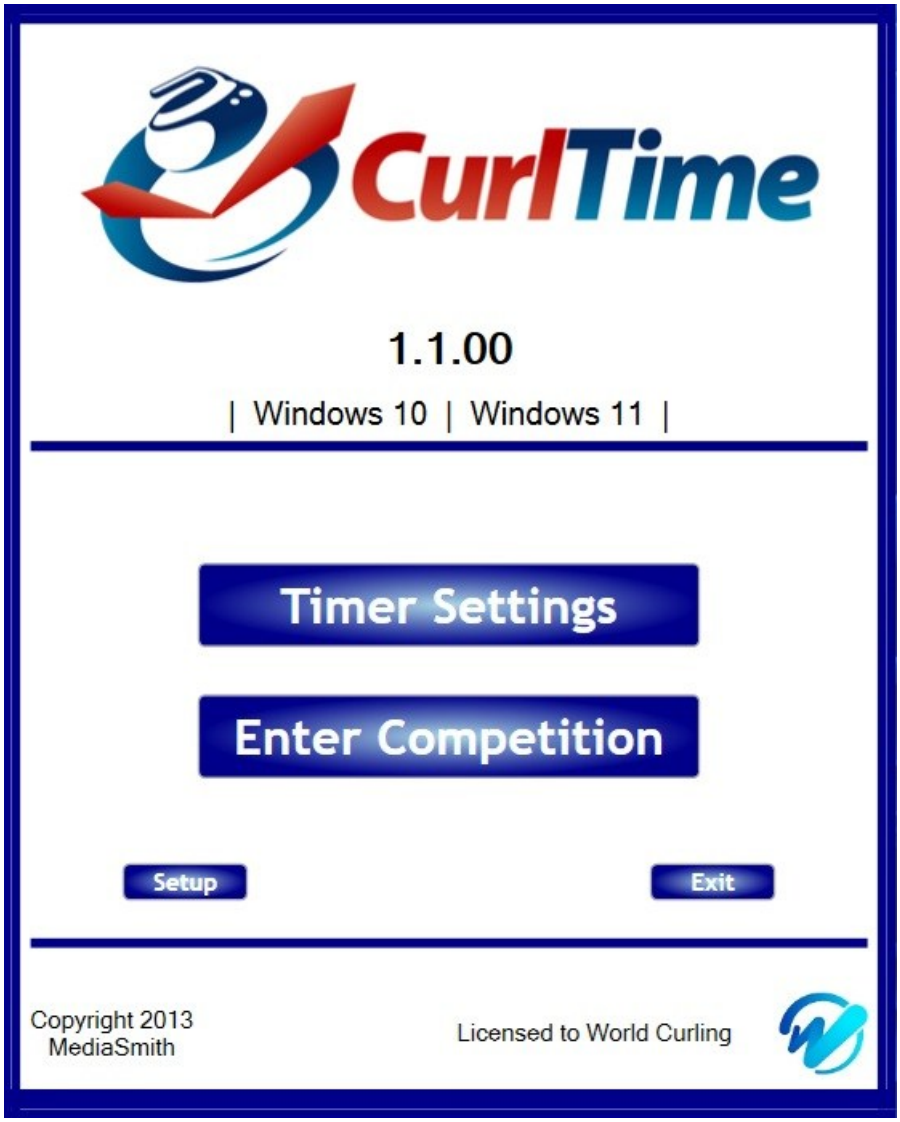
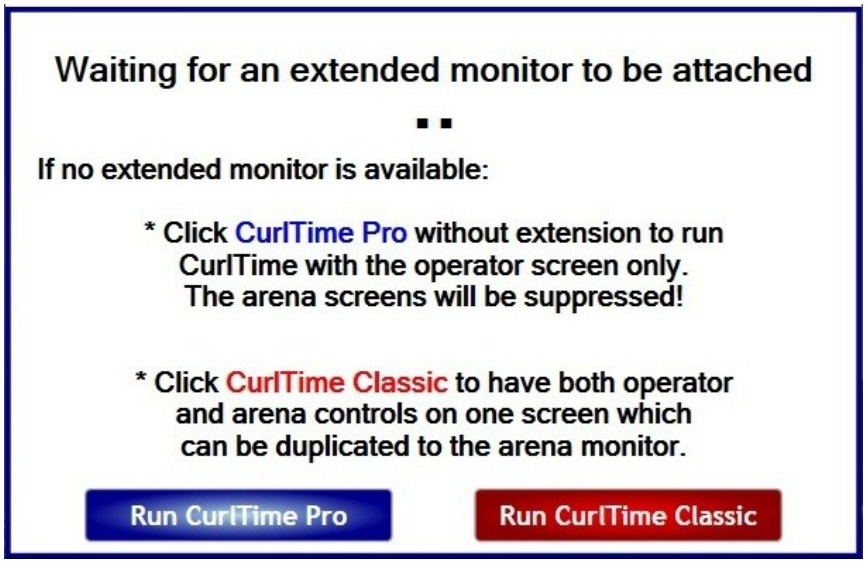
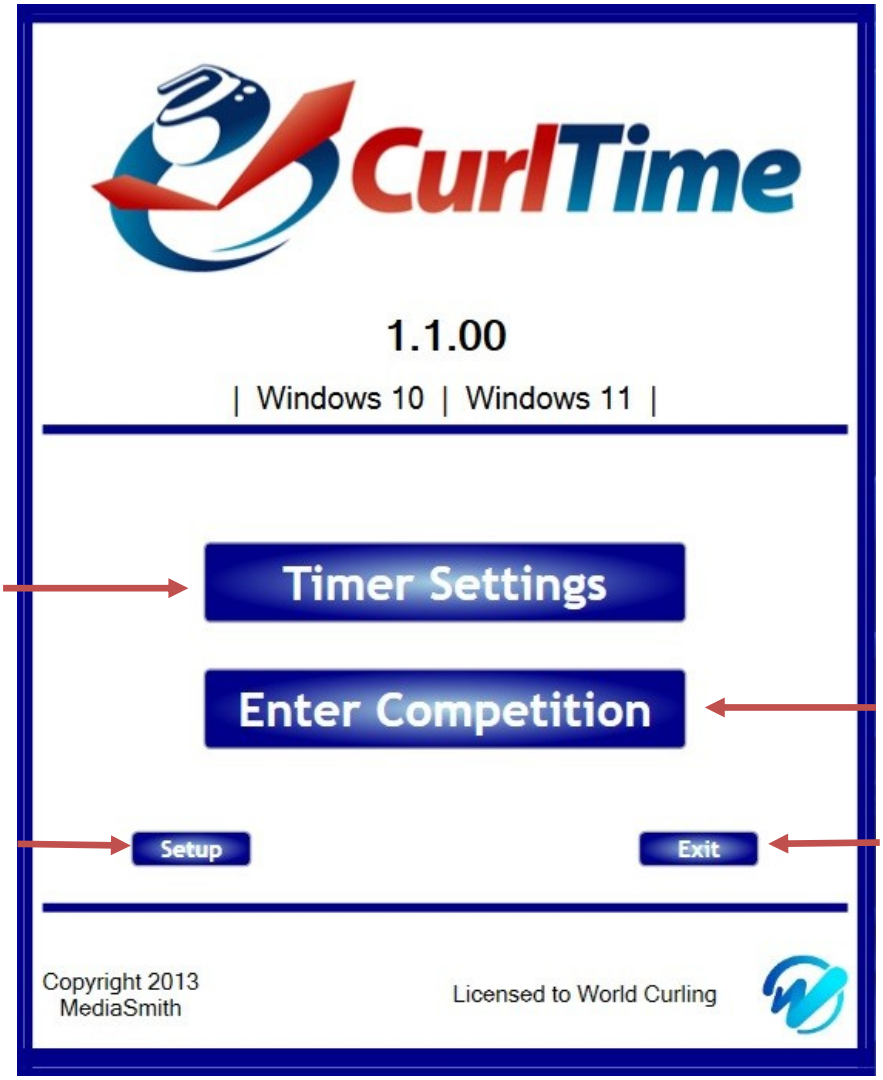
CurlTime Pro 1.1.00



