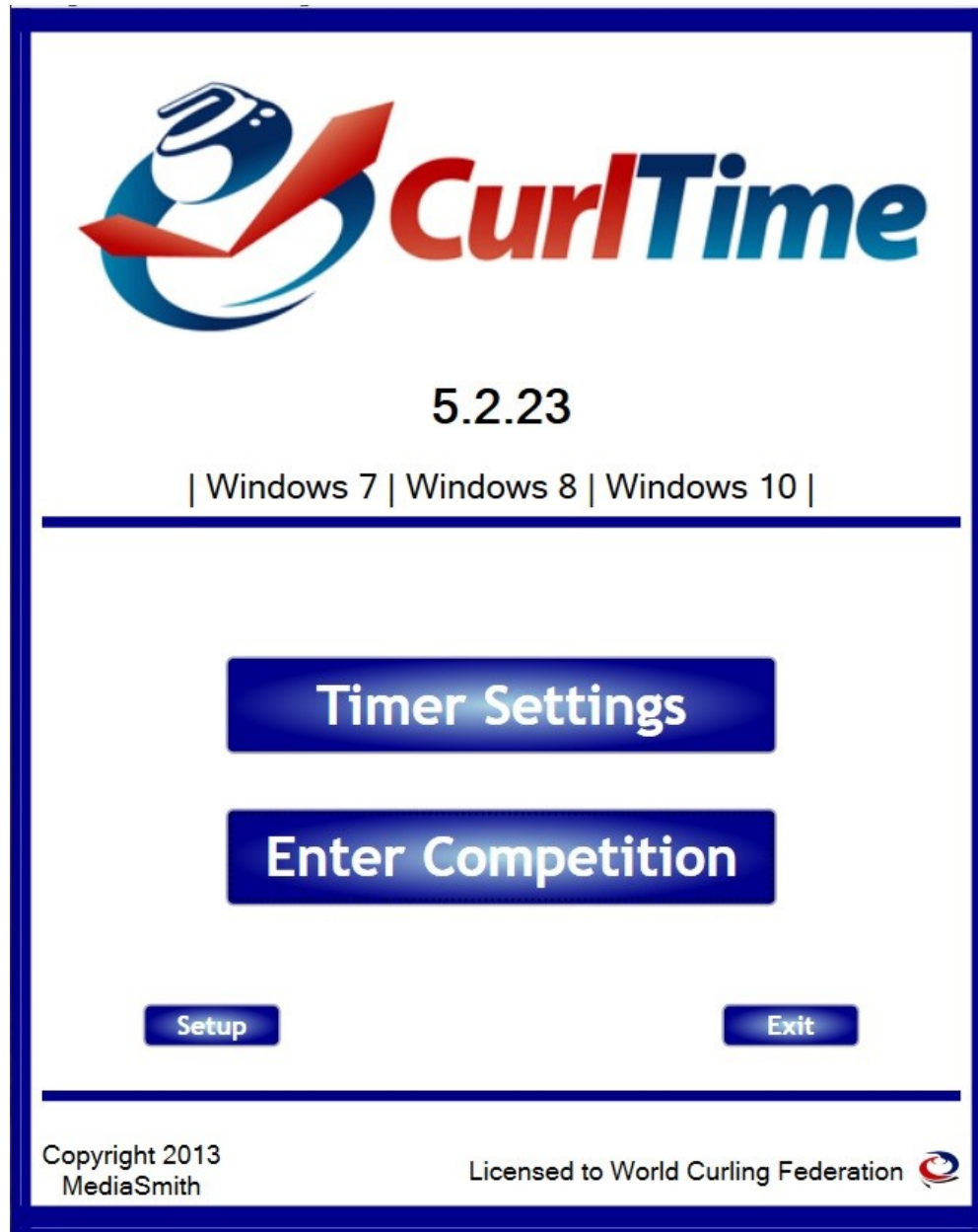
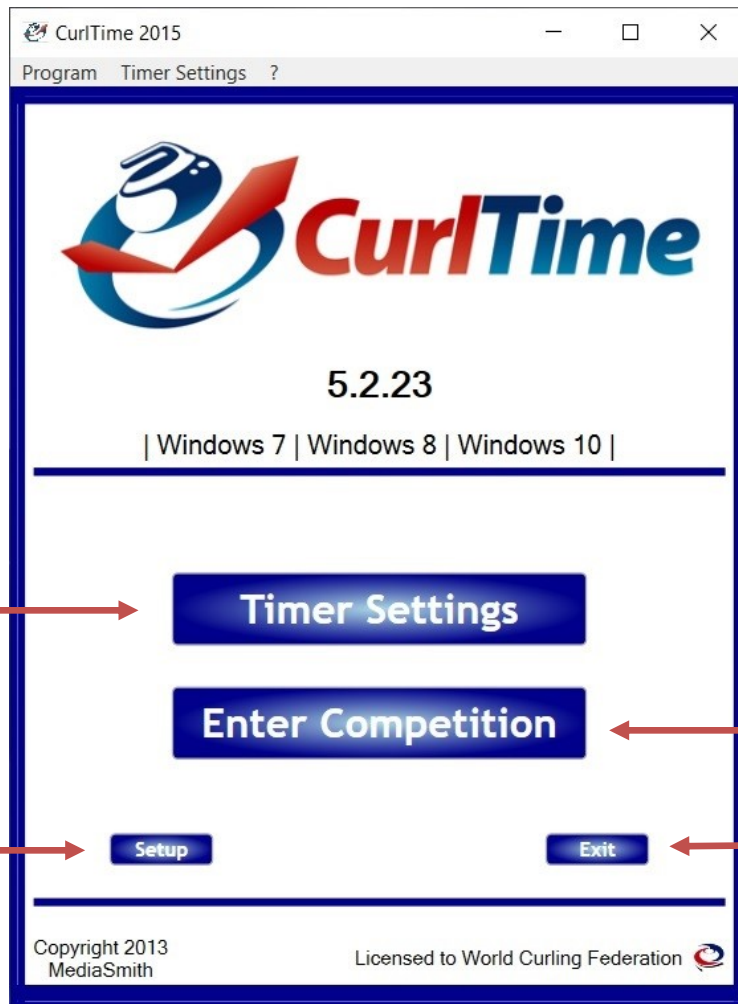
