

SCOREKEEPING PROTOCOL

For games managed by the Match and Rules Committee¹

RECORDING GAME RESULTS

For each game played between two **qualified teams** (i.e., teams that field at least two of the team members as posted by Match), the score and ends-won are recorded on a **score sheet** that is collaboratively completed by the thirds on opposing teams. The winning team records their score on the left side of the sheet.

Facsimile of current score-sheet:

RA RIVERSIDE (DAY LADIES) CURLING - SCORE SHEET									
<i>Please print clearly, and fill-in completely</i>									
EVENT					DATE				
Skip _____					Skip _____				
Score _____		Ends won _____			Score _____		Ends won _____		
Spare _____ For _____					Spare _____ For _____				
Spare _____ For _____					Spare _____ For _____				
Signature _____					Signature _____				

Game results and cumulative scores for all teams are then recorded on a **cumulative results chart** by a member of the Match and Rules Committee or designate.

Facsimile of current cumulative results chart:

Team #	Dates:	Date 1					Date 2					Date 3					Date 4					Date 5									
		Ice #	W or L	SCORE	ENDS	POINTS	CUMULATIVE	Ice #	W or L	SCORE	ENDS	POINTS	CUMULATIVE	Ice #	W or L	SCORE	ENDS	POINTS	CUMULATIVE	Ice #	W or L	SCORE	ENDS	POINTS	CUMULATIVE						
	YOUR SKIP'S NAME																														
01		0	2				4					1					5					1									
02		0	1				4					3					6					2									
03		0	3				5					1					6					3									
04		0	1				5					2					4					1									
05		0	2				6					3					4					3									
06		0	3				6					2					5					2									

On the cumulative results chart, each team's results include:

- W/L/T: notation for win, lose, or tie
- SCORE: final game score
- ENDS: number of ends won
- POINTS (W/L/T POINTS):
 - Win: 2 points
 - Loss: 0 points
 - Tie: 1 point for each team
- CUMULATIVE: the sum of a team's W/L/T points, to date

¹ Match and Rules Committee manage **draw** games, and "**formed team events**" (FTE) such as the Hope Special and Team Special

WARNING BUZZER

If the buzzer rings allowing for the completion of the end already started but teams are unable to complete the 8 ends, the remaining end(s) are shared between the two teams.

Note: Club regulations state that after the buzzer has sounded, a new end can start if the final rock of the end being played has come to rest but cannot be started if the final rock is still in motion.

DEFAULT

A team shall include a minimum of two assigned players and a spare.

A default occurs when a team does not meet the above criteria. The results will be recorded as follows:

- For the defaulting team
 - 0 SCORE; 0 ENDS; and 0 POINTS
- For the opposing team
 - 0 SCORE; 4 ENDS; and 2 POINTS

CONCESSION

If a team concedes (opts to end) a game before the allotted game time is over, the team suggesting the end of play forfeits the unplayed ends and the opposing team is awarded the unplayed ends. For example, if Team A concedes the game after 5 completed ends, having won 1 end with a score of 2 up to that point, while Team B has won 4 ends with a score of 13 up to that point, the results would be:

- For the Team A, the conceding team
 - 2 SCORE; 1 END; and 0 POINTS for the loss
- For Team B, the opposing team:
 - 13 SCORE; **7 ENDS**; and 2 POINTS for the win

BYES and NO SCORES

If a draw has an odd number of teams resulting in **byes**, and in cases of '**no scores**' due to an unforeseen event that may only affect some teams, the average per game will be used for those teams that played fewer games to determine the winner and runner up.

For example: The final score of teams that played 4 games will be multiplied by 1.25 to prorate it up to the equivalent of 5 games. If this results in a tie the total ends of the team that played 4 games will be multiplied by 1.25.

DETERMINE WINNER AND RUNNER UP

At the conclusion of a draw or “formed team event” (FTE), the score master, with the assistance of another Riverside member, calculates the winner and runner up teams by considering up to three factors:

1. CUMULATIVE POINTS

- Winner is the team with the most W/L/T points
- Runner up is the team with the next most W/L/T points
If 2 or more teams are in a tie for the winner or runner up position: continue, using next factor

2. CUMULATIVE ENDS

- Winner is the team with the most ends won
- Runner up is the team with the next most ends won
If 2 or more teams are still in a tie for the win: continue, using next factor

3. CUMULATIVE SCORE DIFFERENTIAL

This factor is best illustrated by example. Where Teams B & F are still in a tie:

- **Team B's** scores are examined, game by game:
 - If Team B won a game, scoring 8 while their opponent scored 5, then the score differential (for that game, for Team B) would be **plus 3**
 - If Team B lost a game, scoring 4 while their opponent scored 9, then the score differential (for that game, for Team B) would be **minus 5**
 - If Team B and their opponent tied a game, then the score differential (for that game, for Team B) would be **zero**
- The sum of all **Team B's** game by game score differentials, is its cumulative score-differential
- The above process is repeated for **Team F**
- Between Teams B and F:
 - Winner is the team with the higher cumulative score differential
 - Runner up is the team with the next highest cumulative score differential

The teams concerned may request the opportunity to review the numbers to confirm the final outcome before the announcement of winner and runner up. The score master would particularly offer this opportunity when teams are in a tie and the more complex factors have had to be considered.

The identified winner and runner up teams must be recorded on the cumulative-results chart by the score master or her delegate. The score master is also responsible for providing the completed cumulative results chart to the Match and Rules chair at the end of the event (usually by placing it in the envelope found in the kitchen that contains the weekly score sheets).