



Curling Canada Time Clock Operator 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 Timing to be a Time Clock Operator 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. The other requirements are as follows: Completion of the Self-Taught Observer course. Fulfil the practical component of a minimum of six games at a Curling Canada Member Association or Curling Canada Championship in the role of Time Clock Operator or Observer.

Purpose

Ensure fair play between competing teams

The game is for the athletes!

Designed to train the principles of timing to volunteers participating in the timing of curling games at a Curling Canada sanctioned event leading up to and including a National Championship

Code of Ethics

- Give every athlete the opportunity to perform to the best of their ability
- Be fair and knowledgeable
- 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

Table of Contents

Purpose	1
Code of Ethics	1
Duties of Officials	4
Definition of: “Thinking Time” in a Curling Game	4
Scoreboard	5
Scoring an Incomplete End	6
Radio Protocol	6
Dress & Personal Conduct – Time Clock Operator	7
Timing Clock Operators – Equipment	7
Arrival	7
Timing Clock Operators – Duties	7
Game Timing Form	8
Time Clock Guidelines	8
Team Time Outs	9
Time Outs (other than team time-outs)	9
Game Time Operation	9
Points to Remember - Thinking Time Clock Operation	10
Stop the Clock	10
Time Clock Errors / Malfunctions	10
Pre-game Practice	11
Start of the game	11
Umpire (Technical) Time-Out – review	11
Team Time Outs – review	11
At the conclusion of an end - review	12
Mid-Game Break - review	12
Extra Ends - review	12
Time Clock Correction – review	12
Tips and Timing Errors	13
Timing for Televised / Live Streamed Games	13
FAQs	13



TEST YOURSELF (answers located at the end of the test).....16
TEST YOURSELF answers19
Resources21
**Curling Canada Member Association Game Time Clock Operator/Observer Registration Form
.....23**
Game Time Clock Operator/Observer PRACTICAL Component Form24

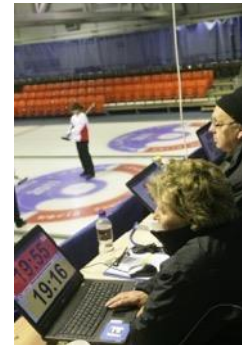


Duties of Officials

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.













Definition of: “Thinking Time” in a Curling Game

“thinking time” is the allotted time for each team to complete a game.

The time clocks will operate while a team deliberates about choice of shot. The clock will stop when the delivering team's stone reaches the nearer tee-line.



Away Game Umpire(s) Observers (1 per sheet)

A	B	C	D	E	F
					
					

- A = 'Alpha'
- B = 'Bravo'
- C = 'Charlie'
- D = 'Delta'
- E = 'Echo'
- F = 'Foxtrot'
- G = 'Golf'
- H = 'Hotel'
- I = 'India'
- J = 'Juliet'
- K = 'Kilo'
- L = 'Lima'

Home Game Umpire(s)

Timers / Timer Supervisor

Chief Umpire

Scoreboard

- Red score on top of scoreboard
- Nationals use a 'baseball' style scoreboard
- Right justify the totals
- Mark the LSFE (Last Stone First End) with an asterisk (*)
- Move the Hammer sign each end



Scoring an Incomplete End

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

Radio Protocol

Keep conversations to a minimum. Make sure radio is functioning properly

When sending a message:

Press the Send button, Wait one second

Speak slowly, clearly & at normal volume

State message as concisely as possible

REPEAT MESSAGE TWICE TO ENSURE
DELIVERY

Release the Send button

Confirm receipt of ALL communications



DO NOT PANIC

Dress & Personal Conduct – Time Clock Operator

Clothing

Time Clock Operators are normally not in the field of play.

