

# Curl Coach v3.5 User's Guide

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# Introduction

Welcome to Curl Coach the competitive team management application for iOS. With Curl Coach you can create and manage players, build them into teams, and take the teams to competitions.

Curl Coach provides you an easy to use, touch based approach for tracking all of the shots in an end, ends in a game and games in a competition. Then it let's you generate easy to understand reports for players, teams and competitions. Finally Curl Coach helps you use those reports to plan and run practices which in turn develops your athletes.

Curl Coach consists of a set of key modules for managing the various aspects of coaching:

- The **Player** module allows you to create players, record data about them and generate player specific reports. Any number of players may be created, including opposition players.
- The **Team** module allows you to collect players into teams and generate reports on how those players work together as a team. Players can be members of many different teams, and teams can be created to handle "one-off" situations where curlers attend competitions apart from their regular teams.
- The **Venue** module let's you record information about the curling clubs you are competing at, including stone colours and a notes section for general comments on ice conditions, etc.
- The **Competition** module lets you take teams to bonspiels and have them

compete in games. It is during competition that you chart the shots that your athletes make, take notes on their decisions and plot the broom positions and results on the rings. The competition module also let's you generate reports on how both your curlers and the opposition have performed over the course of each game and over the competition as a whole. The competition report can include detailed shot-by-shot reports in both text and pictorial forms. The Competition module also provides a replay module that lets you review the shots of a game, quickly find key shots and have those "what if" discussions with your teams.

- The **Strategy Book** module gives you a powerful tool for having "What if" discussions around real world and invented strategic situations.
  - The **Drills** module which includes a large number of built in curling drills along with the ability to create your own drills and share drills with other coaches.
  - The **Practices** module helps you plan & manage practices sessions based on a built-in Drills Handbook, but also lets you create your own drills and share them with other coaches.
- In addition Curl Coach includes:
- The **Quick Start** page which gives you a fast way to start charting.
  - The **Options** section which allows you to customize many aspects of how Curl Coach works.
  - The **Resources** page which includes a number of useful evaluation forms in printable PDF format.

# Getting the Most Out of Curl Coach

Curl Coach is a very powerful tool for managing the development of any competitive curling team, from a Novice team of bantam curlers through to an Elite team with aspirations of competing on the world stage. Because not all coaches are focusing on the same areas of the game, it is important to understand how to apply Curl Coach to you and your teams specific needs.

First let us consider the effort required to chart a competition. It is very much a full time job. The person charting likely will have little or no time to perform other kinds of observation and may be so busy keeping track of the stones and the shots that they miss other things like pre-shot routines and the emotional state of the players. If you can, it is highly advisable to have a second person on the coaching team (or a parent on a Bantam or Junior team) to do the charting while the coach observes and notes the other factors.

Next you need to make a conscious decision around how Curl Coach will help you develop your team, and as a result, how much effort you need to put into charting. The following are a few things to consider.

## **Practice, Practice, Practice**

As with anything, it takes practice. It is strongly recommended that you practice by charting a simulated game, either by transcribing a game you previously charted, or by inventing a game. In this way you can

become familiar with the various controls, abilities, and options that Curl Coach offers, and have more success when you chart a real game. Also, when you practice, intentionally make some mistakes so you know how to handle resetting the broom, or even deleting an entire shot.

## **Use a Stylus**

For many people the use of a stylus will increase the speed and accuracy of charting.

## **Charting the Opposition**

Charting the opposition takes twice as much effort as only charting your own team. So why bother? Well if you do chart the opposition you can compare the difficulty of shots being called and the success rates between your team and the opposition team. You can also build up profiles for the kinds of shots that opposition teams prefer to call by generating team reports for them, and you can dig into some key issues of strategy like “response to a miss”. If your team is still working to establish their own strategies and tactics, this may not be useful to you, so don't.

## **Why Did We Miss?**

Curl Coach provides a huge number of options for recording the reason for a miss. For starting teams it is simpler to record just the weight, line of delivery, and release miss reasons. Ignoring the rest of the options can make charting quicker. Curl Coach has an option to simplify charting

that provides this reduced list when recording a miss.

Another option is to reduce the score that counts as a miss. By default Curl Coach treats any score of 75% or less as a miss and asks for a miss reason. You can set this number in Options to 50, 25 or even 0% to reduce how often you need to enter miss data.

When charting it is good to have a set of standards for what constitutes a miss and why to ensure a balanced evaluation of your team. Remember that a stone slipping over the T-line may be a bad miss for an Elite team, but staying in the 4-foot is made shot for a Novice team.

**Take Advantage of Automatic Charting**  
Curl Coach has settings to set difficulty and turn for your shots automatically. Whenever possible, use these abilities, they make charting go much faster. All teams should enable automatic turn and automatic difficulty settings. It is recommended that you also enable automatic shot type, and automatic shot score which looks at the stone positions as you chart them to guess the called shot, and suggest the correct score.

If you indicate the shot target (where the stone is supposed to come to rest), then Curl Coach will put the stone on the sheet based on the location of the target.

### **Use Keyboard Macros**

Typing in notes for a shot can be more time consuming than moving the stones around in the house. If there are certain

comments you find you make a lot, then create a macro for it (see Options). With macros you can enter the entire comment by tapping a single button.

### **Use the Stopwatch Sparingly**

Until you are used to the pace of charting, don't bother with the stopwatch, or save it for specific shots where the interval times are critical.

### **Tolerance is an Advanced Feature**

Only Elite teams should be charting tolerance, and those teams should know who they are. If your team is at the point where they are starting to discuss the tolerance of every shot and focus on making the "good miss" then you should start considering enabling tolerance tracking as a way to help drive the discussion during off-ice strategy sessions. At first, use tolerance only in Strategy Book to illustrate the concept and show why it matters. Later use it in charting to help evaluate the kinds of shots your team is calling and how tolerant their throws actually are. Remember charting tolerance makes it harder to keep up with the shots, so it pays to be good at charting before you try to chart tolerance.

### **Pick Your Reports**

Curl Coach has a number of options when you generates reports. Some of these options may not be useful to your team. Some of the options can be turned off to keep the reports shorter. In all cases a coach should ask, "what does this stat tell me about my teams performance or preferences? How can I use that to improve their abilities to win games?"

This may lead to drills to improve a particular skill, or modifications to overall shot selection to favour shots with a higher percentage of success. Curl Coach is designed to give you a lot of visibility into what your team is doing on the ice. It is up to the coach to turn that into conversations and training programs that lead to measurable results.


### Ask for Help


There are lots of coaches using Curl Coach and many of them will be more than happy to share their experiences. If you run into a serious problem or bug, please contact me by eMail at


[support@curlcoach.com](mailto:support@curlcoach.com)

## Getting Around in Curl Coach


Curl Coach follows standard design rules for iOS. Here are a few things to look for when using Curl Coach.


 The list button appears in the top bar you can tap on it to display a pop-up list to choose Players, Teams, Competitions, etc, depending on the module you are using. When one of these lists is displayed, tapping on the “Edit” button or swiping from right to left on an item will give you the option to delete that item.

 The tools button appears in the top bar to provide a menu of commands to generate reports, export content and access various actions that you need to use less frequently.

 The duplicate symbol appears when it is possible to duplicate the current

selection and edit the copy. This allows you, for example, to duplicate an existing drill, create a duplicate and modify it to suit your needs.

These buttons  are used above a list that is embedded on a page. They can be used to delete or add items to that list (respectively). Tapping on the ‘+’ button will show a pop-up that you can use to add items to the list. Tapping on the ‘-’ button is the same as tapping on the ‘Edit’ button in a pop-up list. When you tap on it the button changes to show a ✓. Tap on ✓ when you are done deleting items from the list. You can also swipe right to left on the item to delete it.

 Tapping on the info circle on a module page will present a brief tutorial for that section of Curl Coach.

## Quick Start

Most of the time you will want to prepare for a competition by entering player, team and venue information and then add a competition to the team before you arrive at the competition itself.

If this is your first time using Curl Coach, or you have not had time to setup everything then Quick Start provides a fast way to get charting.

In Quick Start you need only provide a small amount of information about the venue, competition and players to get started.

You can access your team list to select a team, or your player list to select specific players and place them in positions for the competition, if you do not provide specific players, the Curl Coach creates generic ones for you to customize later.

Now you can start the first game by tapping on the “Start Game” button.

To start charting select the type of game (points or win/loss), the number of ends, who has hammer and stone colour for your team.

Curl Coach automatically creates player records for any players you don't select with the names “Our Lead”, “Our Second” etc. In addition it will create a new team with the name “New Team” if you did not specify a team. It will also create a Venue and Competition for you.

After you chart your first game, tap on the “Competitions” button to add additional games.


You should also go into the Players, Teams, and Venues pages to add the correct information for the various Players, Teams and Venues that Curl Coach has created for you.

**Quick Start is intended for “first time” use only. The preferred way to create a competition is either from the Team page or Competition page.**

## Players

The place you will spend most of your time is the competition module, but before you can make use of it, you need to get a team together, and before you can build a team you need to create some players.


From the main page tap on “Players”. If there are no players in the database, then a new (empty) player is automatically created for you.

Tap on the  button to select a different player or to create a new player.

You can include the player’s name, birthdate, contact information, whether they curl left or right handed, and a picture (from your photo album or using the camera) for each curler. You can also indicate the position they usually play, and you can indicate that this is an “opposition player”, someone you have statistics for, but not someone you actively coach.

All player information is optional, however the full name and primary position are quite important for easy team creation and report generation so these, at least should be filled out. Also if the “handedness” of the player is not set, the player will be assumed to be right handed when automatically setting the turn during charting.


The yellow area is a notepad and can be used to record notes about the player as required.

By tapping on the  button you can generate a player or practice report for any player being tracked by Curl Coach as well as access the player dashboard. See “Generating Reports” and “Statistics Dashboard” for more details.

## Teams

Once you have your players in Curl Coach you can form them into teams.

From the main page tap on “Teams”. If there are no teams in the database, then a new (empty) team is automatically created for you.

Tap on the  button to select a different team from the database or to create a new team.

You can give the team a name and record the date that was formed in the top section of the page. You can also record the team’s coach and home club information.

You can also record the team’s skill level for use in automatic shot scoring. There are three skill levels for scoring; Elite, Competitive, and Novice. These levels are used to effect the tolerance for automatic scoring by multiplying any distances in the scoring rules by a factor as follows:


- Elite 1.0 x
- Competitive 1.5 x
- Novice 2.0 x

(For example if a freeze shot scores 4 if the stone finishes with 1/2 a stone width of the target stone, a Novice curler would have double the tolerance, and finish with 1 stone width.)

You add players to the team by tapping the “+” button and selecting the players you wish to add. In general you should select one player whose primary position is at each of the four curling positions

when forming a team) although this is not required).


