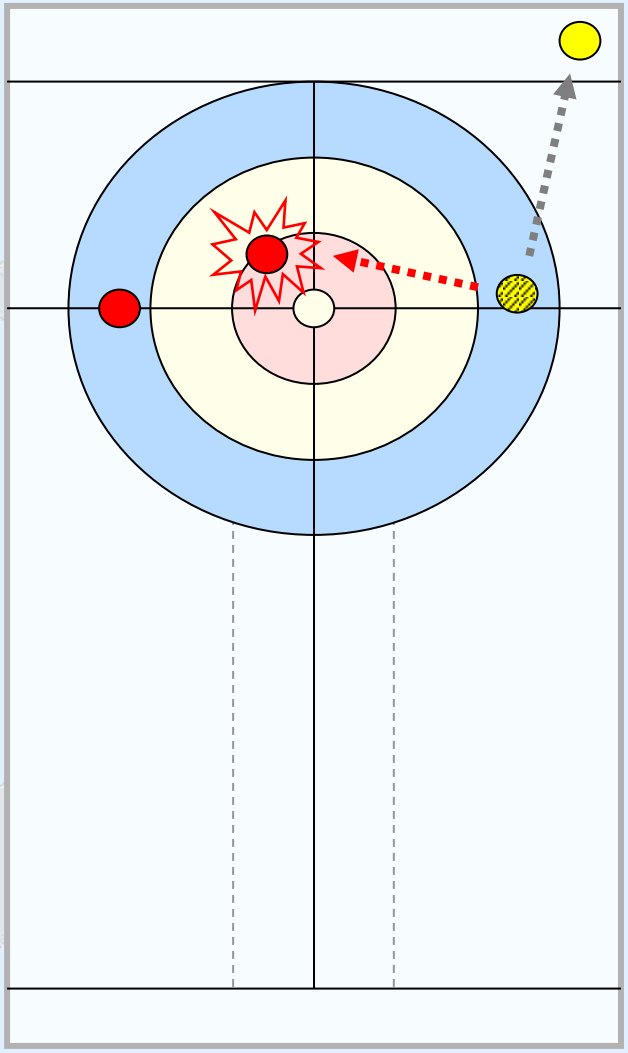
- Played and opponent stone out of play

3 Points

- Must hit and stay, but rolls away, still in play

1 Point

- Not often used



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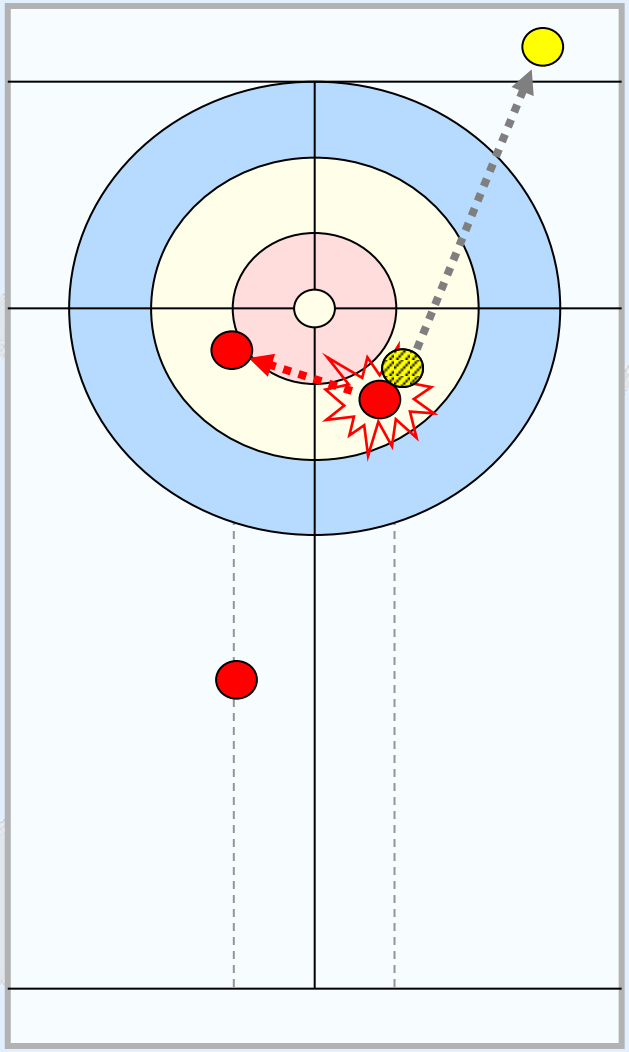
Task - Hit and Roll (H)

- 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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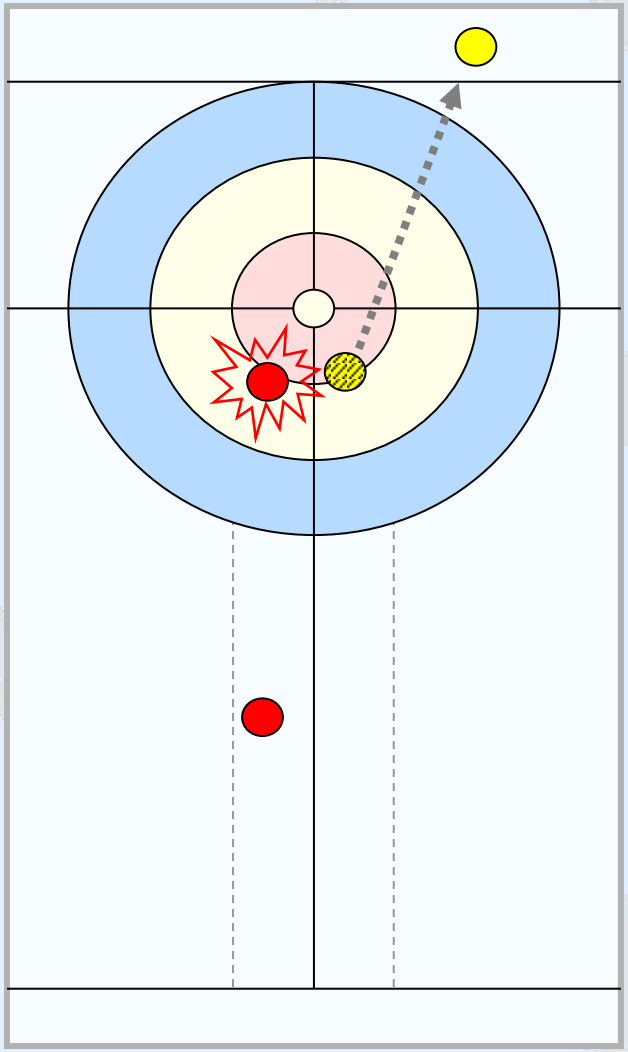
Task - Hit and Roll (H)