Dress appropriately for your environment

Event Jacket is always preferred



Conduct

Cell phones are to be turned OFF while timing

Avoid alcohol & drug abuse

Keep consumption to minimum – 8 hour “rule”



Timing Clock Operators – Equipment

Equipment – provided by the event

- Timing device (controller)
- Clipboard, timing sheet, pencil, stopwatch(s)



Arrival

- Please arrive 45 minutes prior to draw time
- Check in at Officials room to let the coordinator know that you have arrived
- The Time Clock Operator controlling pre-game practice (normally sheet "C") will need to be at the controller 45 minutes prior to draw time
- Proceed immediately to the Time Clock Operator's bench
- Ensure that you can see both ends including the back line clearly
- The timing supervisor will have radio contact with the umpires
- We will be using "Thinking Time"

Timing Clock Operators – Duties

Duties

- time the 'thinking time' for each team
- record time remaining at completion of ends
- record 'time outs' used by each team
- advise timing supervisor if a team is in jeopardy of running out of time (e.g. under 2 minutes and 1 end)

FOCUS ON YOUR GAME

Game Timing Form

- Times to Record
Time left after end
Team Time Outs
- Notes section for e.g.
Time-Outs (technical)
Violations e.g. FGZ
- Sign
Your name

TIME CLOCK OPERATOR TIMING SHEET (10 end game)

Date _____ Draw # _____ Sheet # _____

Time recorded are the times shown on the clock at the completion of each end of play

Time Allocation: Thirty-eight (38) minutes per team

Team Name _____ Team Name _____

Stone Colour **RED** **YELLOW**

End	Time (after)	Time Out: Time / Rock #	End	Time (after)	Time Out: Time / Rock #
1	35:43		1	36:12	
2	32:01		2	32:58	
3	28:32		3	29:03	
4	24:26		4	22:39	
5	21:08		5	18:16	
6	17:21	18:08	6	15:51	
7	14:39		7	12:09	
8	10:22		8	08:37	
9	05:14		9	04:11	
10	01:38		10	00:27	
End	Time (after)	Time Out: Time / Rock #	End	Time (after)	Time Out: Time / Rock #
11			11		
12			12		

Time Clock Operator _____ Timing Supervisor _____

Notes: **3rd end: technical time-out: player injury** _____
4th end: Hog-Line Violation: 6th Stone XYZ _____

Team Time Out (90 Seconds): 2 per team of 90 Seconds (includes coach travel time) to be timed by Timer on the clock. One Team time-out per team for each extra end.

Time Clock Guidelines

The time allowed for each type of play will be specific to each type of Championship.

A team's final stone must reach nearer T-line prior to allotted game time expiring.

No clock is running if a stone is in motion.

There is NO clock running for the 1st stone of the end (unless directed by an Umpire).

Time shall continue to run for a redelivery if caused by own team's action & stone has not reached nearer T-line.

Mid game break is mandatory and is determined by the special rules of competition.

If an end is replayed, clocks are reset to times recorded at the completion of the previous end.

If teams are drawing for Last Stone Draw (LSD) in pregame practice, they must do so within one (1) minute that is timed on the clocks (or as per the rules of the competition).

Extra ends

A break will take place before an extra end, from 1 - 3 minutes.

Extra ends for 8 and 10 end games are four (4) minutes, thirty (30) seconds, Mixed Doubles are three (3) minutes, Wheelchair and Vision Impaired are six (6) minutes.



Team Time Outs

Each team may request two (2) time-outs per game and one (1) time-out during any extra end

The time-out will be a maximum of ninety (90) seconds in length. It will include any travel time by the coach (or alternate) to access the field of play

The time-out may only be requested from the playing surface by a player of the delivering team when their clock is running

Timeouts and time cannot be carried over to an extra end

Coach may signal team to call time out

Timeouts are timed by Game Umpire OR on the clocks (preferred)



Time Outs (other than team time-outs)



Technical Timeout is signaled with an 'X' and has no specific length

"Fair Play" Timeout: (Junior Championship)

- called by coach or recommended by Umpire
- no strategy or technical discussions
- 1 minute

An Officials time out is as long as required to resolve a situation

Game Time Operation

Be alert & observant of play – avoid conversation

Start of an end – no clock is running (unless directed by an umpire)

The clock will start when

All stones have come to rest in play or have crossed the back line (Stones that are displaced due to violations by the delivering team and require repositioning, are returned to their positions prior to the violation (e.g. replacing free guard zone stones))
AND

The sweepers and player who has just delivered have moved to the extreme sides of the sheet AND