A team needs to contain players for at least three positions, one of which needs to be a skip. The skip is the player throwing last stones, not necessarily the player holding the broom.

If you have more than one player at the same position, Curl coach will display an alert symbol to show which players are in conflict. Tap on the  player position badge next to the player name to cycle through the various positions. You can have as many players in the “Alternate” position as you need.

You can take a team to a competition by tapping on the “+” above the list of competitions on this page. This will create a new competition (see Competing) with the current team already pre-selected.

You can access the player page or competition page for an existing player or competition by tapping on the info symbol next to the player or competition name.


### Creating Reports

Tap on the  button to access team reports and the team dashboard. You can create a report for the current Team, for the selected a Player or Competition, or for the team’s practices. See “Generating Reports” and “Statistics Dashboard” for more details.




## Venues

From the main page tap on “Venues”. Here you can create the places where your curling competitions happen.

Tap on  to select a venue from the database or to create a new venue, or search for venues on LiveStones.

You can record the name and location for the venue as well as contact information like the web address, eMail and phone numbers.

Tapping on the  allows you to share the venue (or all venues) on LiveStones, share via email, view the Emergency Action Plan (EAP), eMail, visit the website, and get driving directions from your current location to the venue.

The yellow area can be used to take any notes about the curling club for example; ice conditions, stone information, and which bonspiels they typically host.


Record the stone colours for the venue, as well the number of sheets of curling ice and whether the sheets are labelled with numbers or letters. These are used when charting games, replaying games and generating reports.


If the venue has more than 2 stone colours, select that option in this page rather than any of the colours. This will tell Curl Coach to ask for the correct colours whenever you start a new game.


Optionally you can specify the ring colours used by the club. If you don't then Curl Coach uses red and blue rings.

### Emergency Action Plans

Tapping on the Emergency Action Plan button at the bottom of the page will display a form that allows you to enter all of the information required to generate an EAP for the club. EAPs are automatically included for Practice Plan Submissions and can be included in any practice plan export from Curl Coach.

Tap  to get driving directions from the facility to the specified hospital (once both addresses have been input).

Tap  to display a map that includes the route from the club to the specified hospital.

Tap  to select an image from your photo library to use as the facility map. You can rotate the image or scale and position the image by pinching and dragging.


### Sharing and Searching

You can search LiveStones for information about Venues you are planning to visit. Share information about you home club in order for other coaches to find and download the information. Including an EAP is encouraged but not mandatory.

## Competitions

The competition module contains the core functionality for Curl Coach. It is here that you can create competitions and also create the games that are to be charted, and later analyzed and replayed.

From the main page tap on “Competitions”. If there are no competitions in the database, then a new (empty) competition is created for you.

Tap on the  to select a competition or to create a new one.

You must select at least one venue for the competition. If required you can add additional venues by tapping on the Venue button. With each venue you add, you will be asked if you want to add to or replace the existing venues. After at least one game is created you can still add additional venues, but you no longer remove venues from the competition.

You must also assign a team and/or select players to compete at this competition. You may also enter a date, a name for the competition and whether or not the entry fee has been paid.


The yellow area can be used to take any notes about the competition including registration times, food availability, special rules, the reason why this competition is important , etc.

The pane on the lower right includes a list of the games in this competition. Completed games will include the game score, that is coloured (green for a win, red for a loss, black for a tie).

Select a game in the list and tap on “Replay Game / Start Game” or “Resume Game” as required (see Replay Game or Charting A Game for more details).

Tap on “+” to create a new game (See Charting A Game for more details).

### Reports & Sharing Competitions

Tap on the  to generate competition reports, to export competitions and to access the Competition Dashboard.

Curl Coach allows you to export in one of two formats. The standard export can be imported into another iPad that has a copy of Curl Coach. This can be useful when you have a number of people charting with different devices and need to merge the results onto a single device. These export files can also be imported on any iOS device that has Curl Coach Replay, This ability can be very useful when coaching teams that cannot come together in person very often.

The CSV export generates a “comma separated values” file that can be imported into most spreadsheets for offline analysis. Visit [www.curlcoach.com](http://www.curlcoach.com) for a detailed reference of the CSV file.

See “Generating Reports” for more details on the contents of the Team and Competition reports.

# Charting A Game

## Entering Game Information

Tap “+” and enter information describing the game itself. The upper panel allows you to configure the players in the game. You can substitute a player for your team with any player in your player list. You can create a new player by specifying the name and position for the player.

You can enter the name of the team you are competing against and enter players for the opposition. Curl Coach allows you to chart both your own curlers and those of the team you are competing against.

If you include names for the opposition team, Curl Coach will require that you enter charting information for their shots. If you leave the player information empty for a position, charting is optional for that position.

Specify information about the game including; the format for the game, the colour of the stones, which team has hammer in the first end, the sheet the game is being played on, the number of ends to be played & what to do in the case of a tie.

Note: “Decision” requires you to manually enter the tie-breaking information (for example as the result of a throw-off).

If you select a **Points** or **Mixed Doubles** game, a pop-up will allow you to adjust the settings for that format of game.

You can enter multiple games at a time by tapping “Add Game”, then tap “Done”, or start charting by tapping “Start Game”.

## Multiple Venues

If your competition has more than one venue, Curl Coach will randomly select the venue for the first game from those in the competition. You can change the venue if required by tapping on the Change button next to the venue name.

## Charting the Game

The charting view is used to chart the game. It contains two main areas; the left side contains information about the shot, the scoreboard and other controls, while the right side contains a set of rings that you use to record the broom position and the movement of the stones.

## Entering Shot Information

There are a lot of controls for entering information about a shot. These are described in the diagrams on the following pages.

## Placing the Broom & Setting the Target

The sheet itself is used to record the broom position and stone locations.

Start by tapping the rings to set the shot “Target”. This target indicates either the stone to be hit, or the location on the sheet where a draw or guard shot is to come to rest. Next double tap to the broom is position for the shot. The broom is indicated by a green “x” and a dotted line back to the far hack. The new stone will be placed on the sheet based on the location of the target.

**Broom location is required for every shot that you chart. Stats are only recorded for shots that include a broom. Shot Target is optional, but strongly encouraged.**

Record the strategic goal for this end.

Name of the player throwing the stone.

Tap to edit player notes, double tap to change players.

A description of the stone being delivered.. Tap to add notes about the stone to the venue.

Record the turn of the called shot.

Record the result of the shot, from 0 (complete miss) to 125%. For a miss an panel will appear to set the reason.

Record any notes for the shot.

Record that the shot was a key shot, or followed a timeout

Places a stone on the sheet without saving charting information ("catch-up" on missed shots).

Resets the broom for the current shot, or deletes the most recently recorded shot in this end.

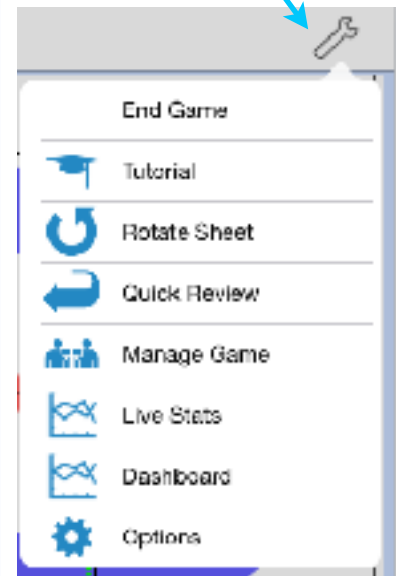
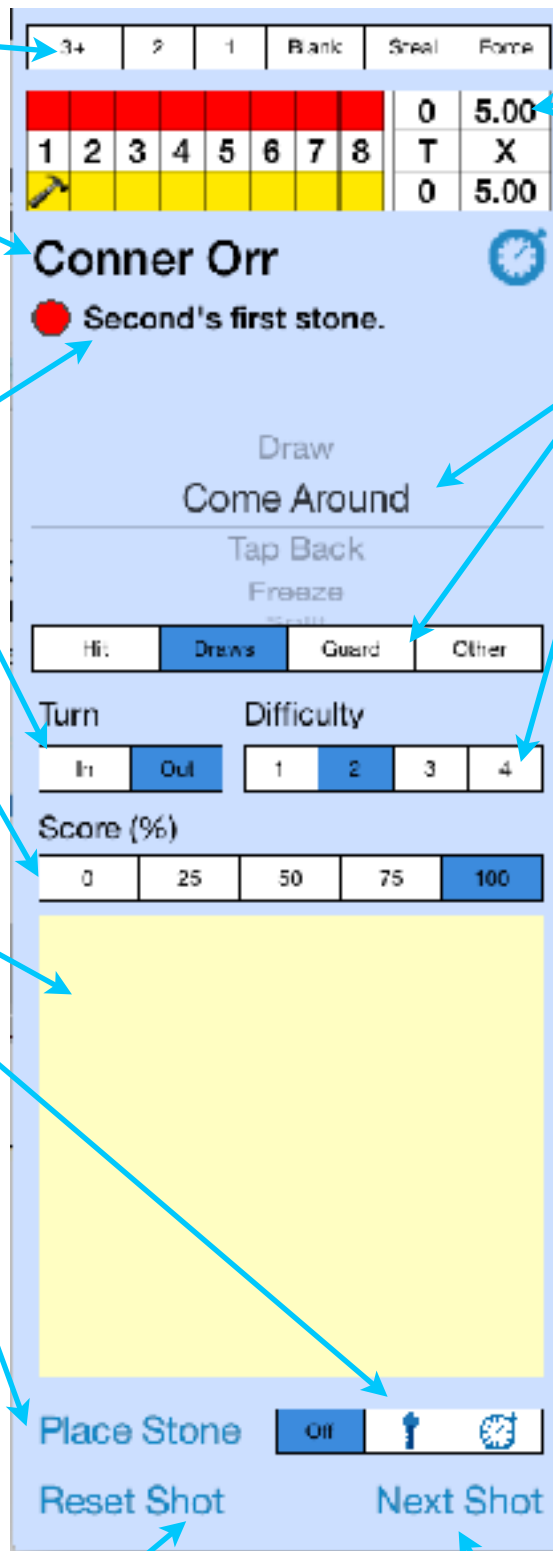
Completes the current shot and prepares to chart the next shot or the next end.

Scoreboard, tap to change the score for any completed end.

Select the shot category, then the specific shot type.

Record the difficulty of the called shot.

Tap on the wrench to display a menu with additional options



### **Thrown Broom**

At times a delivered stone may be far enough off the indicated broom to merit tracking the discrepancy. Tap and hold the skips broom to add a second “thrown broom” (in red) to the sheet. Drag the thrown broom to indicate the actual line of delivery. The thrown broom can only be moved left / right on the sheet.

