

# NATIONAL OFFICIATING PROGRAM



**Observer**

# Curling Canada Observer Training

**THANK YOU** for being a volunteer & giving back to the game we love

This Manual is provided by Curling Canada so that Curlers across the Country can learn the fundamentals of Observer to be a Game Observer at a Championship Event leading up to and including a Curling Canada National Curling Championship. It is expected that the fundamentals of Curling are understood by the participant.

This Self-Taught course is one of the requirements to become a certified Curling Canada Time Clock Operator / Observer.

Other requirements are:

- Complete and Submit the Game Time Operator / Observer registration form to your Curling Canada Member Association
- Completion of the Self-Taught Time Clock Operator course.
- Fulfil the practical component of a minimum of six games at a Curling Canada Member Association Championship or Curling Canada Championship in the role of Time Clock Operator or Observer and submit the completed practical form with required signatures to your Curling Canada Member Association

## Purpose

Ensure fair play between competing teams

The game is for the athletes!

The primary responsibility of an Observer is “Observation” of a curling game at a Curling Canada sanctioned event leading up to and including a National Championship  
The secondary responsibility is to update and keep current the Scoreboard.

## Code of Ethics

- Give every athlete the opportunity to perform to the best of their ability
- Be fair and knowledgeable
- Strive to maintain a positive, respectful atmosphere and expect the same in return
- Be a good role model
- No comments as to which team will win
- No betting or Calcutta's
- Do not discuss infractions or decisions with players, coaches, media or public
- What is said in the Officials' room stays there



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## Duties of Officials

Officiating is usually done by a team of Umpires / Officials, each having their own function and responsibility.

### *Time Clock Operator*

Time Clock Operators are responsible for the operation of the time clock on the sheet to which they are assigned. The Time Clock Operator times the “thinking time”, or the method of timing for that event, for each team. This requires careful and continuous observation of the game and a good knowledge of the operation of the time clocks used.

### *Game Observer*

The primary responsibility of this official is observation. In case of a dispute over an incident on the ice, the Game Umpire or Chief Umpire will look to the Game Observer for a report on the incident.

The Game Observer charts every shot of each end on a magnetic board. Other duties may include maintaining the scoreboard, tossing the coin at the start of the game, storing equipment, or keeping an official scorecard.

The Game Observer is generally the initial contact for the competing teams. In case of a dispute, if a measurement is called for, or if a ruling is required, the teams are instructed to approach the Game Observer, who will then notify the Game Umpire. The Game Umpire will make the ruling or measurement as required.

Game Observers direct all concerns relative to the adherence to the rules to the Game Umpires.

### *Game Umpires*

Game Umpires are responsible for the supervision of all activity at their end of the ice (or sheet of ice depending on the officiating structure in use). They are responsible for resolving disputes, applying the rules, measurements, and handling any situation that may arise.

### *Chief Umpire*

The Chief Umpire is responsible for the entire officiating system during the competition and has the final word should a Game Umpire's ruling be appealed.

The Chief Umpire will establish the protocol for that event as to who will be timing the pre-game practice, the team time-outs, radio/hand signals for technical timeouts by game umpires, etc.



## Dress & Personal Conduct

### *Clothing*

Observers are in the field of play and must dress appropriately. This means that they are to be dressed in “Black” from head to toe. All Black head to toe, including socks. Jackets are to be the event jacket.

Shoes must be “indoor shoes” that are black and are clean. It is strongly recommended that you bring your clean indoor shoes with you and change at the venue.

Accreditation is to be tucked into your jacket when you are in the field of play

Hats, if worn will not have any cresting, except the event logo and are to be black

Valuables are to be kept with you (it is recommended that purses be kept with you and stored behind the scoreboard of the sheet you are observing).

### *Conduct*

Cell phones – CANNOT be turned on in the field of play. Not even if it is on mute.

Do not wave to your friends in the crowd, watch the game as you are on television and you will be noticed if you are looking around into the crowd for your friends.

Avoid alcohol & drug abuse, Keep consumption to minimum – 8 hour “rule”



## Equipment

### *Equipment – provided by the event*

- Clipboard
- Strategy board, Magnetic stones, Ziplock bag to store board in when moving from one end to the other.

