



2017

OFFICIATING WORKSHOP

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Purpose of This Seminar

- To bring everyone up-to-date when it comes to officiating at Curl BC championships. The processes and protocols are those approved by Curl BC and are congruent with Curling Canada practices.
- The varying levels of competitions, from serving as Chief Umpire at regional playdowns, to televised and untelevised provincial championships, all have some similarities and some duties specific to the level of the event.
- During this symposium we will attempt to identify for you areas of similarity, and how they should be addressed, and areas of responsibility that are specific to particular championships.

PLAN FOR THE DAY

- Classroom group sessions combined with practical sessions – on and off-ice.
- The group sessions will deal with many officiating topics such as pre-event duties, pre-game routines, responsibilities during a championship, tie breakers, post round robin procedures, post competition duties and situation problem solving, etc. etc. etc.

OFFICIATING RESOURCES

WHERE TO FIND CURLBC FORMS

curlbc.ca

Courses/Camps

Officials

Officiating Resources

REGIONAL PLAYDOWNS

- A sample TEAM INFORMATION document is available at curlbc.ca
- This should be prepared by the Chief Umpire and sent to all teams by Curl BC prior to the event, in lieu of a Team Meeting.
- No time clocks but Time outs will be timed by the Chief Umpire.
- No scheduled pre-competition practice.
- Pre game practice – 10 minutes with maximum 16 stones to be delivered (See Curl BC yearbook, p. 73)

REGIONAL PLAYDOWNS, cont'd

- Teams toss a coin before practice with the winner having the choice of 1st/2nd practice or stone color.
- Last Stone Draw will determine hammer. This is timed and controlled by announcements. Team with 1st practice will deliver clockwise rotation; team with 2nd practice will deliver counter clockwise rotation.

EQUIPMENT

- As Chief Umpire for a Curl BC event, you are responsible for ensuring all the equipment is received and returned.
- You will note that each bin has a list of contents. The expectation is that all the equipment received will be returned.

EQUIPMENT, cont'd

- Host committees will be encouraged not to open the containers without the Chief Umpire being present.
- Any equipment failure (ie. radios or clocks that don't work) should be documented and tagged so that they can be repaired or replaced.

EQUIPMENT supplied by Curl BC

- Radios and earpieces
- Magnetic boards and spare magnets
- Chief Umpire manual (received prior to the championships)
- Time clocks, Electrical cords
- Digital measures (for men's & ladies provincial championships) & spare batteries.
- - check with club for regional events.

EQUIPMENT supplied by Umpire and/or host club

Stop watch
Curling Canada rule book; Curling shoes
Curl BC yearbook
Clipboards , pens, pencils, pencil sharpener,
Erasers, paperclips, hole punch
Forms: Time sheets, change of lineup,
LSD record
Stapler/staples
Small first aid kit
Colored tape for taping brooms (6 colors)
Digital measures (2 if possible)
Calculator Binoculars

PRE-COMPETITION DUTIES

- Contact Host Committee/Ice Maker
- Team Meeting Document
- Confirm receipt of Competitors' Guide from Curl BC
- Umpires' room at venue
- Confirm arrival of volunteer timers and observers equipment
- Ensure sufficient copies of necessary forms
- Meet with time clock operators and game observers to review rules and procedures
- Assign tasks to other umpires
- Conduct the Team Meeting (if necessary)

PRE-GAME DUTIES

- On- ice pre competition check
- Venue & Ice
- Ring check
- Ice Equipment check
- Team lineups
- Player equipment check
- Broom moratorium
- What to do if equipment is damaging the ice, ie. sliders leaving scratch marks
- Pre-game announcements – practice, LSD etc.

Pre competition Facility Check

What to look for when you arrive at the venue

Lighting – are there any lights out, shadows, lights coming in from windows that may be distracting?

Bathrooms – where is the closest access for curlers during games?

Venue clock – can it be seen easily by umpires/players?

Pre competition Facility Check, cont'd

Where is the first aid kit? What is in it?

Lockers?

Confirm ice sheets and scoreboards are marked
A,B,C,D

Confirm time clocks are marked A,B,C,D

Chairs for observers/timers/chief umpire

Scoreboard colors match the color of stones.

Determine the coach travel time for time outs.