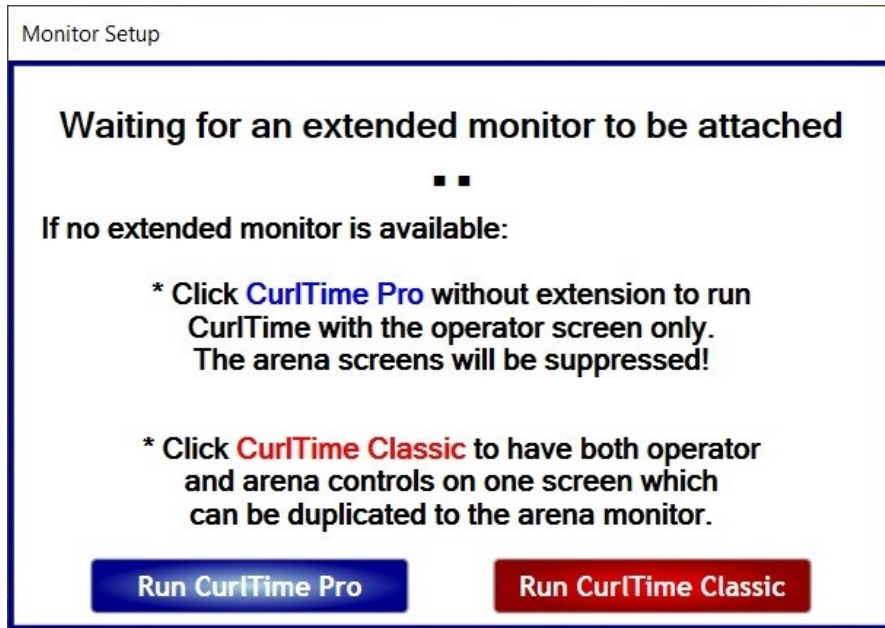