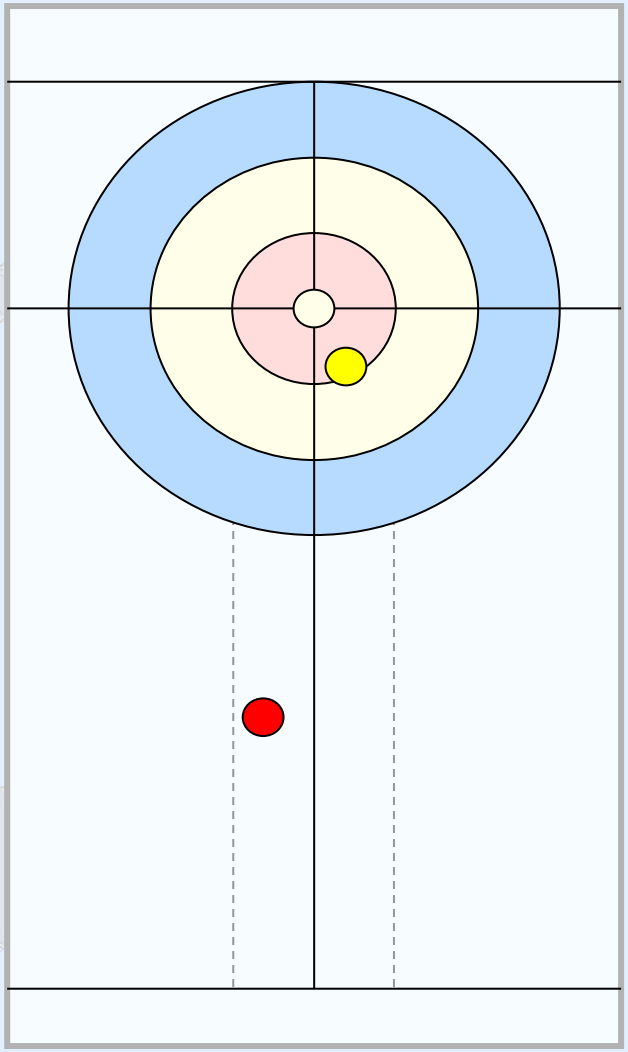


4 Points

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

0 Points

- Opponent stone still in play



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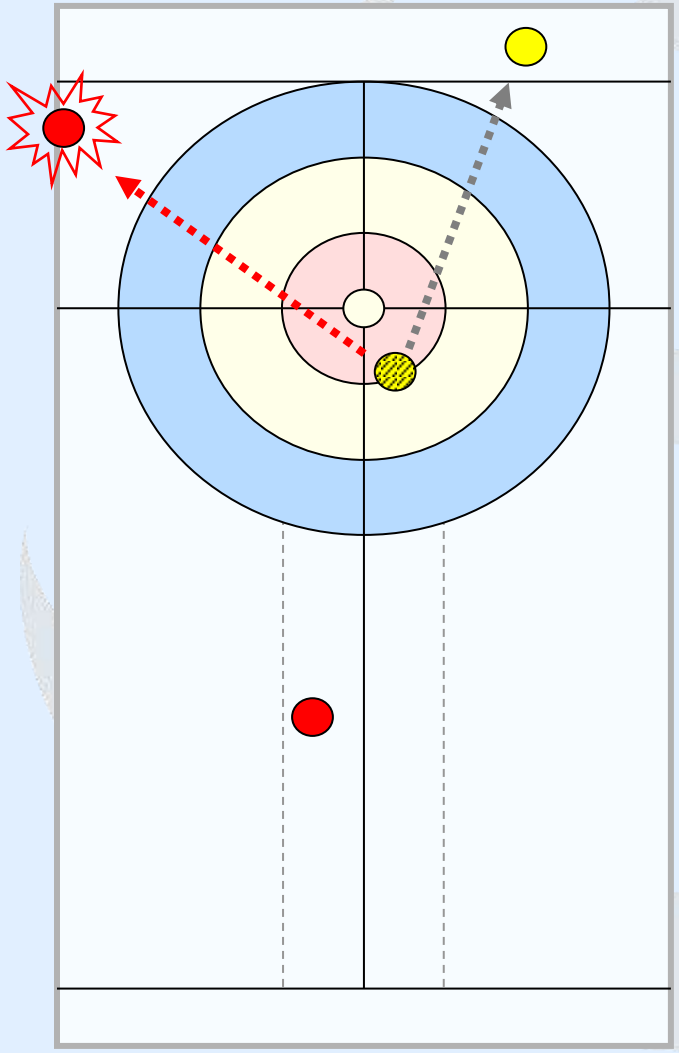
Task - Hit and Roll (H)

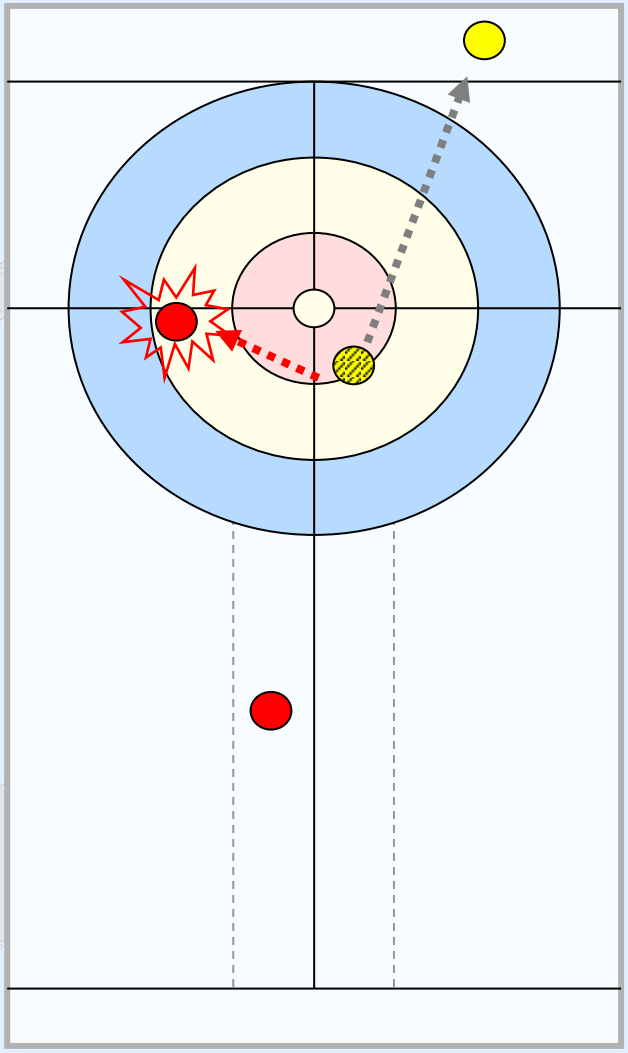


2 Points

- 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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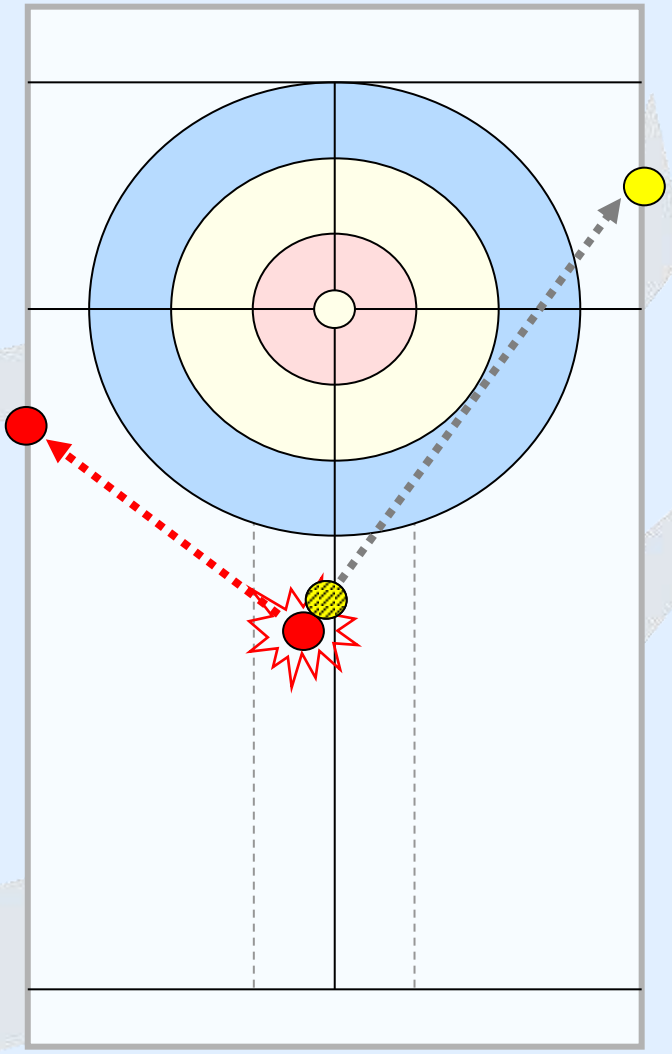
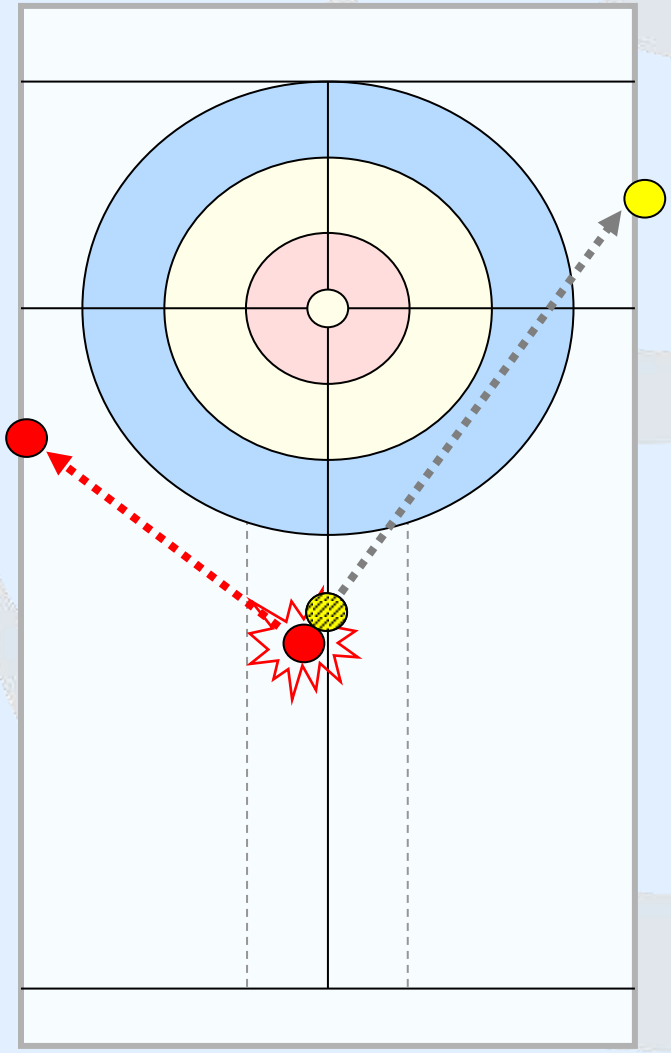
Task - Clearing (C)