## Arrival

- Please arrive 45 minutes prior to draw time
- Check in to let the coordinator know that you have arrived
- Change into proper footwear/clothing and obtain the equipment you will require for your role.
- Proceed to the home end just outside the field of play and let an Umpire know you have arrived, and what sheet you will be observing at.
- Follow the instructions of the Umpire in regard to where and when you will move to your assigned position.



## Duties During the Game

The Game Observer will remain seated at the playing end during games and out of the delivery sight line of the curlers. However, if a close shot is about to happen (e.g., take-out close to the outside of the sheet or around the guard shots), after the stone to be delivered has been released, the Game Observer will move into a position on the backboard where they can see clearly.

Game Observers must be careful to stand still when delivery is in process on their sheet of ice or adjacent sheets.

The game observer is not to go on to the ice unless previously instructed to do so to facilitate moving from one end to another.

When the game begins, the Game Observer, if instructed to do so by the umpire, move clothing, sports bags and broom bags away from the area in front of the scoreboard and store them neatly out of the way. It is important that sponsorship advertising not be obscured.

The Game Observer uses a magnetic board to chart every shot in each end, being careful to not move the stones too quickly as a 'visual' of the house prior to stones coming to rest may be required. This will prove to be an invaluable aid should a situation arise which requires the replacement of stones.

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 cannot solve the problem, call an Umpire. The only situation where you can intervene without being asked is if a stone touches the side boards but remains in play unnoticed by the teams. If you notice that a stone(s) has touched the side boards and is not noticed, let the Umpire know immediately so that this can be corrected prior to the next stone being delivered. If the Umpire is busy with another situation, immediately let the teams know.

Once the teams have agreed upon the score and confirmation has been given, the Game Observer will post the score on the scoreboard as quickly and as inconspicuously as possible. No matter how obvious the score may appear confirmation is required before the score may be posted.

At the conclusion of a game and once official duties have been completed, make sure the final totals are posted correctly and then leave the field of play and return their equipment to the officials' room.

### **FOCUS ON YOUR GAME**



## Scoreboard

Two styles of scoreboards are used in curling competitions: the conventional curling scoreboard and the "baseball" style of scoreboard. As the baseball style scoreboard is easier for non-curlers to read and interpret, it is often used in televised curling competitions.

The baseball style scoreboard differs from the conventional curling scoreboard as the score is posted for each team at each end and a running total is kept. For example, if a team scores two, they will have a two posted for the end, their opposition will have a zero posted and the totals will be updated appropriately.

Below are examples of a conventional scoreboard and a baseball scoreboard

*conventional scoreboard*

Ontario	1	2	4		8	10						
score	1	2	3	4	5	6	7	8	9	10	11	12
Alberta		3	5	6	7		9					

*"baseball" scoreboard*

ends	1	2	3	4	5	6	7	8	9	10	11	TOTAL
Ontario	1	1	0	1	0	0	0	3	0	X		6
Alberta	0	0	2	0	1	1	1	0	4	X		9



## Marking the Scoreboard – baseball style scoreboard

Last stone advantage in the first end (hammer) will be decided by a draw to the button (triangulation used where required) following each team's pregame practice. Referred to as the Last Stone Draw (LSD).

LAST STONE ADVANTAGE IN THE FIRST END IS MARKED WITH AN ASTERISK (\*) SIGN. **THIS MARK IS NOT MOVED**

"The hammer sign is placed beside the Asterisk in the end "1" position (the hammer sign moves every end)."

Second and subsequent ends; the winner of the preceding end shall deliver the first stone of the end.

If the End is blanked, team delivering the first stone in the blanked end shall deliver the first stone in the next end.

The first end of play scoring placement on the scoreboard is as follows:

The totals are placed under the total sign. These are right justified in placement. (be certain to place a total for each team).

The hammer is moved under the second end position for the appropriate team.

The score is placed under the first end position for BOTH teams.

This scoring format is followed for the duration of the game.

## Marking Incomplete Ends

When both teams still have stones to be delivered (at least one (1) each) and there is a concession, no points are placed on the scoreboard.