CurlTime PRO 5.2.23



INSTRUCTION MANUAL

CurlTime PRO 5.2.23



Set game parameters



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



Keyboard Settings & Network Interface



Exit program



KEYBOARD SETTING

Game Clocks
 upper clock [Q] [Z] lower clock

Breaks
 between end [F1] [F5] midgame break

Timeout
 initiate timeout [T]

Travel Times
 home end [H] [A] away end

Overall Stop
 stop all clocks [ESC]

UDP SETUP (disabled in this version)

enable UDP feed

Add Listener
 hostname/IP <enter host or IP>
 Backup Host/IP (optional)
 Port <enter port number>
 Add Listener Remove Listener

Current Listener

MISCELLANEOUS

show rocks create game reports enable flashing show custom break

Save Settings Go Back

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Modify Keyboard Settings & Shortcuts

Used by IT to connect Laptop to scoreboards

Displays 8 rocks per team & highlights the rock in play

Save any changes

Revert to Main Screen

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

Will begin flashing with 10 seconds remaining on either the Time Out , Between Ends or Midgame Break clock

Allows you to modify the between end times

Timer Setups

standard mixed doubles (WCF official) standard world cup (WCF official) standard world cup mixed (WCF official)

standard 10 ends (WCF official) standard 8 ends (WCF official) standard wheelchair (WCF official)