- 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



Task - Clearing (C)



4 Points

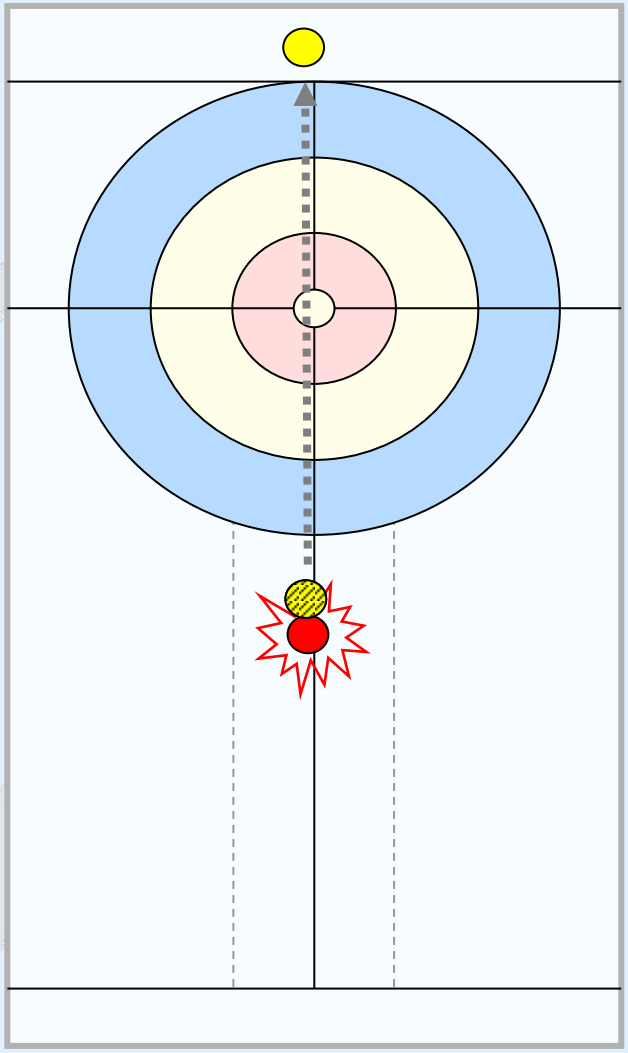
- Both stones out of play

1 Point

- Hitting on nose, only replacing with own colour

0 Points

- Miss - opponent stone still at the same spot



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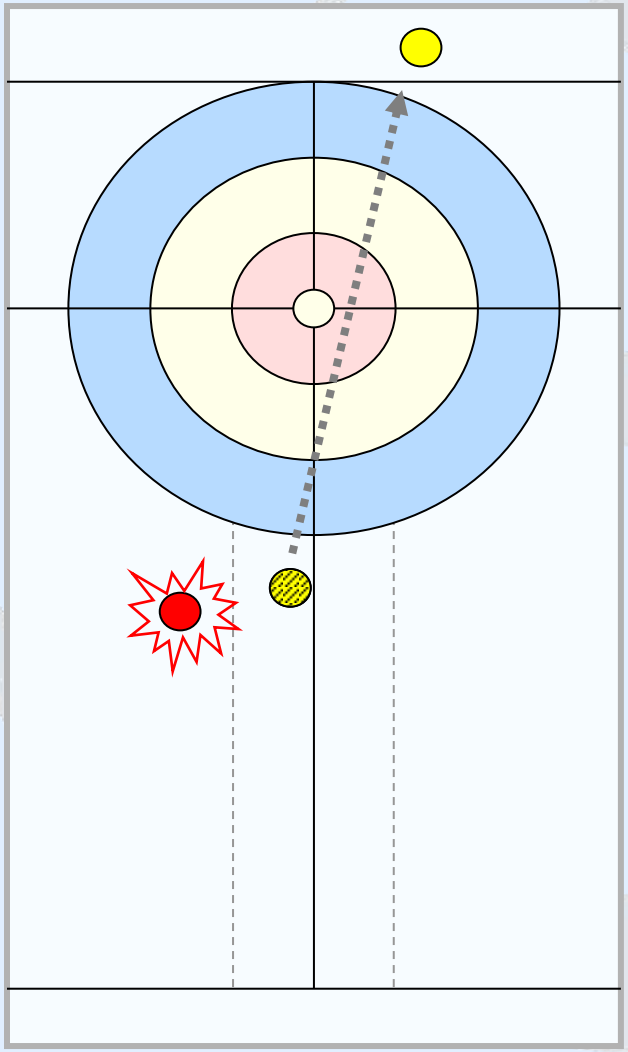
Task - Clearing (C)

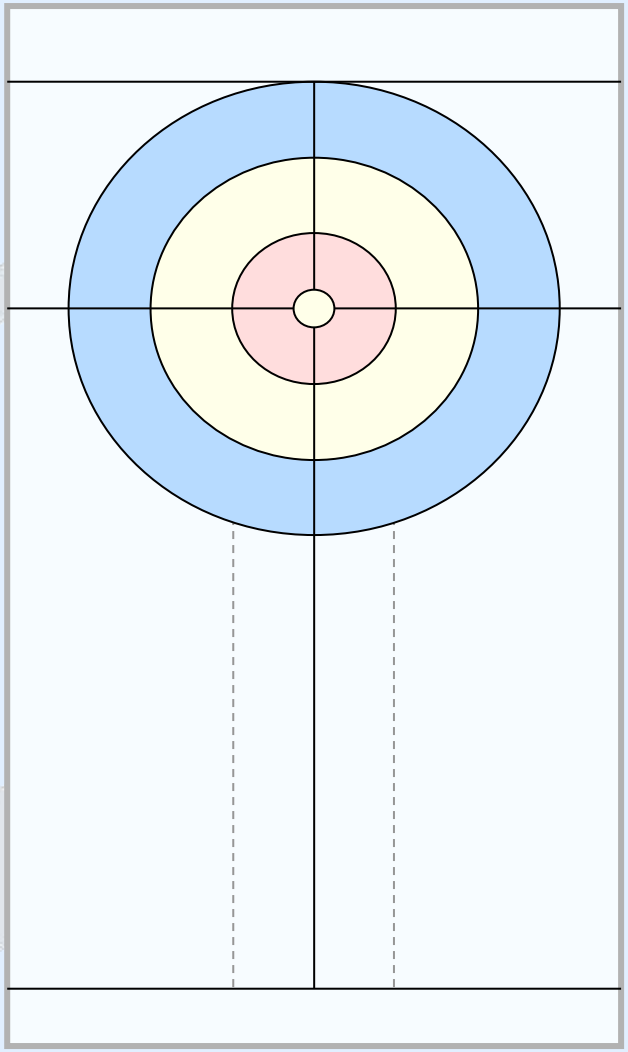


2 Points

- One stone moved, one out of play
- Blanking the end: Shooter counts (scoring 1)