INSTRUCTION MANUAL

CurlTime Pro 1.1.00



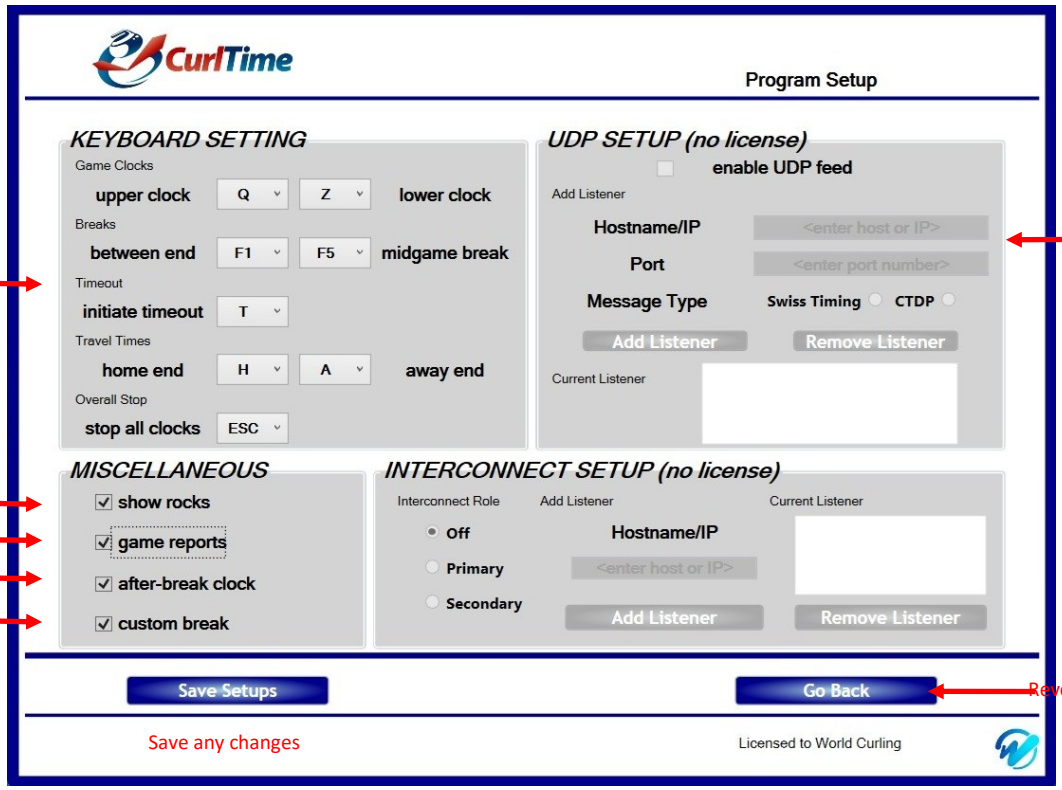


Set game parameters

If there are no changes to the settings, go directly to Game Setup

Keyboard Settings
Miscellaneous Options
Network Interface

Exit program



Modify Keyboard Settings & Shortcuts

Used by IT to connect Laptop to scoreboards

Displays rocks per team & highlights the rock in play

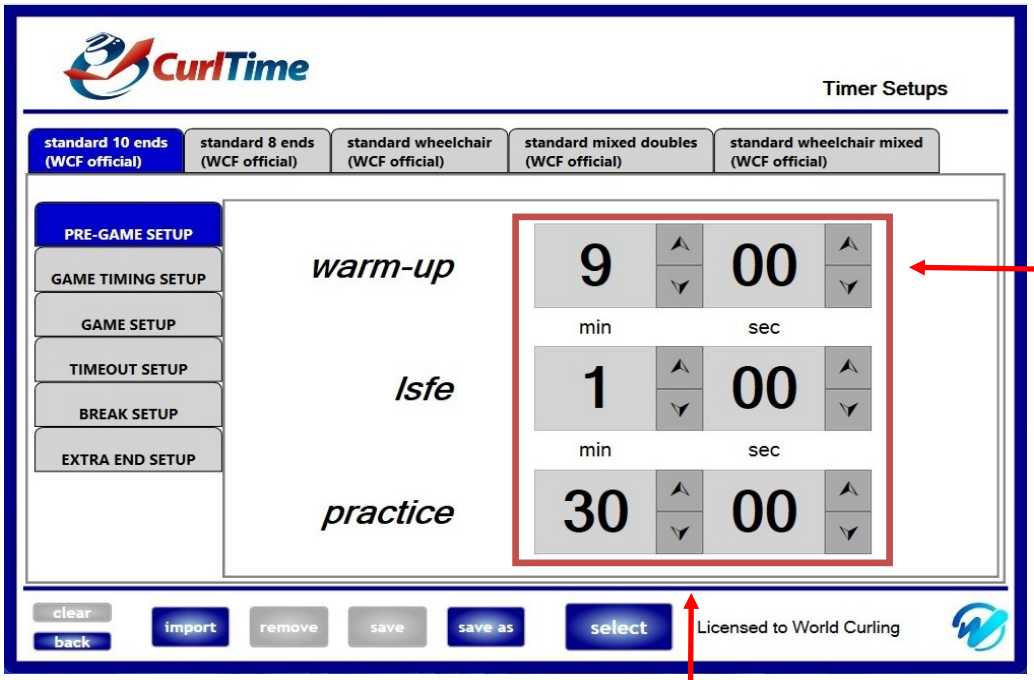
Revert to Main Screen

Save any changes

Allows you to modify the between end times

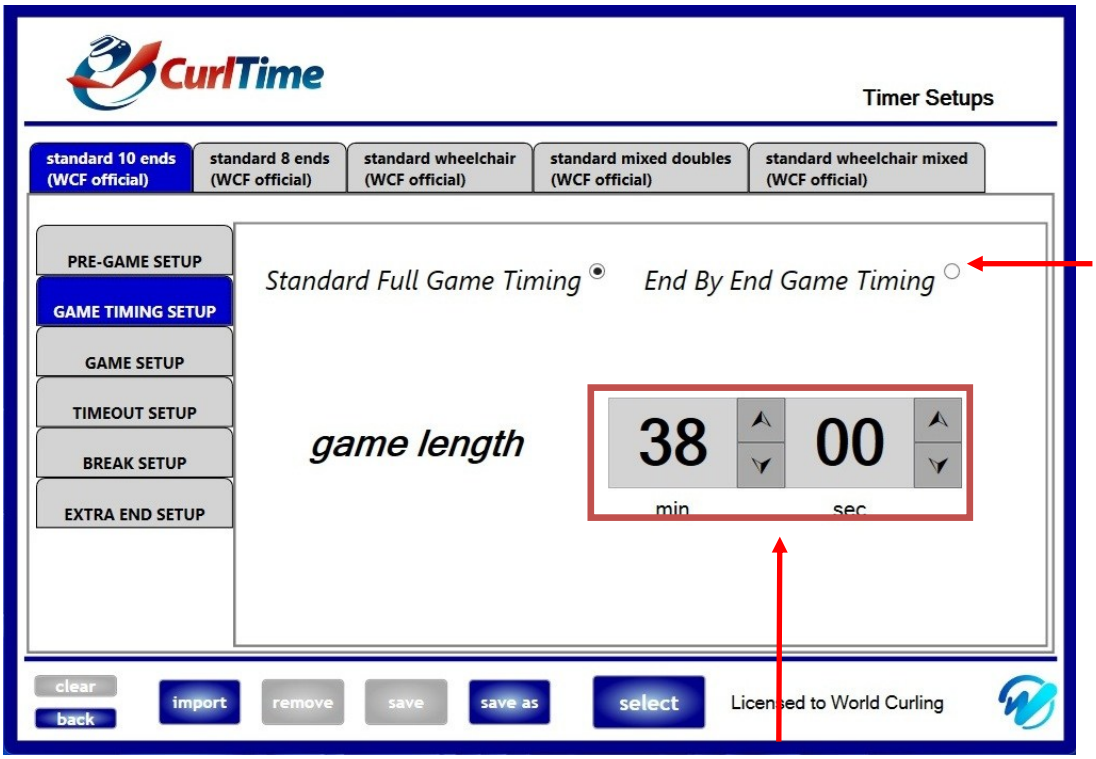
When the between end, mid game or extra end clock reaches ZERO (0) a 10 second count down will commence. The operator will start the team's clock if the rock has not been delivered

Creates a game report. File is located in:
Windows > Programfiles (x86) > Curltime2015 > reports