The opposing team has relinquished control of the house

The person in charge of the house has relinquished control of the house

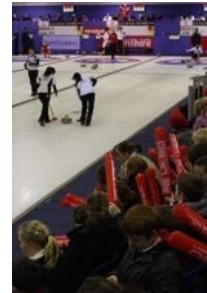
The clock will stop when

The stone reaches the nearer Tee line



Points to Remember - Thinking Time Clock Operation

- A team's game clock stops once the stone has reached the tee line at the delivering end.
- The clocks only run when shot selection decision is being made and delivered.
- If a team does not turn the sheet over (criteria met), the delivering teams clock will not start until all criteria are met.
- Don't rush the start of the delivering team's clock.
- If stones need to be repositioned, no clock is running.
- Game clocks are stopped at any time an umpire intervenes.
- To be fair to both teams, be consistent in starting clocks.
- Between ends, both time clocks shall be stopped for a period of time determined by the special rules of the competition
 - for example:
 - 30 sec – 1 min – 2.5 min
 - Or "turn and go"
- Keep your focus on your game.
- Other games may be more interesting to watch, but your concentration is on your game only.
- There might be a lot of noise from the spectators



Stop the Clock

- ALWAYS watch for signals from Umpires and Teams
- Measures
- Team time outs
- Technical time outs
- Umpires Rulings & decisions
- Break between ends
- Mid game break – As determined by the rules of the competition
- Break prior to Extra End (usually 1 - 3 minutes)
- The stone being delivered reaches the nearer Tee line
- Emergency Situations: e.g. Player injuries, Major Equipment malfunctions and any other situations that interrupt play to a major degree

Time Clock Errors / Malfunctions

Notify the Timing Supervisor

Timing errors are corrected between ends unless it is the final end and then adjustments are made immediately

Be prepared to use stopwatch timing if a clock malfunctions -use 2 watches and blank paper

Most visible equipment to players and spectators, be ACCURATE and DO NOT RUSH



Pre-game Practice

Time Clock Operator on Sheet C will be responsible for pre-game practice

Set both clocks to 9:00 minutes

Pre-game practice starts 30 mins prior to draw time

Start each clock when that colour practice begins. You will hear the umpire announce, "Practice may begin", following which you start the appropriate clock.

Red practices first in round robin play

Start of the game

Both clocks are set to 38:00 minutes (10 ends)

Following LSD (last stone draw), decision for hammer will be identified by displaying the asterisk (team with Last Stone First End) and the hammer symbol on the scoreboard.

The umpire will radio these results to the timing supervisor to enable the Time Clock Operator to enter these on the scoreboard display (if scoreboard is equipped with this feature)

The first stone of the game is 'free' (unless the team is delaying the start – an umpire will advise you to start the clock for "red" or "yellow" if this is the case).

Umpire (Technical) Time-Out – review

If anything unusual occurs, such as stones to be replaced in the free guard zone or measurements of stones – stop the clock and inform the timing supervisor that the clock is stopped and why (this is so the game umpire can be informed).

Once the situation is resolved the appropriate team's clock will be started.

This is considered an 'umpire's time out' and does not affect the time out status of either team.

Be sure to draw any errors to the attention of the timing supervisor.

Team Time Outs – review

Each team is be allowed two team time outs for the first 10 ends of play.

Team time outs can only be called by an on-ice player when their time clock is running.

Players signal a time out by using a "T" hand signal. Be sure to watch closely as the signals sometimes are not obvious.

When you see a time-out called, stop your clock immediately and then inform the timing supervisor that a time out has been called.

Timing supervisor or umpire will indicate a time out over the radio.

The clock is stopped as soon as the time out is called. Either the umpire will time the time-out on their stopwatch, or you will be displaying the time-out (this will be determined at the championship).

If the umpire is timing the time out, the umpire will locate themselves in a position visible to the players and the Time Clock Operator. When 10 seconds remains in the time out, they will raise their hand in the air. When they lower their hand, the timeout has expired, and you may start the clock (if appropriate).

Either a Coach or alternate of the team that called the time-out is allowed to attend the time-out.



The team that did not call the time-out may meet with their coach/alternate who is positioned behind the scoreboard.