**X's for each team**

When one team has delivered all of their stones (15 of the 16 stones have been delivered) and there is a concession:

- The team that delivered all their stones has stones counting and the game is conceded. No points are placed on the scoreboard  
**X's for each team**
- The team that did not deliver all their stones has stones counting and the game is conceded. These points are given and placed on the scoreboard, and X's are placed in the following end (if all ends have not been played).
- If after fifteen stones are delivered and no stones are counting, and the game is conceded. No points are placed on the scoreboard.

**X's for each team**

**HOUSE**

**HACK**

**HANG**

If a team has stone(s) counting in the **HOUSE**

**AND**

They are the only team with a stone to deliver. **HACK**

**THEN**

**HANG** the points the team has counting in the house

**OTHERWISE**

X's for each team

**IT IS IMPORTANT TO HAVE THE PROPER SCORING FOR THE FINAL END.**

STATS

TELEVISION

HOME RECORDINGS

IF teams and officials know the proper way to score the final end of play, accurate recording of the final score will occur.



Test Yourself (answers located at end of the situations)

1. What is the primary function of a Game Observer?

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2. List four other duties that may be assigned to a Game Observer.

a. \_\_\_\_\_

b. \_\_\_\_\_

c. \_\_\_\_\_

d. \_\_\_\_\_

3. As the Game Observer, you are seated on the right-hand side of the sheet. The Yellow team skip is about to attempt a hit and roll to the button by striking a stone located very close to the left-hand boards. What should you do?

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4. As the Game Observer, you notice that a stone has hit the side boards. The teams and the Umpire do not notice. What should you do?

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5. The teams on the ice have finished an End. They turn to you as a Game Observer and ask for a measurement. The Game Umpire is busy assisting with another sheet of Ice. As a Game Observer, what should you do?

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## Situations

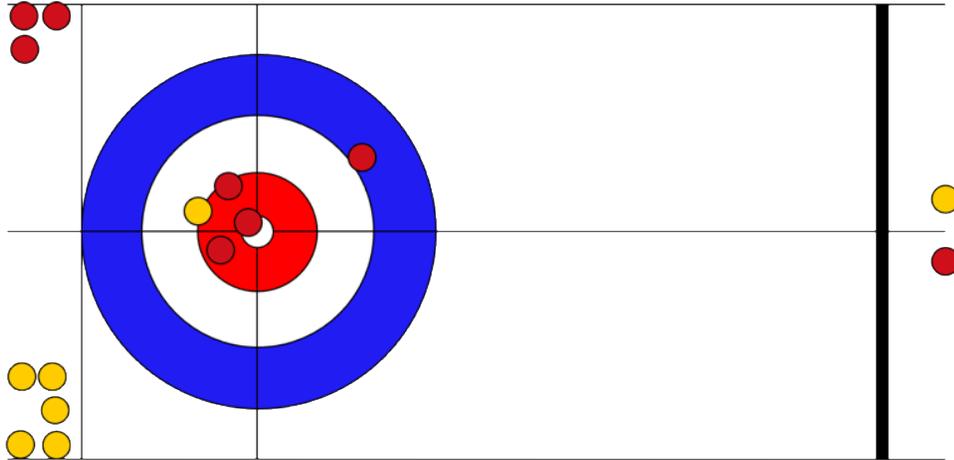
### Situation #1

Red lead 8-5 playing 10<sup>th</sup> end, **Red has last stone**

Game is conceded.

