

Curl Coach: Rules For Shot Scoring

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Introduction

In order to produce the greatest degree of consistency in charting a curling event, or a team, it is critical to have a common definition of both what each shot type involves and how it is typically scored. As Curl Coach 2.3 and later includes both automatic shot type selection and automatic scoring, it is also important that those definitions are published. This document covers that.

Call For Discussion

The shot definitions and scoring rules presented here are based on a survey of existing documents as well as discussions with a number of international curlers. They are open for discussion, and, potentially, refinement. If you wish to provide feedback, please go to "www.curlcoach.com/forum" and contribute there.

Types of Curling Shots

In general there are two categories of curling shot that we care about. "Up-Weight" shots that, in the absence of a other stones in play, would come to rest behind the back line (and out of play) are grouped as "Hits", while "Quiet Weight" shots which would come to rest between the far hog and the back line are all grouped as "Draw" shots. For purposes of statistics, Curl coach further divides the Draw Shots into shots that end up in front of the house, "Guards" and shots that end up in the house "Draws". Curl Coach also defines a forth category of utility shots that are charted but never scored in an "Other" category. This final category includes "Throw Away" and "Not Thrown".

The kind of "Hit" depends on whether the target stone is in the rings or not. Curl Coach (when determining the shot type and shot score) groups hit shots as follows: Hit & Stick, Hit & Roll, Hit & Roll Away and Double all refer to hitting a target stone that is in the rings, Peel, Raise, Tick and Tick-Bump all refer to hitting a target stone that in front of the rings – a guard. Only the In-Off ignores whether the struck stone is on the rings or not, as the purpose is to re-direct the thrown stone rather than to promote or remove the struck stone. This means that a Double Peel should be charted as a Peel, not as a Double.

Discretion in Charting

It is important when charting to understand that shooting statistics are not objective stats, and that the rules laid out in this document are not absolute. There will be times when the person charting will need to select a score that does not follow these rules. This may happen for one of several reasons.

- Novice teams may need to be scored with a wider margin for a miss.
- Not all shots are equal, a draw by your second's first stone might be okay coming up a little short, but the same draw by the fourth's final stone against 3 opposition rocks to score one and win the game is either "made", or "missed".
- The tolerance for an acceptable shot might be significantly wider when your team is leading by healthy margin.
- Shots in an extra end typically need to be much closer to perfect.

All of these, and many other factors need to be considered when selecting the correct shot difficulty and score.

Automatic Charting in Curl Coach

Curl Coach has a number of options that help automate charting including hogged rock detection, free guard zone violation detection, as well as automatic turn, difficulty, shot type and shot scoring. Of these the latter two are of concern here.

Curl Coach examines the motion of stones as inputted by the charter to determine the shot type and shot score. In order to understand the desired shot it is important that Curl Coach knows where the thrown stone is intended to "finish". This is referred to as the "Shot Target". In the case of a hit shot (including tap up, in-off and splits) the target is the first stone that is being moved by the thrown stone. In the case of a guard or draw shot, it is the location on the sheet where the stone is intended to come to rest.

Curl Coach uses the shot target to improve how it determines the shot type, and also how it determines the shot score. The target is set (or reset) by double tapping on the desired stone (or location on the sheet). Curl Coach places a target symbol on the sheet (or around the stone) to indicate the target. Tapping on the middle of the stone indicates to Curl Coach a "Hit & Stick", "Run Back" or "Tap Up" shot, whereas tapping on one side or the other of a stone will be interpreted as a "Hit & Roll", "Peel", "Raise" or "Split On" shot.

Once the thrown stone has been dragged, it is no longer possible to set the shot target.

If the shot target is not provided, Curl Coach will still do its best to evaluate the shot type, and shot score, but the results are significantly less accurate.

Dealing With the Skill Level of Your Team

In options, Curl Coach has the ability to set the skill level of the team for auto-scoring purposes. There are three skill levels available Novice, Competitive, and Elite. If you configure Curl Coach for Elite scoring, then the rules in this document are applied exactly as written. If, instead, you set the level to Competitive, all distances are multiplied by a factor of 1.5 (so a scoring rule that says “within 1 stone width of...”, becomes “within one and a half stone widths of...”). Similarly if you configure Curl Coach for Novice scoring, distances are doubled.

The Team’s skill level is configured set in the Teams page, so each team that you coach can have its own skill level. When charting, the opposition always uses the same scoring rules as the team you are charting.

Non Scored Shots

There are two types of shot that are not counted as part of the throwing percentage.

The first is the “Throw Through” or “Throw Away” shot where the intended purpose of the shot is to not interact with any stones in play, and to not remain in play. This may be achieved by taking a wide broom and the “wrong turn” such the the thrown stone goes out of bounds at the side lines, or if the house is relatively clear, by throwing a hit weight shot with no intended target,

The second shot in this category is “Not Thrown”. This typically occurs when one team has been mathematically eliminated (they have been run out of rocks) causing the game to end without all stones being delivered. Charting a “Not Thrown” ends the game.

