

CURLIT Curling Information Technology Ltd.








BECAUSE CURLING IS OUR PASSION

STATISTICS

How to score

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Statistics: Main rules



- 📖 Follow the guidelines
 - ◆ Different statisticians scoring the same game have to come to the same result
- 📖 Try to find out what the skip really wants
 - ◆ Include all options that the skip gives to the player
 - ◆ Do not judge the skips decision
- 📖 Be fair and equal to all teams
 - ◆ No additional points for "favorite team" or for "good looking players" or ...
- 📖 In doubt, always score to the players benefit

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Statistics: Different Types



Slow Stones

- ◆ Draw
- ◆ Front
- ◆ Guard
- ◆ Raise
- ◆ Wick
- ◆ Freeze

Fast Stones

- ◆ Take-Out
- ◆ Hit and Roll
- ◆ Clearing
- ◆ Double Take-Out
- ◆ Promotion Take-Out

Statistics: Points and Handles



Points

- ◆ 4 (100%)
- ◆ 3 (75 %)
- ◆ 2 (50%)
- ◆ 1 (25 %)
- ◆ 0 (miss, 0%)

- ◆ X (not considered)

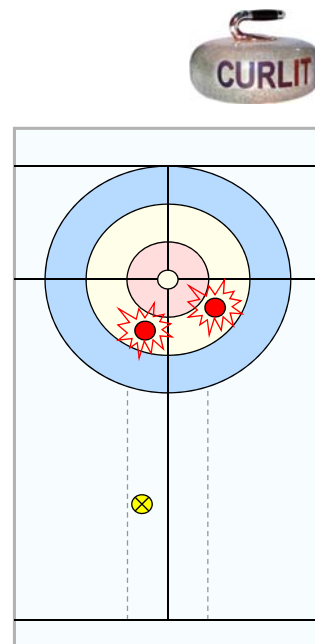
- ◆ 5 (Bonus)
- ◆ 6 (Super Bonus)

Handles

- ◆ Clock wise
(In-turn, Short 'I')
- ◆ Counter clock wise
(Out-turn, short 'O')

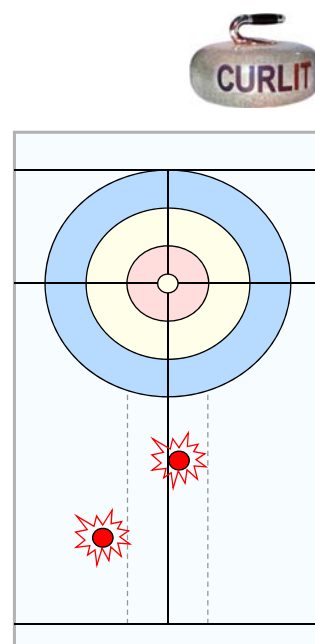
Statistics: Type Draw

- 🏹 Draw (D)
 - ◆ Somewhere in the house
 - ◆ Does not move or touch any other stone
- 🏹 Come around (D)
 - ◆ In the house, behind an other stone



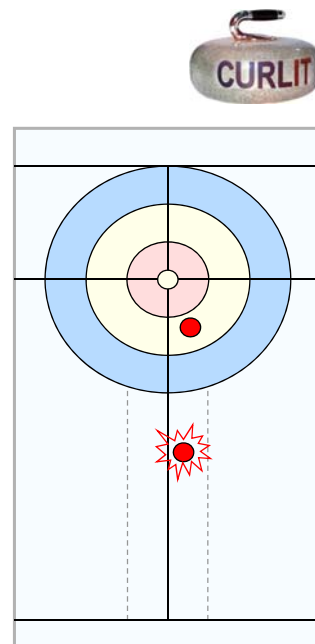
Statistics: Type Front

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



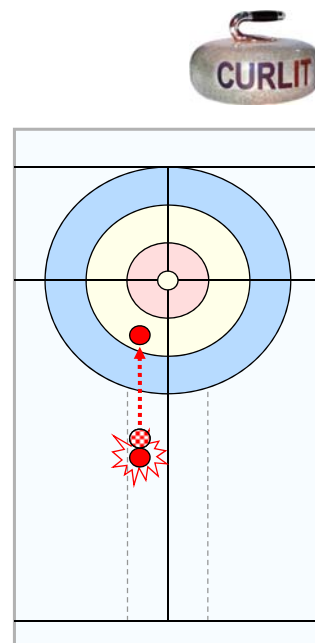
Statistics: Type Guard

- 🛹 Guard (G)
 - ◆ Protecting another stone
 - ◆ Usually in front of the house
 - ◆ The line is more important than the weight



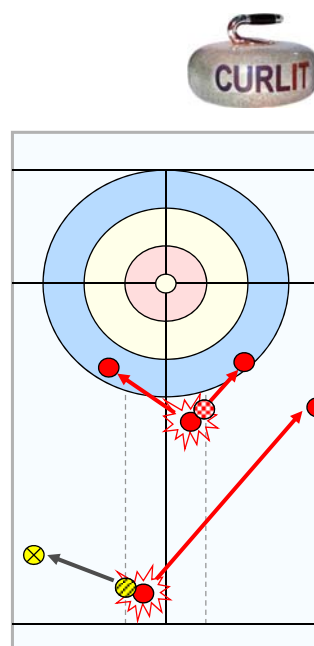
Statistics: Type Raise

- 🛹 Raise (R)
 - ◆ Pushing another stone further
 - ◆ Can be in the house or in front of the house
 - ◆ Can be pushing the own stone or the opponent



