Timer Training
for Thinking Time

TIMER TRAINING FOR THINKING TIME

Video Notes

This video is designed to help with the instruction of volunteers who wish to become timekeepers. It is assumed the volunteers have a basic knowledge of the game. If they do not, then they should first receive some instruction on how the game is played, and the terms used.

It is recommended that the instructor first explains the basic idea of "Thinking Time".
Each team has a fixed amount of time to decide their strategy and to prepare to play their shots, and the timekeeper is required to allocate this. The time taken after the shot is played is not counted, so when any stone is in motion, a team's clock should not be running.

Time should then be spent explaining the controls for the timing system being used before showing Part 1 of the video.

Part 1.
This is to be used as a tutorial to show nine common actions with which a timer should be familiar. A sub-title describes each action. The sub-title is in English, but is short so that it can be translated to a local language if required. A time clock display graphic is used in each illustration.

Part 2.
This takes the form of a two end game between the Red Team and the Blue Team. [The game settings are shown at the beginning of part 2.]
The film is intended for use as either a guide to further instruction, where a tutor can 'talk through' a game, or as an aid for volunteers to gain practice before an event.
Further information is given on page three.

PART 1 - Nine common actions

Delivery at the beginning of an end
After each break, there will be a period of 10 seconds for the player to start his / her delivery. This period will be displayed separately in CurlTime on a white background. We will call this period the "delivery time" in the steps below.

1. Before the delivery time finishes. [Player kicks off from hack with delivery time running – no game clock started].

2. As the delivery time finishes. [The delivery time reaches zero, the player and stone are beginning forward motion off the hack. The game clock is not started].

3. After the delivery time finishes. [The delivery time runs to zero. Stone delivery has not commenced so the game clock is started, then is stopped at the tee line.]

Stopping the clock on delivery

4. When the stone reaches the tee line. [Game clock is running for the team about to deliver. Delivery begins and the game clock is stopped as stone reaches tee line. The video is paused to emphasise tee line position.]

Starting the other team's clock

5. All three conditions of **Rule C6 (e)** to be met.

   i)   All stones at rest or over back-line.

   ii) Any stones displaced by a violation are replaced/removed if required.

   iii) Deliverer and sweepers to the side and person in charge of the house over the back line. [This is illustrated by using a 'traffic light' graphic. A light turns from red to green as each condition is met. When three green lights show, the non-delivering team become the delivering team and their game clock is started].

At the completion of an end

The break time should start when the score is agreed. The timer has to judge when this happens.

6. If no measure is called. When all the stones that could possibly count are moved away the game clock is started. [Video pauses at this point].

7. If a measure is called. When the umpire moves a stone to indicate the result the game clock is started. [Video pauses at this point].

Player signals

8. **"T"** sign by team whose clock is running – Team time-out procedure is started and the timing supervisor is called. [The video illustrates a team time out with coach, at the home end]. The team's game clock is re-started after the time out finishes, if the stone is still to be delivered.

9. **"X"** sign by player – The game clock is stopped and the timing supervisor is advised of a technical time-out. [This could be to ask an umpire for a ruling, or other valid reason. The video shows red becoming the delivering team and their clock starts. The red skip moves forward to examine the yellow stone then calls a technical time-out to ask for a ruling on whether the stone is in the free guard zone, or not. The red game clock restarts when the umpire leaves the ice.]

PART 2 - Training Game

This game is filmed from a typical timer's position, on an elevated tribune behind the home end of the sheet on which the game is being played. The result is that the camera angle does not always show the action from the best viewpoint – it is restricted to the timer's view. A timer has to adapt to parts of the action being momentarily obscured or happening at the far end of the rink.

The game is between the Red team (playing red stones), and the Blue team (playing yellow stones).

- Each team has 9 minutes thinking time for the two end game.
- There is a 1-minute break before the games start, and between ends.
- Each team has a 1-minute team time-out.
- The Red team has a coach, but not the Blue team.
- The coach travel time is 20 seconds for the home end, and 40 seconds for the away end.

The game is played under October 2015 WCF Rules.

There is no sound, but any umpire communication with the timer is shown as a sub-title.

The table on page four gives a list of points to note.

Video Availability

The Timer Training Videos are available in two parts.

PART 1 - illustrates nine common actions a timer needs to know. (10 minutes).
PART 2 - is a two end game to be used for training or as a practice session. (38 minutes).

https://worldcurling.org/competitions/timing/

or:

TITLE	URL
PART 1	https://www.youtube.com/watch?v=FFwqLerlkHw
PART 2	https://www.youtube.com/watch?v=EhDuUhN0q4c

END #	SHOT #	COMMENT
		LSFE – 'Hammer' for Blue team put up on scoreboard. Timer should mark hammer on time recording sheet.
		"Games will begin in 1 minute". The 1-minute break time should be started at the **end** of this announcement, as the subtitle disappears.
1	R-1	The first red stone is played a few seconds before the delivery time ends. No clock is started.
	R-5	Red third calls for a TTO because of a loose handle. The ice tech fixes it. The umpire gives an instruction when the clock is to be restarted.
	Y-6	Blue team third commits a Hog Line Violation – stone is removed to behind the back line.
		No measurement required. The break time begins when all stones that could have counted are removed from the house.
		A time recording sheet appears to remind timer to record times.
2	Y-1	Blue lead is approx. 30 seconds late in starting the 2nd end. Plays a guard.
	R-1	Red lead attempts a tick shot and fails – Free Guard Zone Violation. Yellow clock restarts.
	Y-3	Blue second throws red stone in error. Red clock is started when the correct stone is returned to Red second in the hack.
	R-4	Red sweeper touches red running stone in the house. The sweeper remains at the side of the house whilst the infringement is discussed. The Blue skip removes the touched stone from play to behind the back line. Yellow clock starts.
	R-5	Red call team time-out at the home end.
	Y-6	Blue call a team time out. Reminder from Umpire on the screen – the team have no coach.
	Y-7	Less than 2 minutes remaining warning for Blue team.
	R-7	Less than 2 minutes remaining warning for Red team.
	Y-8	Blue skip slow to move to the side after playing shot.
		Neither team runs out of time.
		Game over.