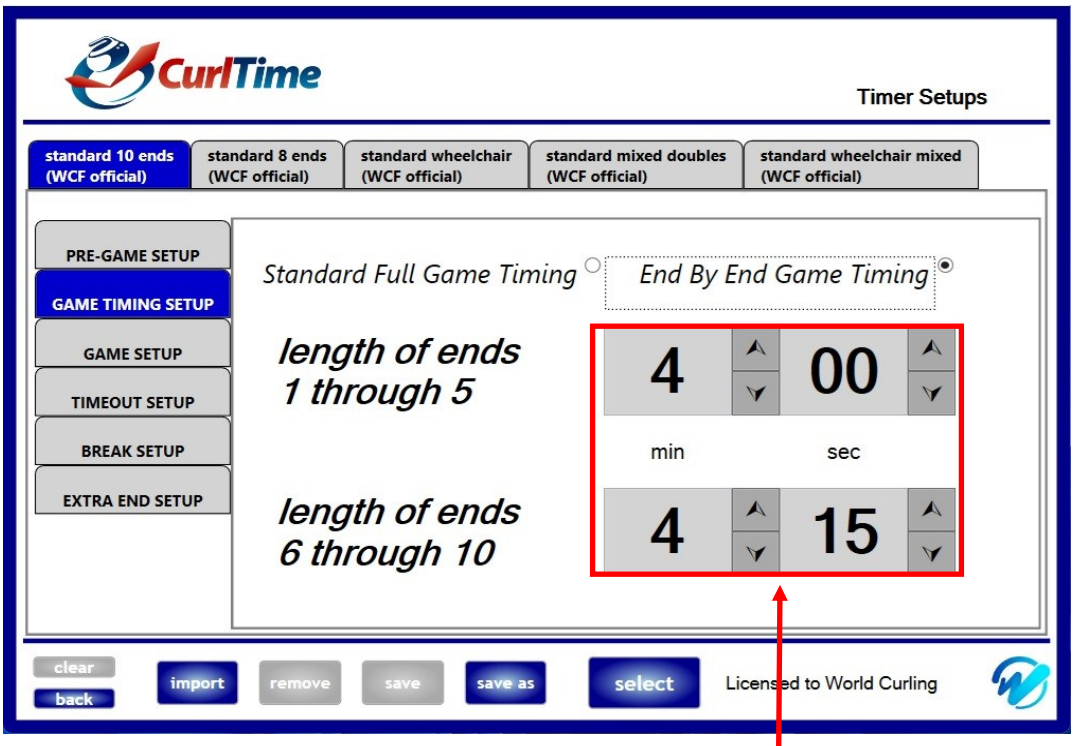
Warm-up for Mixed Doubles is automatically set to 7:00 minutes

Settings for Pre Game practice will be provided by the Chief Umpire as stipulated in the Competitor's Guide or the Rules of Competition

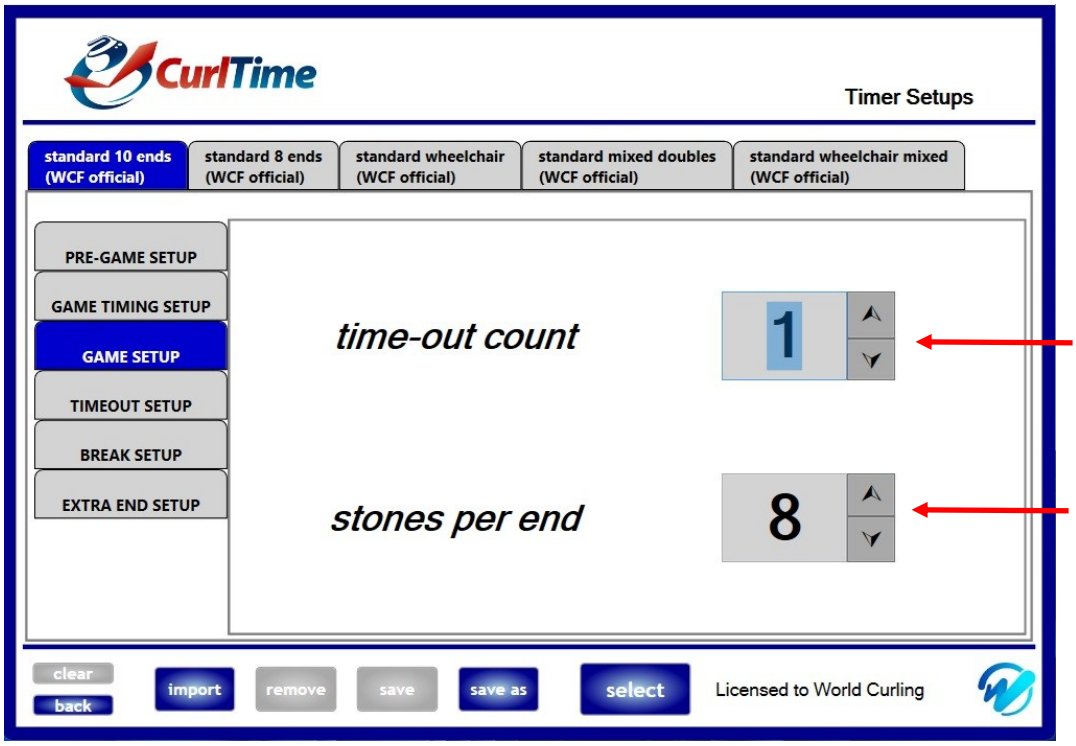


Is used for World Cup Curling but has been put on hold. For the time being.

Length of game will vary depending on the format played and will be listed in the rules of competition as stipulated by the WCF, Curling Canada or the Governing body.