How is the final end marked? \_\_\_\_\_

What is the final score? \_\_\_\_\_



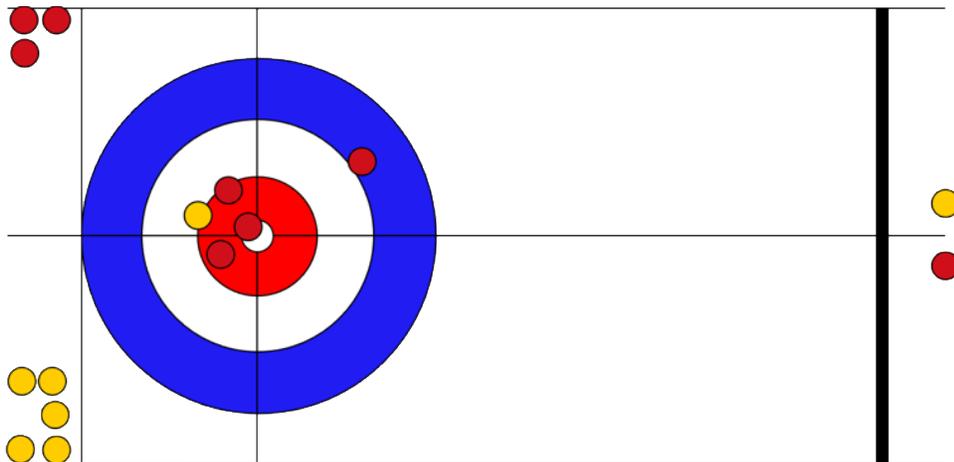
### Situation #2

Red lead 8-5 playing 10<sup>th</sup> end, **Yellow has last stone**

Game is conceded.

How is the final end marked? \_\_\_\_\_

What is the final score? \_\_\_\_\_



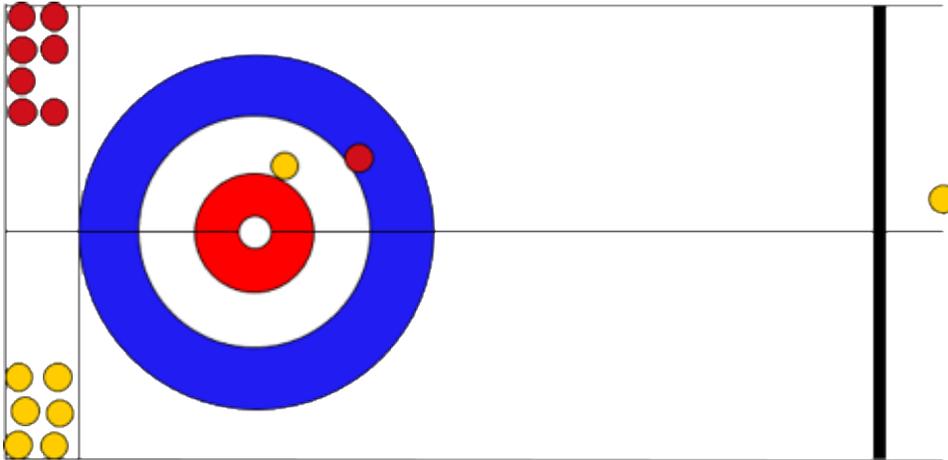
*Situation #3*

Red lead 8-5 playing 10<sup>th</sup> end, **Yellow has last stone**

Game is conceded.

How is the final end marked? \_\_\_\_\_

What is the final score? \_\_\_\_\_



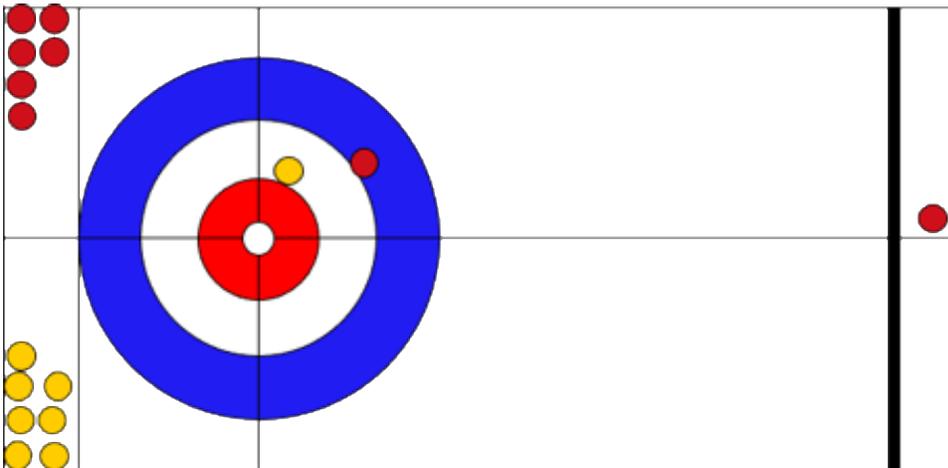
*Situation #4*

Red lead 8-5 playing 10<sup>th</sup> end, **Red has last stone**

Game is conceded.