On-ice Pre-competition Check

- Measuring equipment – where is it located, are there 2 micrometers (assembled correctly and gauges slide easily) and 2 – 6 foot measures (marked ‘home’ and ‘away’; is there an overbite stick, are the pins on ice (or cold), where are the digital measures and where can they be stored during games? If the measure is loose in the centre hole, it should be held firmly to the side of the hole nearest the stone to be measured.

On-ice Pre-competition Check, cont'd






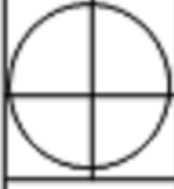


- Conduct measures using a stone or straight edge in a minimum (4) locations on every ring for home and away end.
- Digital measures – ensure they are set to metric with the arrow pointing towards the stone to be measured. Conduct a test measure with all measuring devices to be used against the same stone. If the difference is too great on 1 measuring device, don't use it.

On-ice Pre-competition Check, cont'd


- Scoreboards – ensure there are adequate numbers in the score boxes (and Xs for end of game.)
- Clocks – location clearly seen.
- Chairs for umpires/observers (cloth is possible)
- Waste bins and tissue

RING CHECK

UNWIND


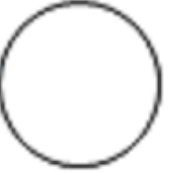
			
SHEET A	SHEET B	SHEET C	SHEET D
			

WIND



RING IS LARGE

1. 11.0000
 2. 11.0000
 3. 11.0000
 4. 11.0000

RING IS SMALL

Peak _____
 Cuts _____
 Number _____
 Accessory _____
 Sp. _____

TEAM LINEUPS/Change of line-up

- Team lineups – from Curl BC
- Change of line-up form – available at curlbc.ca
- Must complete change of line-up form BEFORE player enters the Field of Play
- Mixed Doubles – no alternate – if one player is unable to play or complete a game, the game is forfeited.
- Mixed – must have 4 players alternating M/F or F/M – skip and vice/skip must be opposite genders.

PLAYER'S EQUIPMENT - Brooms

- Only WCF approved brush heads (Nylon Oxford 420D (mustard yellow)) will be allowed.
- The obligation is on individual players (and/or coaches) to ensure any sweeping brush brought to the field of play is compliant. (see curlbc.ca for list)
- Hair brooms and corn brooms are banned for use as sweeping devices, but will be allowed to serve as sliding brooms.

PLAYER'S EQUIPMENT - Brooms

- Each player must declare his/her approved sweeping device at the start of practice, and these will be taped.
- A player may not change their brush head during a game, unless the Chief Umpire grants permission

PLAYER'S EQUIPMENT – Broom cont'd

- An alternate or substitute player coming into a game, must use the brush of the player they are replacing.
- The target broom must be the declared sweeping brush of the skip/vice-skip.
- Random inspections of equipment by an umpire may be carried out during the event and/or during a game. Players may request that an umpire inspect a brush prior to or during a game.

RADIOS

Ensure that the radio is functioning properly

- How to turn ON and OFF
- How to check battery life
- How to set the appropriate channel
- How to adjust the volume
- Use earphones – how to plug in
- Radio Check
- Procedures for speaking with a radio
- Calling hoglines
- What to do with radios when games are completed

TIME CLOCKS

Regional events:

No time clocks; therefore it is necessary to have a stopwatch available. Remember that the game belongs to the curlers, and they occasionally may discuss a shot for an extended period of time.

However, if the delay is causing concern to the opposition; or if the delays are such that the draw times are being put behind schedule (ie. 3 hour games), there are actions you can take.

TIME CLOCKS, continued

Provincial Events: Time clocks are in use - so the teams basically have the amount of thinking time on the clock to play their game. If they take 5 minutes to play one stone, it is their loss as they have used up that much time on the clock.

- Curl Time Clocks vs OES clocks

TIME CLOCKS, continued

- Setting up of clocks for timing the LSD, timing game, the mid game break, the break prior to the extra end, the extra end
- Making time corrections: during the first 9 ends, during the 10th end
- Time Outs
- TIME CLOCK MALFUNCTIONS – what to do

MEASURING

EQUIPMENT

- Micrometers (minimum two (2) on site) Mark HOME and AWAY
- Biter Stick & Overbite – Six foot measures (minimum two (2) each on site)
- Digital measuring devices – for last stone draw

MEASURING PROCEDURES

Standard two stone measure

Two stone measure – close to pin

MEASURING, cont'd

- **MEASURING PROCEDURES**
- Three stone measure
- Four or more stone measure
- Biter measurement at the completion of an end
- Backline, hog line or sideline measurement
- Free guard zone
- Digital measure for last stone draw (for hammer)

DURING Competition Duties

Pre Game Announcements

LSD spreadsheet

Evening practices

Change of lineup

When are scorecards necessary, who signs them?