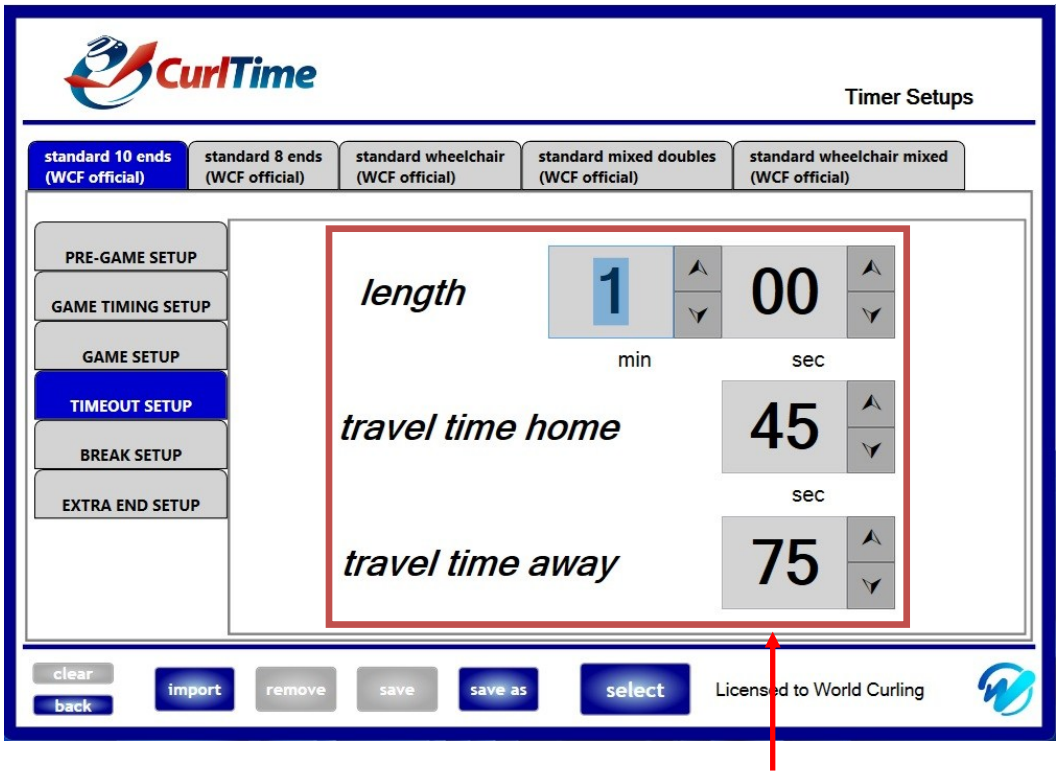


End by End Timing is used at the World Curling Championship

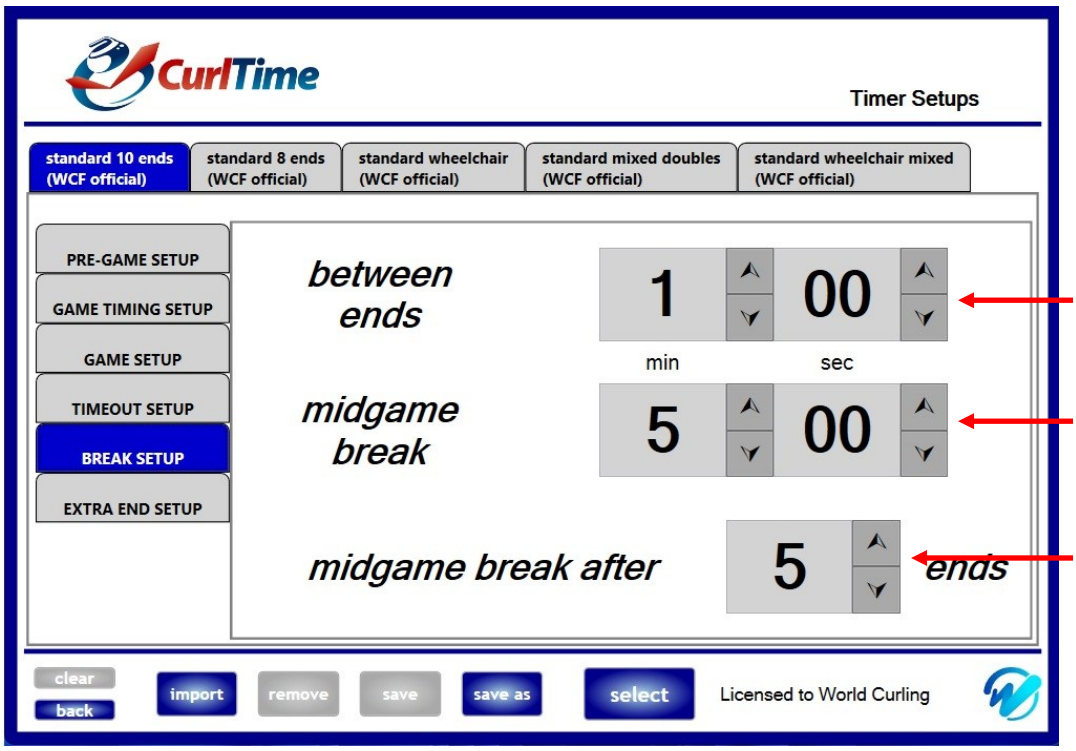


The number of time outs allotted per game

Number of stones per team and is displayed above & below their time clock



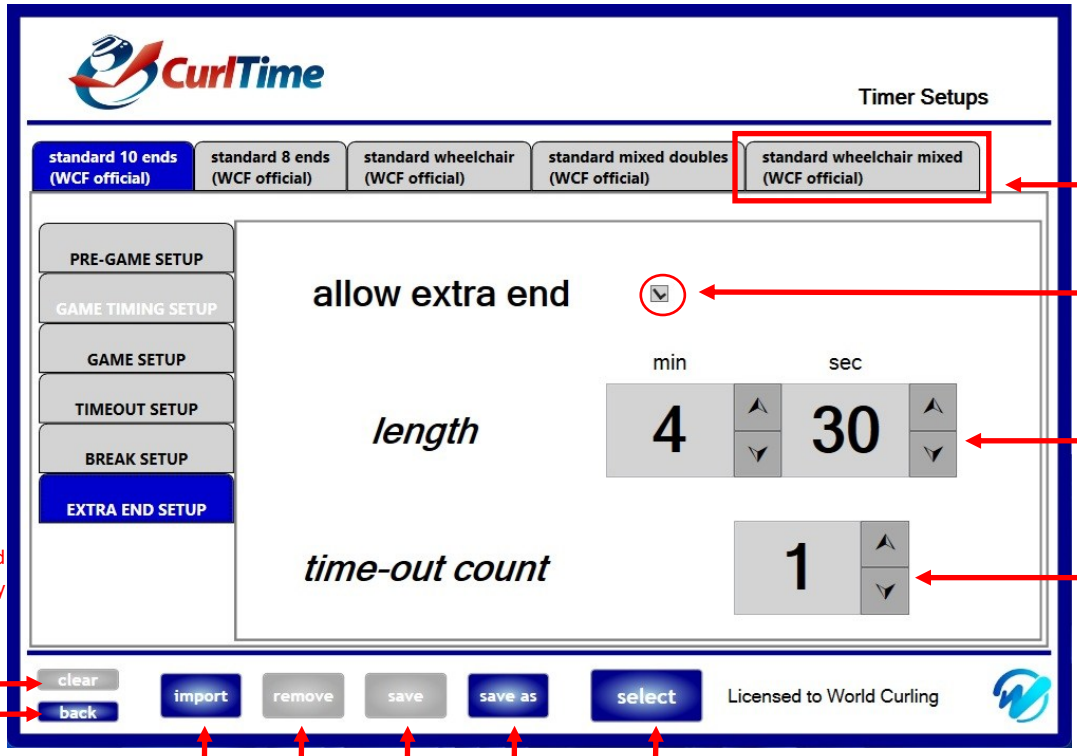
The length of the time out is outlined in the Rules of Competition.
The Chief Umpire will determine how long travel times will be.



Rules of Competition or Chief Umpire will indicate amount of time between ends

Rules of Competition outline the length of the break

Indicates in which end the midgame break will occur.
5th end for 10 ends
4th end for all others