Record the time-out indicating the time and the rock, i.e. 7th rock – skips first rock, in the appropriate end row and for the appropriate colour on the timesheet.

If a team delivers before their timeout expires (more than 8 seconds remaining in timeout), clear the time out. Don't panic because you have 15 seconds or more while the rock travels down the ice to clear the time out.

At the conclusion of an end - review

Stop the clock when the final stone crosses the tee line at the throwing end.

Record the time on the timing sheet of each team's remaining time. Hint: It is visible on the console.

Either the game umpire will time the between end break on their stopwatch or you will start the display (this information will be confirmed at the Championship).

IF electronic scoreboards are used to display the score

When the score has been determined, the timing supervisor will inform you of the score.

Confirm the score back to the timing supervisor and then enter it on the scoreboard display.

Mid-Game Break - review

At the conclusion of the end midway through the game, the ice will be cleaned, and teams will be given a mandatory break (time will be determined at the Championship).

Once the score has been decided and the stones have been cleared from the playing area, the Time Clock Operator starts the mid-game break.

Teams are allowed to prepare to deliver and throw within the last 10 – 15 seconds, or we might give them the 'free' rock – to be determined re proximity and availability of bathroom facilities (to be determined at the Championship).

Extra Ends - review

If an extra end is required, clocks must be set to the correct time for each team. Extra ends for 8 and 10 end games are four (4) minutes, thirty (30) seconds, Mixed Doubles are three (3) minutes, Wheelchair and Vision Impaired are six (6) minutes.

Either the umpires will time the break between the last end and the extra end, or this will be displayed on the time clock (to be updated at the Championship).

Time Clock Correction – review

For any number of reasons, a minor correction of a team's game time may need to be made.

Adjustments to the game time clock will occur at the completion of an end (or on a shot by shot basis for the last end) at the direction of the umpire.



Tips and Timing Errors

Relax and pay attention to the game flow but detach yourself from the irrelevant details – that is the umpire’s responsibility.

Errors happen – The most important thing to do is to let the timing supervisor know immediately. Remember the teams keep a close eye on the clocks and will notice anything wrong. Trust is created when an error is acknowledged by the Time Clock Operator, the timing supervisor is informed, and the required correction is made.

Don’t panic if something goes wrong. Notify the timing supervisor/umpire immediately.

When in doubt – Note the time on the clock so it can be set back to that if required.

A team whose clock has run due to a timing error (wrong clock running) will have double the agreed error time added back to its clock.

Contact the timing supervisor at any time. They are there to help.

Timing for Televised / Live Streamed Games

There may be some changes for televised games.

These will be determined shortly beforehand and discussed with the Time Clock Operators.

FAQs

Do sweepers need to move outside the hog line for the clock to start?

No, just to the sides of the sheet.

How close to the sides of the sheet do the sweepers need to be?

Sufficiently close to the sides to permit a clear line of sight from the player in the hack to the skip.

The opposing skip is calling a shot holding the broom near a side board. Should the sweepers move to the other side of the sheet?

Not necessarily. For clock operation, the sweepers need to be at the sides of the sheet, either side, and there is a clear line of sight from the player in the hack to the skip.

A hogged yellow stone is being escorted to the back corner by a yellow player and the red skip is already in the house calling the shot, should their clock be started?

No, not until the out-of-play stone has been moved past the back line.

A stone hit the sideboards, but the players seem to have missed it or are ignoring it. Do we wait until that stone is removed to start the clock?

No. Provided all other criteria are met and if the next team to deliver has control of the house and play is otherwise proceeding, then the clock should start.

If you notice a stone hitting the sideboards, operate the timing as usual but let the timing supervisor know immediately that the stone has hit. The timing supervisor will let the game umpire know so that the stone can be removed.

The yellow team hits two red stones knocking them both out of play. The red skip is moving these stones into the corner after they pass the back line. Do we wait to start the clock until the red skip gets back into the house and starts calling the shot?



No, provided the other criteria are met, the clock should be started when the out of play stones pass the back line.



A team is holding the broom for the next shot before the opponent's draw shot has come to rest. When does their time start?

