Operating Instructions for CurlTime 2015 version 6.3.01

With thinking time. For stone colours **red** / **yellow** .

Thinking Time: The game clock only runs during the thinking time.

If a **stone is in motion** there is **no clock running**.

1. Timekeeping

The clock does not run for the 1st stone of an end. Only start the clock if the 1st player does not begin delivering the stone while the 10-seconds timer runs after the end of a break.
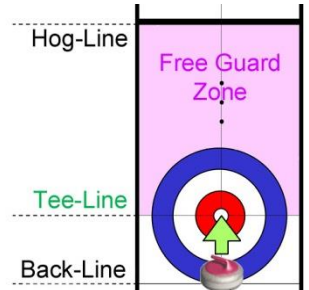
Timekeeping window

Start the clock when:

⬅ Screenshot:
Display on the laptop

- All stones have come to rest
- or have crossed the Back-Line,
- all displaced stones (because of violations) has been repositioned
- **and** the playing area is cleared: relinquished to the other team.

Key **Q** : **start clock for** **top team** / **Q** **stop clock when stone at Tee-Line ***.

Z : **bottom team** / **Z** * Hog-Line in wheelchair curling ♿

Violation of the «free guard zone rule» or the «no-tick rule»: **(No-tick rule: not**
No clock is running when the stones are repositioned. **mixed doubles, ♿)**
Game clocks are stopped at any time an umpire intervenes.

2. Breaks: End finished (stones measured / all stones in the house have been moved):

Key **F1** : **starts 1 minute break between ends** (mixed doubles 90 seconds).

F5 : **starts 5 minutes midgame break** (at half-time).

During the break, note the remaining playing time of both teams and the score (timing-form).

At the end of a break, a **10-seconds countdown clock runs.** **Press** key **Q** or **Z** if:

- Team starts **before the end of the break** (clock **does not start**).
- **Normal case**: Team starts **while** the 10-seconds timer is running (clock **does not start**).
- Team starts **after the 10-seconds timer** has **expired** (clock **starts**). But stop the clock when the stone has reached the nearer **Tee-Line**.

3. Team Time-Out (Clock must run fort the team): Forming a T with the hands.

Key T **TO** : **Time-Out** ,
then select the **playing end**
by clicking on:

- **A**way End *or* press key **A**
- **H**ome End *or* press key **H**

- If the **timeout** was started for the **wrong playing end**: Switch to the other end by **clicking on the other end** (or press the key **A** respectively **H**).
- If the **timeout** was started for the **wrong team**: Switch to the other team by **clicking on** **switch team** ⬅ .
- **Cancel a timeout started by error** by clicking on **cancel timeout** ⬅ .

Mark the timeout with a T for the corresponding team and end on the timing-form.

The travel time runs first, followed by the timeout. The game clock does not run.

If the **game restarts before the timeout expires**: Click on **end timeout** ⬅.

After the timeout the clock must be restarted for the playing team unless a stone is played: Key **Q (top team)** or **Z (bottom team)** .

4. Technical Time-Out (forming an X with the arms): Stop clock by pressing key **X** .

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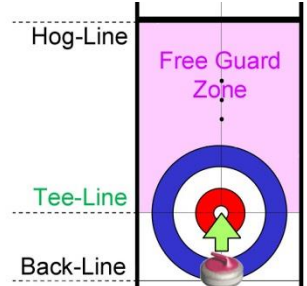
Timekeeping window

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◀ Screenshot: Display on the laptop

Key Q : start clock for **top team** / **Q** stop clock when stone at **Tee-Line** *.

Z : **bottom team** / **Z**   * Hog-Line in wheelchair curling ♿

Violation of the «free guard zone rule» or the «no-tick rule»: (No-tick rule: not **No clock is running when the stones are repositioned.** mixed doubles, ♿)
Game clocks are stopped at any time an umpire intervenes.

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