Check box if extra ends are allowed

Length of time for an extra end

Number of time-outs allowed

Clears all customized settings & delete any modified games

Exit to main menu

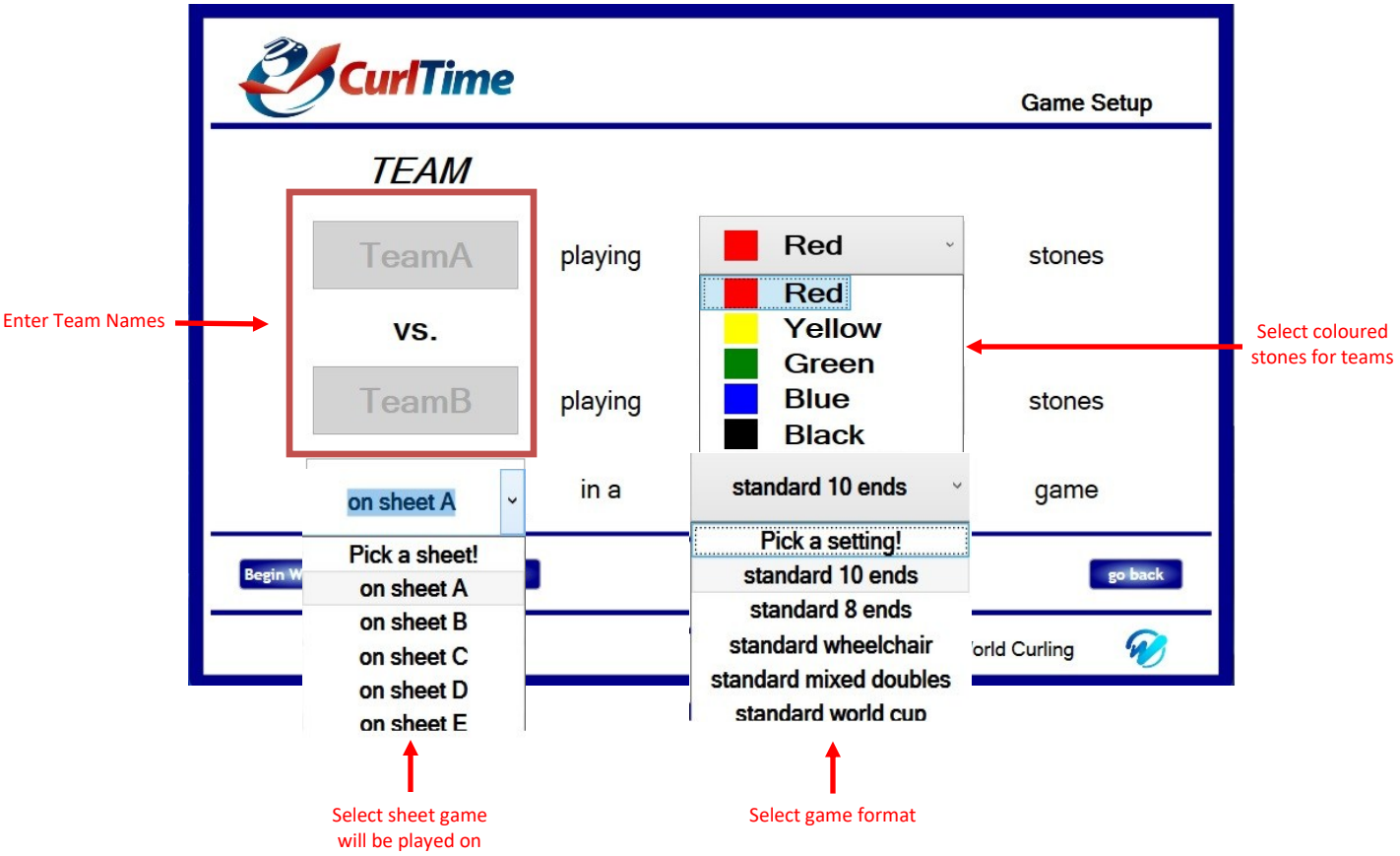
Will import a game from another device

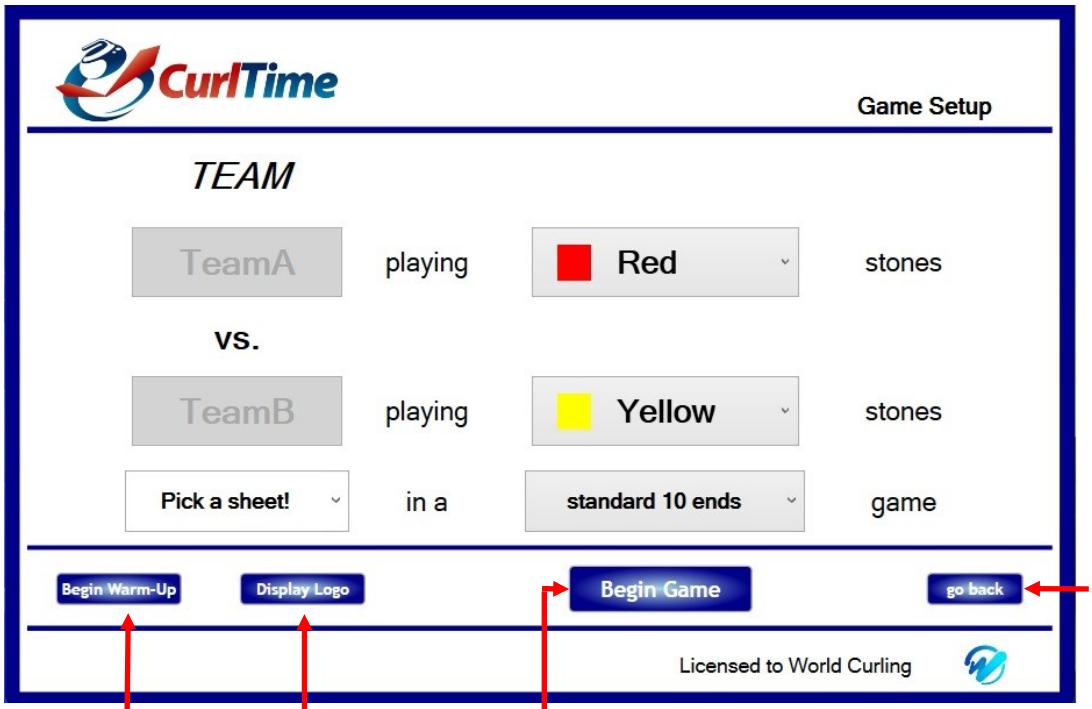
Removes a game format from the menu

Saves changes to the game format selected. **NOT** recommended

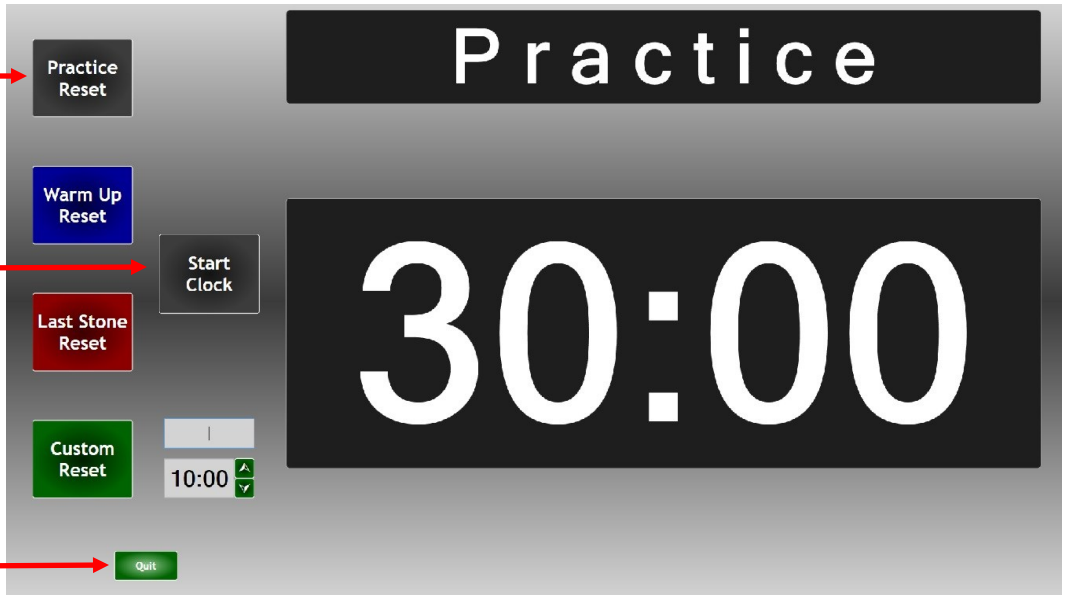
Once changes have been made to a WCF standard game, **save as** a different name

Will select the game format highlighted


CurlTime
Game Setup
TEAM
TeamA
playing
Red
stones
vs.
TeamB
playing
Red
Yellow
Green
Blue
Black
stones
on sheet A
in a
standard 10 ends
game
Pick a sheet!
on sheet A
on sheet B
on sheet C
on sheet D
on sheet E
Pick a setting!
standard 10 ends
standard 8 ends
standard wheelchair
standard mixed doubles
standard world cup
go back
Enter Team Names
Select coloured stones for teams
Select sheet game will be played on
Select game format


CurlTime
Game Setup
TEAM
TeamA
playing
Red
stones
vs.
TeamB
playing
Yellow
stones
Pick a sheet!
in a
standard 10 ends
game
Begin Warm-Up
Display Logo
Begin Game
go back
Licensed to World Curling
Exits to main screen
Displays WCF Logo...Press Esc to exit
Displays pre-game warm-up clock. Usually displayed on one of the middle sheets of ice
If game settings are correct you can begin the game

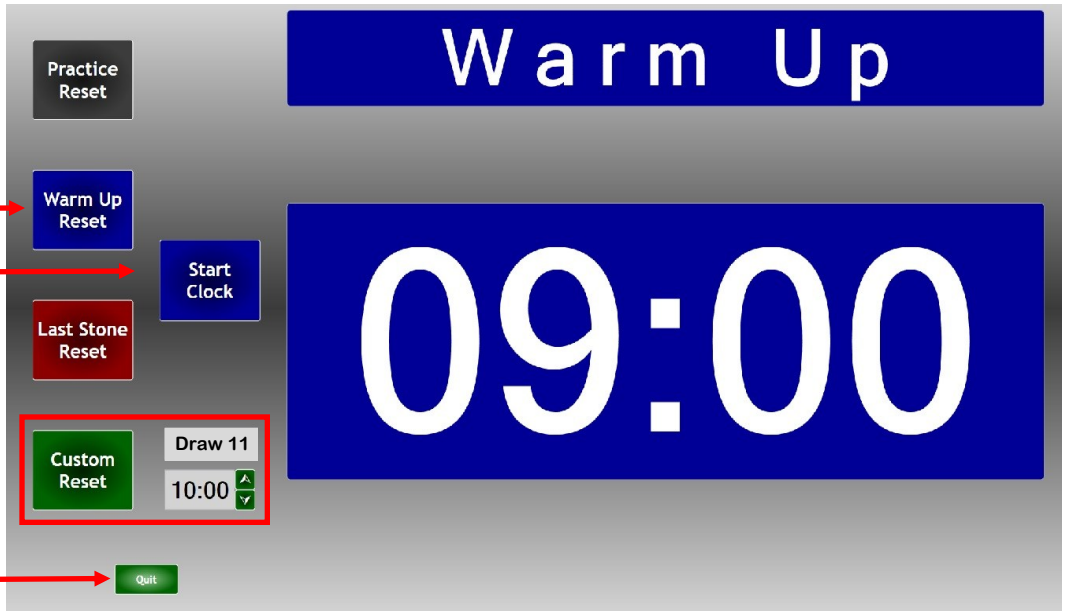
Begin Warm-Up



Reset Practice time to original value

Start / Stop Practice clock

Exits to Game Setup



Reset Warm-Up time to original value

Start / Stop Warm-Up Clock

Creates a Custom Practice Warm-Up. Will Display in Green

Exits to Game Setup

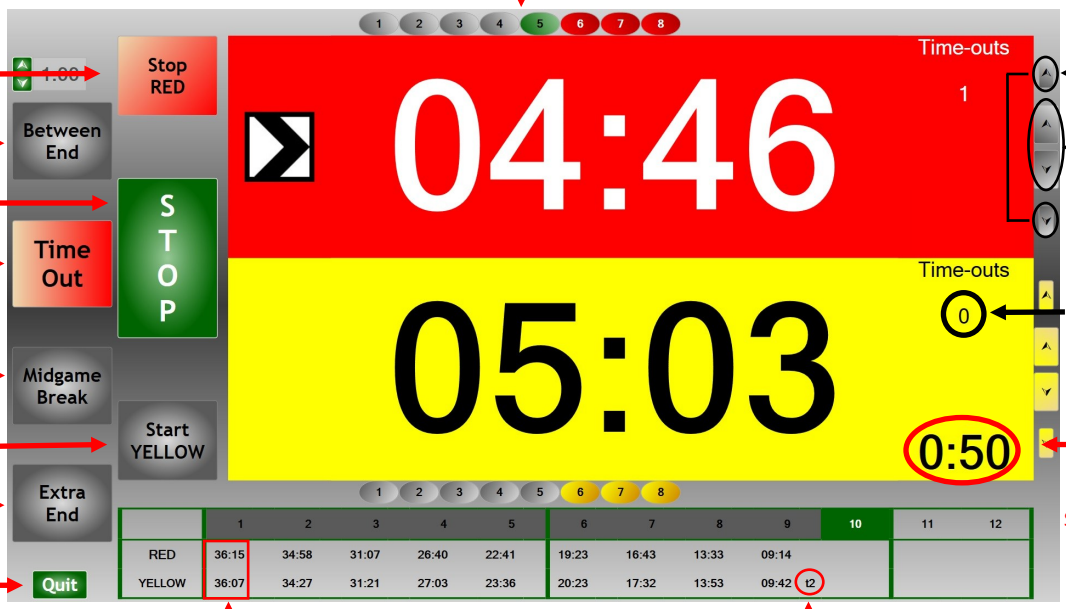
Start / Stop Last Stone clock

Reset Last Stone time to original value

Exits to Game Setup

Game Clock

If "**show rocks**" is selected in the setup menu, eight stones are displayed except for mixed doubles which are five Stones. The number will decrease with each stone thrown. The stone highlighted green is the stone currently being delivered