Hog line violations – no sensors and no hog line officials.

Mixed doubles – what if one player gets hurt?

DURING Competition Duties, cont'd

- Touched moving stones
- Touched stationary stones
- Time Out Procedures (covered in Time Clock session)
- Mid game break (4th or 5th end)
- Procedure when team is running out of time
- Media and photographers
- Marking the Score

Pre-Game Practice & Last Stone Draw

- Microphone should be available for announcements on ice.
- Ensure ice is ready for practice.
- Ensure timer is ready to proceed.
- Eliminate announcement: “Prepare for your last stone draw”. At the end of the practice: **“Practice is over.”**

Pre-Game Practice & Last Stone Draw, cont'd

If possible an umpire should be at the away tee line to make sure stones are released within the one minute.

- Work in pairs or have a curler assist you with the measurement. Record in your notebook. Post the LSFE (hammer) asap after the 2nd teams LSD.

Pre-Game Practice & Last Stone Draw, cont'd

- Wait for all delivered stones to come to rest. Announce: **“Deliver your Last Stone Draw with a clockwise/counterclockwise rotation”** (start one minute clock).

PRE-GAME ANNOUNCEMENTS

30 minutes before draw time announce: **first practice will begin shortly, you may slide**

When teams are ready (approx. 50 seconds) announce

“first practice may begin” (run 10 minute clock on Sheet C)

1 minute remaining announce

“1 minute remaining in first practice, prepare to deliver your Last Stone Draw”

0 time left announce

“practice is over; PAUSE for rocks to reach home end. All Coaches to the back boards. **Deliver your Last Stone Draw with a clockwise rotation”** (run 1 minute clock on Sheet B)

ONCE MEASURES ARE COMPLETE announce: **“second practice will begin shortly, you may slide”**

When teams are ready announce **“second practice may begin”**(run 10 minute clock on Sheet C)

Conduct radio check

1 minute remaining announce

“1 minute remaining in 2nd practice, prepare to deliver your Last Stone Draw”

0 time left announce

“practice is over; PAUSE for rocks to reach home end. **Deliver your Last**

Stone Draw with a counter clockwise rotation” (run 1 minute clock on Sheet B)

ONCE MEASURES ARE COMPLETE ANNOUNCE,

if no team introductions: **“the games will commence in 1 minute”**

If teams are to be introduced prior to the games: **“ teams please proceed to the**

marshalling area” At the appropriate time, **“Games may begin, good luck and good curling”**

LSD SPREADSHEET

- Samples are available on line at curlbc.ca
- Record in cm.
- Use your calculator to add totals
- LSD results are used only:
 - to determine the LSFE (hammer) in games
 - to rank teams for playoffs when all other avenues of ranking (W/L, head to head etc.) have been exhausted.

The spreadsheet should also be a record of which players have delivered their Last Stone Draw so that they meet the requirement for each team member to Deliver a Last Stone Draw.

PRACTICES – Regional Playdowns

No scheduled pre-event practice

10 minute pre-game practice on game ice followed by Last Stone Draw (timed)

No additional or evening practice in venue

PRACTICES – Provincial Championships

No practices occur without the supervision of an umpire.

Pre-event - a scheduled practice where teams are permitted to practice for a determined amount of time on each sheet of ice on which they will play during the event. (*Umpire uses microphone to move teams sheet to sheet.*)

Equipment check will occur at this time.

PRACTICES – Provincial Championships, cont'd

Pre-game – 10 minute practice on game ice followed by LSD.

Evening practice – At the discretion of Curl BC when preparing the draw. If included in the schedule, a signup up sheet will be posted and teams will be permitted one practice session following the completion of the last draw of the evening (no ice preparation).

PRACTICES – Provincial Championships, cont'd

Post round robin – If there are no tie breakers, there may be time to schedule a ½ hour practice for teams in the post round robin.

