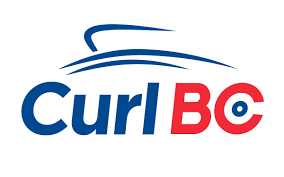
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**REVIEW FOR GAME UMPIRES**

Game Umpires are to assist the Chief Umpire in the running of the event both on and off the Field of Play.

**GAME UMPIRE’S DUTIES**

**Pre-Competition:**

* Be familiar with Curl BC competitor’s Guide and Team Meeting Document for the competition,
* Arrive in time to assist with the pre-competition check prior to the team practice day.
* Assist on the team practice day with checking uniforms and equipment as requested.

**During the Competition:**

Observe the following and undertake allocated duties given for each session, which may include:

* Conduct the pre-game practice (home umpire)
* Collect Change of Line up forms and give copies to the Chief Umpire and Stats team
* Perform LSD measures and post hammer on scoreboards (as quickly as possible for stats and media) deliver results to CU
* Introduce yourself to skips of your assigned game|(s) and Game Observers
* Concentrate on your assigned game(s) only
* Assists teams by answering questions and providing information
* Ensure fair play between teams
* Be neutral and fair in decision making
* Intervene only to make corrections or if a rule is broken
* Perform all measures
* Avoid casual conversation with players, coaches, other Umpires or spectators
* Record any violations and inform the Chief Umpire (minor infractions can be done at the end of the game).
* Report any improper communication between players and coaches
* Verify score before posting on the scoreboard; change the totals on the scoreboards if appropriate.
* Time the breaks; confirm the time between ends and Team Time outs
* Monitor your game clock(s).
* Finalize scoreboards (at both ends) including X’s if appropriate
* Return all forms to the Officials’ room.

Attend meetings as required by the Chief Umpire and run any additional (evening/pre-playoff) practice sessions as requested.

**After the Competition**

* Assist in getting teams into the venue for the Closing Ceremony/Medal presentation
* Clear officials’ room plus pack Curl BC equipment.

**HOME END GAME UMPIRE**

**Pre-game**

* Responsible for all on-ice activities during a draw and directly involved with activities at the Home End.
* At least 10 minutes before first practice, check with the Ice Maker for readiness of the ice and complete a ‘walk-around’ to check that all equipment is properly in place.
* Conduct pre-game practice and may conduct radio check

*Announce:*

“1 minute until first practice”

You may cool your sliders but please, no practice slides.

“First practice may begin”

“1 minute remaining in first practice”

“First practice is now over, please prepare for your Last Stone Draw”

“You may now deliver your Last Stone Draw”

* Repeat for the second practice
* If there is a march in of teams, the Home Game Umpire is responsible for getting teams to the marshaling area quickly after practices.
* Introduce yourself to observers at your end
* When all officials are in place, conduct a radio check to ensure all officials with radios are on-air.
* Announce 1 minute to game time. Time the 1 minute and when teams are in place and ready, announce “games may now begin”.

**During the game:**

* Be aware of and close to critical playing situations at the Home End.
* Control ice access by media and coaches
  + Photographers may not use flash. Positioning is stationery between hog lines on the walkways, or behind the receiving end (if space permits)

**AWAY END GAME UMPIRE**

Be in position at the Away End prior to the end of the first practice then:

* Ensure no practice rocks are delivered after the end of each practice session with the exception of the Last Stone Draw. Ask the players at the end of practice to return all rocks to the home end.

**When all games are completed:**

* Debrief with the Chief Umpire
* Confirm next assignment.