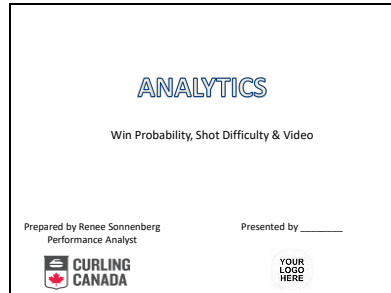
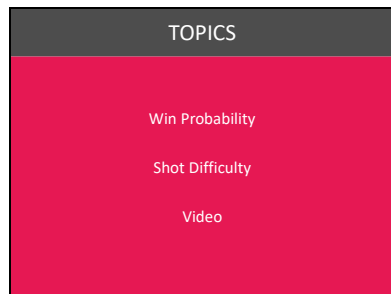


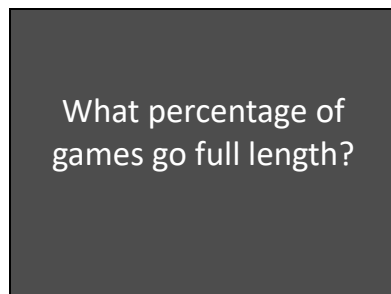
Slide 1



Slide 2

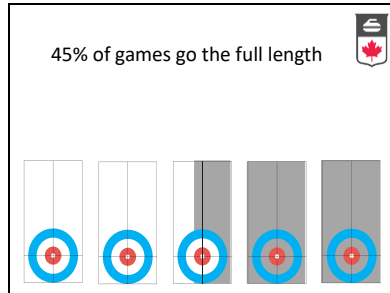


Slide 3



If you take 100 games, how many of those games would have the last rock thrown in the last end?

Slide 4



Less than half the games go full length.

This is important because it means that one team has a large enough win probability before the game is even over. How do we make sure it is our team?

Slide 5



Slide 6

Every end and score differential has a win probability linked to it. 0-100%
W/M Hammer at start – 60%/62% Tied coming home with – 72%/79% Tied with after 4 ends – 61%/63% Up 1 coming home without – 57%

Women's probability listed first (W),
Men's probability listed second (M)

Slide 7

Score Differential	Hammer	Start	After End 1	After End 2	After End 3	After End 4	After End 5	After End 6	After End 7	After End 8
Up by 4	With									100%
	Without									
Up by 3	With									
	Without									
Up by 2	With									
	Without									
Up by 1	With									
	Without									
Tied	With									
	Without									
Down by 1	With									
	Without									
Down by 2	With									
	Without									
Down by 3	With									
	Without									
Down by 4	With									
	Without									0%

There is no game in curling where the win probability is 50/50. Green indicates that a team has a greater than 55% chance of winning, red indicates that a team has a less than 45% chance of winning.

Score differential is on the left-hand column, End of play along the top.

We use the term “in advantage” when they are green and have a greater than 55% chance of winning.

Where is the tipping point between red and green?

ANSWER: Tied with or up in score (with or without hammer)

Disadvantage: tied without or down is score (with or without hammer)

Slide 8

Score Differential	Hammer	Start	After End 1	After End 2	After End 3	After End 4	After End 5	After End 6	After End 7	After End 8
Up by 4	With									100%
	Without									
Up by 3	With									
	Without									85-100%
Up by 2	With									
	Without									70-84%
Up by 1	With									
	Without									50-69%
Tied	With									
	Without									31-49%
Down by 1	With									
	Without									
Down by 2	With									
	Without									16-30%
Down by 3	With									
	Without									
Down by 4	With									
	Without									0-15%

Light green – 55-70% win probability
 Middle green – 70-84% win probability
 Dark green – 85-100% win probability

Light red – 30-45% win probability
 Medium red – 16-30% win probability
 Dark red – 0-15% win probability

Ask coaches to identify color for each of the following:

- Tied with after 4 ends (light green)
- Down 4 with after 1 end (dark red)
- Down 2 with after 4 ends (middle red)
- Up 2 without after 3 ends (middle green)


Slide 12

Scoreboard

To win games, you need to hold an advantage at the end of the game.

ADVANTAGE
up in score
tied with hammer

tied without hammer
down in score
DISADVANTAGE



As a reminder...

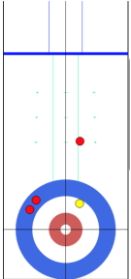
Slide 13

You are **red**: Draw for 1 or runback for 2/3?

5th end
up 1 with
last rock (red)

5th end
tied with
last rock (red)

6th end
down 3 with
last rock (red)



You are red, last rock coming. Assume decent ice conditions.

For each scenario, what can happen on the scoreboard to be in advantage?

5th end up 1 with

- Take 1 – up 2 without next end – in advantage
- Give up steal of 1 – tied with next end – in advantage
- Take 2 or 3 – increase advantage

5th end tied with

- Take 1 – up 1 without next end – in advantage
- Give up a steal of 1 – down 1 with next end – IN DISADVANTAGE
- Take 2 or 3 – increase advantage

6th end down 3 with

- All results are disadvantage but taking 2/3 is the best option to get closer to advantage

Slide 14

Know Where You Are

Advantage → **Maintain/Increase**

Disadvantage → Improve/Flip

When in Advantage, your primary objective is to maintain that advantage and then to increase it.