### **Stone Motion**

If the stone hits another stone, drag the struck stone to its new position, then drag the shot stone to record any roll. You can move as many stones as required by switching from one stone to another in this manner.

At the beginning of an end, while the first shot is being charted, it is possible to switch the hammer by tapping on the hammer control that is shown at the bottom of the sheet. This is especially useful for close ends where it may not be obvious which team scored.

### **Miss Details**

Curl Coach allows you to set a threshold score that constitutes a miss. When you tap on a score value that is at or below this value, Curl Coach automatically shows you the “Miss Reasons” form allowing you to enter information about the shot. Tapping on the selected score will show the miss reasons page – even if the score is above the threshold. Curl Coach records the shot as a miss if it is at or below the threshold. Any miss reason information is saved regardless of the score. Curl Coach includes a simple version of the miss reasons form that may be more appropriate for novice teams.

If miss data has not been entered, Curl Coach can prompt you for it when you tap “Next Shot”.

### **Moving to the Next Shot**

Once the shot is complete, tap “Next Shot”. Any stones that are out of play (beyond the base line or outside the side lines) are automatically removed. Stones above the hog are NOT removed.

### **Correcting Mistakes**

You can drag the broom to adjust its position, before dragging a stone you can tap to move the shot target. You can also undo dragging one or more stones by tapping the undo button at the top left of the sheet. In rare cases “Reset Shot” to reset the entire shot.

Before the broom is placed, you can also “Delete” the current shot if everything was entered incorrectly, thus moving back one shot in the current end.

If you adjust the position of a stone before the broom is placed, it is taken as a correction to the position for the stone and not part of the shot itself.

### **Skipping Stones**

If you skipped tracking one or more stones, tap “Place Stone” to have Curl Coach place the next stone to be thrown on the sheet. Now you can move stones to the desired location without recording any charting information for them.

### **Momentum Index**

The momentum index is an experimental value that is shown in the lower left of the sheet. It gages the momentum in the game. It starts at 0.0 and is increased for opposition misses and decreased for your misses. Scoring a big end and/or stealing

also affects the index. Coaches should pay attention to the teams performance especially when the index is high for the opposition.

Continue to track shots and place stones until the end is complete, at which point Curl Coach will estimate the score and move to the next end.

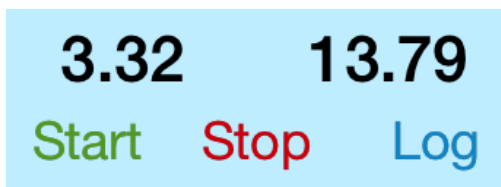
### Correcting the Score

You may adjust the score at any time by tapping on the score on the scoreboard.

### The Stopwatch

Tap the stopwatch icon in the title bar to hide or show the stopwatch. The stopwatch is useful for capturing various split times while charting.

The stopwatch allows for one or two splits to be measured per shot. Tap on the green Start button to start the first clock (the button changes to read Split). Tap again to stop the first clock and start the second one. Tapping a third time will stop and reset both clocks to zero.



The red Stop button can be used to stop either of the clocks. Tapping Stop a second time will zero both clocks.

The stopwatch can display two large “Split” and “Stop” buttons while it is counting. This makes it easier to use while also watching the sheet.

### Recording Stopwatch Results

Tap Log to add the split time information to the shot notes for the current shot.


Curl Coach uses the various times to determine which kind of measurement you are making. These can be any of:

- Delivery Time
- Hog-to-Hog
- Far Hog-to-Stop (Dying Time)
- Hog-to-Stop

### Recording Average Times

Each time you log a hog-to-hog or hog-to-stop interval time Curl Coach records it in the stopwatches memory. If you tap the Log button when both clocks are zero'd, then the average times are recorded in the shot log.

### Action Menu

Tapping on  displays a menu of less frequently used options. Some of these are described below.

### End Game

When you have finished entering all shots, and the displayed scoreboard is correct, select “End Game”. This marks the game complete (for stats purposes). If you try to resume a game that has been marked complete, you will be warned and given the opportunity to continue charting. If a game ends early be sure to mark the game as complete.

### Quick Review

Sometimes, during charting you need to go back a shot or two and add a shot note, or adjust the score, difficulty, or shot type. Quick Review allows you to quickly edit any charted shot.

### **Manage Game**

Add, remove or substitute players. This will change the team lineup for the current game and attribute stones to the player that delivered them. In a Mixed Doubles, you can flip the throwing order for the team for the current end.

## **Mixed Doubles Games**

Curl Coach supports both variants of Mixed Doubles rules. When you select Mixed Doubles as the game format, when adding a new game, a partial sheet diagram will appear at the bottom of the screen that allows you to select the guard position for the game, and the position for the shot stone in the house. If you select “Back-T” for the shot stone position, then the game is played by the “old” rules for Mixed Doubles. If you instead select “Back 4” for the shot stone, the new mixed doubles rules are applied including the ability to declare a PowerPlay end.

You can also record the result of the throw for hammer and take game notes.

### **Post To Facebook**

This option allows you to post an image of the last charted shot along with notes to your teams Facebook page.

### **Declaring A Power Play End**

Curl Coach will allow each team to declare a PowerPlay end, once per game, and only in an end where they have hammer. A control at the top of the sheet allows you to select which side of the sheet the power play will use.

### **Replaying Mixed Doubles Games**

When replaying a mixed doubles game, a lightning bolt symbol will be in the end selection area, for any end that was declared as a PowerPlay end.

## Automatic Charting

Because charting can be a very focused and time consuming practice, Curl Coach contains a number of assistants that can automatically set a large amount of the charting information based on what happens on the sheet.

It is highly recommended that these options be enabled for charting as they allow the coach to spend more time watching the athletes and making game observations. In addition enabling automatic charting can make charting the opposition relatively easy allowing you to gain valuable insights into the teams you are competing against.

If the you choose to enter this information manually for a particular shot, Curl Coach will never override it.

These features can be controlled in the “Charting” section of the Options page.

### The Shot Target

The Shot Target is the intended point of delivery for the delivered stone, often indicated by the skip by tapping a location on the ice, or by tapping a target stone. The Shot Target is set by **tapping** on the sheet.

Specifying a target in open ice indicates where a guard or draw shot is intended to finish, whereas tapping on an existing stone indicates a stone that is intended to be moved as a result of the shot. Double tapping on the middle of a target stone can be used to indicate a Hit & Stick, Tap Up, or Run Back shot, whereas tapping on the side of a target stone indicates a Hit & Roll, Split-On or Peel.

Setting the Shot Target is optional in Curl Coach, but has a number of benefits:

- Curl Coach is more accurate when determining shot type and shot score.
- Stones are initially placed on the sheet at the target making charting faster.
- Tolerance (if charted) is automatically centred on the target.
- Game Replay, Strategy Book and report diagrams capture the target as well as what actually happened.
- Automatically place the broom on the sheet, allowing you to adjust it.

### Automatic Turn

Automatic Turn allows Curl Coach to set the turn based on the direction motion of the stone and the handedness of the player. On negative ice, or for stones thrown quite far off the line of delivery Curl Coach may set the turn incorrectly.

### Automatic Shot Difficulty

Based on the Shot Type, Curl Coach can set the difficulty automatically. Under options, Curl Coach maintains a set of values for each shot type that will be automatically selected when you select a shot type. You can customize any specific shot including setting a shot to always require that the coach enter the shot difficulty.

### Automatic Shot Type

Curl Coach uses the Shot Target (either the target stone for a Hit, or the target stopping point for a Draw or Guard), along with the motion of stones in the house to infer the called shot type. Curl Coach does not require a Shot Target to infer the shot type, however Curl Coach is



far more accurate if the target is provided. If the shot is missed, Curl Coach may set the shot type incorrectly. This would require the coach to reset the shot type manually.

### **Automatic Shot Score**

Curl Coach has the ability to evaluate the results of a thrown stone against the selected shot type and shot target to make a determination of the score for that stone using the 0 – 100% scale. Automatic shot score never recommends a 125% score.

Curl Coach has a set of rules built in that are adapted from a standard method for scoring shots in curling. Curl Coach uses a modified set of rules to take into account shot types not included in the rules as well as changes in the modern game of curling that the standard scoring system does not anticipate. You can also adjust the scoring tolerance in options to give more or less wiggle room. The tolerances can be set to “Novice”, “Competitive” or “Elite” level.

For a detailed description of how the score is determined, see “Curl Coach: Rules for Charting” in the resources page.

### **Miss Information**

If you manually set the shot score to a value that is considered a miss, Curl Coach will automatically display the miss reason page and allow you to enter the miss data. If, however, you have enabled Automatic scoring, the miss page will not be shown. Instead, when you tap next shot, if no miss data has been entered, and miss data is required, the miss information page will be shown. Once you tap done, the shot will be recorded and the next shot can be charted.

### **Free Guard Zone Violations**

Curl Coach can detect a violation of the Free Guard Zone. If this occurs, Curl Coach will display a message with the option to ignore the violation, or to reset the stones. If you choose to reset the stones, the entire shot is still recorded, but the placement of stones in the house is set as if the stone was not thrown.

### **Hogged Rocks**

Curl Coach can detect a hogged stone. If a stone is hogged, Curl Coach will automatically score it as a zero, set the miss reason to “Weight – Light” and add a note (Hogged Stone) to the shot notes.

## Advanced Charting (Strategy & Tolerance)

Curl Coach allows you to chart strategic decisions and shot tolerance. By default these are NOT enabled, you enable them under Charting in Options.


Recording Strategy is similar to recording the shot score. Record a value from 0 to 100%. If the score is less than 100%, a “Strategic Miss” page will appear to allow you to record the reason.

Tolerance is an advanced topic, intended primarily for teams at or near Elite level. Charting tolerance makes charting more time intensive and should only be enabled once you are already familiar with charting in Curl Coach.

Tolerance is the area of the sheet that constitutes an acceptable result for a shot. A tolerance area that is tall and narrow has low tolerance for line, but is open to a range of acceptable weights. Conversely, a tolerance area that is short, but wide requires accurate weight control, but line is less critical. The area of the shot tolerance area can indicate the degree of difficulty of a shot.

Tolerance can be included or excluded from game playback and ring diagrams in reports. Team and Competition reports can include a section that provides analysis of collected tolerance data.

### Recording Tolerance

Tap  after the stone motion has been entered, to add a tolerance area to the sheet. This area will initially be centred where the motion line of the thrown stone

ended, with the width and height based on the shot type.

You can change the size of the tolerance area by using a two finger pinch/zoom anywhere on the sheet to shrink or increase the size of the area.

The location can be changed by dragging it in the same manner as stones can be dragged to position them.