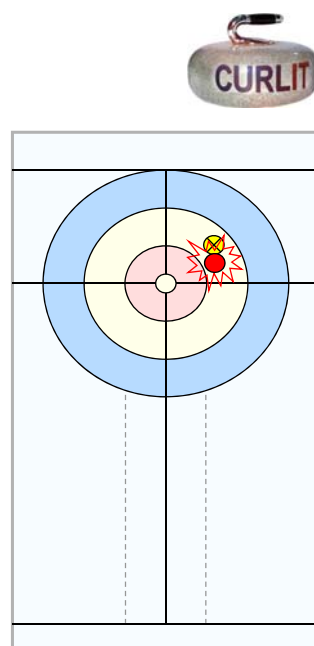
Statistics: Type Wick

- 🔧 Wick (W)
 - ◆ Moving another stone
 - ◆ Both stones (the moved and the played stone) lay in the desired position
 - ◆ Can be in the house or in front of the house
- 🔧 Soft-Peeling (W)
 - ◆ Moving a stone in the Free-Guard-Zone to the side or behind the house



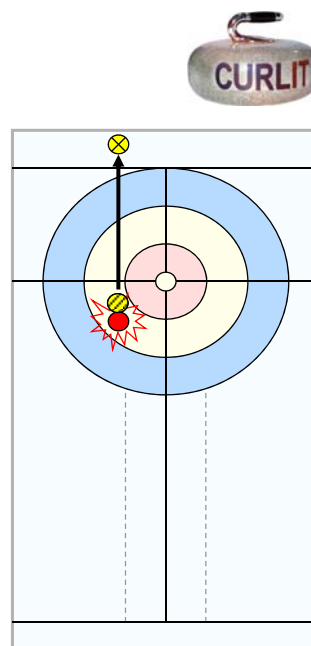
Statistics: Type Freeze

- 🔧 Freeze (Z)
 - ◆ Playing a stone as close as possible to another stone
 - ◆ If the skip just wants to have a stone somewhere close to other stones, it is considered a Draw.



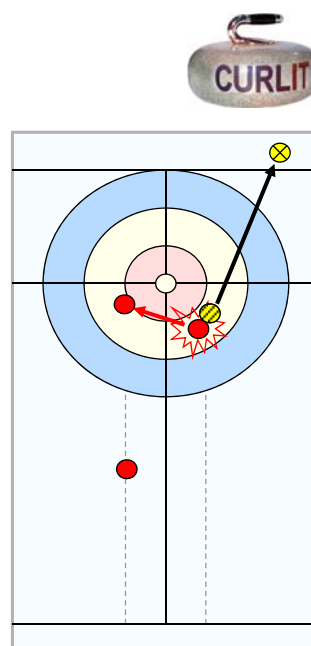
Statistics: Type Take-Out

- Take-Out (T)
 - Removing a stone
 - The played stone stays in play



Statistics: Type Hit and Roll

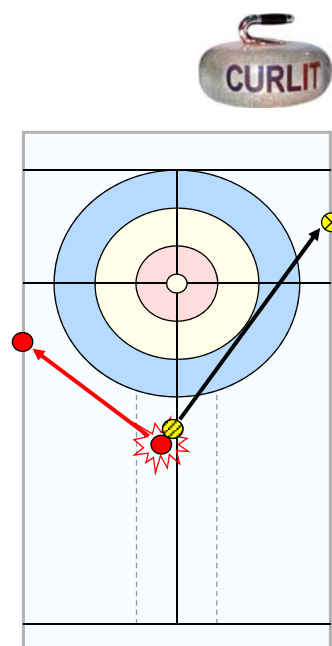
- Hit and Roll (H)
 - Removing a stone
 - The played stone stays at the desired position
- If there are no stones in play and the played stone rolls within the house to the side, it is considered a Take-Out



Statistics: Type Clearing

Clearing (C)

- ◆ Removing a stone
- ◆ The played stone is out of play as well



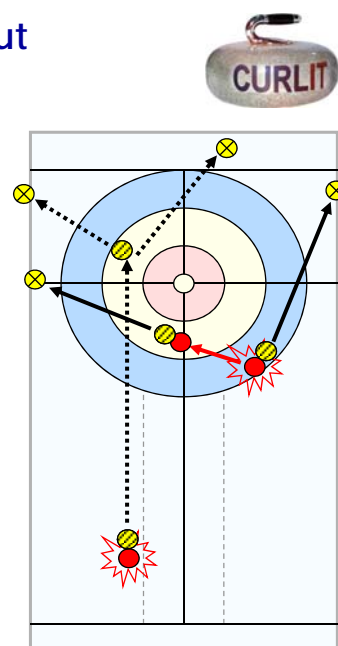
Statistics: Type Double-Take-Out

Double-Take-Out (S)

- ◆ Removing two stones, both in the house

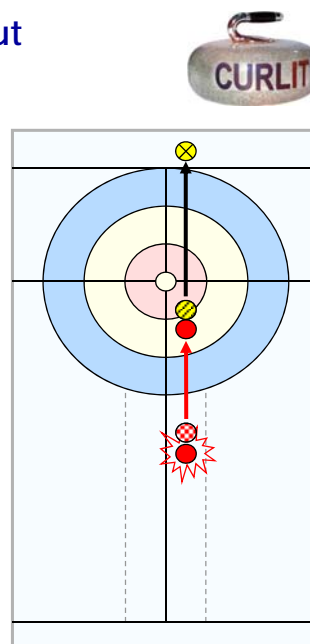
Double-Take-Out (S)

- ◆ Removing two stones, one in front of the house, one in the house



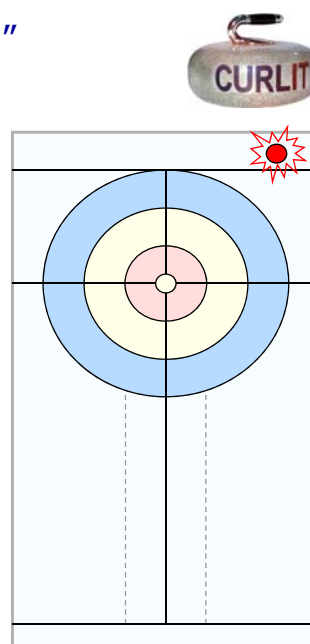
Statistics: Type Promotion Take-Out (P)