3 Points

- Not often used



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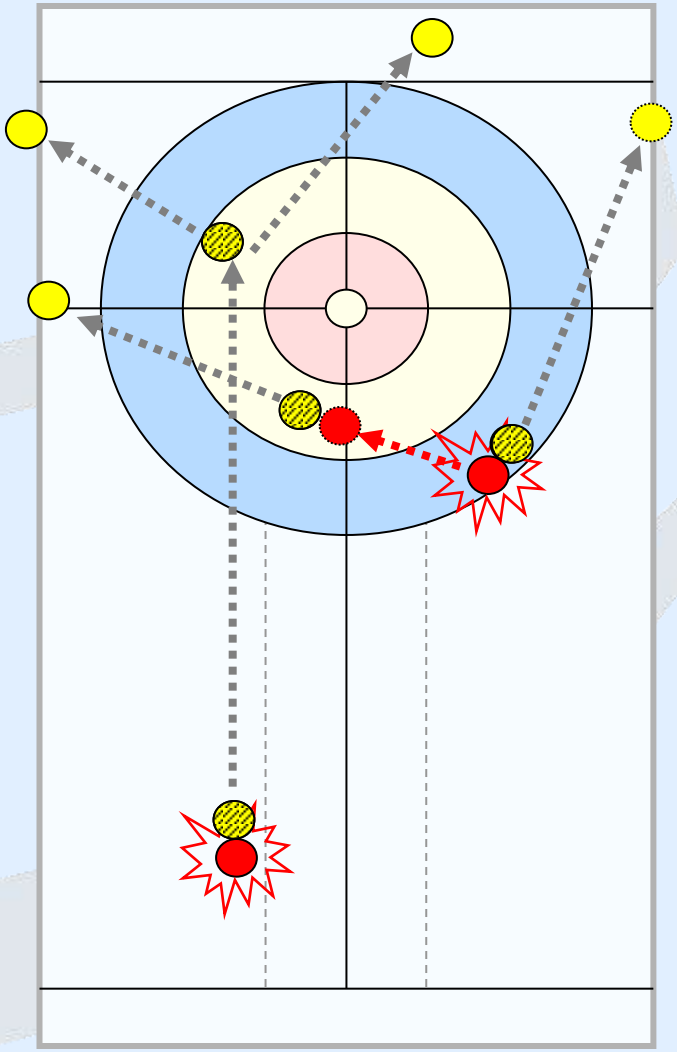
Task - Double Take-out (S)

- 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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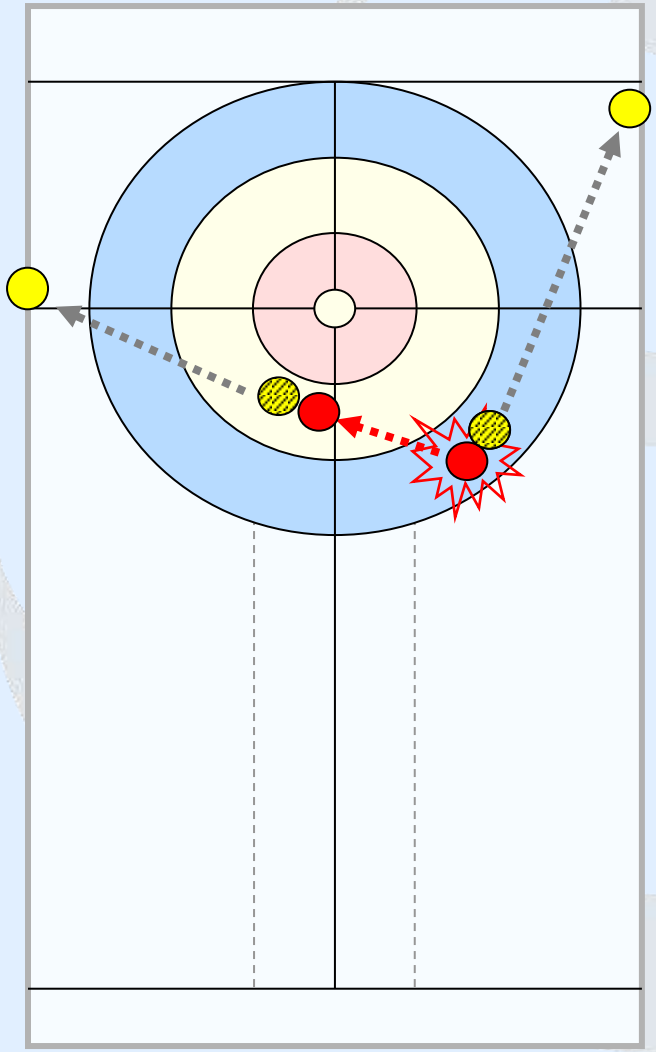
Task - Double Take-out (S)