When in Disadvantage, particularly early in games, your primary objective is to get closer to green then flip (red to green).

Slide 15

In General...

Blank or Score 1 – Maintains win probability

Multiple for – Increases win probability

Steal for – Increases win probability


Steal against – Decreases win probability


Multiple against – Decreases win probability

These points work for all win probability scenarios.

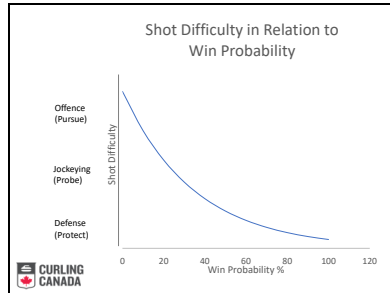
Slide 16

SHOT
DIFFICULTY



 CURLING
CANADA

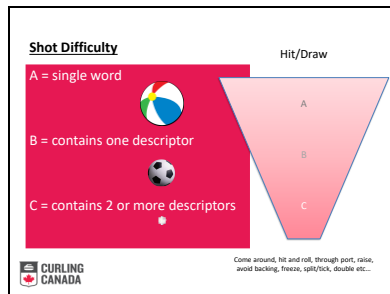
Slide 17



When we have a lower win probability, we are down in score and we need rocks in place and chaos, this means our shots are more difficult – draws, freezes, taps, guards... HARDER shots with more precision required.

When we have a higher win probability we are up in score and therefore need to limit scoring and rocks in play – hits, peels,... EASIER shots with less precision required

Slide 18



Shots that can be described with a single word – hit/draw are easier, precision required is the size of a beach ball.

Medium difficulty shots usually contain one descriptor – come around draw, double takeout, hit and roll and precision is the size of a soccer ball.

Higher difficulty shots contain multiple descriptors – come around draw through port, run back double, come around angle freeze to bite 8' and the precision required is the size of a golf ball.

Teams should live as much as they can in the level A&B shots. The ability to execute is higher. Sometimes C-shots cannot be avoided but be aware that they are hard!

Better execution (easier shots) leads to a higher shooting percentage.

Slide 19



When tracking shots here are some things to consider.

Make/Partial/Miss

Error type – light, heavy, undercurl, overcurl

Tolerance – in/out of tolerance

Difficulty – A/B/C

Weight Control – throwing the requested weight

Slide 20

End	1	2	3	4	5	6	7	8	EE
Lead	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓
Second	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓
Third	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓
Skip	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓	Green ✓

Error Types:
 D = Draw, H = Hit
 Green check mark = good
 Weight issue – pink
 Line issue – yellow

Weight Control:
 C = Control, P = Normal, H = Hack....
 Green = good weight, Yellow = Heavy, Pink = Light

Example 1 – Track Make/Partial/Miss

- Forward slash – make, green
- Flat line – partial, yellow
- Backward slash – miss – pink

Example 2 – Weight Control

- Desired weight written on top (zone # for draw, letter for hit – C=Control, P=Normal, H = hack....)
- Actual weight thrown written underneath then color coded.
- Green – good weight, Yellow – Heavy, Pink – Light
- Check mark – missed time but weight was good

Example 3 – Error Type


- D for draw, H for hit
- Green check mark = good
- Weight issue – pink
- Line issue – yellow

If there are 2 issues then pick the most significant/impactful one.

Slide 21

Analytics Tips

- Not all needs to be shared with entire team.
- Be purposeful in your training.
- Catch your athletes doing things well.



During an event, less is more, pick a few talking points and save more for training.


Use what you see in games to inform training. Heavy on a lot of draws – create a drill for that. Hitting and rolling out because of too much weight – create a drill for that.


Be sure to include times when things are going well.

2 makes in a row – great work
No misses in an end – awesome
Control weight nailed – hooray...

Slide 22

VIDEO





Slide 23

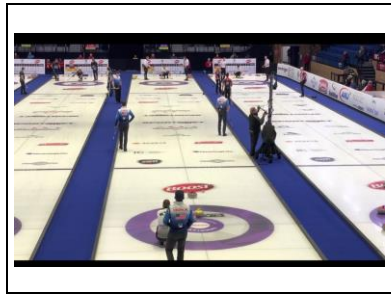


Perception is not always reality.

Each of the 4 athletes views the same shot from a different vantage point – broom holder, thrower, brushers on opposite sides.

Video helps get the athletes right back into the same moment.

Slide 24



It is helpful to see the whole shot slide, management, break point....

If it is difficult to see the far end here, so if you use an iPad zoom in to see the rock positions.

Slide 25



Using an app like Switcher Studio, you can get a better view of the away end and still see the whole shot.

Slide 26



Video is also helpful to record time stamps when you want to review a scenario in debrief.

Seeing the whole sheet allows you to view management as well as tactics.

Including the near hack can sometimes help show a technical aspect of the deliveries.

Slide 27



It is important to remember there is never winning and losing.

It is always winning and learning. These tools will help both!

Slide 28