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

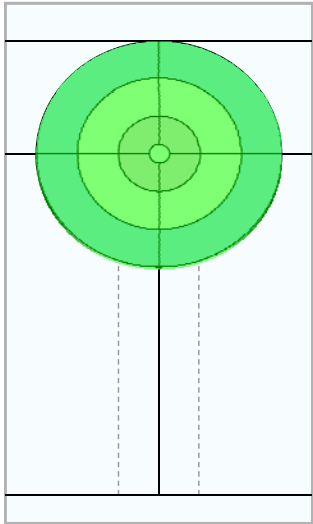
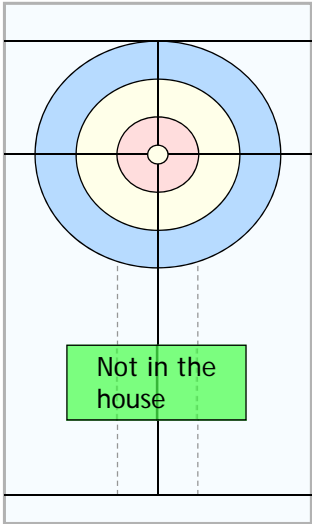


Statistics: Type "Not considered"

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



Statistics: Draw (D)
for more detailed information see p.45ff

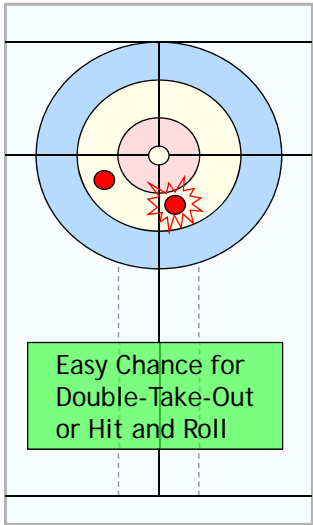
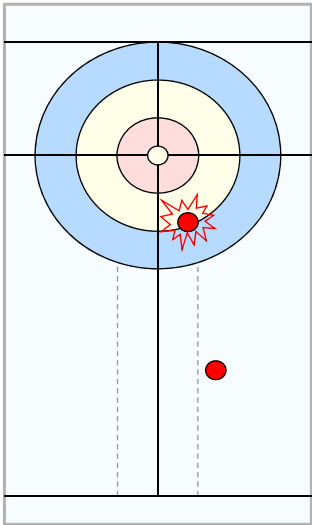



4 Points
In the house

0 Points
Not in the house

Not in the house

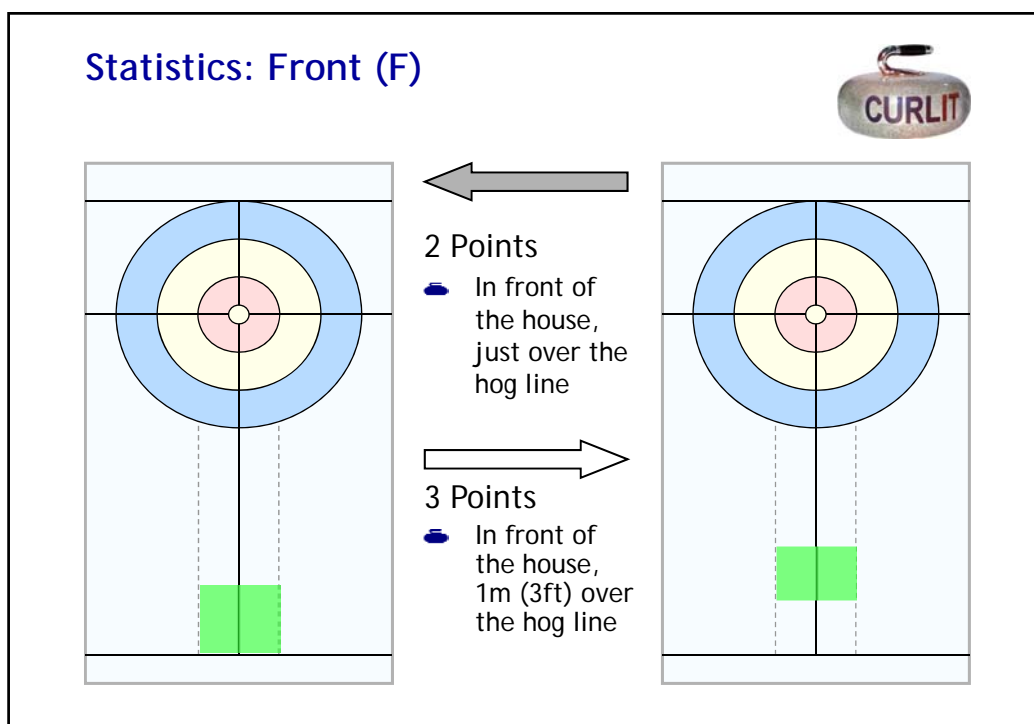
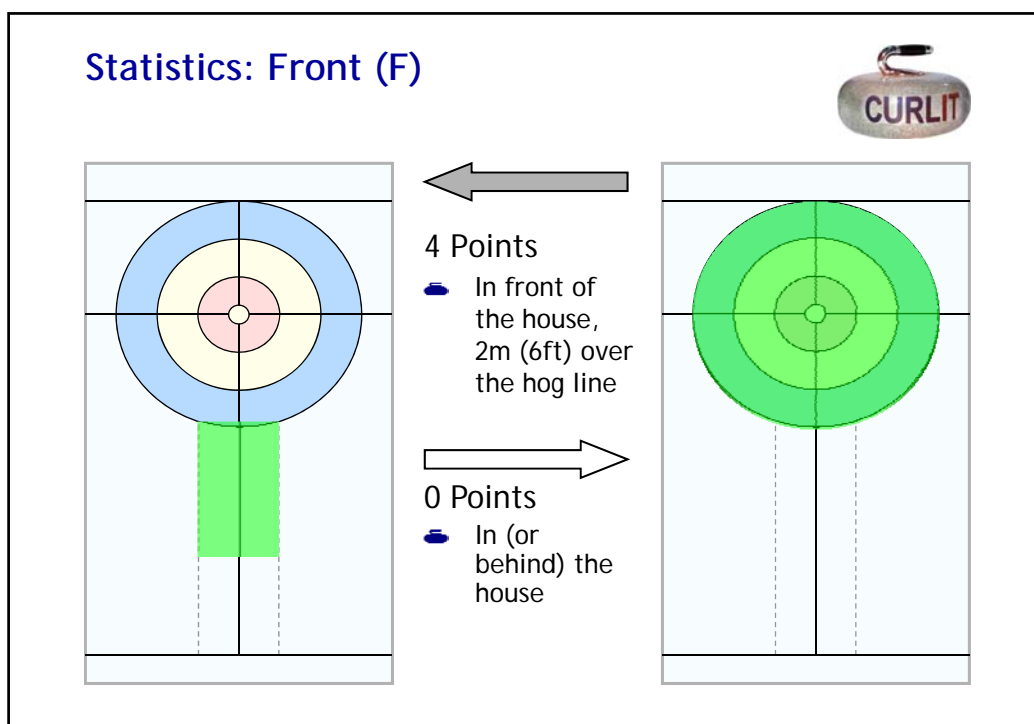
Statistics: Draw (D)