If the shot was heavy then the tolerance area should be moved towards the hog line, if the shot was light, the area should be moved towards the back of the house. Similarly if the line was missed, the tolerance area should be moved to the left or right accordingly.

### Tolerance Area Colour

The tolerance area is automatically coloured green if the shot was thrown “in tolerance”, red, if the shot is out of tolerance, and yellow if the shot is close to being out of tolerance.

### Tolerance Area for Hits

When charting tolerance for guards and draws, the tolerance area should cover the portion of the sheet that represents an acceptable stopping place for the thrown stone. This is not the case for hits however as the stone will stop and possibly roll away, and not come to rest in a location that is anticipated by the weight thrown. This must be accounted for when charting tolerance. The tolerance area should still be based on where the stone hit another stone, and should be adjusted based on whether the shot was over thrown or not.

## Sharing Content

Curl Coach provides a number of ways to share content with other Curl Coach users and your teams fans. You can post a picture of an individual shot to Facebook™, share entire you data with other users of Curl Coach or Curl Coach Replay, or live stream games as you chart them with LiveStones.



LiveStones is a Web streaming technology that allows coaches to stream-as-they-chart, and fans to follow along in real-time. A copy of the game is stored on the LiveStones server where it can be replayed at any time. Everything the coach records as part of charting including the shot targets, broom placements, and shot motion charted, shot types and scoring is included on the web as part of the live playback. Only the coaches shot notes (those need to be kept private!) are not shared. LiveStones also includes a live chat ability where fans who are following along can chat with each other, and, if desired, the coach can participate.

Access most of the LiveStones account management by tapping on the LiveStones option from the home screen.

### **Create An Account**

Before you can stream a game you need to register for an account on the LiveStones server. The account is free, and simply requires an email address and password to register. Any game you share over LiveStones is associated with your

registration, preventing others from modifying any of the content.

Curl Coach will store you LiveStones password and automatically log you into the server when required.

### **Purchasing Credits**

LiveStones requires that you purchase credits in order to stream games. Prices depend on what country you are in, exchange rates, etc. but there are 3 options

- 2-Games (enough for a 1-day spiel)
- 5-Games (enough for a weekend spiel)
- 1-Year subscription (all you can stream for one low price).

If you have purchased a subscription you will not be allowed to purchase credits.

The LiveStones page shows you how many credits you currently have and when your subscriptions ends (if subscribed).

### **Managing Competitions & Games**

The LiveStones page will list all of the competitions and games that are

currently on the server. You may remove any game or an entire competition **from the LiveStones Servers** by swiping right-to-left on the competition or game you wish to remove. This does not remove the competition / games from your local database.

### Sharing Completed Games



After a game has been completed you can share to LiveStones from the game replay tools menu. Similarly, you can share all of the games in a competition from the Competition tools menu. If you don't have a subscription, any games not already shared with use up a single game credit.


### Bad Network Connection?

LiveStones will stream across any networks connection you have available (WiFi or Cellular). An entire game is compressed into about as much data as a picture on Facebook™, so you should be able to tether to you cell phone data plan without using significant data.

## Sharing on Facebook

When your team's biggest fans can't make it to the game Curl Coach can help you keep everyone up-to-date. So long as you have an internet connection, you scan post updates to Facebook.

### Sharing Shots

Tap the  while charting and then tap on "Share On Facebook". A pop-up will show with the most recently charted shot, and a description of the current game situation. You can select the situation text

LiveStones detects when the network connection is lost / regained. If the connection is lost, LiveStones keeps track of the charting you are doing and sends it "all-at-once" when the connection is re-established. If you have not re-connected by the end of the game, Curl Coach will warn you to re-send the entire game (see 'Sharing Completed Games' above) once you have a reliable connection.

### Resending Games

From time to time, older games will be removed from the LiveStones server in order to manage server space and performance.

Curl Coach knows which games have been shared on LiveStones and allows you to re-send them at any time without using additional credits, even when you subscription has expired.

### Watching Shared Games

Games which have been shared or are streaming live can be found at [lifestones.curlcoach.com](http://lifestones.curlcoach.com).

and copy it, then paste it into the message field, and/or add your own comment, then tap the Share button.



### Changing Accounts

You must be logged into the account you wish to post to. To change accounts, go to the Curl Coach share screen and log out, then go to your Facebook page in Safari and log out there. Finally switch back to Curl Coach, tap the Facebook login button and log into the Facebook account you wish to post to.


## Sharing Venues on LiveStones

If you create a (free) LiveStones account, you can both share the venues you already have on your iPad (to make them available to other coaches around the world), or search and download venues shared by other coaches.

### Searching for Venues

Tap the  then tap on  to search for Venues. You must have a LiveStones account in order to access the server. You can search for venues on the map, or by

typing in all or part of the Venue's name. Select a venue in order to add it into your copy of Curl Coach.

Tap  to share one of more venues from the menu. Simply select 'Share on LiveStones' to share the current venue, or 'Share All on LiveStones' to share all of your venues. Curl Coach will send your venues (without your personal notes). If key information is missing, the venue will not be shared.

## Exporting Content

### Players

Individual players can be shares with another coach. Only the players core data is included in the export. Team affiliation, games, and stats are excluded from the export. If the same player already exists, Curl Coach will merge the imported information with the existing player.

### Drills

Any drills that you create yourself or modify from existing drills that come with Curl Coach can be exported.

### Venues

An entire venue can be exported includes the EAP. Only the call & charge name and numbers are omitted from the EAP. If the Venue already exists, Curl Coach will attempt to merge imported information with the information existing venue.

### Competitions

Entire competitions can be exported and shared with either Curl Coach or Curl Coach Replay. When imported, Curl Coach automatically re-links the players, teams and venues to matching ones in the database or creates new ones where required.

When sharing competitions, you can prevent the recipient from generating reports from your data by setting "Block Reports in Exports" in the Reporting section of Options.

### Strategy Books



Individual entries or entire chapters of the Strategy Book may be exported and shared with either Curl Coach or Curl Coach Replay users.

# Game Replay


The Game Replay view allows you to replay all or part of a completed game with each shot fully animated.


The left panel shows the charting information for the shot along with the scoreboard.

Below the shot notes you can select the end and shot for playback. Shots are bordered to group an opposition shot and your teams response. If the border is red, the shot was charted as a miss. Made shots are blue.

The  or  symbol indicates a “key shot” in the end or shot.

The “Edit Stones” button allows you to go back in and adjust the called shot, difficult, turn, score and shot nots during replay.


Tap  to display a menu with additional options including in the ability to copy the current shot to your strategy book for additional review, display stats for the game or access the game dashboard.


Tap , or tap on the sheet to animate the current shot. Depending on your selected options, Curl Coach can delay showing the shot information until the animation starts, and can also automatically advance to the next shot to allow you to play out the entire game one shot at a time.

As in game charting, tapping on the players name or venue name, displays the


notes for that player/the venue and allows them to be edited.

**Game 1 on Sheet 5**

1	2	0	0	2	0	1		6	14.25
1	2	3	4	5	6	7	8	T	X
0	0	2	1	0	1	0		4	4.00

End 8 

**Conner Orr**

 **Second's first stone.**


In-turn Hit & Roll


Score: 100 %    Difficulty: 3

*Needed to clear the guard for the hit. An inside roll would be a bonus.*

End

1	2	3	4	5	6	7	8
Stone							
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16

**Edit Shot** 

Tap on  to access the sketching palette. Both Game Replay and Strategy Book views allow sketching which lets you to draw on the sheet to facilitate discussion (see Sketching below).

## Strategy Book

Curl Coach includes a powerful tool for discussing “what-if” scenarios called the Strategy Book.

The strategy book contains a set of strategic scenarios, which are essentially a set of stones on the sheet, along with a title and additional information. For each strategic situation there is one or more tactical options, each representing a possible response to the situation..

### Adding Situations


Strategic situations can be (optionally) created every time you mark a shot as a key shot while charting the game. You can also add any shot to the Strategy Book during game replay by tapping on the “Copy to Strategy Book” button (see Game Replay). In both cases the title will be set to the competition name and the game situation will be captured as well.

You can also create you own arbitrary strategic situations by tapping on the “+” button. When you create a new situations you are given 16 stones to place anywhere on the sheet to create the strategic situation. Once the stones are in the correct location enter a title and subtitle, tap “Done”. Any stones that are out of play, are removed from the sheet and the situation is saved.

Sketching in Game Replay is temporary, and is automatically cleared when you change to a different shot.

Shots copied to the Strategy Book will include any sketching.

### Organizing Situations

Tap on the  to select a different Situation and to organize your Situations into chapters.

From the inside the Situations list, tapping on the “Chapters” button (top left of the list) takes you to a list of currently available chapters. Each chapter shows how many Strategic Situations are contained in the chapter. By tapping on a chapter with 1 or more situations, you will see only those Situations. Tapping on “All” will include all of the situations in your Strategy Book. Tapping on a chapter’s name will allow you to edit the name.

You can also tap on the Move button (top right) to move the currently selected situation to a different chapter.

Curl Coach comes with a number of pre-set chapters which cannot be deleted or renamed. These include:

- All
- Miss Response (shot after a miss)
- Opening Moves (lead stones)
- Skip’s Stones (skip stones)
- Other (anything else)
- My Situations (created by you)

Alternately Curl Coach can automatically create a “Team” chapter and add

situations to that. This makes it easy to review a number of situations with your team before either moving them to a specific chapter or deleting them.

When you add a Situation during charting or playback, the Situation is added to the appropriate chapter.

### **Tactical Options**

A tactical option is a possible response to a situation. Each option includes a shot type, notes, a broom position, the resulting movement of the stones and an optionally a tolerance area.


For strategic situations added during charting or game playback the thrown shot is the initial Tactical Option.


### **Adding Tactical Options**

Tapping “Add Tactic” allows you to add a new response to the situation. Pick a shot type, enter any notes, select a stone colour , then place a broom and describe the stone motion in the same way as you would while charting a game.


You can add as many tactical options for each situation as you want. You can delete a tactic by swiping from left to right on the tactical option in the table.

### **Playback**

Tap on the  button or tap the sheet to play the tactical option.

Tap the  to reset the shot and place the broom.

### **Duplicate**

Tap on the  to create a duplicate of the current situation. The new situation will have no tactics, but will include all of the initial stones in the same positions and any unused stones lined up along the sidelines. You can modify the stone positions to create similar situations that are different in some important aspect, and add tactics to that shot as needed.

### **Sharing Strategy Books**

Curl Coach allows you to share Strategic Situations in number of ways. By tapping on the Action button, next to the Situations button at the top of the display, you will get a list of options for what to share (All Situations, Current Chapter, or Current Situation), and how you wish to share (Strategy Book or Export).