Start/Stop Red

Opens Between End Clock

Stops the Clock

Opens Time Out Menu

Starts Midgame Clock. Enabled in 5th end for 10 end 4th end for 8 ends

Start/Stop Yellow

Opens Extra End Menu . Enabled in last end of game

Exits to

Adjust the **minutes** on the time clock. Hold the **ctrl** key + △▽

Adjust the **seconds** on the time clock. Hold the **ctrl** key + △▽

Indicates the time outs remaining. To change the number, click on it.

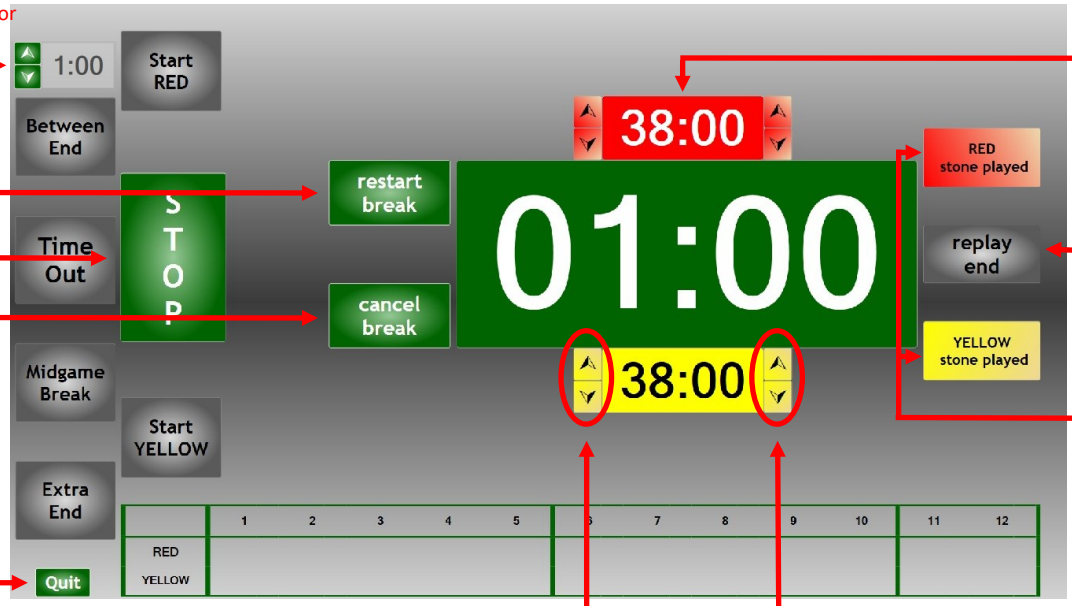
Shot Clock . Indicates the amount of time taken to deliver a stone

When **Between End** is pressed the time remaining on the game clock is added to the time sheet

On completion of a Time Out the rock the time out was called on is displayed. e.g. t2 is the leads 2nd stone

Between Ends

If "**show custom break**" Is selected in the settings menu, you can modify the between end times or



Time remaining at the end of an end is displayed

pause / restart break

Stops the clock

reverts to game clock

If an end needs to be replayed, the times from the current end are deleted and the previous end is displayed on the game clock

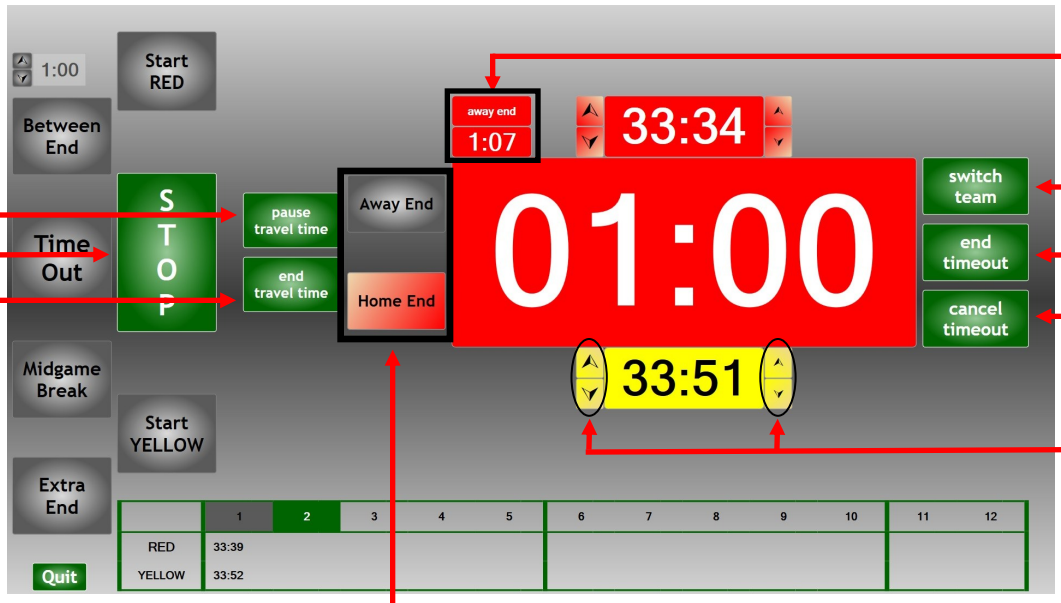
Pressing either of the **stone played** buttons will revert to the game clock

Exits to Game Setup

Adjust the **minutes** on the time clock. Hold the **ctrl** key + △▽

Adjust the **seconds** on the time clock. Hold the **ctrl** key + △▽

Time Out



The Travel Time will display. When it reaches 0:00 the Time Out Clock will begin

Switch Time Out to other team

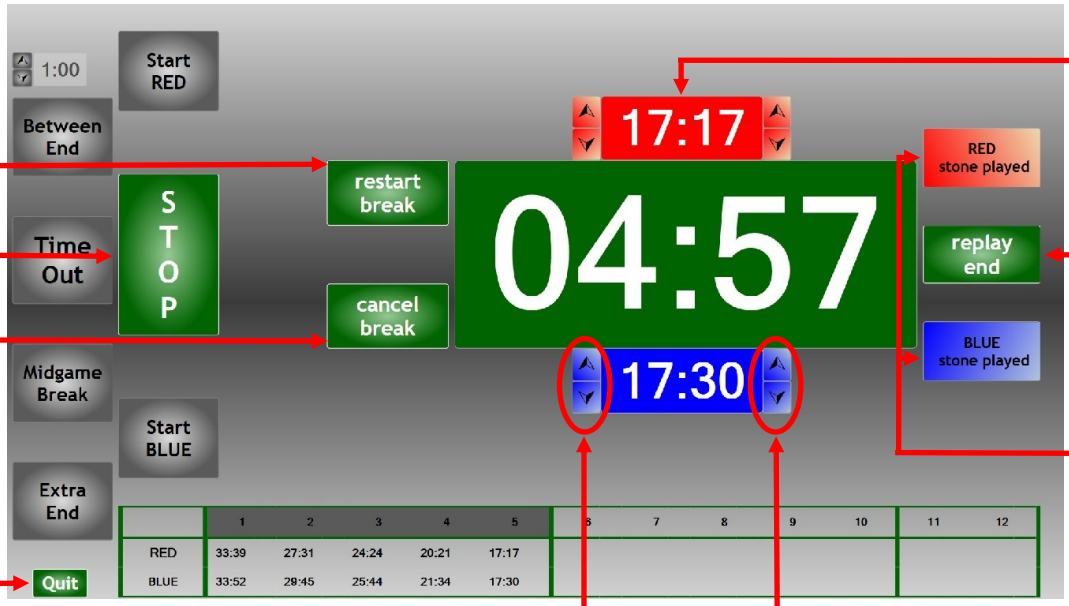
Displays Game clock. Time Out **is** used.