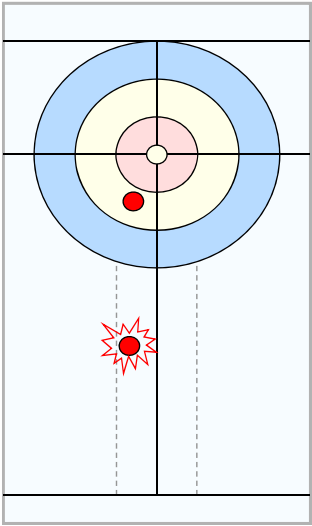
2 Points
In the house, but on a wrong spot

3 Points
Come around not all the way behind the guard

Easy Chance for Double-Take-Out or Hit and Roll



Statistics: Guard (G)


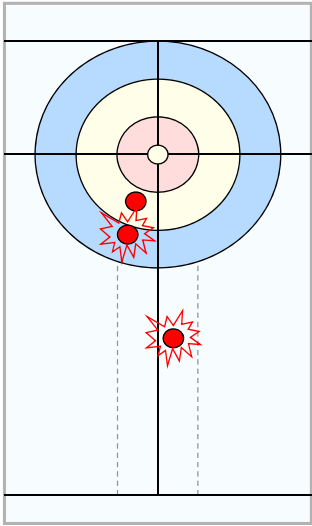


4 Points

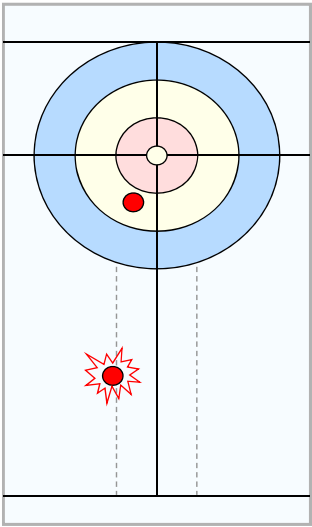
- In front of the house, within the width of a stone

0 Points

- Not covered or too long



Statistics: Guard (G)


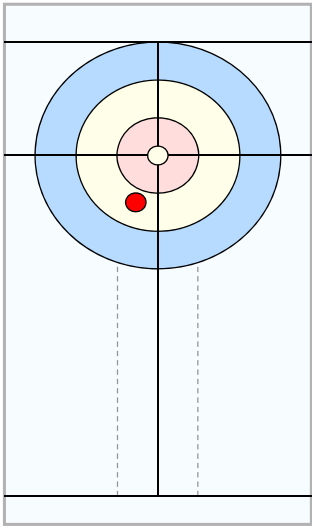


2 Points

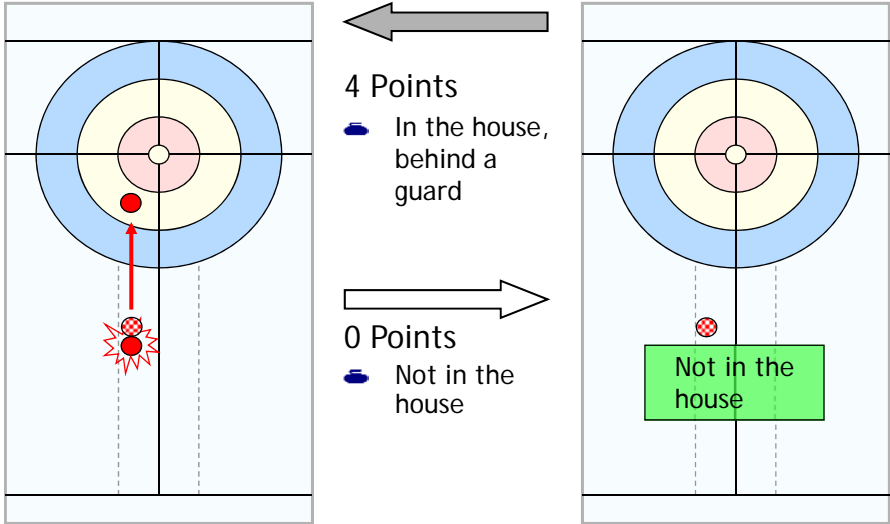
- Partially covered

1/3 Points

- Somewhere inbetween...