If you choose to Export option, Curl Coach will create an eMail with an attachment that can be imported by anyone with a copy of Curl Coach. In this way you can share interesting situations with any coaches that you work with.

The Strategy Book option generates a PDF document that can be viewed or eMailed and includes the Strategic Situation and all Tactical options that you chose to include. Each situation is drawn on a full page, and each tactical response is drawn on its own page in “handout” format that includes areas for coaches notes (if included) and athlete notes.



# Sketching

Both the Game Replay and Strategy Board support sketching.

## Sketching In Game Replay

Sketching in Replay is temporary. When the shot being replayed changes, all of the sketching is automatically cleared.

Sketches drawn in Game Replay are automatically copied to the Strategy Board for the selected shot type if you choose “Add To Strategy Book” button.

## Sketching in Strategy Board

Curl Coach also supports the sketching in the strategy board. Sketches in the strategy board are attached to a specific Tactical Option and are saved in the database. Sketches, like notes, can be included when a Strategic Situation is exported.

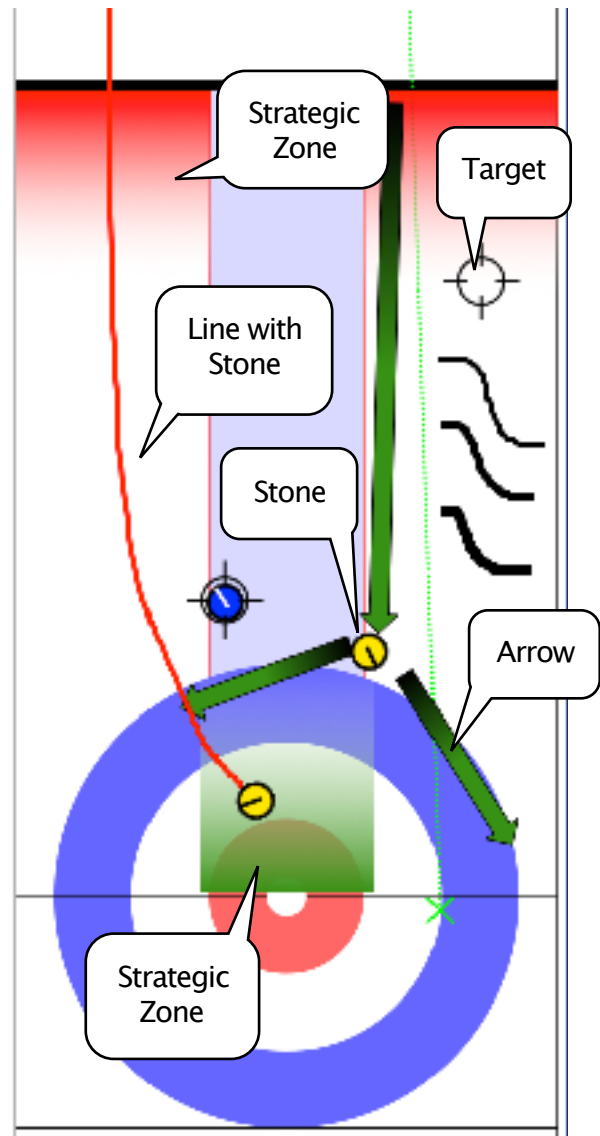
## Accessing the Sketching Palette

When you tap on the sketch button in the upper left corner of the sheet, the sketch palette appears. It includes a set of tools and stamps that can be used to annotate the sheet.

Sketching allows you add annotations to the sheet including 3 kinds of arrows, 3 thicknesses of lines (with or without a stone automatically added to the end of the line). and coloured “strategy zones”.

Sketching also allows you to stamp targets (to indicate important stones or areas of the sheet) and stamp stones to show where stones might end up as a result of a play. The lines, arrows and stones can all be drawn in any of 6 colours (red, blue, yellow, green, black

and white). Finally you can add text labels anywhere on the sheet.



## The Palette

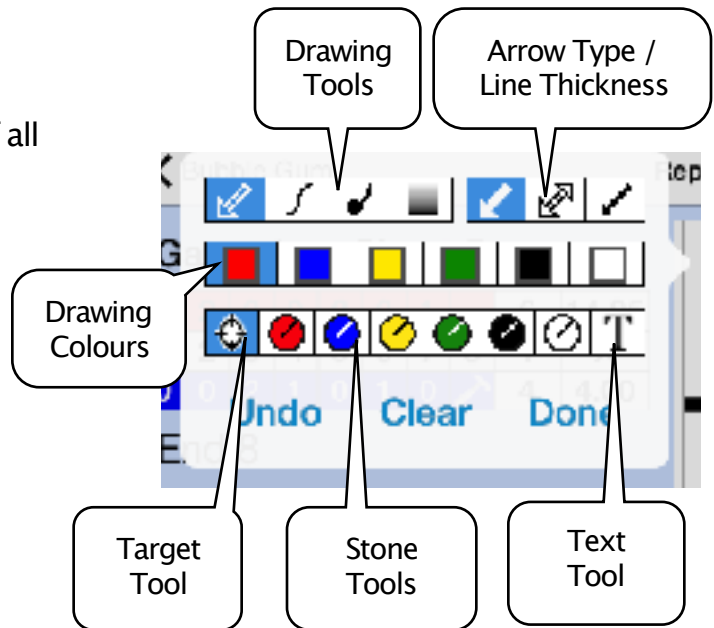
The sketch palette, shown here, includes an “Undo” button which removes the most recently drawn object (line, arrow, zone, target, stone or text label) and a “Clear” button which clears the sheet of all sketching.

When selecting the Arrow tool, the line thicknesses are replaced by a selection of arrow styles.

When you have finished adding annotations, tap on “Done” to close the sketch palette.

## Options

There are many options to control how sketching behaves. See the section on Options to understand how to make changes to these options.



# Drills



Curl Coach includes a powerful tool for creating and sharing Curling Drills. From the main page tap on “Drills” from the left hand set of buttons.

## Downloading Drills

The first time that you enter the Drills page Curl Coach will ask you to download the initial drills and merge it with your database. Go ahead and let Curl Coach complete the download and let it replace any duplicates it finds.

From time to time, the initial drills handbook may be updated, in which case Curl Coach will prompt you that a newer version is available and give you the option to update your drills.

## Selecting a Drill

You can select which Drill is shown by tapping on the “Drills” button at the top right of the screen and selecting a drill from the list that appears.

## Creating New Drills

You can also create a new drill by tapping on the “+” button, or duplicate the currently selected drill by tapping on the button that looks like two pages (just left of “+” button).

Once you have created a drill, fill in the title, number of players skill range, time required and description fields. Also select the skills that are developed by this drill as well as any special equipment needed to perform the drill. If the skill being developed (or equipment required) is not included in the list, the use the “New Skill” or “New Resource” button to

create it. If appropriate, fill in the Setup (including the set-up diagram) and Scoring sections. Not all drills require a setup diagram – only include one if it is helpful for explaining how to run the drill.


## Editing the Initial Drills

The initial set of drills are all marked “read only”, meaning that they cannot be modified. If you wish to make changes to them, you can create a duplicate and modify the duplicate to suit your needs.

## Deleting Drills

You can delete any drills by swiping sideways on the name of the drill and then tapping the Delete button that appears.

## Sharing Drills

Tap on the  button to share the Drills in your handbook. The options that appear allow you to select what to include (All Drills, My Drills, or the Current Drill), and how you wish to share (Drills Handbook or Export).

If you choose the Export option, Curl Coach will create an eMail with an attachment that can be imported by anyone with a copy of Curl Coach. In this way you can share useful drills with any coaches that you work with. The drills that come built-in to Curl Coach are never included in these kinds of export.

The Handbook option generates a PDF Drills Handbook that can be viewed or eMailed. This handbook includes an index and a skills matrix that lets you quickly find drills that develop a particular skill.

# Practices

As Curling Coaches you spend a lot of time watching your team, gathering statistics on shot making and strategy choices, and then taking that information with you into between game discussions and practices. Curl Coach includes the ability to take all of that information and use it to help plan and run practices.

The Practice module lets you plan a schedule a practice, recording the venue, team, players, the amount of time you have booked for the practice including “pre-ice”, “on-ice”, and “post-ice” wrap up time. Further it helps you divide up the ice time into drills selected from the built in Drill Book. You can filter the Drill Book to look for drills that develop specific skills, drills that are appropriate for a specific level of curler, or just pick from the entire set.

When it comes time to run your practice, Curl Coach will help with that too, stepping you through each of step of your practice plan with on-screen cues for setup (including diagrams), the ability to take notes against the team and individual players as well as dual count-down timers to help you stay on-track and complete everything you had planned.

## Planning A Practice

When you tap on “Practices” from the main page you enter the Practice Planning screen. Here you can review past practices, create new practices, and run an existing practice.

A practice includes an objective, a team and/or set of players, a date, a duration and a set of drills or segments. The duration is divided into three parts, the “pre-ice” time is for the coach to discuss the objectives and the players to do any required warm-up. The “on-ice” time where the players will go through one or more drills, and the “post-ice” time where the players can do any cool down/ stretching and the coach can debrief and discuss next steps. Optionally a Practice can include a venue and equipment (i.e stop-watches, or pylons) that might be available for running the drills.

## Practice Details

The Practice details button displays a number of optional practice details that you can specify. These details are very important if you intend to export your practice plan, and details like the Warm Up and Cool Down exercises can be accessed in the same way as the Key Observations when running a practice.

## Managing Drills

When you create a new practice Curl Coach automatically creates practice segments for the pre-ice and post-ice times, as well as a single segment for the on-ice Drill. You can add as many Drills as you wish, but there must always be at least one Drill.

The Drills are displayed as a strip along the bottom of the screen. Drills that have a diagram include a thumbnail version of that diagram. All Drills include the name of the drill, skills improved, as well as the

allocated times for set-up and running the drill.

You add a new drill by tapping on the '+' button. When you first add a drill to the practice it is "empty" (it has no specific Drill associated with it). Until you associate a specific drill, the times listed are not counted against the practice ice time. You select a specific Drill, change the currently selected Drill and change the set-up and drill times by double tapping on the Drill itself.

You can change when a drill occurs in the practice by first tapping on the drill to selected it, then tapping the '<' button to move it earlier in the practice or the '>' button to move it later. Tapping the '-' button deletes the drill from the practice.

### **Practice Templates**

If you tend to run drills with the same team, in the same location, etc. you can take advantage of Practice Templates to make it easier to plan new practices. Create a new practice and complete any information that will not change from practice to practice. If you have standard Drills that you include in all or most practices, add them to the Practice as well as a number of "blank" segments (with no associated Drill) and arrange them in any order you like. Once everything is ready, tap "Save As Template". Curl Coach asks you to provide a name for the template and creates a duplicate of the current Practice that is marked as a template.