Displays Game clock. Time Out **is not** used.

Time corrections are hidden during a time out. Select the CTRL key to activate and make changes

Select the end of the ice the Time Out was called Home (H) or Away (A)

Midgame Break



Time remaining at the end of an end is displayed

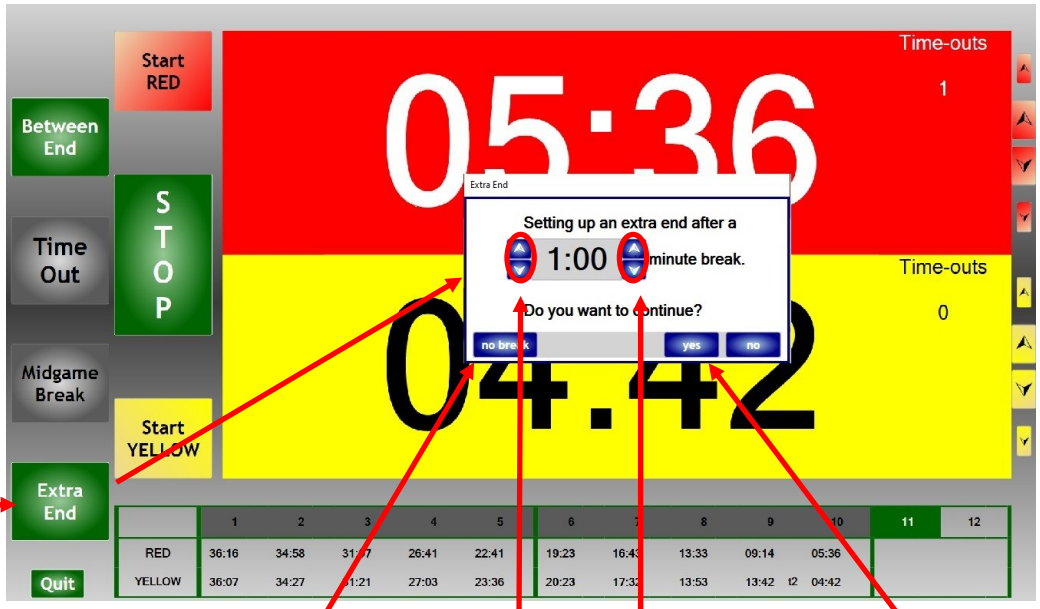
If an end needs to be replayed, the times from the current end are deleted and the previous end is displayed on the game clock

Pressing either of the **stone played** buttons will revert to the game clock

Adjust the **minutes** on the time clock.
Hold the **ctrl** key +△▽

Adjust the **seconds** on the time clock.
Hold the **ctrl** key +△▽

Extra Ends



Enabled in last end of game. When selected , opens the "Extra End" menu

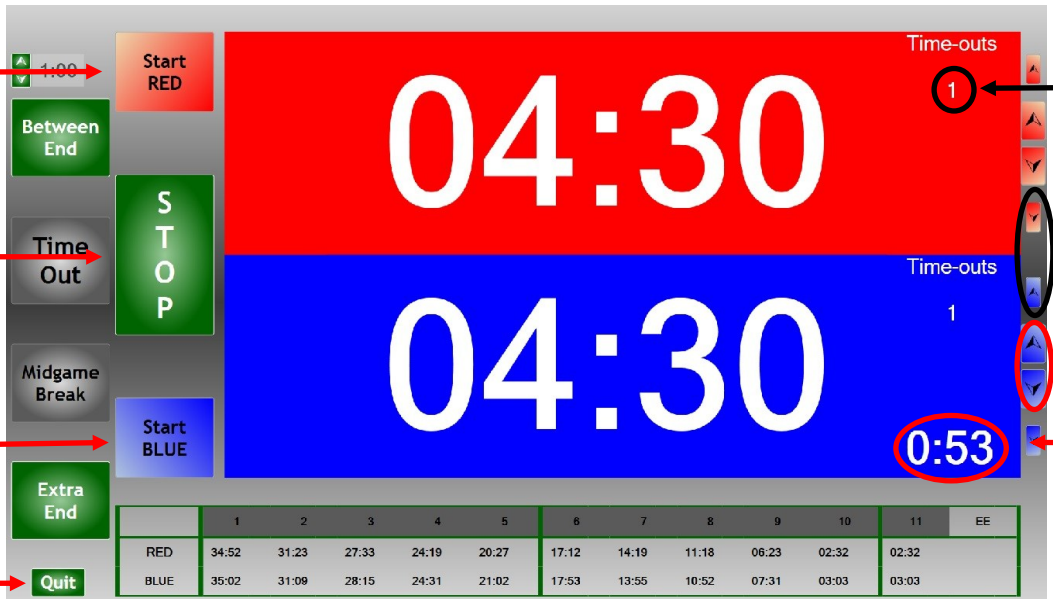
If there is "no break" between regulation play and extra ends, game can commence

Adjust minutes

Adjust seconds

Usually set to 3:00

Select "yes" will start the between end clock



Start/Stop Red

Stops the Clock

Start/Stop Blue

Reverts to Game Set up

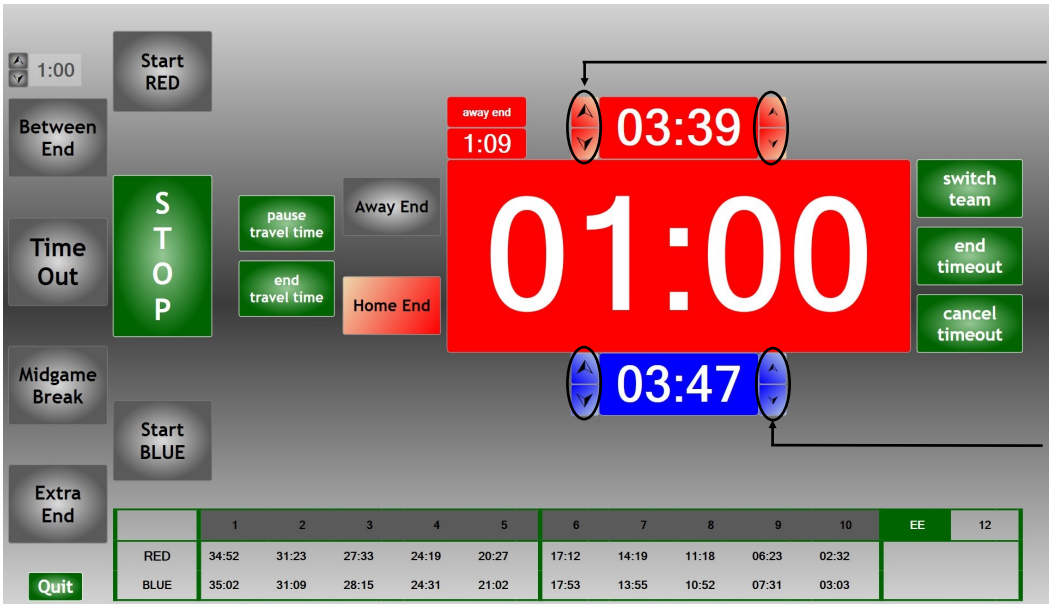
Indicates the time outs remaining. To change the number, click on it.

Adjust the **minutes** on the time clock. Hold the **ctrl** key + △ ▽

Adjust the **seconds** on the time clock. Hold the **ctrl** key + △ ▽

Shot Clock . Indicates the amount taken to deliver a stone

Time Out Extra End



Adjust the **minutes** on the time clock. Hold the **ctrl** key + △▽

Adjust the **seconds** on the time clock. Hold the **ctrl** key + △▽

From the last end onward time adjustment buttons are visible during time outs

Main Screen

The CurlTime main screen has four options to choose from:

Timer Settings

Click the menu selection to change game parameters. The World Curling Federation (WCF) has 4 different game formats which can be played and or modified. They are: Standard 10 ends, Standard 8 ends, Standard Mixed Doubles and Standard wheelchair. If you make changes for example to the WCF Standard 10 end game ensure you **save as** and provide a different name, for example, Tailored 10 end game. When saved, a Tailored 10 end tab is created.

Enter Competition

If there are no changes that need to be made to the settings, selecting "Enter Competition" will take you directly to Game Setup.

Setup

Selecting Setup allows the user to modify keyboard settings & Shortcuts. If the laptops are to be connected to a electronic scoreboard, one of Curling Canada's or World Curling Federation's, IT personnel will input the network settings. There are also four Miscellaneous options that can be selected.