Statistics: Raise (R)



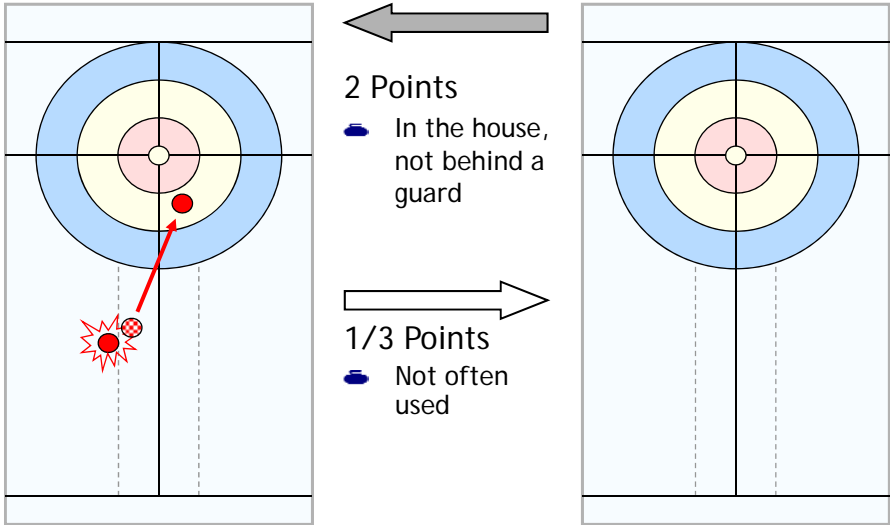
4 Points
In the house, behind a guard

0 Points
Not in the house

CURLIT

The diagram illustrates the scoring for a 'Raise (R)' in curling. It shows two views of a curling house. The left view shows a red stone in the center of the house (4 points) and a red stone in the back of the house (0 points). The right view shows a red stone in the back of the house (0 points) and a green box labeled 'Not in the house'.

Statistics: Raise (R)



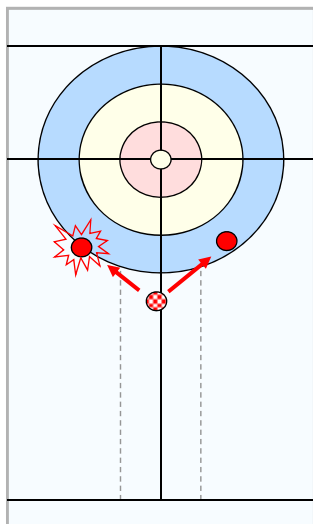
2 Points
In the house, not behind a guard

1/3 Points
Not often used

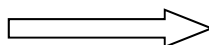
CURLIT

The diagram illustrates the scoring for a 'Raise (R)' in curling. It shows two views of a curling house. The left view shows a red stone in the center of the house (2 points) and a red stone in the back of the house (1/3 points). The right view shows a red stone in the back of the house (1/3 points) and a green box labeled 'Not in the house'.

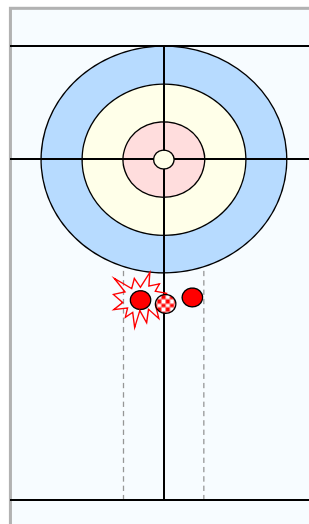
Statistics: Wick (W)



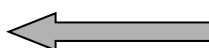
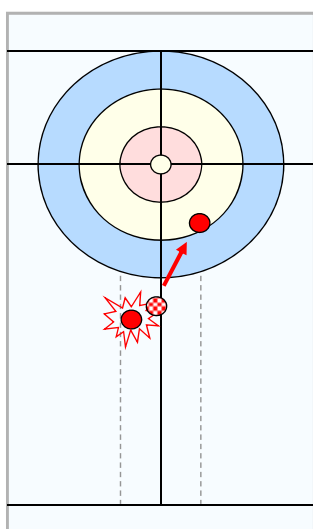
4 Points
 Both stones in the house



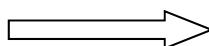
0 Points
 No stone in the house



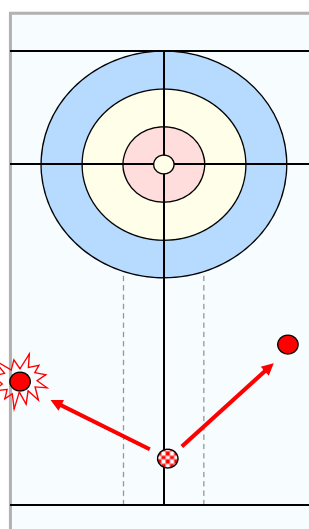
Statistics: Wick/Softpeeling (W)



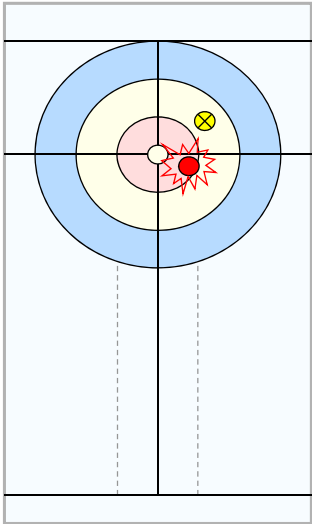
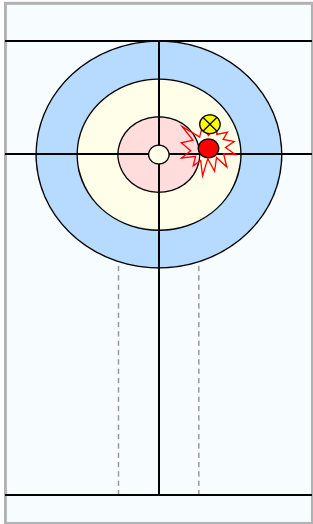
2 Points
 Only one stone in the house