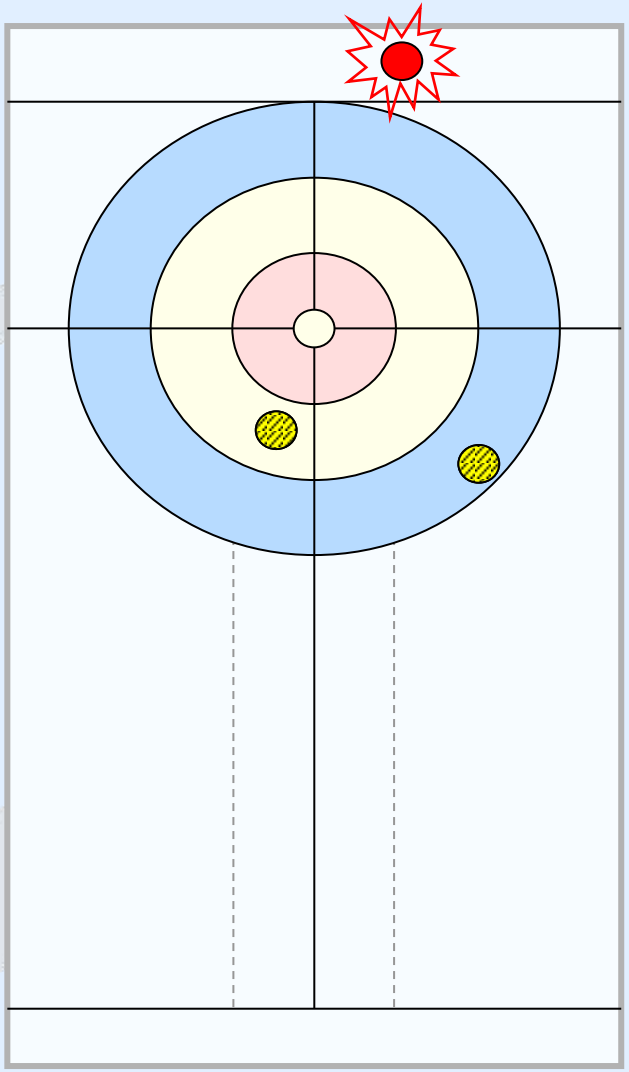


4 Points

- 2 or more opponent stones out of play

0 Points

- Opponent stones still in play



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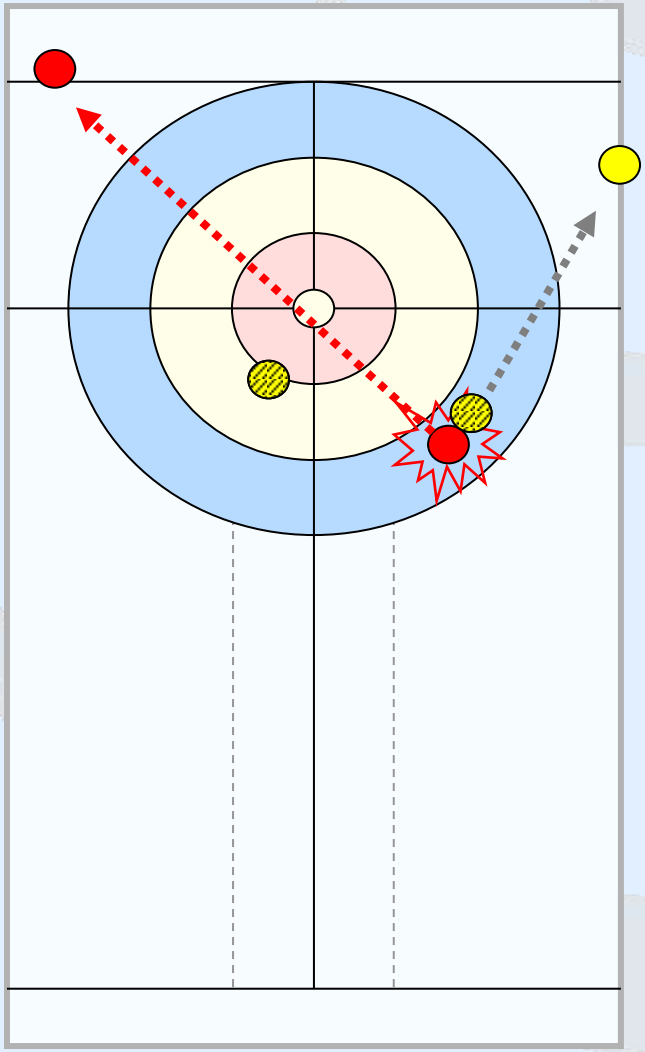
Task - Double Take-out (S)

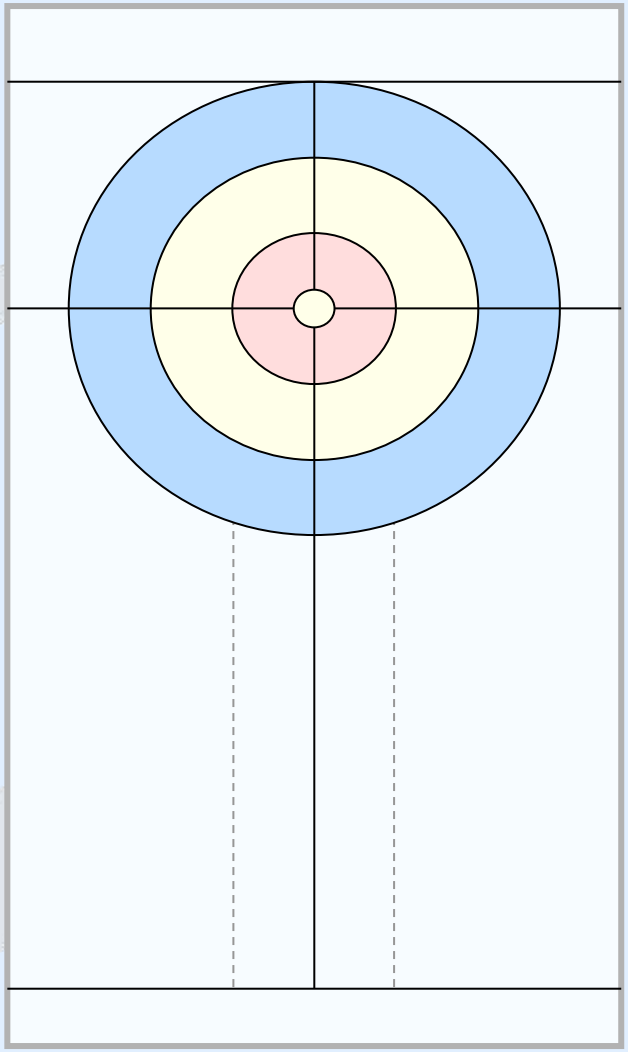


2 Points

- One opponent stone out of play

1/3 Points

- Not often used



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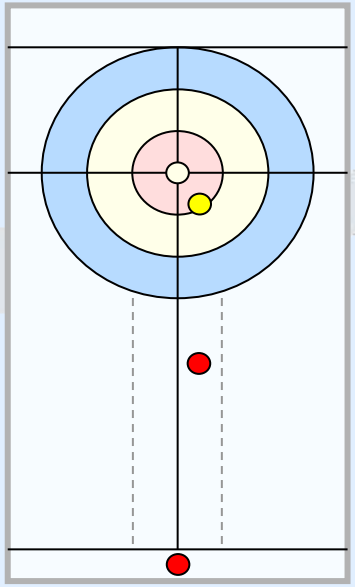
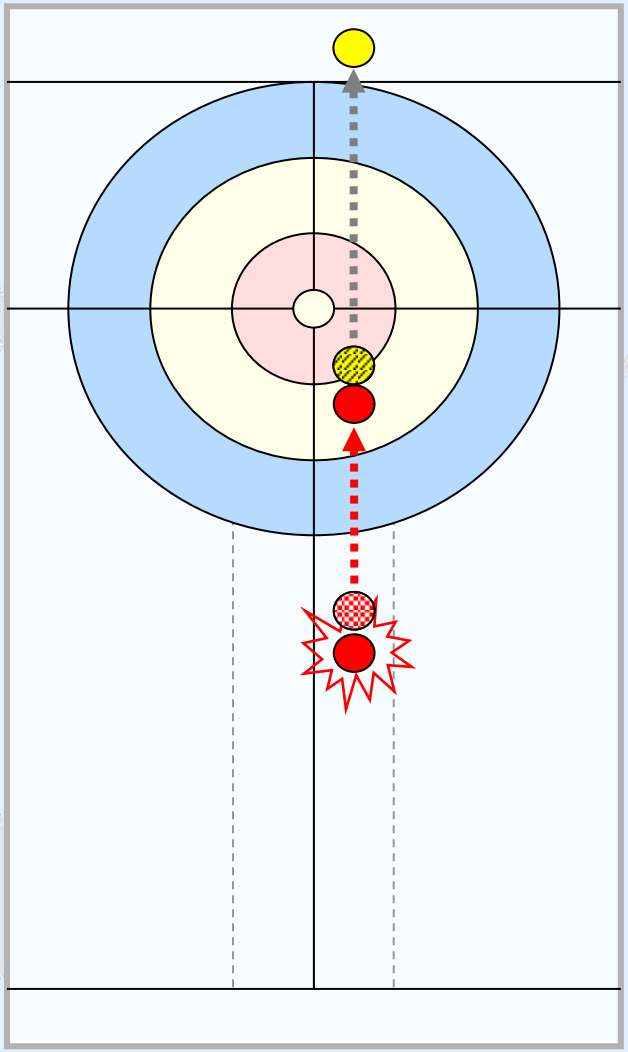
Task - Promotion Take-out (P)