PRE-GAME SETUP

GAME TIMING SETUP

GAME SETUP

TIMEOUT SETUP

BREAK SETUP

EXTRA END SETUP

warm-up 9 00 min sec

Isfe 1 00 min sec

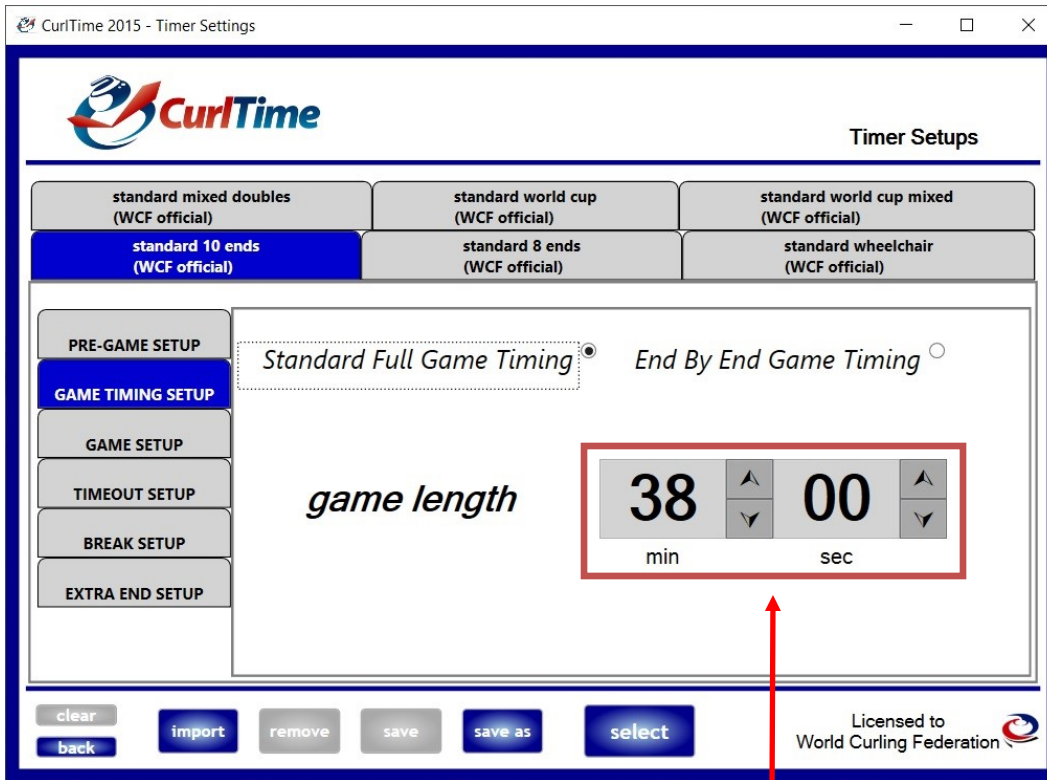
practice 30 00 min sec

clear import remove save save as select

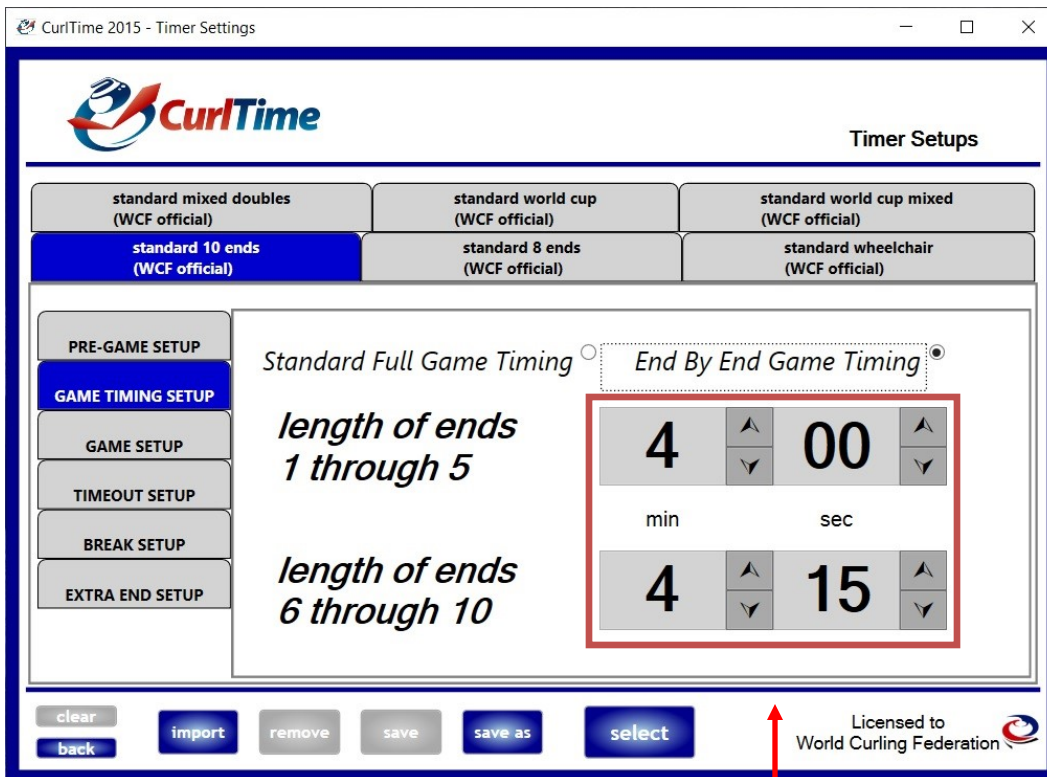