Softpeeling
 4 Points: on the side or behind
 2 Points: Out of the center



Statistics: Freeze (Z)




4 Points

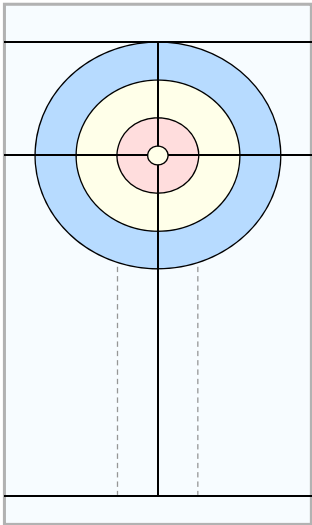
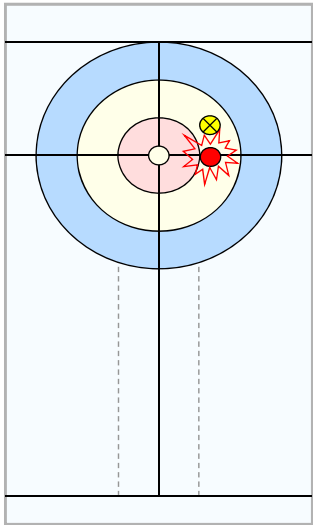
- Max 5cm (2'') away, in line

0 Points

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



Statistics: Freeze (Z)




2 Points

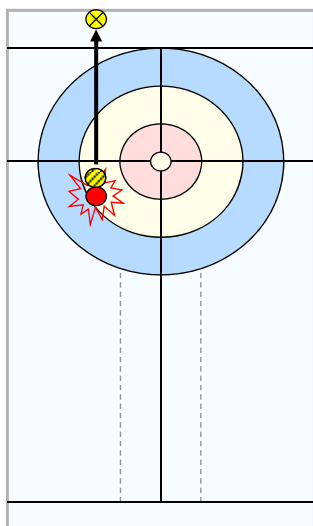
- Max 10cm (4'') away, in line

1/3 Points

- Somewhere inbetween ...

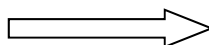


Statistics: Take-Out (T)



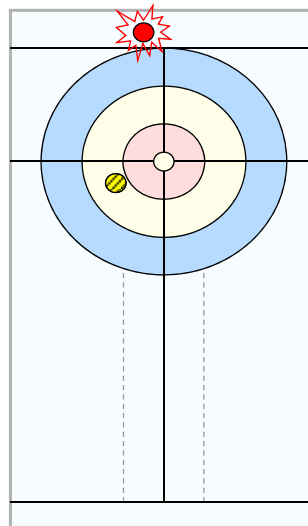
4 Points

- Played stone stays in the game

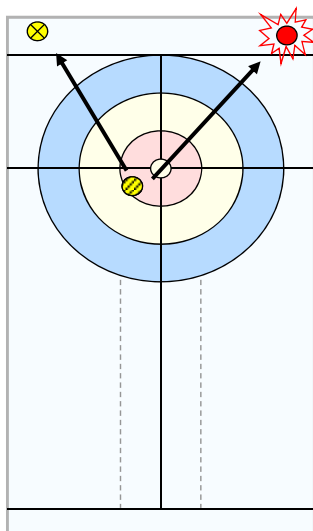


0 Points

- Opponent stone still in the game

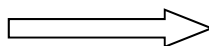


Statistics: Take-Out (T)



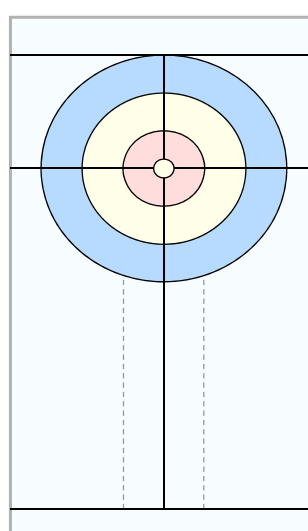
2 Points

- Played and opponent stone out of the game

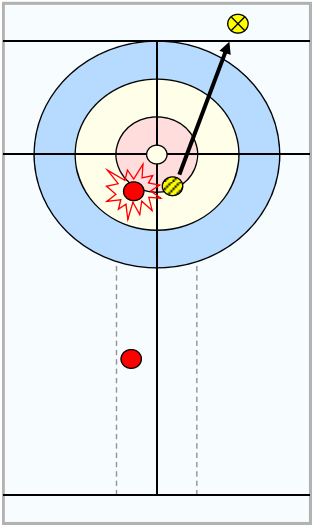


1/3 Points

- Not often used



Statistics: Hit and Roll (H)

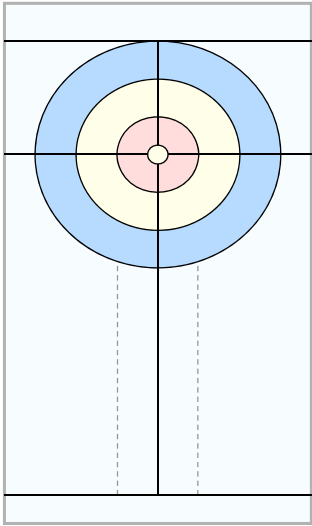


4 Points

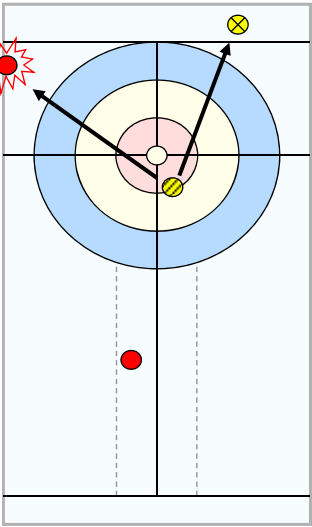
- Played stone behind a guard

0 Points

- Opponent stone still in the game



Statistics: Hit and Roll (H)