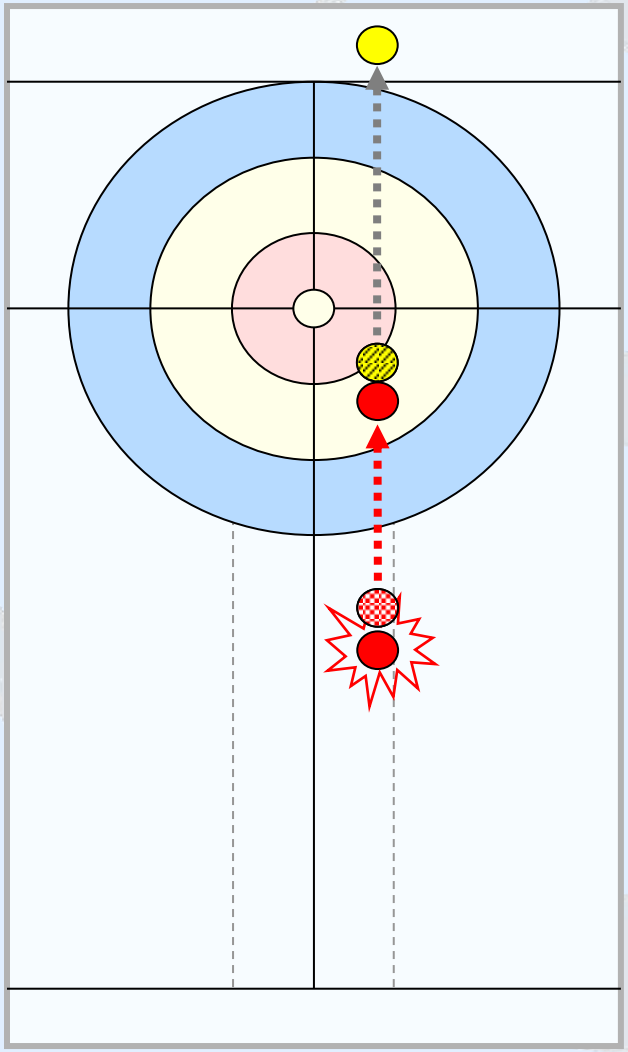
- Shortcut "P"
- Characteristics:
  - Promoting an own stone to remove an opponent stone:
    different colours of already played stones involved
  - Hitting on multiple stones with different colours



Situation before play



Task - Promotion Take-out (P)



4 Points

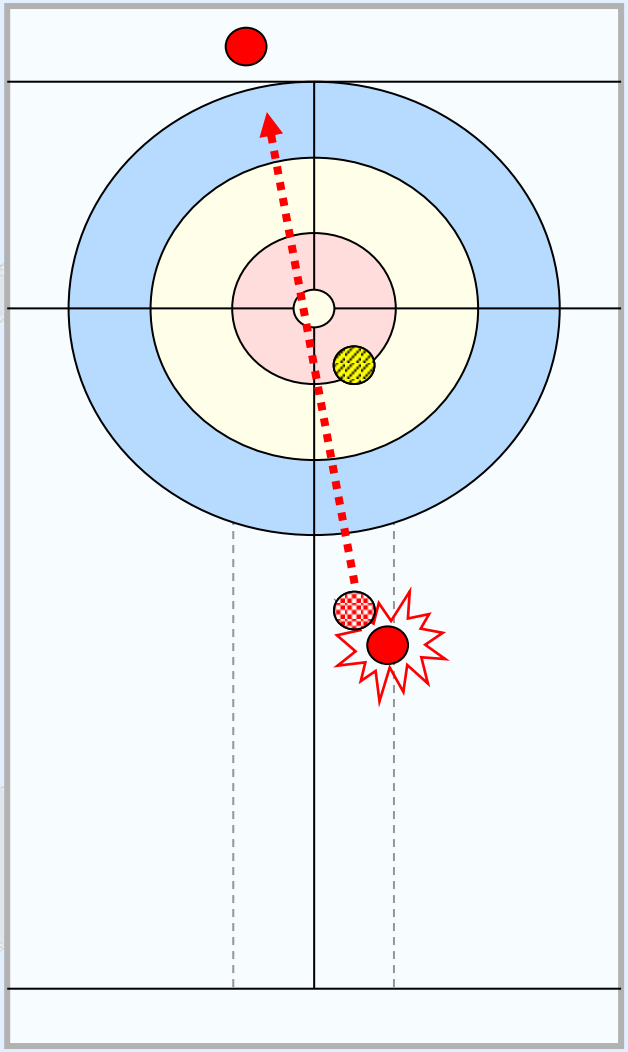
- Promoted stone at desired position (e.g. behind the Guard)

0 Points

- Complete miss

1 Point

- Slightly Improved situation (e.g. Guard removed)



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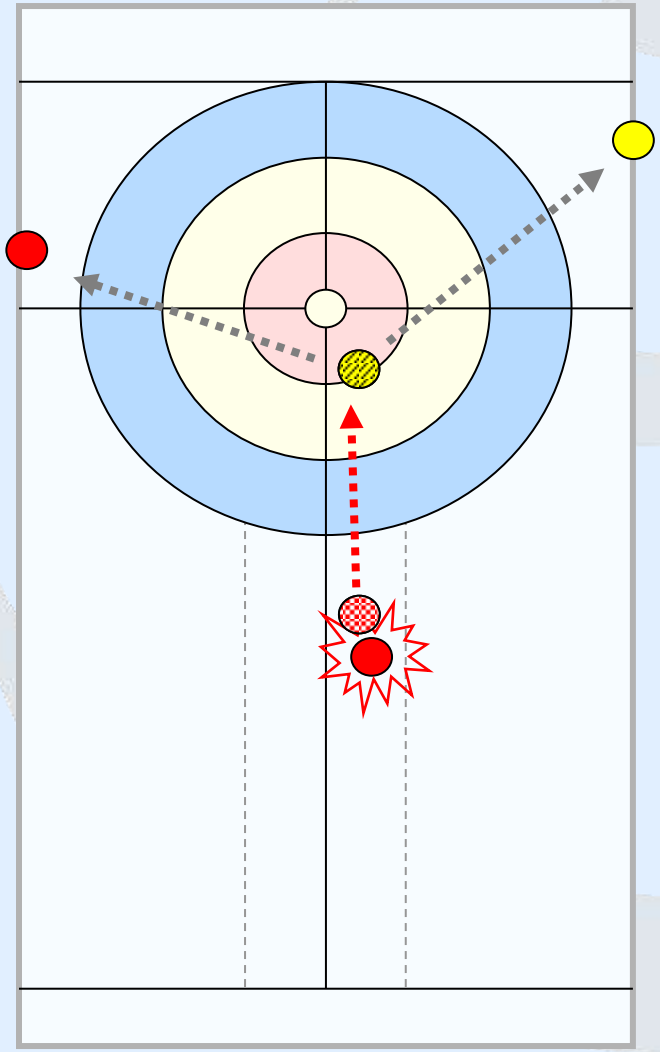
Task - Promotion Take-out (P)