The winner of the 1 vs 2 game will have a 1 hour optional practice scheduled. This will not be on the game sheet and may or may not be with game stones.

HOGLINE

Rule: *The stone shall be released before it reaches the hog line at the delivering end.*

Curl BC does not have electronic handles for their stones.

If hog line officials are available: they shall be equipped with radios/earpieces.

Hog lines can be numbered for assigning officials and radio communication.

Sheet A home = Hogline 1

Sheet A away = Hogline 2;

Sheet D Away = Hogline 3;

Sheet D Home = Hogline 4

HOGLINE, cont'd

Procedure: Hogline officials shall view the hog line and call any hog line violation “Hog line Violation, Sheet Alpha, Red/Blue stone.”

- The hog line official on the opposite side of the sheet shall respond ‘CONFIRM’ if they agree that the hog line was violated, or ‘DENY’ if they saw a clean release.
- The delivered stone and all affected stones shall come to rest before any action is taken.

HOGLINE, cont'd

- The official shall remove the stone just delivered from play and replace all affected stones as close as possible to their original positions.
- Game umpire will move to the appropriate sheet as quickly as possible; call for a technical timeout (official's time out), advise the teams of the hog line violation, remove the offending stone and replace displaced stones. Request the time clock be started.

Measuring protocol for Last Stone Draw

- Stones finishing in the house are measured. If the measure can be inserted but the tape does not register a number, the stone is assigned one half of the first number the tape displays. i.e. if the first number is 0.1cm, the stone will be assigned a score of 0.05cm.

Measuring protocol for Last Stone Draw, cont'd

- If the stone finishes so close to the tee that it cannot be measured, it is recorded as 0.0.
- Stones that do not finish in the house are recorded as 185.4
- If a team does not play the LSD (late arrival), record 185.4

TOUCHED MOVING STONES,

RULE REVIEW: *Rule 10 Rule book page 39/40*

The umpire should be clear on the rules and move immediately to the sheet of ice.

If the teams are able to resolve the situation to their satisfaction, and the umpire is confident that no intimidation took place, the game proceeds.

TOUCHED MOVING STONES, cont'd

The umpire does not intervene unless requested by the playing teams, or if the umpire senses that one team is not happy/not accepting the result, they can step forward; “Are we all OK with this decision?” “Do you need my help?”

TOUCHED MOVING STONES, cont'd

If the teams request assistance from the umpire, the rule is explained, the stones are repositioned or redelivered as appropriate per the rules. Check that the teams accept the result and leave the ice surface. If the teams do not accept the result, explain the rule again and why the decision was made.

TOUCHED LSD MOVING STONE

- By delivering team – remove – measure 185.4
- By non-delivering team – redelivery with same shot and ice call
- By external force – redelivery with same shot call and ice call

DISPLACED STATIONARY STONES

RULE REVIEW: *Rule 11 Rule book page 40/41*

The umpire should be clear on the rules and move immediately to the sheet of ice.

The umpire does not intervene unless requested by the playing teams, or if the umpire senses that one team is not happy/not accepting the result, they can step forward; “Are we all OK with this decision?” “Do you need my help?”

DISPLACED STATIONARY STONES, cont'd

If the teams request assistance from the umpire, the rule is explained, the stones are repositioned or redelivered as appropriate per the rules. Check that the teams accept the result and leave the ice surface. If the teams do not accept the result, explain the rule again and why the decision was made.

LSD STONE DISPLACED prior to Measure

- By delivering team: assigned the distance to the next defined circle away from the button
- By the non-delivering team: the delivering team replaces it to its original position
- By an external force: the delivering team replaced it to its original position

TIME OUT PROCEDURES

Team Time Out

When the team signals for a Team Time out (T), radio to the Timekeeper, “Timeout Sheet A/B/C/orD, Timeout – color of stone”

- Use your stopwatch to time the time out. (90 seconds from the time the coach who called the time out enters the Field of Play). Do not permit the non-calling coach to enter first.

TIME OUT PROCEDURES

Team Time Out, cont'd

- At 60 seconds, move closer to the team who has called the T/O. At 80 seconds, advise the team “10 seconds remaining, coach” and raise your arm as a signal to the timer that there is 10 seconds remaining. At 90 seconds, lower your arm, the time clock will start and if the coach hasn't moved from his team, advise the coach “Time Out is Over” and escort them away.

