

Curl Coach CSV Reference

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Introduction

This document describes the information included in a Curl Coach CSV export of a Competition as of v1.2 of Curl Coach. this document will be updated from time to time to reflect any changes especially as any new fields are added to the export.

This document is divided into several sections sections.

- The overall layout of the CSV file, and the kinds of values you can expect to find.
- A description of the data formats that you can expect to find in the file.
- An explanation of how to interpret measurements in Curl Coach.
- The layout of the file row-by-row.
- The detailed shot data, column by column. This provides information on how to interpret the values that appear in each column.

Overall Layout

The CSV export file provides essentially all of the information that is gathered while charting excluding the positions of rocks and the rock motion. It is exported as a set of comma separated values that can be easily imported in most commercial spreadsheet applications for specialized off-line processing.

The file is broken into sections. The first section contains overview information about the event itself. Subsequent sections provide details for each game charted. The game block is further divided into the following sections.

- Game number and date.
- Team members
- Opposition team details
- End summary
- Shot details

Data Formats

The CSV file includes fairly standard, and easily interpreted information. The following formats are described in this document

Text

Textual information, typically the name of an athlete, event or location. Date fields are exported as text.

Label

Also text fields, but of a fixed value that can be used to locate a desired row or column.

Integer

A numeric value without a fractional part. Typically -1 is used to indicate “not charted”, although a blank cell may also indicate that no information was recorded.

Boolean

A numeric value which will be either “0” (false) or “1” (true).

Float

A numeric value with a fractional part. Curl coach only uses these to represent recorded co-ordinates (i.e. Broom position) and sizes on the sheet. See details on the co-ordinate system used under “Measuring in Curl Coach” below.

Measuring In Curl Coach

Curl Coach records a number of pieces of information in a “sheet specific” co-ordinate system. This system designates the “pin” as the (0.0 , 0.0) location and all measurements are relative to that position and are recorded in feet and fractions of feet.

Locations behind the T-line (closer to the back line) will have a negative Y value. Locations to the right of the center line (looking from the back line) also have a negative value.

When charting tolerance the width & height information is also recorded in feet and fractions of feet.

Detailed Description of Rows

Event Information Information

Row:	2	Description:	Event
Values:	Column A contains the label "Event". Column B contains the name of the event.		

Row:	2	Description:	Venue
Values:	Column A contains the label "Venue". Column B contains the name of the venue.		

Row:	3	Description:	Team
Values:	Column A contains the label "Team". Column B contains the name of the competing team.		

Row:	4	Description:	Date
Values:	Column A contains the label "Date". Column B contains the date of the event.		

Game Block

The game block is a repeating block that is (typically) XX rows long. Row numbers in this section are labeled from "1" where 1 is the first row in a specific game.

Row:	1	Description:	Game number
Values:	Column A contains the label "Game Info" and column B contains the game number.		

Row:	2	Description:	Date
Values:	Column A contains the label "Date", column B contains the date and the time that the first stone was charted in the game.		

Row:	4-8	Description:	Our Team
Values:	Row 4 contains the label "Our Team" in column A, while column B contains the team's name. In rows 5-8, column B contains labels for the player positions in rows 5-8 in no specific order. Column C contains the first name and column D contains the last name of the players for the labeled positions.		

Row:	10-14	Description:	Opposition
Values:	<p>Row 10 contains the label "Opposition" in column A, while column b contains the opposition team name. Column B contains labels for the player positions in rows 5-8 in no specific order. Column C contains the first name and column D contains the last name of the players for the labeled positions.</p> <p>If the opposition team was not charted, then column B of row 10 contains the label "Not recorded", and rows 11-14 are blank.</p>		

Row:	16	Description:	Game Hammer
Values:	<p>Boolean. Does "our" team start with hammer for the game. 1 for yes, 0 if the opposition has hammer.</p>		

Row:	18-21	Description:	Game Summary																
Values:	<p>This sub-table provides summary information for each recorded end. Row 18 contains the label "End" in column A, and the end numbers in the subsequent columns followed by the label "Total". Row 19 contains the label "Score Us" in column A, and the number of stones scored in each end in subsequent columns, followed by the total stones scored in the final column. Row 20 contains the label "Score Them" in column A, followed by the oppositions scored as in Row 19. Row 21 contains end goal information for our team for each end. Possible values for the end goal include:</p> <table border="1" data-bbox="391 1213 1417 1375"> <tr> <td>-1</td> <td>Not Selected</td> <td>3</td> <td>Blank the end</td> </tr> <tr> <td>0</td> <td>Take 3 or more</td> <td>4</td> <td>Steal</td> </tr> <tr> <td>1</td> <td>Take 2 or more</td> <td>5</td> <td>Force the opposition to 1</td> </tr> <tr> <td>2</td> <td>Take 1 or more</td> <td></td> <td></td> </tr> </table>			-1	Not Selected	3	Blank the end	0	Take 3 or more	4	Steal	1	Take 2 or more	5	Force the opposition to 1	2	Take 1 or more		
-1	Not Selected	3	Blank the end																
0	Take 3 or more	4	Steal																
1	Take 2 or more	5	Force the opposition to 1																
2	Take 1 or more																		

Row:	23-24	Description:	Game Details Title Block
Values:	<p>These two rows provide header titles for the charting details that follow.</p>		

Row:	24-?	Description:	Game Details
Values:	<p>For a typical 8 end game this section will contain 128 rows of information (8 ends with 16 shots per end). See the "Detailed Description of Game Charting Columns" section for a description of the values that describe each shot.</p>		

Detailed Description of Game Charting Columns

Game & End Information

Column:	A	Description:	Game
Values:	Integer. The recorded number for this game in the competition.		