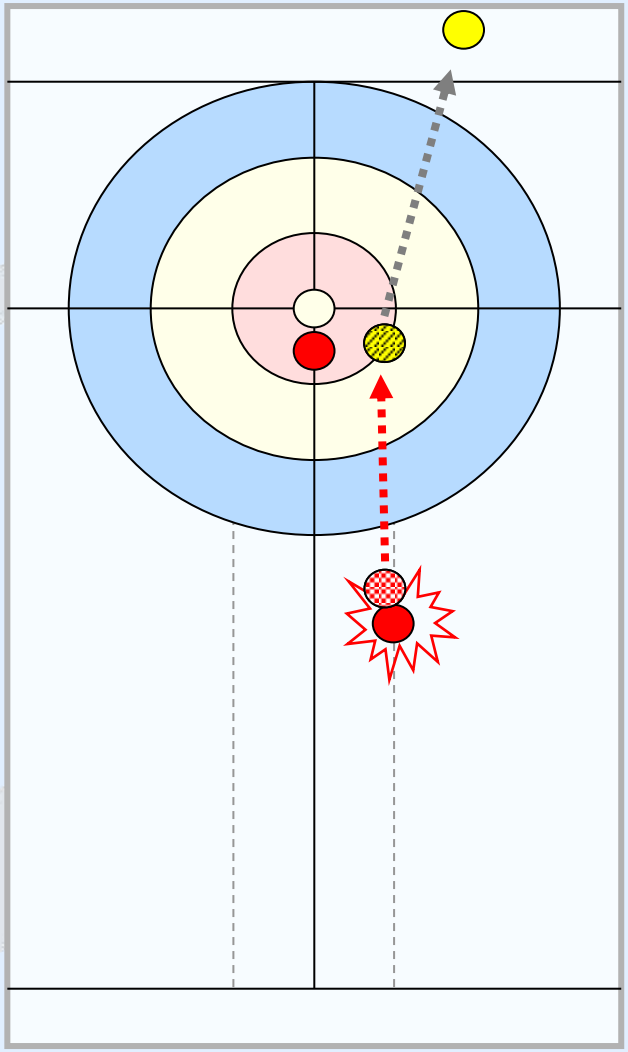


2 Points

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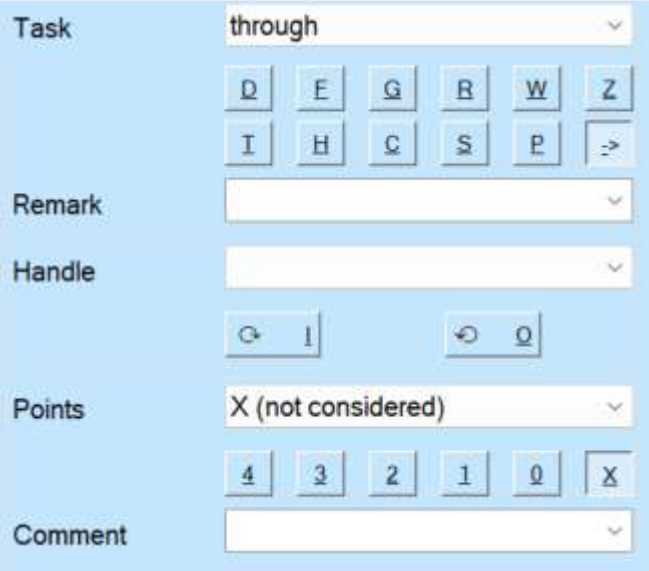
Special Cases - "Through", "Not considered", "Player's Fault"

"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)"



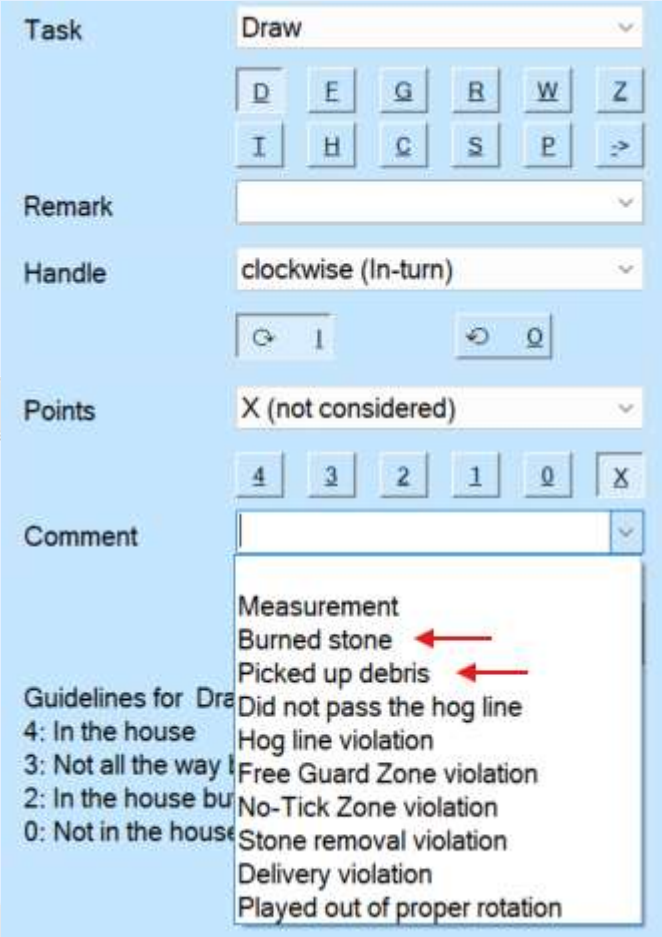
Special Cases - "Through", "Not considered", "Player's Fault"

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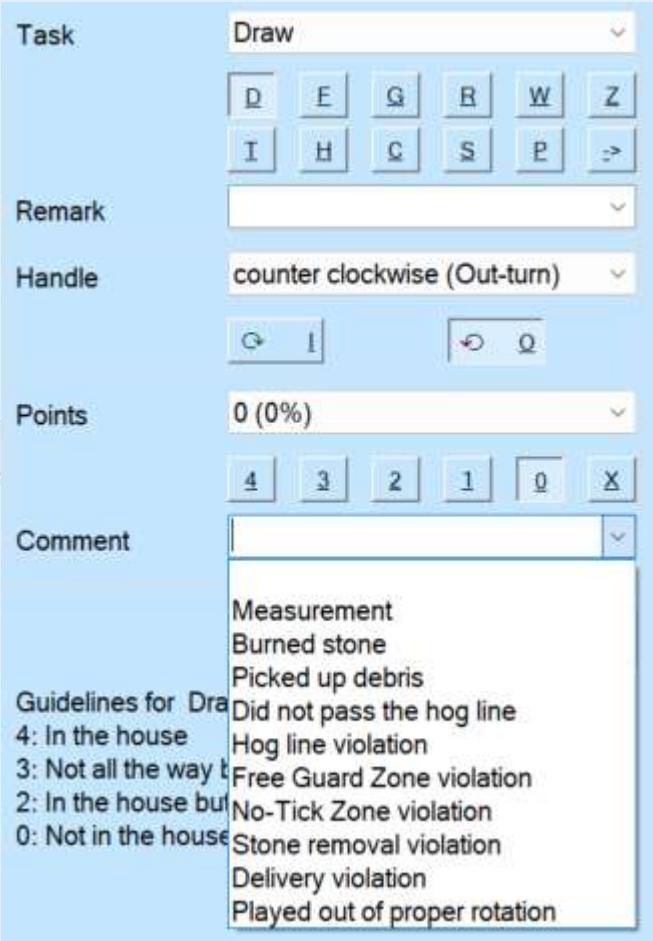
Special Cases - "Through", "Not considered", "Player's Fault"

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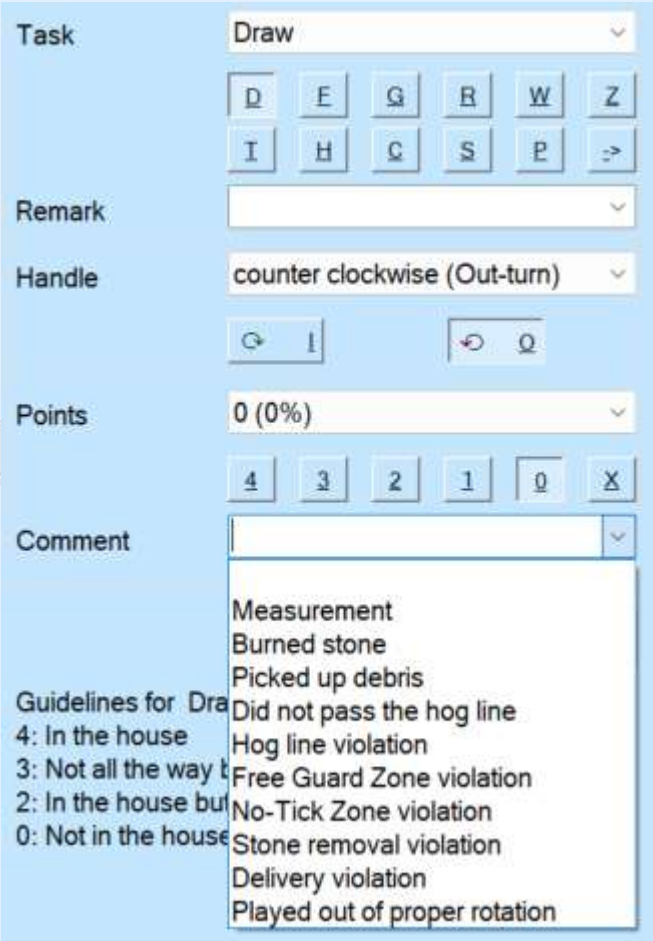
Special Cases - "Measurement", "Playing out of rotation"

