

Messen von Steinen

Von mir mehrheitlich übersetzt aus dem:

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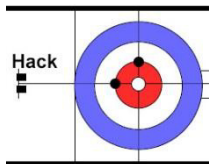
1. Last Stone Draw (LSD): max. 199.6 cm bzw. 185.4 cm

Nach dem Einspielen spielen **zwei Spieler** je 1 Stein möglichst nahe ans Tee (Zentrum des Hauses) des Home-Ends, den **1. Stein** im **Uhrzeigersinn** und den **2.** im **Gegenuhrzeigersinn**.

Alle Steine, die im Haus zum Stillstand kommen, werden vom **Umpire** gemessen (oder vom **Spilleiter** wo kein Umpire anwesend ist).

Steine, die das **Haus nicht erreichen**, werden mit **199.6 cm** gewertet (185.4 cm + 14.2 cm = 199.6 cm). Gemessen wird **effektiv die Distanz vom Tee bis zum Rand des Steins**, jedoch wird der offizielle WCF-Steinradius von **14.2 cm dazu gezählt**. Dies geschieht mit der App 'Curl Distance'.

Steine, die das **Tee bedecken**, werden von **2 Messpunkten** aus bis zum Rand des Steins gemessen, die mit dem Loch im Zentrum des Hauses einen **90° Winkel** bilden und **61 cm** (2 Fuss) **vom Zentrum entfernt** sind.



2 schwarze Punkte: Zusätzliche **Messlöcher**.
Gewöhnlich sind diese 2 zusätzlichen Löcher auf der **6 Uhr und der 9 Uhr** Position im Haus angebracht (vom Hack aus gesehen).
Sie sind nur beim **Home-End** nötig.
LSD-Berechnungen mit der App 'Curl Distance'.

Bei **SCA-Meisterschaften ohne Umpire** beträgt der max. LSD **185.4 cm** (Stand Saison **2025/26**); der **Spilleiter** muss also **nicht** mit der Curl Distance App arbeiten.

Steine, die das **Tee bedecken**, werden dann mit **0 cm** gewertet.

2. Free Guard Zone (FGZ)

- Mit einem **Messwinkel** (rechtwinklig) entscheiden, ob ein Stein noch **innerhalb** der Free Guard Zone liegt an der **Hog-Line** oder an der **Tee-Line neben dem Haus**.
Der Messwinkel kann auch bei der **'No-Tick Rule'** verwendet werden.
Ein **Messwinkel** wird nur bei **geraden Linien** verwendet.
- Das Randbeisser-Messgerät (**Biter**) wird benutzt um zu entscheiden, ob ein **Stein das Haus berührt**. Den Stein nicht bewegen und mit der Hand anzeigen ob in der Free Guard Zone oder nicht.
- Falls die **Messung** wegen anderen Steinen im Haus **nicht gemacht werden kann**, so ist von **Auge zu entscheiden**. Nach einer solchen visuellen Entscheidung soll der Stein später nicht noch einmal gemessen werden; ausser wenn er bewegt worden ist.

3. Messungen im Haus

- Das Messinstrument so aufnehmen, dass der Teil mit der **Spitze** (zum Einstecken in das Tee) in der **rechten Hand** liegt.
- Nach dem Abkühlen der Schuhe das **Haus** wenn möglich in der **6-Uhr Position betreten**; also vom Hack aus.
- Die Teams bitten diejenigen Steine aus dem Haus zu entfernen, die nicht betroffen sind von der Messung.
- Die Teams fragen, für was die Messung ist (z.B. Shot, 2.er Stein, etc.).
- **Zuerst den Fuss** des Messinstruments **auf das Eis** stellen und **dann die Spitze ins Loch** im Tee (Zentrum).

- Die **Messung** kann im **Uhrzeigersinn** (oder Gegenuhrzeigersinn) gemacht werden, aber während der ganzen Messung diese Richtung beibehalten.
- Zeige auf den **besseren Stein(e)**. Wenn die Hausverantwortlichen (Skip oder Vize-Skip) mit dem Entscheid einverstanden sind, den/die **schlechteren Stein(e) vom Tee weg** befördern.
Falls jedoch diese(r) Stein(e) auf der anderen Seite des Hauses ist/sind, kann der zuletzt gemessene Stein bewegt werden (hinein oder hinaus, je nach Messresultat).
- Nach der Messung:
Die **Spitze** des Messinstrumentes **zuerst wegnehmen**.
- Liegen die Steine so **nahe am Tee**, dass **nicht mehr gemessen** werden kann, so wird **von Auge entschieden**.
Wenn ein Team mit der Entscheidung nicht einverstanden ist oder eine Zweitmeinung möchte, so ist der Chief-Umpire für eine endgültige Entscheidung beizuziehen.
- Um bei einem Stein am Schluss eines Ends zu beurteilen ob er **im Haus ist oder nicht**, wird das Randbeisser-Messgerät (**Biter**) benutzt. Wenn er nicht noch gegen andere Steine gemessen werden muss, so ist der Stein **wenn er zählt ins Haus** oder **wenn er nicht zählt aus dem Haus hinaus** zu bewegen.
- Bei der Messung von **3 Steinen** ist immer der **einzelne Stein zuerst** zu messen.
- Nach der Messung das Score beider Teams bestätigen.