Later, tap on the "New From Template" button and select from any of the templates you created earlier. Curl Coach creates a copy of the Practice Template you selected and then you complete the

planning process by setting the practice date, finishing the objectives and finalizing the drills.


### **Selecting Drills**

When you double tap on a Drill in your practice, you are shown the Select Drill page. This page shows the details for the currently selected Drill on the right side as well as the list of available Drills on the left. You can adjust the amount of set-up and drill execution time as well as select a different Drill for the practice.

### **Finding the Right Drill**

Below the Drill list is a set of options to help you narrow down the listed drills and find the drills that are most appropriate to you team / players.

You can filter based on the skill level that the Drill was designed for. You can select specific skills that you are trying to work on for you team and have Curl Coach only show Drills that develop any or all of the skills that you have selected. You can choose to only show Drills that are appropriate for the number of players at the practice, and/or exclude Drills that require special equipment that is not available for the Practice.


Tapping on the  button will let you see a summary of the team or player's "Reason for Miss" statistics to help you identify ideal skills to work on for the practice.

### **Key Observations**

Below the drill description is a area to enter any notes on what you are looking for with this drill, or any changes in how the drill should be run.

### Attaching A Strategy Book Situation

Some drills (i.e. Time Machine) allow you to select a Strategy Book situation to be used as the set-up diagram. When this is

true, the  button appears next to the diagram button. Tap it to select a situation from your Strategy Book.

### Changing a Practice

You can change any of the details related to a practice until the practice is complete. Once complete it cannot be modified (although it can be deleted).

### Running a Practice

When it comes time to run your practice, Curl Coach can help you stay on track by stepping through the practice in the order you planned it, letting you take notes on both team and player performance, and providing countdown timers to help you stay on schedule.

You can tap on the Run Practice button so long as the current time is not later than the end of the planned practice time. This will display the Run Practice page which steps through the various stages of your practice.

This page has two clocks, one shows the remaining time for the current section of the practice while the other shows the remaining time in the entire practice. By tapping on the word next to the timer you can change what the timer shows.

The left timer shows the current drill and is further divided into the “Set-Up” phase of the drill and the “Practice” phase of the drill. This clock can show either:

- Drill clock, which counts down based on the elapsed time since the drill was

started irrespective of whether you started early or late.

- Wall clock, which counts down to the actual time that this Drill phase was scheduled to end.

Drills that have a scheduled set-up time have two segments one for the set-up time and one for the drill itself.

The right timer counts down the entire practice in wall-clock times. It shows:


- Ice time remaining in the practice, or
- Total time remaining in the practice

### Drill Information


Beneath the timers is the name of the current drill. A panel automatically slides out from the left side of the screen to give you relevant information about the current step / drill. Either Set-Up information, or instructions on how to run the drill. You can show or hide this panel manually by tapping on the tab near the top of the panel. Changing the drill score or tapping on a notes field will also automatically hide the panel.

If you are familiar with the drills, and do not want to be prompted, Curl Coach includes options to control whether the information panel is automatically shown.

### Stopwatch & Dice Rolls

Tap  to show or hide a panel that includes a stopwatch and a 6 sided die simulator which can be helpful in specific drills.

## Key Observations

To view Key Observations, tap . This will show the Warm Up, Cool Down, or Key Observations that you entered during practice planning.

## Notes and Scoring

The main part of the display is taken up with an area to take notes, with sections for the team's notes as well as sections for each player involved in the Practice.

Each player in the practice has their own notes section, as well as the ability to record the "number" of repetitions that they completed in the drill. If the drill involves solo scoring, then each player also has a control to record the score. In this case the team score is the sum of the players individual scores.

Below the team and player notes is an explanation of the scoring for this drill a place to enter the team score and the name of the next drill in the practice.

## Moving Along

Tapping on the Next button will move to the next segment of the practice. Tapping

the Back button lets you go back and adjust the score or notes for a prior segment.

## Practice Plans

You can generate a Practice Plan (using the NCCP/CCA recommended template for practices) for any plan you create by tapping on the action button on the Practice page. This plan can be printed or shared by email.

## Certification Submissions

If you are in Canada, and looking to certify as a coach, select "Use Certification Template" under the Details section of the practice page. When you generate a practice plan it will include a practice overview , notes pages, drill pages for each drill in your practice, and the EAP form for the venue, all formatted following the NCCP/CCA recommended template.

**You must have filled out all Practice and EAP information in order for the template to be complete – Curl Coach does not check you submission for completeness.**

# Reports

The power of Curl Coach comes from the ability to extract meaning from all of the charted data, and this comes from the reports you can generate.

Every report starts with an overview that includes basic information for the report and any notes. For example, a player report would include any player notes you have taken, along with the player's name and an overview of their career, similarly a competition report will include competition notes, and a venue overview as well as an indication of the number of games played, won, lost, etc.

The core to player and team analysis is the shot making data taken from the charting. Every shot is collected into one of three categories (Hits, Draws, and Guards) the same as they are organized in the game tracker. Shot making percentages are computed and displayed in table form, and, in some cases, graphically. The graphical charts automatically colour the bars green, yellow or red based on the overall shot making score. The cut-offs for the various colours can be controlled in user options.

For competitions, it is also possible to get shot-by-shot data in order to perform follow-up discussions, and to aid in strategy talks.

## Player Reports

Player reports evaluate every shot charted for a particular player at any position and playing for any team.

The first section of the report breaks down shot making data based on broom position and displays the results in both a table and graphical format.

The second part of the report breaks down shots by turn and by difficulty, again showing the results in tabular and graphical format.



## Team Reports

Team reports are similar to player reports in that they include all of the shot making information in the player report, but also add additional team statistics. They are also different in terms of data analyzed. The team includes all shots made by the active players and spares on the team, and ignores shots made by team members when they are/were part of a different team.

The report starts with a team summary and detailed team stats and includes a rolled up report by broom position, turn and difficulty for the team as a whole and then follows up with a report for each team member. The team report can also include the Response to a Miss analysis and Tolerance reports.

## Competition Reports

The Competition Report is a comprehensive look at how the team performed at a single competition, it can also include information on how the opposition teams performed against you.

The Competition Report includes an overview with basic data about the competition as well as a scoreboard for each game, end by end shot making



statistics that compares your shots to the opposition's. For each end, it will also report on whether the strategic goal for that end was achieved (assuming that you track end-goals).

The game summary optionally include "Bill's Benchmarks", three metrics that critical for high performance teams; Miss Response (% that your team responds to a miss with a higher scoring shot), Key Shot % (Average of all marked Key Shots). In Tolerance (% times a shot was delivered into the tolerance area).

The Competition Report may also include any of several optional sections (see Options).

### **Game Reports**

The Game Report can be generated from the Replay or Competition page. It has the same content as a Competition Report for a single game.

### **Practice Reports**

Curl Coach can generate a practice plan for an individual practice, a team, or a specific player. Team and player reports include a graph of scores for each drill over time so you can see your teams progress over the season.

Curl Coach can also generate a Practice Plan in one of two formats. The normal plan includes a brief overview and pages for taking notes during the practice. The second form is enabled by selecting "Use Certification Template". This version uses a template similar to the one used by the Canadian Curling Association for coaching certification submissions.

### **Report Sections**

Curl Coach is capable of performing a huge amount analysis on the data you provide it through charting. Depending on your coaching style, and the level of the team you are coaching, not all of the information will be of interest to you. For this reason, many of the sections in Curl Coach reports are optional. These are described in the following sections.

#### **Momentum Index**

This experimental statistic can be used to track how teams respond to momentum shifts in the game. The Momentum Index graph is (optionally) included as part of the game summary and graphs the momentum of the game, but also include two other graphs, the 8-shot moving average of shot difficulty and the 8-shot moving average of the charted shot score. These allow the coach to see trends in shot selection and shot making in the face of changing momentum.

#### **Inside-Out & Outside In Analysis**

This report section can be included in Competition, Team and Player reports. If included, Curl Coach will look at charted broom position and the motion of the thrown stone to determine whether the shot was "Inside-Out" or "Outside-In". The report includes average shot making (%) for each individual shot type as well as rolled up into the general categories of "Hits", "Draws" and "Guards".

#### **Miss Analysis**

This optional section generates a summary of how often a miss is recorded and detailed analysis of each charted miss reason sorted by frequency. This section can be included in Competition, Game, Team and Player reports.

### **Text Description of Shots**

This optional section generates a table of every charted shot of the competition along with the charting data, reason for a miss and any shot notes. If the data is available, then shot making data for the opposition teams is also included in the report.

### ***Detailed Shot Diagrams***

The optional section is a visual version of the shot log that shows the rings and all of the stone positions and motion lines for each shot in a “4-up” format that groups the lead stones on a page, followed by the seconds’ stones, etc. This view also includes all of the charting information that the text version includes, but also shows what the rings looked like and the position (and movement) of every stone in play as well as the shot tolerance area (if charted).

### **Key Shots**

This optional section can be included for either Competition or Game reports. It draws every shot marked as a key shot, including opposition key shots with two shots shown per page.

### **Response to a Miss**

This optional section can be included for Competition, Game or Team reports. All of the recorded shots are examined and pairs of shots where the opposition missed their shot and your team had a response shot are included. A count of the number of shots that your team missed in responding to a miss as well as the average shot difficulty and average shot score for these shots is summarized for each game and the shot pairs (the

opposition miss and response shot) are shown along with any charting information (shot notes, reason for miss, etc.). This can be a very valuable report for discussing strategy and tactics with your team.

### **Tolerance Analysis**


This section can be included for either Competition or Team reports. Shots by your team that have a tolerance area charted are included. Analysis of the tolerance areas, and shot results is tabulated and presented.

The tolerance report includes two pages. The first page breaks down all shots for which tolerance was charted looking at the width (line sensitivity), height (weight sensitivity) and size (overall precision) of the called shots. Shot making counts and percentages as well as how the shot was missed (weight or line) for each charted shot.

The second page of the tolerance report plots all charted shots against a reference tolerance area. All of the charted tolerance areas are scaled in both width and height to match the reference rectangle, and the position of the thrown stone is also scaled and plotted on the page.

Stones inside the green rectangle were delivered to a “good miss” location based on the charted tolerance, the closer to dead center, the closer to perfect the shot was. Shots outside the green rectangle are outside the acceptable tolerance for the shot (and should be considered a miss). If, as a result of scaling, a shot should be placed off the printed page, it is drawn highlighted in red.

# Statistics Dashboard

When you tap on  in the Teams, Players, Competition, or Game Replay page, the menu includes an option to access the Statistics Dashboard. The dashboard allows you to drill down into detailed stats for almost anything that can be included in a report.