Column:	B	Description:	Game Hammer
Values:	Boolean. Does “our” team start with hammer for the game. 1 for yes, 0 if the opposition has hammer.		

Column:	C	Description:	End
Values:	Integer. The end number within the current game.		

Column:	D	Description:	End Hammer
Values:	Boolean. Does “our” team have hammer for this end. 1 for yes, 0 if the opposition has hammer.		

Shot Information

Column:	E	Description:	Shot Number
Values:	Integer. The recorded shot number, from 1 (leads first stone) through to 16 (skip’s hammer).		

Column:	F	Description:	First Name
Values:	Text. The first name of the athlete delivering the stone. If not recorded and the opposition team, the “Opposition”.		

Column:	G	Description:	Last Name
Values:	Text. The last name of the athlete delivering the stone. If not recorded and the opposition team, the position of the athlete.		

Column:	H	Description:	Shot Type
Values:	Integer. The charted shot type. The following values are possible:		
	-1	Not selected.	9 Freeze
	0	Hit & Stick	10 Split On
	1	Hit & Roll	11 Free Guard
	2	Double	12 Guard
	3	Peel	13 Throw Away
	4	Raise	14 Hit & Roll Away
	5	Tick	15 Run Back
	6	Draw	16 Corner Guard
	7	Come Around	17 Bump Tick
	8	Tap Up	

Column:	I	Description:	Shot Difficulty
Values:	Integer: The recorded difficulty rating for this shot. From 0 to 4		

Column:	J	Description:	Turn
Values:	Boolean. The recorded turn for the shot. 0 for In-turn, 1 for Out-turn.		

Column:	K	Description:	Score
Values:	Integer. The recorded score for the shot. -1 for not recorded, otherwise the value is from 0 (0%) through 5 (125%).		

Positional Information

Column:	L	Description:	Broom X
Values:	Float. The X co-ordinate of the charted broom position.		

Column:	M	Description:	Broom Y
Values:	Float. The Y co-ordinate of the charted broom position.		

Column:	N	Description:	Motion 1 X
Values:	Float. The X co-ordinate of where the thrown stone either came to rest or came into contact with a target stone and (potentially) changed direction.		

Column:	O	Description:	Motion 1 Y
Values:	Float. The Y co-ordinate of where the thrown stone either came to rest or came into contact with a target stone and (potentially) changed direction.		

Column:	P	Description:	Motion 2 X
Values:	Float. The X co-ordinate of where the stone came to rest after contacting another stone. Blank if the thrown stone didn't roll.		

Column:	Q	Description:	Motion 2 Y
Values:	Float. The Y co-ordinate of where the stone came to rest after contacting another stone. Blank if the thrown stone didn't roll.		

Miss Reason Information

Column:	R	Description:	Miss Broom
Values:	Integer. 0 for no issue. 1 too little broom. 2 too much broom.		

Column:	S	Description:	Miss Burned
Values:	Integer. 0 for no issue. 1-4 burned by the lead, second, third (vice), or skip respectively.		

Column:	T	Description:	Miss Curl
Values:	Integer. 0 for no issue. 1 over curled. 2 under curled.		

Column:	U	Description:	Miss Line
Values:	Integer. 0 for no issue. 1 narrow of the broom. 2 wide of the broom.		

Column:	V	Description:	Miss Release
Values:	Integer. 0 for no issue. 1 started on the release. 2 floated the release.		

Column:	W	Description:	Miss Slide
Values:	Integer. 0 for no issue. 1 slid inside-out. 2 slid outside-in.		

Column:	X	Description:	Miss Strategy Call
Values:	Integer. 0 for no issue. 1 shot selection too defensive. 2 shot selection to aggressive (offensive call).		

Column:	Y	Description:	Miss Sweeping (Skip's Fault)
Values:	Integer. 0 for no issue. 1 skip called too much sweeping. 2 skip should have called sweeping.		

Column:	Z	Description:	Miss Sweeping (Thrower's Fault)
Values:	Integer. 0 for no issue. 1 thrower called the sweepers on. 2 thrower called the sweepers off.		

Column:	AA	Description:	Miss Sweeping (Judgement by Sweepers)
Values:	Integer. 0 for no issue. 1 sweepers over-swept the stone. 2 sweepers under-swept the stone.		

Column:	AB	Description:	Tick
Values:	Boolean. 0 for no issue. 1 a guard was ticked.		

Column:	AC	Description:	Weight
Values:	Integer. 0 for no issue. 1 the delivered stone was light. 2 the delivered stone was heavy.		

Column:	AD	Description:	Picked
Values:	Boolean. 0 for no issue. 1 stone picked.		

Text Notes

Column:	AE	Description:	Notes
Values:	Text. Any text notes for the shot (blank if none).		

Tolerance Information

Column:	AF	Description:	Center X
Values:	Float. The X co-ordinate of the center of the tolerance area rectangle.		

Column:	AG	Description:	Center Y
Values:	Float. The Y co-ordinate of the center of the tolerance area rectangle.		

Column:	AH	Description:	Width
Values:	Float. The width of the tolerance area rectangle.		

Column:	AI	Description:	Height
Values:	Float. The height of the tolerance area rectangle.		