Hits Shots

Hit shots can generally be divided into “Hits that target a stone in the house” vs. “Hits that target a guard stone”. In general the intent of hitting stones in the house is to remove stones that are either counting for the opposition or are positioned such that the opposition can use them to their own advantage. Hitting guard stones in contrast is typically used to move or reposition stones to gain better access to the rings. In some cases shots may be intended to achieve both of these goals (as is typically the case with a Run Back).

Hit & Stick

Description

The Hit & Stick involves removing a target stone that is in the rings, while keeping the throw stone at the point of impact.

Scoring

- 4 Shot made as called.
- 3 Target removed, thrown stone remains in the house, but rolls more than half a stone's width.
- 2 Target stone removed, thrown stone rolls out.
- 2 Thrown stone contacts and moves a guard stone exposing the target stone.
- 0 Complete miss.

Hit & Roll

Description

The Hit & Roll involves removing a target stone that is in the rings, and rolling the thrown stone away from the point of impact. The roll is often behind the cover of a guard stone or another stone in the house, but may be to roll to a strategic location (for example, rolling to the center to make a blank harder).

Scoring

- 4 Shot made as called.
- 3 Target removed, thrown stone remains in the house, but rolls less than half a stone's width.
- 2 Target stone removed, thrown stone rolls out.
- 2 Thrown stone wrecks on a guard stone exposing the target stone.
- 0 Complete miss.

Hit & Roll Away

Description

The Hit & Roll Away involves removing a target stone that is in the rings, and rolling the thrown stone out of play, or at least out of the rings. The need to roll out of play is usually dictated by the need to avoid giving the other team a rock to Hit & Roll with or Freeze to, typically when the strategy is to keep the end simple and low scoring.

Scoring

- 4 Shot made as called.
- 2 Target stone removed, thrown stone remains in the house.
- 2 Thrown stone wrecks on a guard stone exposing the target stone.
- 0 Complete miss.

Double

Description

This is a hit shot, where the intention is to remove 2 or more stones that are in the house. The roll is often dictated by the angles required to make contact with all of the stones to be removed, and as such is usually not a factor in scoring the shot.

Scoring

- 4 Double made as called.
- 3 One stone removed, thrown stone rolls to count (shot, second shot, etc).
- 2 One stone removed, thrown stone remains in the house.
- 1 One stone removed, thrown stone rolls out.
- 0 Complete miss.

Peel

Description

The Peel is a hit shot where the intention is to remove a guard stone, and roll the shooter away. In some cases more than one stone may be removed (double peel), but this is still charted as a peel. The intention of this shot is to open up access to the rings, and as such rolling the shooter is important.

Scoring

- 4 Target stone removed, thrown stone rolls out or to a desired location.
- 3 Target stone removed, thrown stone rolls into the rings.
- 2 Target stone removed, thrown stone rolls but still in play.
- 0 Complete miss.

Raise

Description

The purpose of this shot is to promote a stone from a guard position to a position where it is counting. The struck stone is angled into the rings, often behind cover and the thrown stone either rolls or rolls away.

Scoring

- 4 Made as called.
- 3 Target stone promoted to the rings but is not buried.
- 2 Target stone promoted to the rings but is not counting.
- 0 Complete miss.

Run Back

Description

The purpose of this shot is the drive a guard stone into the house, and remove one or more stones in the house. In most cases the thrown stone has little or no roll and remains as a guard.

Scoring

- 4 All opposition stones removed from the rings.
- 4 Throwing team is now shot and shot stone is buried.
- 3 Throwing team is now shot, but not buried.
- 3 Two or more opposition stones removed from the rings.
- 3 All opposition stones that were in front of the T are now behind it.
- 2 Two or more opposition stones moved behind the T-line.
- 1 One fewer opposition stone on the rings
- 0 Complete miss

In Off

Description

This shot involves redirecting the thrown stone into the middle of the house by striking a stone typically in the 8ft or 12ft rings. This shot may have the intention of contacting and moving or removing a stone in the middle of the house, or be intended to roll the thrown stone into a position to score or reduce the opposition score. This shot may be thrown with either hit weight or draw weight.

Scoring

- 4 Made as called.
- 2 Thrown stone rolls into the rings, cutting down the opposition score but not the the degree called.
- 0 Complete miss.

Tick

Description

The purpose of this shot is to reposition a guard stone that is protected by the free guard zone rule. It is used to move a center guard to at least a corner guard position, or move a corner guard either closer to the side line, or back to the center guard position. In each case the thrown stone either rolls out of play, or rolls to be useful for the throwing team, to a center guard (if they don't have hammer, or a corner guard if they do). It is also acceptable for the thrown stone to roll into the house.

Scoring

- 4 Target stone moved from center line to corner guard or closer to side line.
- 4 Target stone moved from corner guard position to center line.
- 3 Target stone moved (as for a 4) but thrown stone does not roll as required.
- 0 Target stone removed from play (FGZ violation).