Their time starts when the criteria are met. A Time Clock Operator might encounter a skip examining options and contemplating or even calling their next shot before the opposition has relinquished control of the house.

Regardless of the early action, focus on the criteria.

The red skip is standing in the back 12 foot when the yellow skip is in the top 8 foot calling a hit. Does the red skip need to be fully behind the back line to relinquish the house?

No, provided the opponent has full access to the space needed and there is a clear line of sight between the person in the hack and the skip.

Instead of going past the back line, a skip goes to the hog line area to have a discussion with the sweepers, when should the next clock be started?

Provided the other criteria are met, the clock should be started when the skip leaves the house and has moved to the side of the sheet.

A skip went to the back boards to blow his nose while the opposition was throwing. He is still there when the shot is complete. Do we wait for him to get his brush and get back to the ice?

No. When the criteria are met, the clock should start. Remember the criterion is when a team relinquishes control of the house, not when the other team takes control of the house.

After a skip delivers his last stone, he is moving down the centre of the ice towards the playing end while the opponent is examining shot options in the house. Should the opponent's clock start, or do we wait until he moves to the side or gets all the way down the ice?

Provided the other criteria are met, the clock should start. Delaying clock start should only be done when a player is in the hack and line of sight to the skip or vice skip in the house is impeded. (This applies to all players.)

After a red shot, the red skip is looking at a stone to determine if it is biting while the yellow skip is calling a shot. Should we wait to start the yellow clock?

If the red skip has relinquished control of the house meaning the yellow skip has full access to the space required and has a clear line of sight to the player in the hack, the clock should start. If the yellow skip does not have full access or if the line of sight is blocked, then the control of the house is not relinquished, and the yellow clock should not start.

When the mid game break clock reaches zero, the red team lead who delivers first stone in the next end is still on the back boards, should their clock be started?

No, unless directed otherwise by the umpire.

When timing I was distracted and missed starting the yellow time clock for about 10 seconds. On the next yellow shot, I just let the clock run longer for 10 seconds to catch up. Is this okay?

No. As a general umpiring principle we will add time to correct a timing error, but we will not reduce time or keep a clock running when it should not be. To resolve this, follow the direction provided by the timing supervisor and umpires.



TEST YOURSELF (answers located at the end of the test)

1. In Traditional team play, what amount of thinking time is allotted to each team to play:
 - a. 10 end game _____
 - b. 8 end game _____
2. What amount of thinking time is allotted to each team to play an extra end?
 - a. Traditional team Play _____
 - b. Mixed doubles _____
 - c. Wheelchair and Vision Impaired _____
3. The delivering team's time clock will start when ALL of these requirements are met. What are they?
 - a. _____
 - b. _____
 - c. _____
4. Once all three of the requirements listed in the previous question are met, when will the time clock for the delivering team be stopped?

5. Indicate the length of stoppage of both time clocks for these situations.
 - a. Mid game end break _____
 - b. Team time-outs _____
 - c. Umpire's time-out _____
6. How many time-outs may each team request during the first 10 ends of play?

7. How many time-outs are allowed each team during any extra end of play?

8. When can a team request a time-out?

9. How can a team call for a Technical time-out?

10. How much time is allocated to a Technical time-out?



11. Can a team's unused time-outs from the first 10 ends of play be used by the team in any subsequent extra ends?

12. An end is ordered to be replayed by the Chief Umpire. What does the Time Clock Operator need to do, prior to the first stone being delivered in the replayed end?

13. During a Junior Championship, the skip on the Red Team is clearly upset. The Red Teams coach has asked for a Fair Play Time-out and the Chief Umpire has agreed to the time-out.

a. Will the Red Teams clock be running during the fair play time-out? _____

b. How much time will be allowed for the time-out? _____

c. When will the Red Teams clock start? _____

14. The electronic hog line device is in use. The red light on the handle signals a hog line violation. What three things need to happen for the non-delivering team to become the delivering team and their time clock start?

a. _____

b. _____

c. _____

15. The delivering team's lead is attempting to move an oppositions stone from the Free Guard Zone close to the side boards. Both the skip and the vice-skip from the non-delivering team are sweeping their own stone in an attempt to have it hit the side boards. They achieve this, and their stone has been removed from the Free Guard Zone. They will now position the stone to its original location and remove the stone just delivered.

a. Whose clock should be running. _____

b. At what point will the clock start? _____

16. After the fourth stone of the end has come to rest, the skips are discussing if the stone is in the Free Guard Zone (FGZ).

a. Whose clock should be running. _____

b. At what point will the clock start? _____

17. The delivering team is attempting to raise their own stone onto an oppositions stone not in the free guard zone. In their attempt, they hit and remove an opposition stone that was in the FGZ.