TIME OUT PROCEDURES

Team Time Out, cont'd

- The non calling coach should also leave the Field of Play when the T/O is over. If he is at the home end, the home umpire can advise him to leave.
- Check that the time clock has started. Record the timeout (End, Color and Stone #) in your notebook or on the game sheet.

TIME OUT PROCEDURES

Technical (Official's) Time Out

- When the team signals for a Technical (Official's) Time out (X), radio to the Timing Supervisor "Technical Timeout, Sheet A/B/C/orD, Technical Timeout"
- Speak to the team to determine their concern, ie. loose or malfunctioning stone handle, rule interpretation, medical issue etc.

TIME OUT PROCEDURES

Technical (Official's) Time Out, cont'd

- Address the concern; involve icemaker if necessary
- When the problem is resolved, leave the sheet and advise the timer to start the time clock
“Time In, Sheet A/B/C/orD)

TIME OUT PROCEDURES

Technical (Official's) Time Out

- Coaches do not attend a Technical timeout, (exception, the umpire MAY invite them to the Field of Play in case of a medical issue).
- Record the timeout (the reason for it and the resolution) in your notebook or on the game sheet. If it is a stone issue, note the color and sheet and number of the stone.

Identifying Ice Sheets by Code Words

A: Alpha
B: Bravo
C: Charlie
D: Delta
E: Echo
F: Foxtrot
G: Golf
H: Hotel
I: India
J: Juliet
K: Kilo
L: Lima

MID GAME BREAK

- Ensure that the mid-game break has been set on the clock and that it starts when the stones have come to rest AND the score has been agreed upon – should not start until any measurement is complete.
- Advise teams when one (1) minute remains in the mid-game break. Do not go looking for them if they have left the Field of Play.

MID GAME BREAK, cont'd

- If teams have not returned to play when the mid-game break is over, and their sheet of ice is available, instruct the timer to start the time clock.
- * One player must be in control of the house when their team delivers their first stone of the end. It can be the vice skip.

PROCEDURE WHEN TEAM IS RUNNING OUT OF TIME

- When a team is down to one (1) minute with more than one (1) stone yet to be delivered, an Umpire will walk down an outside walkway and stand at the tee line at the delivering end. When the player delivers, the Umpire will watch the tee line and when the front end of the delivered stone reaches the tee line, the Umpire will call “clear”.
- Timing supervisor requests RADIO SILENCE

PROCEDURE WHEN TEAM IS RUNNING OUT OF TIME, cont'd

- The Chief Umpire/Timing Supervisor will watch the clock to determine whether time expired before the word “clear” was spoken.
- If a time violation occurs, the Chief Umpire will advise the team and the stone will be removed. If the opposition has a stone(s) to be delivered, they will proceed as per the rules.

GUIDELINES FOR PHOTOGRAPHERS

- Flash is not allowed to be used while any game is in progress.
- Cell phones are to be turned off before entering the Field of Play.
- Photographers should not engage players or coaches in conversation.
- Media personnel must be properly dressed: no offensive outerwear, no competing sponsor logos, dark unobtrusive clothing and clean non-slip shoes.

GUIDELINES FOR PHOTOGRAPHERS, cont'd

- When moving along the end of a sheet, the photographer shall look down the sheet to make sure a player is not in the process of delivery. If a player is about to deliver, the photographer shall wait until the delivery has been completed before crossing the back of the sheet.

GUIDELINES FOR PHOTOGRAPHERS, cont'd

- If the photographer is at the end of a sheet where a player is about to deliver, he/she shall be at the corner of the sheet and behind the player who is delivering.
- The photographer cannot move out toward the hog line when a player is sitting in the hack about to deliver.

GUIDELINES FOR PHOTOGRAPHERS cont'd.

- Sit or kneel rather than stand.
- Photographers are NOT allowed on the ice surface at any time except in the closing ceremonies, as directed by Curl BC staff. Photographers may be on walkways between the hog lines
- Curl BC may rescind the credentials of any photographer or member of the media who does not comply with the guidelines.

SCORECARDS

- Available at curlbc.ca
- When are they used?
- Playdowns.com



MARKING THE SCOREBOARD

RULE 12: MARKING THE SCOREBOARD (Incomplete End)

- 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 of their stones (15 of 16 of the stones have been delivered) and there is a concession:
 - If the team that delivered all their stones has stone(s) counting, no points are given, "X" 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.