How is the final end marked? \_\_\_\_\_

What is the final score? \_\_\_\_\_



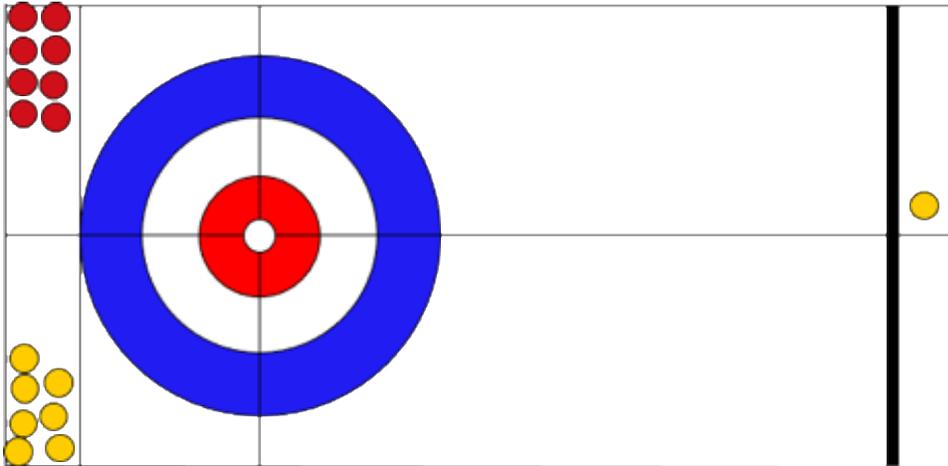
*Situation #5*

Red lead 6-4 playing 10<sup>th</sup> end, **Yellow has last stone**

Game is conceded.

How is the final end marked? \_\_\_\_\_

What is the final score? \_\_\_\_\_



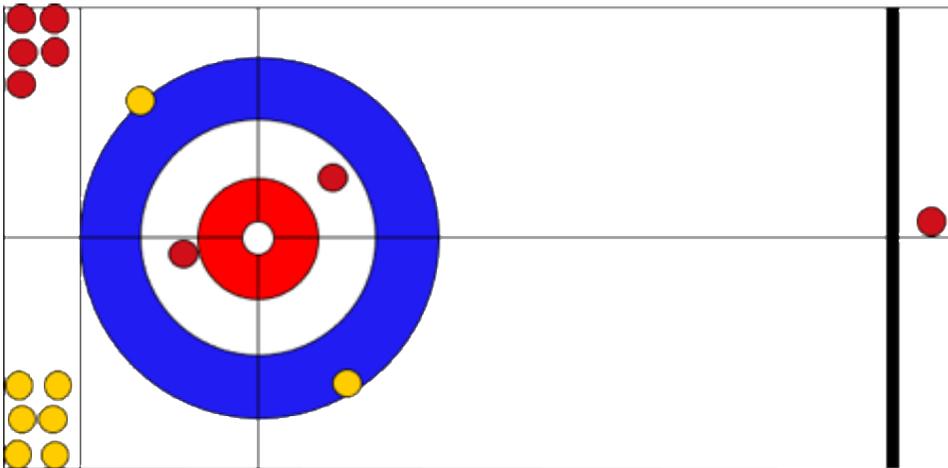
*Situation #6*

Red lead 6-4 playing 10<sup>th</sup> end, **Red has last stone**

Game is conceded.

How is the final end marked? \_\_\_\_\_

What is the final score? \_\_\_\_\_



## Test Yourself Answers

1. Observation
2. Any 4 of: Observe Closely, Chart every shot on magnetic board, Post the score (maintain the scoreboard), Toss coin at start of game (if required), Keep area in front of scoreboard clear of equipment/clothing (store equipment), While stone is coming down the sheet move to a position to see better, keep score cards, position advertising, laissez between players and game umpires, inform umpire / teams of stones that hit the sideboards if they are not noticed.
3. Once the player has released the stone, the Game Observer will move to the left hand side of the sheet to observe the play
4. Immediately let the umpire know which stone hit the sideboards. If the umpire is not immediately present or is occupied with another situation, immediately let the teams know of the stone that hit the sideboards.
5. Inform the teams that you will let the Umpire know and then inform the umpire of the need for a measurement.