- a. Whose clock should be running. _____
- b. At what point will the clock start? _____
18. The delivering team is playing a long guard. After the rock has stopped, the teams are unclear if the stone is over the Hog Line.
- a. Whose clock should be running. _____
- b. At what point will the clock start? _____
19. After the first stone (Red) of the 4th end has been played, the time for the Red team was started in error. It was noticed when the next delivered Yellow stone was going down the ice.
- a. What should the Time Clock Operator do? _____

- b. What amount of time will be added back? _____
- c. What team will receive the time back? _____
- d. When will the time be added back? _____
- e. What adjustment do you make to the yellow clock? _____



TEST YOURSELF answers

#	Answers
1	<p>a) 10 end game: 38 Minutes</p> <p>b) 8 end game: 30 Minutes</p>
2	<p>a) Traditional team play: 4 minutes, 30 seconds</p> <p>b) Mixed doubles: 3 minutes</p> <p>c) Wheelchair and Vision Impaired: 6 minutes</p>
3	<p>a) All stones have come to rest or have passed the back line</p> <p>b) The opposing team has relinquished control of the house</p> <p>c) Delivering player & sweepers have moved to the extreme side of the sheet</p>
4	When the stone being delivered reaches the nearer tee-line
5	<p>a) Mid game break: As determined by the rules of the competition</p> <p>b) team time-outs: 90 seconds</p> <p>c) Umpire's time-out: at the Umpires discretion / or no limit</p>
6	Two
7	One
8	A team may call a time out when its clock is running
9	If a team wants a technical time-out it is signaled with an "X" (crossed arms)
10	There is no specified length of time for a technical time-out
11	No. Time-outs cannot be carried forward to an extra end
12	Time clocks shall be reset to the time recorded at the completion of the previous end
13	<p>a) No, clocks will be stopped for the fair play time-out</p> <p>b) 1 minute</p> <p>c) when the game umpire or chief umpire cues the time to start</p>
14	<p>1) When the stone is moved past the back line at the playing end</p> <p>2) The delivery team with the hogged stone relinquishes control of the house</p> <p>3) The delivering player & sweepers have moved to the extreme side of the sheet</p>



15	<p>a) No clock will run.</p> <p>b) When the stone has been repositioned to its original location and the delivered stone has been moved past the back line at the playing end, the delivering team with the FGZ violation relinquishes control of the house, and the delivering player & sweepers have moved to the extreme side of the sheet.</p>
16	<p>a) No clock will run.</p> <p>b) when the teams have agreed or the umpire (the umpire has left the sheet) has ruled if the rock is in the FGZ or not and the delivering player & sweepers have moved to the extreme side of the sheet.</p>
17	<p>a) No clock will run.</p> <p>b) When all stones have been repositioned to their original locations and the delivered stone has been moved past the back line at the playing end, the delivering team with the FGZ violation relinquishes control of the house, and the delivering player & sweepers have moved to the extreme side of the sheet.</p>
18	<p>a) No clock will run.</p> <p>b) when the teams have agreed or the umpire (the umpire has left the sheet) has ruled if the rock is in play or not and the delivering player & sweepers have moved to the extreme side of the sheet</p>
19	<p>a) Inform the timing supervisor of the error so that it can be corrected.</p> <p>b) Double the agreed amount time that was run in error</p> <p>c) Red team</p> <p>d) At the completion of the end</p> <p>e) No adjustment to the yellow clock.</p>

Congratulations

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



Resources

Timing example videos: Click [HERE](#)

World Curling Federation: [Curling Timing Training Website](#)

CurlTime website: Click [HERE](#)

CurlTime: [Operating Procedures](#)





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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