MARKING THE SCOREBOARD, cont'd

SIMPLIFICATION

X's go on the scoreboard if each team still has one stone to deliver

X's go on the scoreboard if the team that concedes the game has stones counting

EXCEPTION: if the score is tied, points must be awarded as the game cannot end in a tie.

MARKING THE SCOREBOARD, cont'd

SIMPLIFICATION, cont'd

The score goes on the board if fifteen stones have been delivered and the team that still has one stone to deliver, has points counting.

HACK – if there is a red stone undelivered,
and

HOUSE - if there are red stones counting,
then

HANG – hang those points on the scoreboard.

POST ROUND ROBIN

Tie Breaker and Playoff Games

Post Round Robin Stone Selection

Post Round Robin Meetings

Post Round Robin Practice times

Post Competition duties

PLAYOFF GAME MEETINGS

- Following the round robin, the Chief Umpire will meet with all playoff bound teams. Teams involved in Tie Breaker games will be addressed first. Their choices of LSFE and stone color will be explained to them and they will give the Chief Umpire their decision.
- The winner of the Tie Breaker Game will meet immediately following the game with the CU to receive instructions for their semi-final.

TIEBREAKER GAMES

- All tiebreakers are played with the stones from the sheet assigned.
- The team with a better win/loss record (clear of any opponent) will have choice of last stone advantage AND stone handle color.
- If the win/loss records are identical, the higher ranked team will have the choice of last stone advantage OR choice of stone handle color.
- The team delivering last stone in the first end will practice first.

TIEBREAKER GAMES, cont'd

- The team who has the choice of stone handle color must declare its selection to the CU within 15 minutes of being asked. Failure to comply will result in the opposition being given the opportunity to select stone handle color.
- The Chief Umpire will give the teams a form confirming their selection, game time and Game sheet.

1vs 2 and 3vs 4 PLAYOFF GAMES

- The 1 vs 2 game teams will make their decisions next. Their choices of LSFE and stone color will be explained to them and they will give the Chief Umpire their decision. The Chief Umpire will provide them with a playoff document that confirms their selections, stone color, LSFE, game time, game sheet, practice times, any additional practices if available.

1vs 2 and 3 vs 4 PLAYOFF GAMES

- The 3 vs 4 teams will make their decisions. They will indicate choice of hammer but do not have to select their stone color if there is a tie breaker game. They can make that selection immediately following the tiebreaker game.
- Confirmation of selection of stone color can be by text message.

GOLD MEDAL GAMES

Following the semi-final, representatives of the medal game teams will again meet with the Chief Umpire to make their selections. They will be provided with stone selection sheets and playoff game information sheets.

GOLD MEDAL GAME, cont'd

- In the Gold medal game (Page Playoff System):
 - If the 2nd ranked team defeats the top ranked team in the 1vs2 game, the 2nd ranked team will have the choice of last stone advantage OR choice of stone handle color
 - If either of the 2 top ranked teams face the 3rd or 4th ranked team, the high ranked team will have BOTH last stone advantage and choice of handle color.

STONE SELECTION

Competition: _____

Location: _____

Game: _____

Date: _____ Time: _____ Ice: _____

Stone Color: _____

Stones from Sheet: _____

Team Signature: _____

Note:

- The Chief Umpire will designate which sheets the stones may be selected from
- Stone handles may not be changed from one stone to another stone.
- This form must be handed to the Chief Umpire a minimum of 15 minutes prior to the start of the first pre-game practice.

Stones checked before the start of pre-game practice

Team's Signature: _____

PLAY-OFF GAME INFORMATION

Competition: _____ Men Women
Dates / Location: _____ (Circle one)

Game Being Played: _____

Date of Game: _____

Game Time: _____

Game Sheet: _____

Stone Selection: (Yes/No): _____

Minimum Ends to be Played: _____

Teams: _____ vs. _____

Stone Colour: _____

Last Stone 1st End: _____

Pregame Practice Time: _____

Stone Selection Practice Time(s): _____

Post-Game Meetings: _____

Any Special Pre- or Post-Game Activities: _____

POST COMPETITION DUTIES

- Clear Umpires Room, with the assistance of game umpires, ensure all Curl BC equipment is placed back in the bins ready for the host committee to send back to Curl BC
- Prepare a report on the event for Curl BC indicating the medalling teams, any issues with equipment, highlight any 'bright lights' as future officials, any issues/concerns during event.