"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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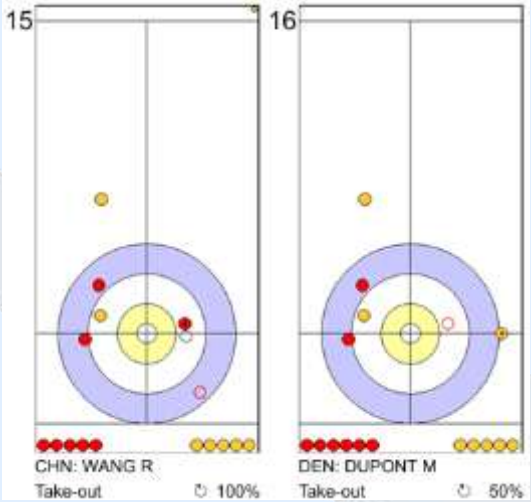
Last Stone of an End: Points awarding

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

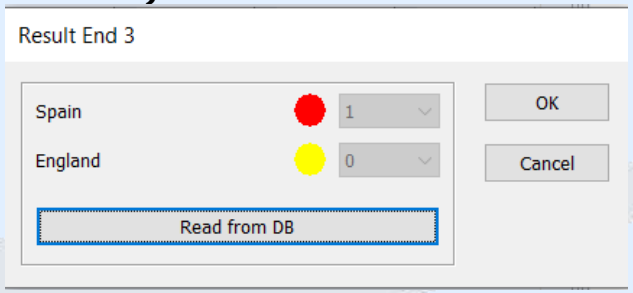
The yellow team is sitting 2nd and 3rd back tee line and moves the opponent red stone mid-8-foot out, but does not stay, scoring only 2.
-> 2 points



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

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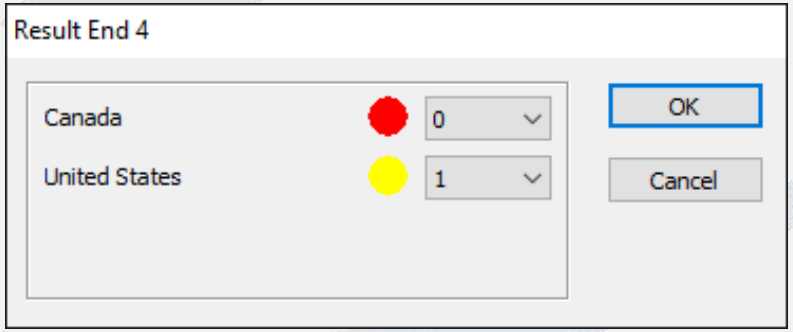
Score Entry - Manual Entry (only exceptional, no tablets)

- 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

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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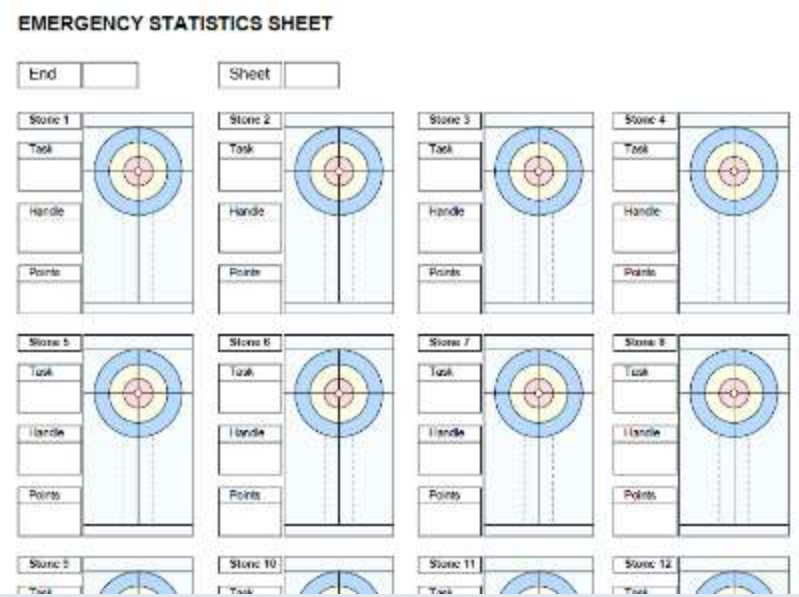
Exceptional Situations - System Errors

- 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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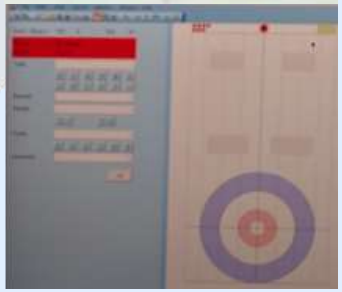
Common Hints - Graphics

- 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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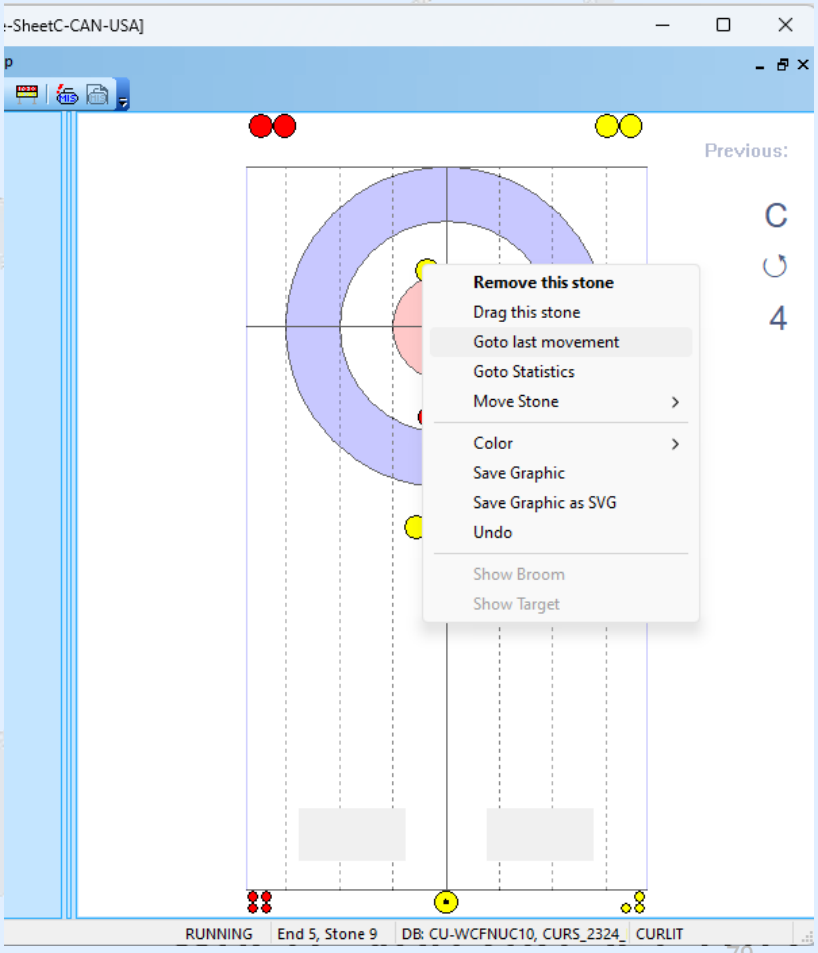
Common Hints - Graphics

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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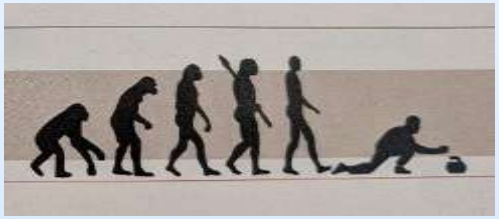
Thank you & Good Curling!