## Focus Section

The first section in Competition, Game, Team and Player dashboards highlights key observations that coaches should be aware of, including flagging issues like an imbalance in turn selection, high average difficulty, and many other issues. This section is very valuable for new coaches just getting used to applying stats to team development.

## Drill Down

The dashboard sections are automatically filtered based on how you drill down. For example, starting from a competition,

and drilling down into a player will only show statistics for that player in that competition. If instead you drill into a game and then player, you will get player stats for that game.

## Searching For Specific Shots

The Competition, Game and Player pages in the dashboard support the ability to search for shots that match a specific criteria. You select one or more of the shot type, score, turn, difficulty, strategy score, or miss reasons, and Curl Coach will show you all of the shots that match that criteria. You can also enter a portion of a shot note and Curl Coach will search the notes field on the shots for a match. and display them in the dashboard.

## Games In Common

You can also use the dashboard to find games in common with another team (assuming you have created opposition teams for charting).

# Options

Curl Coach includes a large number of options that can be customized to suit the way you want to use it.

It is highly recommended that you explore and understand these options in order to customize how Curl Coach works for you.

## General

From the main page, tap on the options button in the lower left portion of the screen, the options view will appear. There are sections in the options to general behaviour, charting, points games, game replay, and reporting.

The charting setting can also be accessed from within the game tracker by tapping on the “Options” button in the upper right of the page. Similarly the playback options can be accessed by tapping the “Options” button at the upper right of the replay page, and options relevant to the Strategy Board can be accessed from that page.

In some cases the same option may appear in multiple places, in these cases changing the option on one page changes it for all cases, and the option appears multiple times for ease of access only.

Changing any option is automatically saved, so you can leave the options pages at any time and your new settings will be in effect.

By tapping on the “i” button on an option displays a text description of what that setting controls.

Curl Coach does not provide a “reset” option for these settings.

## Keyboard Macros

Curl Coach includes the ability to create up to 15 macros to assist in quickly adding notes to shots. These macros are added as a strip of buttons above the main keyboard in both the charting and strategy book pages.

From the options page tap on the Keyboard Macros button at the bottom of the screen. In this page you can create up to 15 macros, each with a label (that appears on the button) and a longer string that is inserted into the shot notes whenever the button is pressed.

## Data Backup

From the Options page you can also backup your entire database. Tapping on the data backup button will allow you to backup your database by mailing it to yourself or copying to a cloud provider like DropBox™. To re-import the database, open the backup on your iPad.

**Warning: importing the database will replace the current database. This cannot be undone.**

**The exported database will not include any player pictures or EAP diagrams.**

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Most of the drills that come with Curl Coach are based on drills from the Curling Drills Handbook compiled by John Rudd and Sean Turriff. Included with permission.

Curling evaluation forms based on those used by the Ontario High Performance Curling Centre in Waterloo, ON. Included with permission.

Curl Coach was designed, developed, tested and released in Canada by Stephen Orr.

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## Complete Version History

### Version 3.5

New Features:

- Split Times
  - Record target split times for hits
  - Split time analysis in dashboard for hits, draws & guards
- Game Impact
  - Record impact (helped, hurt, neutral) for shots
  - Analysis in dashboard.
- Shot selection by turn added to dashboard
- Support for 5-rock-rule
- New export options
  - All Players, Single Team, All Teams

Changes & Resolved Issues:

- One unusual FGZ case now handled correctly
- Substituting a player who throws with the opposite hand now correctly updates the turn stats
- Strategy Miss for team now correctly filters to include only those shots for the current competition / game when appropriate
- Changed font for stopwatch and notes.
- Visual improvements to Pace of Play

### Version 3.4

New Features:

- Stopwatch
  - Optional LARGE stop and split buttons.
  - Log “dying time” (far hog to stop splits).
- Optionally chart degree of miss for Weight & Line
- Stats Dashboard adds
  - Shot Distribution for Player, Team or Competitions
  - Over/Under report for degree of weight or line misses
  - Focus on “Miss” and “Miss by turn” for Guards, Draws, or Hits
- Share Venue information to LiveStones and search for (download) shared venues.
- Chart “thrown broom” as well as “skips broom”.
- When backing up the database you can now use cloud file services like DropBox™ rather than just email.

Resolved Issues:

- Resolves issues with editing EAP information
- Fixes issue with incorrect and/or missing players in Competition and Game reports.

### Version 3.2.2

#### New Features:

- Choose any colour for custom ring colours

#### Changes and Resolved Issues:

- Improvements to game replay animations
- Fixes issue where first stone of a game was not auto-scored
- Fixes issue where not setting the hammer could prevent charting from being saved.
- Layout improvements, better handling of keyboard appear/disappear for practices.

### Version 3.2

#### New Features:

- Customize ring colours for venue
- Only show Free Guard shot type for FGZ stones, Guard / Corner Guard for later stones

#### Changes and Resolved Issues:

- Fixes issue where chat button might not appear for streamed game
- Fixes issue where tapping on a competition in the team page did not show the competition
- Resolve application exit when trying to take a players picture with the iPad camera
- Various minor stability and usability improvements

### Version 3.1

#### New Features:

- Pace of Play reporting added to dashboard.

#### Changes and Resolved Issues:

- Fixes regression issue with Zoom In.
- Improvements to Zoom when sketching.
- Fixes issue where LiveStones shared games
- Fixes issue that would accept an incorrect code for the Junior Slam Series.

### Versions 3.0.1–3.0.3

#### Changes and Resolved Issues:

- Fixes issue where creating a report could hang near the final page.
- Fixes a number of regression issues that would cause the app to exit.

### Version 3.0

#### New Features:

- LiveStones live streaming.

#### Changes and Resolved Issues:

- In add game where the format has already be set, now pops up the format info (Mixed Doubles / Points when the view appears.

### Version 2.9.1

#### Changes and Resolved Issues:

- Fixes regression where shot type could not be set manually while charting.
- On "Replay" detects if rock colours have been swapped and offers to "repair".

### Version 2.9

#### New Features:

- Create Multiple Games for a competition "all-at-once".
- New "Opposition Report" available before starting a game, or while charting allows quick access to opposition team's tendencies.
- Post the most recently charted shot to your teams Facebook™ page.

#### Changes and Resolved Issues:

- Properly handles keyboard changing size in all situations.
- Player details could be off-screen after editing player notes.
- Venue details could be off-screen after editing venue notes.
- Diagrams for custom drills would shift all elements towards the hacks.

### Version 2.8.2

#### Changes and Resolved Issues

- Resolves minor issues when keyboard appears on Player and Venue pages.
- Resolves issue where strategy score is reset to 100% when score is changed.
- Resolves issue where broom could rotate 90°
- Adds stopwatch button to title bar, and removes gestures.

### Version 2.8.1

#### New Features:

- While charting, Curl Coach can now display a grid in the guard zone to aid in accurate stone placement.

#### Changes and Resolved Issues

- Improved formatting for EAPs.
- Resolves issue with some drill text being cut off.
- Resolves issues with strategy miss reasons not being reset correctly between shots.

### Version 2.8

#### New Features:

- Support for new Mixed Doubles rules.
  - New placement rules for shot stone.
  - Option to set PowerPlay end.
  - Supports both old & new rules.
- New strategy miss option "Turn"
- Option to automatically mark a strategy miss as a key shot.
- Automatic broom now
  - accounts for the stones on the sheet
  - adjusts to the curl in the ice
- Post most recent shot to Facebook.

#### Changes and Resolved Issues

- Fixes issue in inside-out report (was correct in dashboard).
- Fixes issue where the # of competitions in a team report could be wrong.
- Fixed issue where competition reports could show the wrong hammer.
- Fixes issue where miss-by-turn was backwards.
- General updates for iOS 9 compatibility.

### Version 2.7.1

#### Changes

- Font size for 4-up and 2-up diagrams in PDF reports reduced to allow more text to fit.
- New option to never show the Miss Information panel
- Add a broom and when editing a 'placed rock', to include it in stats
- Auto-turn uses the shot target to more accurately determine the turn
- Improvements to continuous playback

#### Resolved Issues

- Player substitution in "Quick Review" now functions correctly.
- Reports could miss-score shots for outside-in / inside-out.

### Version 2.7

#### New Features:

- Option to include weight zones on the sheet both on screen and in reports.
- New notification system allows Curl Coach to notify users about known issues, updates and other news.
- Improvements to continuous replay pause behaviour.

#### Changes and Resolved Issues

- Shot descriptions could be cut of in reports.
- Miss reason would sometimes be shown for "thrown through"

### Versions 2.6.1–2.6.4

- Pop-up menus didn't work on iOS7
- Fixed issue with miss response in dashboard when first stone of the end was the miss.
- Swipe down while charting to show stopwatch. Swipe up to hide.

- User customizable button in charting (see Options/ Charting).
- Player reports now correctly observe date ranges for all sections.
- Fixes for several regression bugs
- Fixed issues where shot notes covers replay page.
- Added in option to enable / disable continuous playback.
- Moved many buttons into menus (missing something look for the wrench).
- Resolves minor issues when keyboard appears on Player and Venue pages.
- Resolves issue where strategy score is reset to 100% when score is changed.
- Resolves issue where broom could rotate 90°
- Adds stopwatch button to title bar, and removes gestures.
- Removed option to use dashboard instead of live stats (no longer needed).

#### Version 2.6

##### New Features:

- Zoom the rings for detailed charting.
- Dashboard Focus Section highlights key performance factors.
- Dashboard now includes notes.
- Search for shots in dashboard.
- Switch from 3<->4 player team.
- Game notes and draw the pin measure.
- Change colour for team before first stone delivered.
- Share Players and Venues.
- New miss reason "rotation"
- Chart strategic score & miss reasons

##### Changes & Resolved Issues:

- UI refresh
- Swipe down to dismiss miss reason
- Improvements to Auto Shot Type
- Include sections by report type
- Fixes dashboard miss response
- Fixed driving direction on iOS8
- Minor bug fixes.

#### Version 2.5

##### New Features:

- Added Interactive Stats Dashboard.
- Continuous play mode for game playback.

##### Changes:

- Added Key shots indicator for ends.

##### Resolved Issues:

- Fixes issue where placing a broom before placing a target would not place a stone on the sheet.
- Fixes issue where placing the shot target "out of play" would not show the thrown stone.

#### Version 2.4

##### New Features:

- Mixed Doubles support.
- Undo moving of stones.
- Adjust broom at any time.
- Automatically place the broom when the shot target is set.
- Add venues to a competition that has started.

##### Changes:

- Improved initial stone placement (to avoid overlapped stones).
- Updated charting tutorial.
- Improved auto-shot selection for hits and taps.