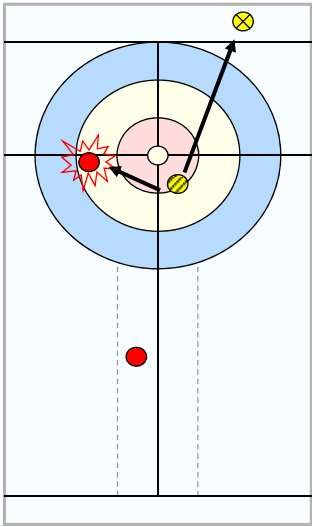


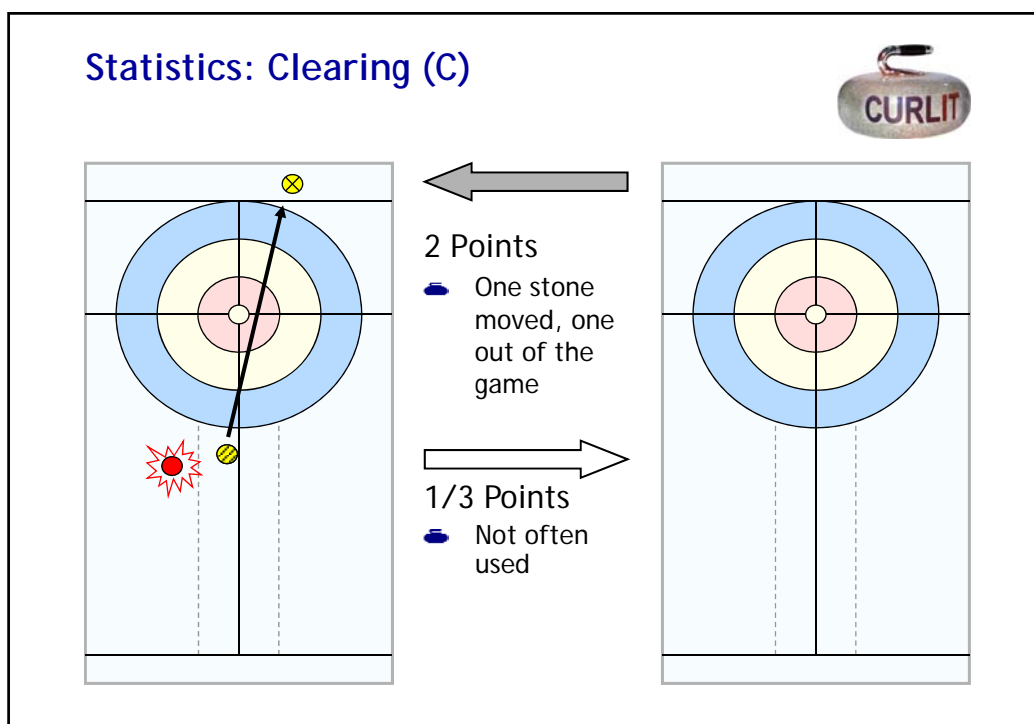
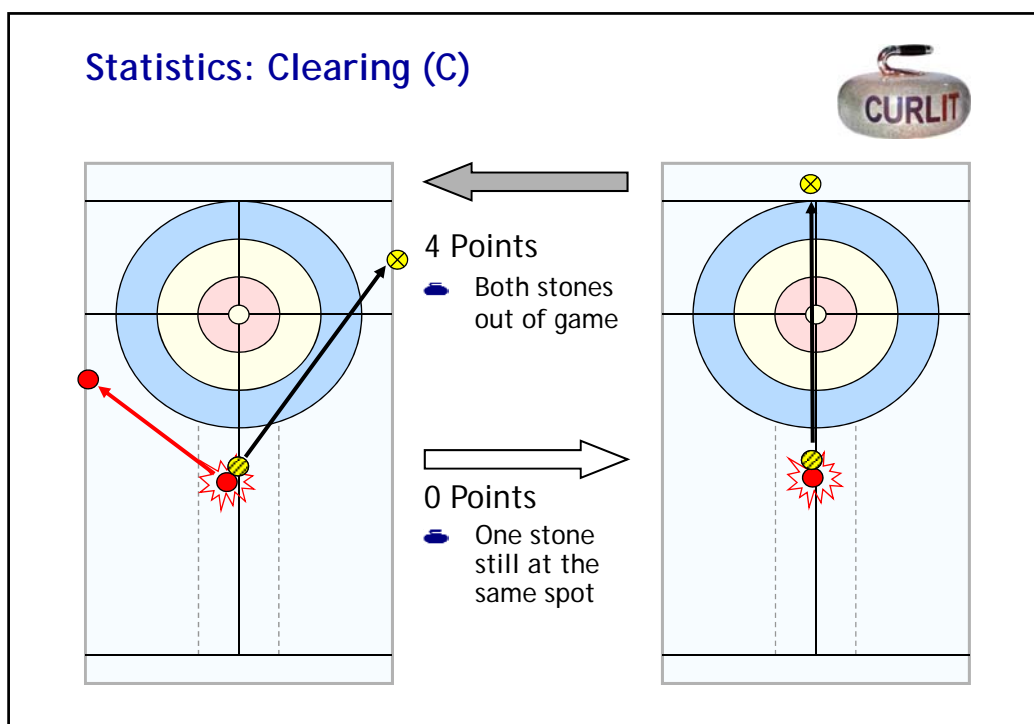
2 Points

- Both stones out of play






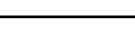
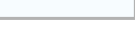
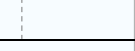