**OFFICIATING
WHEELCHAIR
AND
MIXED DOUBLES
CURLING**



WHEELCHAIR CURLING INFORMATION



ICE PLAYER ASSISTANTS

IPA's two per sheet of ice working together to sort stones place stones into the delivery zone, and aid in the removal of out of play stones at the playing end.

Cleaning cloths for the stones and Delivery order cards

Wheelchair curling requires some thought as to how the teams will access the ice for practices to allow teams on and off the ice in some order.

PRACTICE:



Ramps needed for ice access

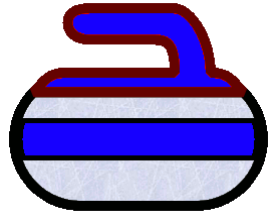
Can wheelchairs pass on backboards

Door to lobby will need to be reviewed and if two doors sometimes it works to enter on one side and exit on the opposite side

Umpire in charge needs to control the practice so all teams have equal time. Teams without a coach will need assistance with the stones to move teams stones into position prior to the start of their practice.

Practice time 10 min or 9 min. For wheelchair teams if we start without moving the stones forward the actual practice time becomes very short.

IPA's do not clean and assist the teams in their practices but can help to move the stones to the practice area at the start of the practice if they do not have a coach or assist the coaches.



Stone Placement at the beginning of practice

- The first practice team coach may move the stones into position prior to the start of the practice when the ice is ready and the Umpire gives the go ahead.
- When second practice starts the same thing stones must be moved forward with help if the team does not have a coach prior to the start of the practice.
- Teams must stay on the backboards until given the go ahead to access the ice and cool their wheels behind the backline. 10 – 15 sec.
- Then the announcement Practice may begin.



Delivery order cards

Help the IPA's introduce themselves to the team so they can ask for the delivery stone order

After the 1st practice has started, this is the time to ask for the 2nd practice team delivery order. When the 1st practice team is off the ice after their practice ask for their delivery order.

You can now sort the 1st practice teams stone into their delivery order in the right hand corner of the sheet of ice.

Stone Movement to the delivery



zone

Importance of getting the stone to the next person to deliver on time, so they have time to prepare for their delivery.

Same as able body curling once the stone is delivered from the hack the next thrower can prepare to be ready to throw.

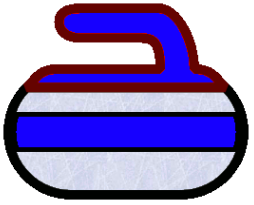
10 ft over the hogline in wheelchair curling the stone should be moving into the delivery zone.

Stone movement when an end is completed



- The team gives the score or moves one stone. The importance of the IPA's working together to assist in clearing the house and sorting the stones into the delivery order.

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Mid Game Break

Stones are moved to the corner on the right hand side so the ice can be mopped.

Once the ice is mopped the stones are moved forward and sorted in preparation for the next end after the break.

The 1st stone of the end is placed no sooner than 30 seconds before the end of the break.

Ice Conditions and supplies needed for Wheelchair



- The ice surface needs to be quick from the 1st end and no aggressive curl. Running of stones and clipping can improve the game conditions.
- Changing the pebble can help to make conditions better.
- Communicate with the Ice Tech if improvements are needed.
- Ramps for ice access and Washroom needs to be reviewed before the start of the event.
- Delivery cards printed, cleaning cloths for both



Timing facts for Wheelchair Things Umpires should watch for.

- If IPA's are slow to place a delivery stone or place the wrong stone do not penalize the player.
- Timers and umpires need to be aware of teams that do not clear the delivery zone to allow the placement of the stone for the next player to prepare. Teams can watch their stone but should move forward out the delivery zone.
- The delivering team needs to be behind the next thrower for the thinking time to start for the next thrower.



Ice Practical session

- Position of stones for the start of a game
- Position of stones after an end. Which stones are closest to the sideboards.
- How to clean the stone for delivery
- When to place the stone for the next thrower
- Clearing the house between ends and moving the stones to the side of the sheet in proper delivery order.
- IPA's job at the playing end and organizing the stones out of play