Show Rocks	Displays allocated rocks per team and highlights the current rock in play
Create Game Report	The report is located in: Windows (C:) > Program Files (X86) > Curltime 2015 > reports
After Break Clock	When the between end, mid game or extra end clock reaches zero (0) a 10 second countdown clock will commence. The time clock operator will start the team's clock if the rock has not been delivered when the clock reaches zero.
Show Custom Break	When selected, allows the user to modify the between end times during a game otherwise the between end time is as set in the "Time Out Setup" menu

Exit

Exits program.

Timer Setups

There are four (4) WCF game tabs that can be modified for play. They are: WCF standard 10 ends, WCF standard 8 ends, WCF standard mixed doubles and WCF standard wheelchair. The menus are:

Pre-Game Setup

The length of the warm-up, the time allotted to deliver the Last Stone Draw (LSD) and the time permitted for the pre-game practice can be modified.

Game Timing Setup

There are two (2) formats. Standard Full Game Timing will change depending on the format being played. End by End Timing is used at the World Curling Cup only (on hold)

Game Setup

The number of Time Outs each team is permitted, the number of stones per end (will vary on the game format) .

Timeout Setup

The length of the time out, the travel time both home and away can be entered here. The Rules of Competition will state how long the time out will be. The Chief Umpire will determine what the travel times will be.

Break Setup

The length of time permitted between ends, the length of the midgame break and which end the midgame break will occur are entered here. Rules of Competition or Chief Umpire will determine how long the between ends are.

Extra End Setup

You can check the box √ if an extra end is allowed. The length of the extra end and the number of timeouts allowed can be entered.

Enter Competition

Game Setup

If there are no changes to the Timer Settings you can go straight to Enter Competition. The game menu requires some information:

Entering Team Names

Enter the teams name (usually the Skip) as it will appear on the time clock

Select Stone Colours

Click this button to open a screen that allows you to change the colour of stones. The default is RED for Team A and BLUE for team B. These colours may be changed and saved so that the colours default to your set of stones in the future.

Select Sheet of Ice

Select the sheet your game will be played on. You have the option of six(6) sheets

Select Game

Select which game format being played

Once all the information has been entered you have one of four (4) options:

Begin Warm Up

Selecting Begin Warm Up will display the Warm Up clock. You also have the ability to run a timed practice clock. You may start & stop the Warm Up clock as well as reset the clock. You can also create a Custom Warm Up session. Once warm up is complete you can start the Last Stone clock at the officials direction.

Display Logo

You can hide the Time Clock by introducing a logo. The WCF logo will be displayed until you are ready to begin the game. Pressing ESC will return to the time clocks.

Begin Game

Displays the Time Clock

Go Back

Exits to Main Menu

Game Clock

Depending on which team wins the Last Stone First End (LSFE), press either the top "Start" button (It will say something like "Start Red" depending on the stone colour selection) or the bottom "Start" button. This will begin the timer. The same button must be pressed to Stop the clock as well. Please note that the running clock must be stopped before the other clock may be started. You may also press the STOP button to stop the clock.

Between Ends

This activates a 1 minute timer to time between ends. The main game clock must be paused first. To return to the main time clock, you can press press Cancel or one of the coloured "stone played" buttons.

You may pause and restart the clock or cancel the break completely.

You will also see the time remaining for each team on this screen. On the edge of the teams times there are up and down arrows. The arrows on the right will adjust the seconds and those on the left adjust the minutes. This allows timekeepers to adjust the time in the event there was an error during the game. Press Ctrl plus the up or down arrow next to the time

Timeouts

This selection **MUST** be made while the game clock is still running. It will automatically pause the game time for you. This can be achieved by either clicking on the Time Out button or simply by pressing the T key.

If you have entered any time other than 0 for Home End or Away end, a small window will appear. You will then have to select Home End (H) or Away End (A) depending on where the team is when they call the Time Out.

Once the appropriate selection is made, the Time Out screen will appear. The travel time will start immediately and once it has expired, the Time Out will begin. You may pause and start the travel time

- To start the time out, click Home (H) or Away (A). Once the time out is running you can pause or restart the clock. Travel time is still used regardless of whether someone from the teams bench attends or not. If however someone form the bench is attending the time out as is running to the players at the away end, the Umpire may cancel the travel time for the violation.
- To stop the time out, click the *Stop* button (or press Alt-S)
- If during the travel time, the timekeeper notices that the incorrect team was selected, select switch team and the time clock will change it to the other team. NOTE: This will NOT reset the timer. Any time that has already elapsed will remain that way.
- To exit time out and start appropriate game clock, choose End Timeout (or press Alt-E). This **WILL** use one of the teams timeouts
- To exit the time out screen and restore the game clock to the state it was in before the time out was called choose cancel timeout. This **WILL NOT** use one of the teams timeouts. This is useful if a time out was activated in error. (Alt-C)

In the event that you mistakenly click on the Time Out button, it can be added back to their available Time Outs by clicking on the Time Out box located in the upper right hand corner of the teams main time clock.

Stopping Time

If the time needs to be stopped for any reason, just press Stop. To activate the time again, press on the Start button of the corresponding team.

Mid Game Break

This activates a 5 minute timer while both teams take their break. The main game clocks must be paused first. To return to the main timing screen, press Cancel or one of the coloured "stone played" buttons

You may also be required to pause or restart the break. This would be at the discretion of the umpire.

There may be a situation in which the end may need to be replayed, for example, unable to determine the score. Selecting replay end will cancel time mid game break, the times for that end will be deleted and the time clock will revert to the times completed in the previous end.

You will also see the time remaining for each team on this screen. On the edges of the display there are up and down arrows. The arrows on the right will adjust the seconds and those on the left will adjust the minutes. This allows timekeepers to adjust the time in the event there was an error during the game.

Adjust Time

Although most time corrections should be done during between end or mid-game breaks, this screen will allow you to make a change during a non-standard stoppage in play such as a technical time out, also at the end of a game or during extra end when there is no natural break..

Occasionally you may need to add time to a team's time clock because the clock was started too early or too late. By clicking on arrows on the right side of the teams time clock you can make quick corrections while their clock is stopped. Press the Ctrl key plus the corresponding arrows. Middle arrows are seconds and the top & bottom arrows are minutes.

Extra Ends

In the event of a tie game you may be required to go to extra ends, provided, the allow extra end was selected in the EXTRA END SETUP menu.

The Extra End menu will appear in which you can enter the length of time allowed before the extra end begins. The left arrows adjust the minutes while the right arrows adjust the seconds. Make the necessary changes and select yes to start the clock..

Selecting no will close the menu.

Selecting no break will close the Extra End menu and the extra end game clock will be displayed and the Time Outs will be reset to one per team.

There is no difference between the Extra End clock and the Game Clock

IMPORTANT

RECOVERING FROM A POWER FAILURE OR CRASHED PROGRAM

Nothing is perfect. There may be a time where the **CurlTime program** will stop working. Either the software is not responding in which you have a crash or power to the computer has been interrupted causing it to shut down.

You can recover from both scenarios however you will obtain different results:

1. **Program stops** Restart Curltime Pro. A message will appear: The Program detected an aborted game.
   Do you want to restore? Yes / No

   Selecting Yes will restore the program to the state it was at before crashing. No information is lost

2. **Power Failure** Restart CurlTime Pro. A message will appear: The Program detected an aborted game.
   Do you want to restore? Yes / No

   Selecting Yes will restore the program to the beginning of the end played before the interruption. You will be required to manually input the missing information to make the game current

Shortcut Keys

All keys with an underlined letter are activated using a combination of the underlined letter on the button and the ALT key example ALT-B will activate the Begin Game button. This is true on all screens where you see an underlined letter on the button.

Not ALL buttons have an underlined letter on this screen. By having Function keys operational, the timekeeper can activate the main functions using only ONE button.

MAIN CLOCK

Q - Start/Stop TOP clock

Z - Start/Stop BOTTOM clock

BETWEEN ENDS

F1 - Open between end break

Alt-C - Cancel

MID GAME BREAK

F5 - Open mid game break

Alt-C - Cancel

WARM-UP

Alt-P - Display Practice clock / Reset Practice clock

Alt-W - Display Warm Up clock / Reset Warm Up clock

Alt-L - Display Last Stone clock / Reset Last Stone clock

Alt-L - Display Last Stone Delivery / Reset Last Stone clock

Alt-C - Display Custom clock / Reset Custom clock

Alt-S - Start/Stop

Alt-Q - Cancel / Exit Warm Up screen

TIME OUT

T - Open Time Out screen

H - Home End start

A - Away End start

Alt-C - Cancel Time Out Team **WILL NOT** have used one of their Time Outs. An example would be where a Technical Time Out should have been called instead

Alt-E End Time Out The Team **WILL** have used one of their Time Outs

Alt-W - Switch team

Alt-S will stop / start the Time Out The Home or Away clock must be running first

Alt-T - Cancels travel time and begins Time Out clock The Home or Away clock must be running first