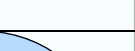



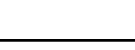










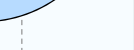




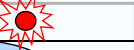

3 Points

- Played stone in the house, but not behind a guard





Statistics: Double Take-Out (S)















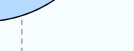




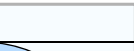

4 Points

- 2 or more opponent stones out of the game

0 Points

- Opponent stones still in the game

Statistics: Double Take-Out (S)



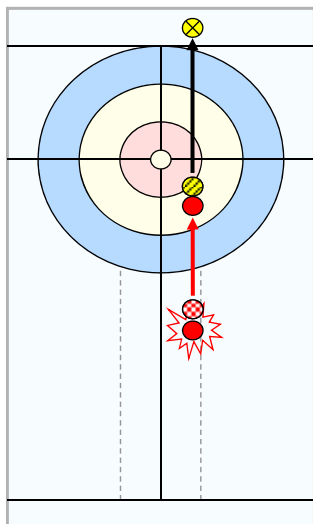
2 Points

- One opponent stone out of the game

1/3 Points

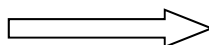
- Not often used

Statistics: Promotion Take-Out (P)



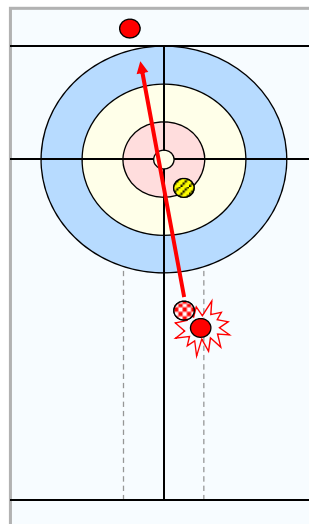
4 Points

- Promoted stone behind the guard

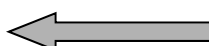
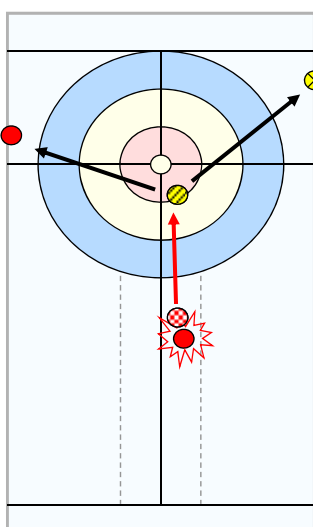


0 Points

- Opponent stone still in the game

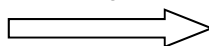


Statistics: Promotion Take-Out (P)



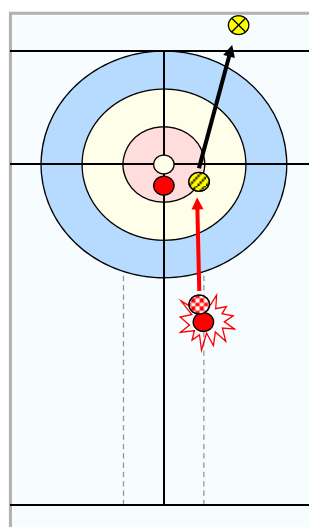
2 Points

- Promoted and opponent stone out of the game



3 Points

- Promoted stone not behind the guard



Statistics: Last stone



- 🏴 4 Points:
Stone counts
- 🏴 0 Point:
Stone does not count
- 🏴 1 Point:
Stone is not counting, but better than one opponent stone
- 🏴 2 Points:
Stone is not counting, but better than two or more opponent stones

Statistics: Bonus Points



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

General hint



- 🔹 If you are not sure about 3 or 4,
go by the following idea:
 - ◆ Could the player do better? -> 3
 - ◆ Did the player do as good as possible? -> 4

- 🔹 If you are not sure about 0 and 1,
go by the following idea:
 - ◆ Could the outcome be worse? -> 1
 - ◆ Did this stone make the situation not better at all? -> 0

Common Problems 1: Difference between slow and fast



- 🔹 Always make sure that you make a clear decision between the slow played stones (D, F, G, R, W, Z) and the fast ones (T, H, C, S, P)

- 🔹 A slow played „Take-Out“ is most of the time called a **Raise** (tap-back).
Specially when the skip does not care if the opponent stone does not go out of the game

Common Problems 2: Guard / Draw



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

Common Problems 3: Draw (depending on score)



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

Common Problems 4: Come around (Draw)



- 🏴 Behind the Guard, but behind the tee line
-> 2 or 3
(depending on the situation and the score)
- 🏴 Not behind the Guard, but not easy for Hit and Roll -> 3
- 🏴 Easy for Hit and Roll -> 2

- 🏴 Touching the front stone does not matter, go by the above rules (2 or 3).

Common Problems 5: Freeze versus Draw



- 🏴 Most of the time it is a **Draw**

- 🏴 Even if the outcome of a „Draw close to another stone“ is a nice Freeze, leave the task as a Draw

- 🏴 Use Freeze if this is the only chance for the team

Common Problems 6: Hit and Roll / Wick



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

Common Problems 7: Take-Out / Clearing



- If it is not possible to play a Take-Out and stay, call it a 'Clearing'
- If the playing team is up, they probably do not care if a Take-Out stays or runs out. Call it 'Clearing' or 'Take-Out' depending on the sweeping

Common Problems 8: In / Out



- It does not matter if a player is left or right handed, only clockwise and counter clockwise are considered.
- Shortcuts:
clockwise -> I (like In-turn for right handed)
counter clockwise -> O (like Out-turn for right handed)

Common Problems 9: Score



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

Common Problems 10: Graphics



- ☛ Put all stones as precise as possible
- ☛ If you have to change a position, go back to where you did set this stone (the system will change all following stones)
- ☛ Do not just add stones from „behind“ to change the situation (again go back)

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