4. Weitere Messungen

Um einen Stein zu messen ob er **im Spiel bleibt oder nicht** (Back-Line, Hog-Line oder Side-Line) wird ein **Messwinkel** (rechtwinklig) benutzt.
Der Biter darf dazu während eines Ends nicht benutzt werden (war früher möglich wenn ein Stein genau auf der Center-Line hinten im Haus lag).

5. 4-Steine Messung

Wähle **ein Paar Steine der gleichen Farbe** aus und benütze denjenigen **Stein, der am weitesten vom Tee weg** ist, um mit dem **anderen Paar Steine gemessen** zu werden. Wenn nötig, messe das erste Paar um zu entscheiden, welcher Stein weiter vom Tee entfernt ist.

Vergleiche **diesen Stein gegen das andere Paar** und mindestens ein Stein (oder zwei) wird nun eliminiert und die Messung reduziert sich auf eine 3-Steine oder 2-Steine Messung.

6. 5-Steine Messung

Vergleiche die 2 Steine der gleichen Farbe und setze das Messgerät beim schlechteren Stein an (wenn nötig die beiden Steine messen).

Vergleiche diesen Stein mit jedem des 3-Steinepaares der anderen Farbe. Jeder bessere Stein des 3-Steinepaares bleibt unberührt, damit er später gegen den besseren Stein des ersten Steinpaares gemessen werden kann.

Alle Steine der 3-Steine Farbe, die schlechter sind als der schlechtere des 2-Steinepaares, werden entfernt.

Wenn alle 3 Steine der 3-Steine Farbe schlechter sind, werden die zwei Steine der 2-Steine Farbe gezählt.

Wenn einer oder mehrere der 3-Steine Farbe besser sind als der schlechtere der 2-Steine Farbe, so werden diese gegen den besseren der 2-Steine Farbe gemessen, nachdem der schlechtere der 2-Steine Farbe entfernt worden ist.

TECHNICAL OFFICIAL'S MANUAL



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11.9 DELAY OF GAME PROCEDURE

- The CU starts their stopwatch when all other games are allowed to start i.e. end of the one-minute countdown or the official announcement when there are no time-clocks
- At 1:00 minute the first end is considered complete. The non-offending team receives one point and the last stone advantage in the 2nd end. The scoreboard needs updated at that time
- At 15:00 minutes (10:00 minutes for Mixed Doubles), end 2 is considered complete and the non-offending team receives an additional point and the last stone advantage in the 3rd end. The scoreboard needs updated at that time
- At 30:00 minutes (20:00 for Mixed Doubles), the game is forfeited and the final score shown as W/L. The scoreboard needs updated at that time
- **Timing: The thinking time for each team has to be reduced for each end that was considered completed by 3 minutes 45 seconds (4 minutes 45 seconds in wheelchair curling, 3 minutes 45 seconds wheelchair mixed doubles and 2 minutes 45 seconds in mixed doubles).**
- If both teams are late, only the ends are considered completed. An LSD or coin-toss will decide the last stone advantage in the first end of actual play. The total remains 0-0
- If both teams are late at 30:00 (20:00 for Mixed Doubles), the game is forfeited and both teams will take a loss. If one team has to advance (knock-out stage), the DSC would decide which team progresses. If there is no DSC used in the competition, a coin-toss will decide which team advances

12 RULES & PROCEDURES FOR LSD AND MEASURING

12.1 MEASURING PROCEDURES

All measuring devices must be kept cool.

One player of each team is allowed to observe any measurement provided there is no attempt to either interfere with, or influence, the Umpire.

Inform the CU that a measure is requested and maintain radio contact during the measure.

LAST STONE DRAW (LSD)

At the conclusion of the team's pre-game practice two players will each deliver one stone to the tee at the home-end, the first with a clockwise rotation, the second with a counter-clockwise rotation. The Umpire will measure any stone that finishes in the house. Stones that do not finish in the house are recorded as 199.6 cm. Stones covering the tee will be measured from two locations (holes) at the edge of the 4ft circle. These two locations make a 90-degree angle with the centre hole and are 0.61 m (2 feet) from the centre hole.

Stones delivered before the official announcement, or not within the 1 minute allocated for the LSD, will be recorded with the maximum distance. Where Eye on the Hog handles are used: If the LSD stone shows red lights then the team should NOT stop the stone but let it continue. The stone will be checked after it has been measured. If it is a hog line violation it will be counted as a maximum distance (199.6cm), if the handle is faulty then the measurement will stand.

