

REVIEW FOR GAME OBSERVERS

The primary duty is observation. The Game Observer is there to be an extra set of eyes and acts as a liaison between the players and the Game Umpire. Game Observers are NOT decision makers.

Report to the Official’s area at least 30 minutes before draw time. You will be asked to proceed into position on the ice approximately 5 minutes before the game starts. The interim time is necessary to collect your equipment. Ensure that all 16 magnets are on the magnetic board. Dress warmly (black pants, clean shoes) and receive any special instructions pertinent to that draw or game.

There is only one on-ice-observer per game so it will be necessary to transit from one end to the other. The best time to do that without disturbing the players is to follow the first rock of the next end. WALK on the side boards or the side of the ice sheet. If on the ice, do not use your slider – keep the gripper on.

During the game:

* Concentrate and watch only the game to which you are assigned. In case of a dispute over an incident on the ice, the Game Umpire will look to you for a report.
* Chart stone positions on the magnet board after each delivery has come to a stop. Do not update your magnetic board immediately after the stones have come to rest – an infraction may have occurred which requires repositioning of stones. The correct time to update is just before / as the next player delivers their stone. Even with the heaviest take out, you have 15 seconds to update your board.
* Make sure the player’s equipment; clothing and bags are stored away from the walking area.
* Remain seated as much as possible but once the stones have been delivered, you may move to more clearly view a critical shot. Make sure not to distract players on adjacent sheets.
* Do not engage in casual conversation with competitors, other officials, spectators or coaches during the game.
* If an incident occurs, do not intervene. Observe and wait to be consulted on the position of any stones prior to the shot that has just been played. If the players can not solve the problem, CALL AN UMPIRE. The only situation where you can intervene without being asked is if a stone touches a sideboard and finishes in play unnoticed by the teams.
* If you need to leave the ice during a game, advise the Game Umpire and wait for a replacement before leaving your position.
* Notify the Game Umpire is a measurement or ruling is requested by the teams.
* Mark the score as soon as possible for both teams and adjust the totals (right Justified), if using baseball style scoreboards. No matter how obvious, the score is not marked until verified by the players in charge of the house.
* If time clocks are not available, at the completion of the end that defines the halfway point, monitor the break and inform the teams when one minute remains.

After the game:

* Complete the scoreboard when a team concedes the game before the completion of an end. The score of at he end is determined as per:

When both teams still have stones to be delivered and there is a concession:

 “X”s are placed on the scoreboard

When one team has delivered all their stones and there is a concession:

If the team that delivered all their stones has stone(s) counting, no points are given and “X”s are placed on the scoreboard.

If the team that did not deliver all their stones has stone(s) counting, these points are given and placed on the scoreboard.

If no stones are counting, “X”s are placed on the scoreboard

Basically.. "If the unthrown rock is the same colour as rocks scoring in the house, then those points are posted"

* If the game finishes at the away end, have the players leave the stones at that end so as not to disrupt other sheets by moving stones to the home end.
* Check that all 16 stones are still on the magnetic board.
* Return all equipment to the official’s room.
* Check for and confirm your next assignment.