##### Resolved Issues:

- Editing a shot added miss information to a made shot.
- Couldn't change the number of sheets for a venue.
- Minor bug fixes.

#### Version 2.3

##### New Features:

- Indicate the shot target.
- Auto shot-score based on scoring rules.
- Generate an EAP for a Venue.
- Added "In-Off" shot type to hits.
- Stopwatch and dice tools for Practices.
- New drill option to include an entry from your Strategy Book in a practice.

##### Changes:

- Controls highlight in red when required information missing.
- Record Shot Miss information for non-missed shots.
- Improved auto-shot type.
- Improved animation for thrown stones.

##### Resolved Issues:

- Generating a report with "Throw Away" shots could cause a crash.
- Minor bug fixes.

#### Version 2.2

##### New Features:

- In Quick Review and Replay "Edit Shot" you can change the stone positions.
- Optionally hide the opposition on the "Players" and "Teams" pages.
- Strategy Book shows a preview of the sheet when selecting a situation.
- Key shots can now indicate shots that follow a time-out.
- Hogged shots are charted as a "0" with miss reason "Light", and shot notes set to "Hogged stone".

##### Changes:

- Games list on the Competition page now shows the opposition team name.
- Team report summary includes Key Shot and After Timeout data.
- Competition reports game summary shows shots for each score.
- Incomplete practices which occur in the past can be accessed to enter notes.

##### Resolved Issues:

- Deleting 2 shots in a row prevented writing to the database.
- Curl Coach could incorrectly mark the game complete after a throw through.
- Minor iOS7.1 rendering issues.
- Add new venue to a competition would not initially show stone colours.
- Longer shot notes no longer get truncated in reports.

#### Version 2.1.1 & 2.1.2

##### New Features:

- You can “Place Stone” multiple times, out of play stones are removed on “Next Shot”.
- Optionally create a new player when substituting players in the game.
- Change the player who threw the stone during “Quick Review” by double tapping on the player name.

Changes:

- Trying to score a “Throw Through” stone now causes a warning.
- Tapping the same miss value will show the miss reason form.
- If enabled, auto 100 happens as soon as you place the broom.
- Stones are now rendered slightly smaller (to be within regulation size).
- Cleaned up the case where a new team practice was created with players from a previous practice.

Resolved Issues:

- Deleting a practice could cause a crash.
- A number of minor issues were addressed.
- 2.1.2 resolved a crash entering the Venue page introduced in 2.1.1

### Version 2.1

New Features

- Native iOS7 support with a gorgeous new UI.
- Significant usability improvements.
- New stat “Momentum Index” to track game momentum.
- Tutorials for Practice Planning and Drill Creation.
- Emergency Action Plan support for Venues.
- Practice Plan export to CCA recommended template.

Changes:

- Creating a duplicate Strategy Book situation adds unplaced stones on the side lines.

Resolved Issues:

- Clubs with white handles were not always handled correctly.
- Fixed issues when switching between venues when creating a game.
- Curl Coach no longer allows you to add a player to a team twice.
- Teams with alternate players no longer prevents a 3-player game.
- A number of non-critical small issues have been resolved.

iOS6 support is available on the AppStore by downloading version 2.0

### Version 2.0

New Features

- Practices
  - Build Practices for your Team/Players
  - Get miss reasons to aid in selecting the drills for your practice.
  - Run practices with set-up information and drill instructions.
  - Record scores for each drill, take notes for the Team / Players involved.
  - Generate Team and Player reports for all the practices they have been part of.
  - Generate printable practice plans with room for notes and scoring.

- Player substitution during a game by double tapping on the player’s name.
- Quick Review previous shots and edit shot information while charting.
- Multiple Venues can be included in a single competition.
- Key Shot report for Games and Competitions.
- New shot type “Not Thrown”, which records the score and ends the game.
- Data backup (and restore) your entire database to store it offline.

Changes:

- The Team page can now record the team’s coach, coaches eMail and home club.
- Tapping on the scoreboard while charting allows you to change the score for any end.
- Extend game (add an extra end) if the game length was set incorrectly.
- Option to Auto-set the score to 100% if automatic shot type is enabled.
- Drill book now includes an “objective” and additional scoring options for drills.

Resolved Issues:

- Changing the scoreboard / hammer during the first shot is more robust, can now also change the colour of the first stone thrown that end.
- Changing options while charting no longer duplicates stones on the sheet.
- Auto shot type correctly sets center line guards as “Guard” rather than “Corner Guard”.
- Stats summary correctly shows ‘-’ for the team summary when no shots of that type have been thrown.

### Version 1.3.1 – Released October, 2013

New Features

- New optional section for Miss Analysis in Competition, Game, Team and Player reports.
- New option to use the camera to add player pictures.

Changes:

- Improved interface when navigating Strategy Book chapters & situation.
- For first time charters, added a quick tour of the charting page.
- Added information and App Store link for “Curl Coach Replay” to the Resources page.
- Curl Coach now prevents you from deleting a team that is attached to a Competition, or a Player that is on a team, etc..

Resolved Issues:

- Creating a new Strategy Book chapter could crash.
- Renaming Strategy Book chapters did not work.
- Removing an opening stone from the rings would incorrectly trigger the FGZ rules.
- Strategy Book entries didn’t preserve coaches notes when copied from a game.
- Couldn’t add a picture to a player in iOS7.

### Version 1.3 – Released October, 2013

New Features:

- Automatic Shot Type sets the shot type based on the movement of stones in the rings.



- Stopwatch to record delivery and interval times and include them in the shot notes.
- Customizable keyboard macros make taking shot notes faster and easier.
- Drill Book! Curl Coach includes editable & shareable drills.
  - More than 40 built-in drills.
  - Create your own drills and share them with other coaches using Curl Coach
  - Create customized Curling Drills Handbooks.
- Export
  - Export (via mail) to share with other Curl Coach users.
  - Share an entire competition.
  - Share one or more strategic situations.
  - Share one or more drills.
  - CSV export of an entire competition (see [www.curlcoach.com](http://www.curlcoach.com) for file information).
- Added Corner Guard and Bump Tick shot type.
- Automatic Free Guard Zone infraction handling.
- Game Replay now includes Next Miss Response
- Competition Report game overview & Live Stats includes a graph of end by end shot %.
- Competition report includes "Bill's Benchmarks" – game performance benchmarks.
- "Inside-Out" and "Outside-In" analysis for Competition, Team and Player reports (optional)
- Game Report, similar to Competition report but for a single game.
- Strategy Board now organizes Situations into Chapters to allow for better management.
- Strategy Board sketching now includes text labels.

#### Changes:

- Simplified the interface by moving most "Report" buttons in a "Share" button in the top bar.
- Added a button to display live in-game stats (instead of tapping on the end number).
- Improved strategy book and game replay animations.
- Now shows a hammer in the scoreboard to indicate who has last stone.
- Option to change the size of the active area for stones in the house (smaller stones may be difficult to manage on an iPad mini, larger stones may overlap making it more difficult to select a specific stone).
- Re-organized the Report and Charting options to make things easier to find.
- Added Game Performance and Shot Selection to the Competition report.
- Add an ability to Resume charting for a game marked as completed.
- Removed the PDF version of the Drills Handbook. It is available at: [www.curlcoach.com](http://www.curlcoach.com)

#### Resolved Issues:

- The player name could be incorrect in text shot reports for unnamed opposition players.
- The success % for extra ends was incorrectly calculated.
- Curl Coach could reverse the colours for a game.
- Reports incorrectly calculated wins & losses for teams and players in opposition.
- On iOS7 opening the web page for a Venue would cause a crash.

### Version 1.1 – Released August 4, 2013

#### New Features:

- Strategy Board and Game Replay views support a sketching mode for annotating the sheet. Strategy Board annotations are saved and can be included in Exports.
- Advanced charting option to record the "tolerance" area in Charting and Strategy Board.
- Option for "simple" miss reporting for less experienced teams.
- Option to only include rate shots to 100% (removes 125% option)
- New "Resources" page that includes a number of useful forms as well as a Curling Drills handbook that includes more than 30 drills that focus on all aspects of curling.

#### Changes to Reporting:

- Choose between mailing and viewing for reports. Preference can be set in options.
- Optional section to competition report to show the response to an opposition miss.
- Optional tolerance analysis in Competition & Team reports..
- Added totals to Shot Percentage Data in Competition Reports & Live Stats views.
- Added total shot percentages to Player Report and Team Report.
- Added extra end percentage analysis to Team Report.
- Added "In Control" analysis to Team Report.

#### Changes:

- New icon, updated graphics for buttons and other elements to better match iOS7.
- Improved layout for "Miss Reason" during charting to use larger buttons and make it easier to record the miss reason more quickly.
- When you set the broom, Curl Coach now places the stone thrown stone on the sheet close to the desired outcome based on the selected shot type (Hit / Draw / Guard / Throw Away).

#### Resolved Issues:

- Fixed issue where tapping on the blue player detail arrow on the team page didn't work.
- Fixed issue where players would be shown as a member of 0 teams in Player reports.
- Fixed issue where shot difficulty was shown as 1 less than charted in Competition Reports.
- Fixed issue where the players name could overlap the shot details in Competition Reports.
- Fixed issue where shot difficulty of 1 was shown as "N/A" in game replay.

### Version 1.0.2 – Released April 1, 2013

#### New Features

- Added support for deleting the most recently recorded shot.
- Added support for venues with more than 2 colours of stones, and for white stone handles.
- Added support for World Curling Federation maximum sheet widths (16.5 ft) in addition to the existing Canadian Curling Association minimum sheet width 14'2", and for 3 sizes of button (see Options / General)
- The Map view now includes a "Directions" button which opens the iOS Maps application and displays driving directions from the current location to the selected Venue.

#### Resolved Issues/Changes:

- Fixed a critical issue introduced in v1.0.1 – the player list was missing the Add Player button.
- Tightened up the how Curl Coach removes out-of-play stones to remove stones that are over the side lines by small amounts (Note: Curl Coach does NOT remove stones above the hog line as they may be in play. Drag these to the side lines to remove them).
- Fixed a number of grammar issues in this guide.

### **Version 1.0.1 – Released March 18, 2013**

#### New Features

- Player, Venue, and Competition lists now include an Index to allow easier navigation.
- Venues now support both letter and number labels for the sheets. Set the correct style in the Venue page. The default is to number the sheets.
- Team view now warns if more than one player holds the same position and allows you to change the assigned position within the team.
- Team & Competition reports now include the average shot difficulty.

#### Resolved Issues:

- Fixed crash when an “empty” Venue is created then a different Venue is selected.
- Fixed a crash which could occur after deleting players from a team.
- Fixed a cosmetic issue where stones in reports were drawn with a broken outline.

### **Version 1.0 – Released Feb 17, 2013**

Initial release.