Tick - Bump

Description

This shot is the same as a tick shot, however the purpose of the shot is to promote the struck stone into the rings so that it can be removed on a subsequent shot.

Scoring

- 4 Target stone promoted to the rings thrown stone rolls out of play.
- 3 Target stone moved from center line to corner guard or closer to side line, but not promoted to the rings.
- 2 Target stone moved (as for a 3) but thrown stone does not roll as required.
- 0 Complete miss.

Draw Shots

Draw or Open Draw

Description

The Draw shot places a stone in the house, but not under the cover of a guard. The shot may or may not be counting, if not counting, then it is typically a set-up shot, intended to prevent an opposition shot (guarding in the house), or intended to shrink the scoring area.

Scoring

- 4 Made as called or in front of the T-line to be a counting stone.
- 3 Stone finishes behind the T-line and is shot.
- 2 Stone finishes in the house and is counting.
- 1 Stone finishes on the rings.
- 0 Complete miss.

Come Around

Description

The Come Around is a Draw shot that ends up at least partially buried behind either a guard stone or another stone in the rings. Like a draw shot, it may or may not be counting, and if not counting it is either a set-up shot, intended to prevent an opposition shot, or intended to shrink the scoring area.

Scoring

Score the same as an open draw (above), but reduce the score by 1 if the delivered stone is not at least half buried.

Freeze

Description

The Freeze shot involves drawing the thrown stone to within very close proximity of another stone in the house. The thrown stone ends up higher on the sheet either directly in front or slightly to one side of the stone (corner frozen). the distance between the two stones should be less than 6 inches, and as little as in contact. The freeze shot may involve bumping the target stone slightly.

Scoring

- 4 Thrown stone within half a stone width of the target stone, no more than 2 inches off-line or no more than half a stone width off-line (corner freeze).
- 3 Directly in front with between one half and a full stone width of separation.
- 2 Directly in front, more than a stone width of separation away.
- 1 In the house, in front of target but more than half a stone width off line.
- 0 Short of the rings, or deeper than target stone.

Split On

Description

The Split On is intended to promote a stone that is not currently in scoring position into scoring position while also rolling the thrown stone into a scoring position. The struck stone may start in the rings, but typically needs to be promoted to out-count an opposition stone.

Scoring

- 4 Shot made with both the thrown stone and target stone counting.
- 4 Target stone is an opposition stone, thrown stone is counting.
- 2 One of the target or thrown stone is counting.
- 0 Complete miss.

Tap Up

Description

The Tap Up promotes a stone that is either in front of the house, or high in the house but not in scoring position, to be in scoring position. When played on an opposition stone the intention is to leave the opposition stone in play (as backing) but out-count it. When played on the teams own stone the tap is typically straight back or with a slight angle and leaves the target stone in a position where it is counting.

Scoring (target is opposition stone)

- 4 Target stone moved straight back, thrown stone is counting.
- 2 Target stone move back but not enough to make thrown stone count.

Scoring (target is our stone)

- 4 Target stone moved back, is counting, and is buried.
- 3 Target stone moved back, is counting, but not buried.
- 2 Target stone promoted to the rings but not counting.

If the tap is missed, but the thrown stones ends up in the rings, it is effectively a draw shot and is scored as.

- 2 Target stone missed but thrown stone counting.
- 1 Target stone missed but thrown stone on the rings.
- 0 Complete miss.

Guard Shots

Free Guard or Front Stone

Description

This is the same as either a Center Guard or Corner Guard, but thrown by the lead and protected by the Free Guard Zone rules. Free Guards may have more precise weight tolerance than regular guards which often have more precise line tolerance.

Scoring

- 4 Thrown stone stops within 1 stone width of the indicated target.
- 3 Thrown stone stops within 1 stone width of the line of indicated target, but more than 1 stone width away from the intended target distance.
- 0 Thrown stone ends up in the house, or out of play.

Guard or Center Guard

Description

A Guard or Center Guard is intended to restrict access to the key area of the rings (4 ft ring in front of the T-line). As such the thrown stone needs to come to rest within two feet of the center line, typically touching or splitting the center line. The center guard is most often used by teams without last rock advantage to impede the ability of the team with hammer to draw into the center of the house.

Scoring

- 4 Thrown stone stops within 1 stone of the indicated target.
- 3 Thrown stone stops within 1 stone width of the line of indicated target, but more than 1 stone width away from the intended target distance.
- 1 Thrown stone ends up in the house.
- 0 Complete miss.

Corner Guard

Description

The Corner Guard is intended to provide protection for a draw shot that is played to the 8ft or 12ft ring. This guard is usually played by a team with hammer to create a protected part of the house to draw to while also leaving the 4ft ring available for a draw shot.

Scoring

- 4 Thrown stone stops within 1 stone of the indicated target.
- 3 Thrown stone stops within 1 stone of the line of indicated target, but more than 1 stone of the weight.
- 1 Stone ends up in the house.
- 0 Complete miss.