## Situation Answers

### *Situation #1*

If a team has stone(s) counting in the **HOUSE**, Red - YES  
They are the only team with a stone to deliver. **HACK** - NO

Answer: **X's for each team**

Final Score: **Red 8 Yellow 5** 10<sup>th</sup> end marked "X"

### *Situation #2*

If a team has stone(s) counting in the **HOUSE**, Yellow - NO  
They are the only team with a stone to deliver. **HACK** - NO

Answer: **X's for each team**

Final Score: **Red 8 Yellow 5** 10<sup>th</sup> end marked "X"

### *Situation #3*

If a team has stone(s) counting in the **HOUSE**, Yellow - YES  
They are the only team with a stone to deliver. **HACK** - YES

Answer: **1 for Yellow**

Final Score: **Red 8 Yellow 6** 10<sup>th</sup> end scored 1 Yellow

### *Situation #4*

If a team has stone(s) counting in the **HOUSE**, Red - NO  
They are the only team with a stone to deliver. **HACK** - YES

Answer: **X's for each team**

Final Score: **Red 8 Yellow 5** 10<sup>th</sup> end marked "X"

### *Situation #5*

If a team has stone(s) counting in the **HOUSE**, Yellow - NO  
They are the only team with a stone to deliver. **HACK** - YES

Answer: **X's for each team**

Final Score: **Red 6 Yellow 4** 10<sup>th</sup> end marked "X"

### *Situation #6*

If a team has stone(s) counting in the **HOUSE**, Red - Yes  
They are the only team with a stone to deliver. **HACK** - YES

Answer: **2 for Red**

Final Score: **Red 8 Yellow 4** 10<sup>th</sup> end scored 2 Red

## **Congratulations**

You have just completed one part of becoming a fully certified Curling Canada Official.

Complete the Time Clock Operators Course to further your goal to become a certified Time Clock Operator/Observer at any sanctioned Curling Canada Member Association playdown leading to and including a Canadian Championship.





**Brett Waldroff**  
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Curling Canada Member Association Game Time Clock Operator/Observer Registration Form

Please fill out and submit this form to your Curling Canada Member Association for registration into the Provincial/Territorial Officials database. You will be contacted when opportunities arise to volunteer as a Game Time Clock Operator or Observer.

Name: \_\_\_\_\_ Address: \_\_\_\_\_

City: \_\_\_\_\_ Prov./Terr.: \_\_\_\_\_ Postal Code: \_\_\_\_\_

Contact Number: \_\_\_\_\_ Email: \_\_\_\_\_

I wish to be registered in the (Province/Territory): \_\_\_\_\_ Curling Canada Member Association Officials Database to be contacted in regard to Officials/Umpires volunteer and training opportunities.

\_\_\_\_\_  
Print Name

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date





Game Time Clock Operator/Observer PRACTICAL Component Form

It is **mandatory** to complete a minimum of six (6) games at a Provincial/Territorial or National Championship, under the supervision of a Level 3 or higher Chief Umpire.

**Once you have completed 6 games and obtained the signature of the Chief Umpire. please return to your Member Association (please keep a copy for your records).**

Name \_\_\_\_\_ Address \_\_\_\_\_

City \_\_\_\_\_ Prov./Terr. \_\_\_\_\_ Postal Code \_\_\_\_\_

Contact Number(s) \_\_\_\_\_ Email \_\_\_\_\_

**Game Time Clock Operator/Observer Practical Experience (minimum of 3 games required as a Time Clock Operator)**

Name of Championship	Date	# of Games as:		Signature of Chief Umpire
		Observer	Time Clock Operator	

**I attest that I have completed the Self-Taught Time Clock Operator Course and the Self-Taught Observer course.**

\_\_\_\_\_  
Signature of Candidate

\_\_\_\_\_  
Signature of Provincial Technical Coordinator

\_\_\_\_\_  
Date

\_\_\_\_\_  
Date