back

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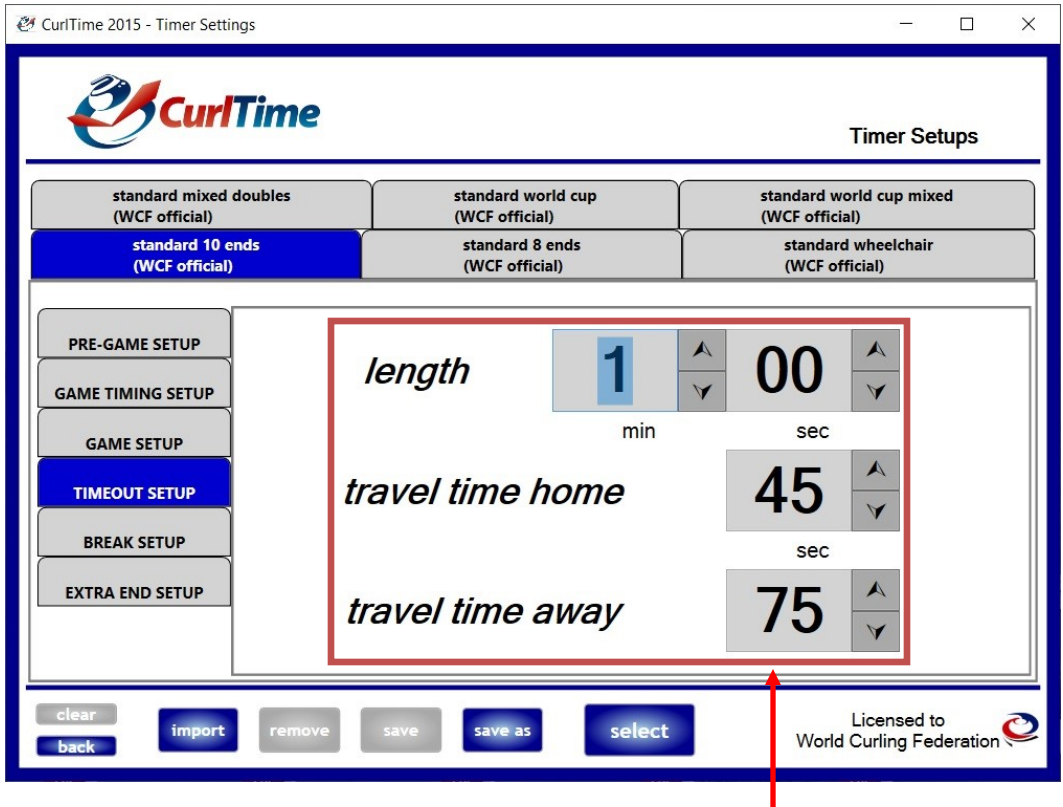
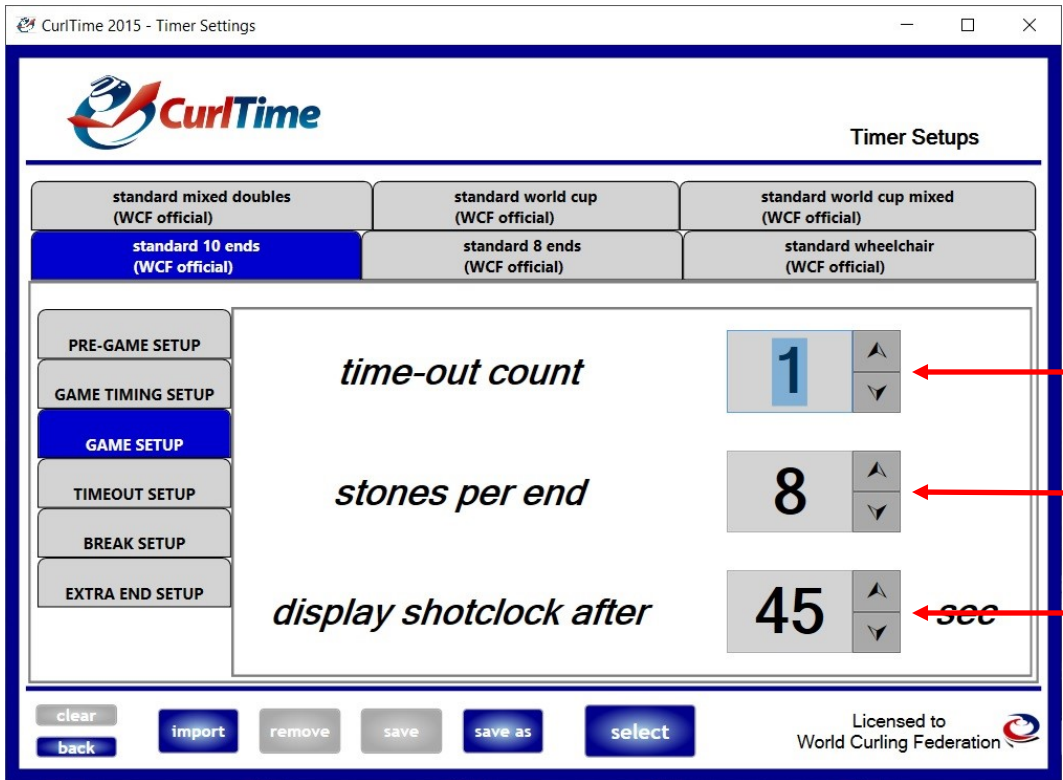
Settings for Pre Game practice will be provided by the Chief Umpire as stipulated in the Competitor's Guide or the Rules of Competition