FREE GUARD ZONE (FGZ)

- The block or set square shall be used to decide whether a stone is within the FGZ area at the hog line, or at the tee line beside the house
- The biter stick shall be used to decide if a stone is touching the house. Do not move the stone and indicate by hand signal if in FGZ or not
- If a stone cannot be measured because of other stones in the house, the measure will be done visually. After a visual decision that stone will not be measured again unless moved

MEASURES IN THE HOUSE

- Pick up the measuring device with the pointed end in your right hand (helps ensure measures are done in a clockwise direction, which is the preferred direction)
- If possible, enter the house at the 6 o'clock position after cooling your shoes
- Ask the teams to clear stones not involved in the measurement
- Ask the teams what the measurement is for (i.e. – shot stone, 2nd stone, 3rd stone, etc.)
- First put the feet of the measuring instrument on the ice and then the point into the centre hole
- Indicate the observers (one from each team) should stand behind the Umpire to observe the measure. All other players are to be standing outside the house
- Measures can be done in a clockwise (or counter-clockwise) direction, but maintain that direction throughout the entire measure
- Rotate device clockwise slowly past stone #1, carefully observing final reading and stating approximately reading out loud. Proceed to stone #2 using one hand to push the device outside the stones being measured. Observe and state the reading on the 2nd stone.
- Stand and point at the better stone(s) and clearly state that. Make eye contact and give the observers enough time to agree/question the decision. After that, whenever possible move the non-counting(s) away from the tee. However, if those stone(s) are on the opposite side of the house, the last stone measured can be moved in or out, depending on the result of the measure
- The teams are entitled to ask for a second measure from the game umpire. If this is the case, move the measuring device in a clockwise rotation to stone #1 and repeat the steps to measure the stones
- If the teams ask for a third measure, inform them that you will ask the CU to assist. Radio the CU to request a final measure
- Based on the results of the measure, confirm the score with both teams
- After measuring, remove the point of the device from the centre hole first before lifting the rest of the measure
- If stones are so close to the tee that an instrument cannot be used, the measurement is made visually. If a team does not agree with the GU's decision, or wants a second opinion, the CU makes the final decision
- At the conclusion of an end, to determine if a stone is in the house, the biter stick is used. Assuming the stone is not to be measured against any other stone, move the stone in if counting and out if not
- For a three-stone measure always measure the single colour stone first
- Based on the results of the measure, confirm with both teams the score of the end

OTHER MEASURES

To measure if a stone is in play at the back line, hog line or at the sideline (if no dividers), the block will be used. If the stone is exactly at the centre line in the back of the house and no stones are in the way, the biter stick shall be used.

MEASURING A STONE DURING AN END AT THE BACK-LINE

If an Umpire is asked to decide if a stone is out of play (completely over the back line), the following measuring procedure is to be applied.

During an end, any stone at the back line can only be measured with the block. The biter stick cannot be used. After the decision, if the stone stays in play, the stone has to be closely observed until it has been moved or removed. If the stone has not been moved till the end of the end, if requested by the teams, the biter stick can then be used to decide if the stone is in the house or not (if that is a question at all). The ruling of the block measure from earlier in that end will stay and the block will not be used again.

FOUR-STONE MEASURE

Choose one pair of stones of the same colour and use the one that is furthest away to compare against the other pair of stones. If necessary, measure between your selected pair to determine the one that is furthest from the tee.

Comparing that stone against each of the other pair will eliminate at least one stone – either one or both of the other stones, or the one that you've selected. The problem is then reduced to either a three or two stone measure and is straightforward to decide.

Sample:

Let's call the two red stones R1 and R2, and the two yellow stones Y1 and Y2. You've found that R2 is the further away of the reds. R2 is then measured against Y1 and Y2. If R2 beats both, then it's a two count to Red. If R2 beats Y2 but not Y1, then it's a Y1 vs R1 measure. If R2 is beaten by both Y1 and Y2, then it's a R1 vs Y1 and Y2 measure.

FIVE-STONE MEASURE

Compare the 2-stones of the same colour and determine which is furthest away and set the gauge on that stone. Compare that stone with each of the 3-stones of the other colour. Any stone that is better has to remain untouched so it can be later measured against the better of the 2-stones. Any stone that is worse can be removed. If all three stones are worse, the 2-stones colour scores 2 points. If any of the 3-stones are better, they are then measured against the better 2-stone colour after the worse 2-stone colour has been removed.

Sample:

R1 and R2 against Y1, Y2 and Y3. After measuring, R2 is determined to be worse than R1, so the gauge is set on R2. R2 is compared to Y1 (Y1 is worse so it can be removed), then R2 is compared to Y2 (Y2 is better, so it remains untouched); then R2 is compared to Y3 (Y3 is worse so it can be removed); then remove R2 since it is worse than Y2; then do a normal measure against R1 and Y2.