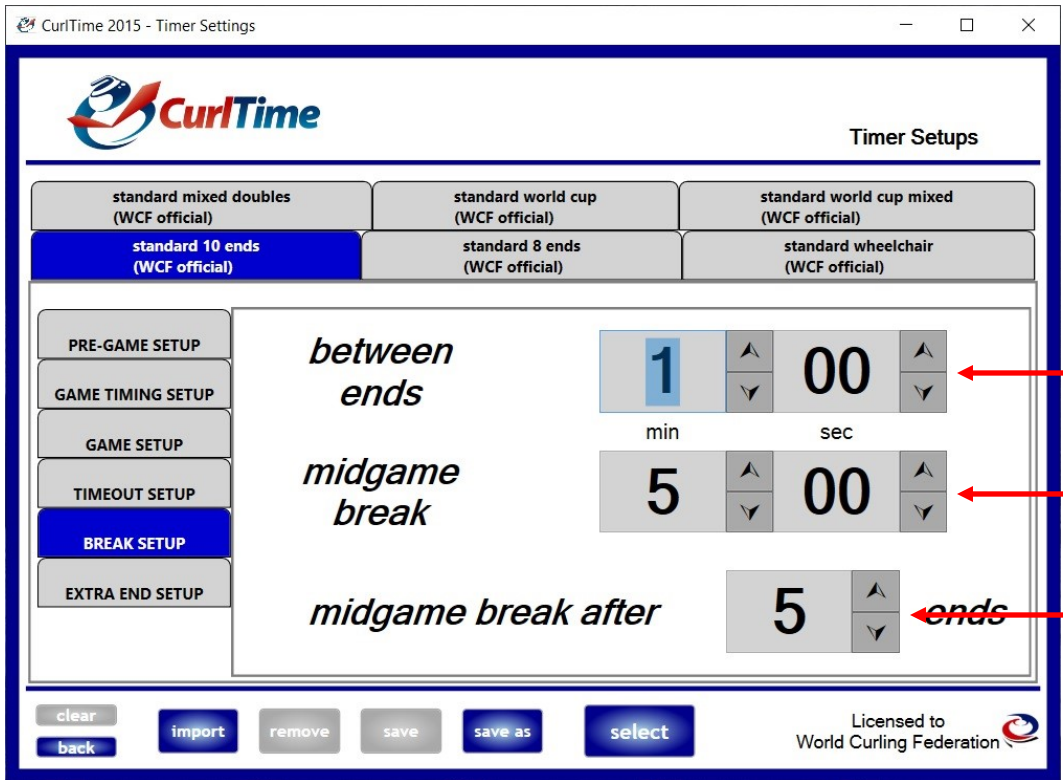
Length of game will vary depending on the format played and will be listed in the rules of competition as stipulated by the WCF, Curl Canada or the Provincial body.



End by End timing is used at the World Curling Cup.



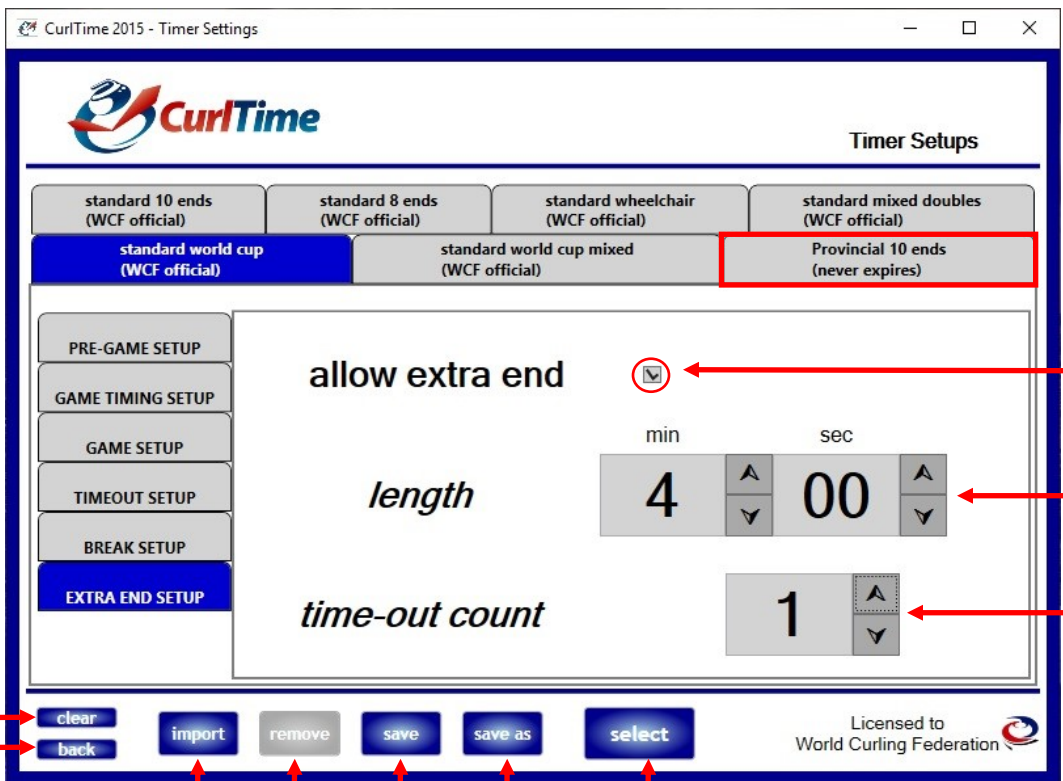
The length of the time out is outlined in the Rules of Competition. The Chief Umpire will determine how long travel times will be.



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

Rules of Competition outline the length of the break

Indicates after which end the break will take place



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

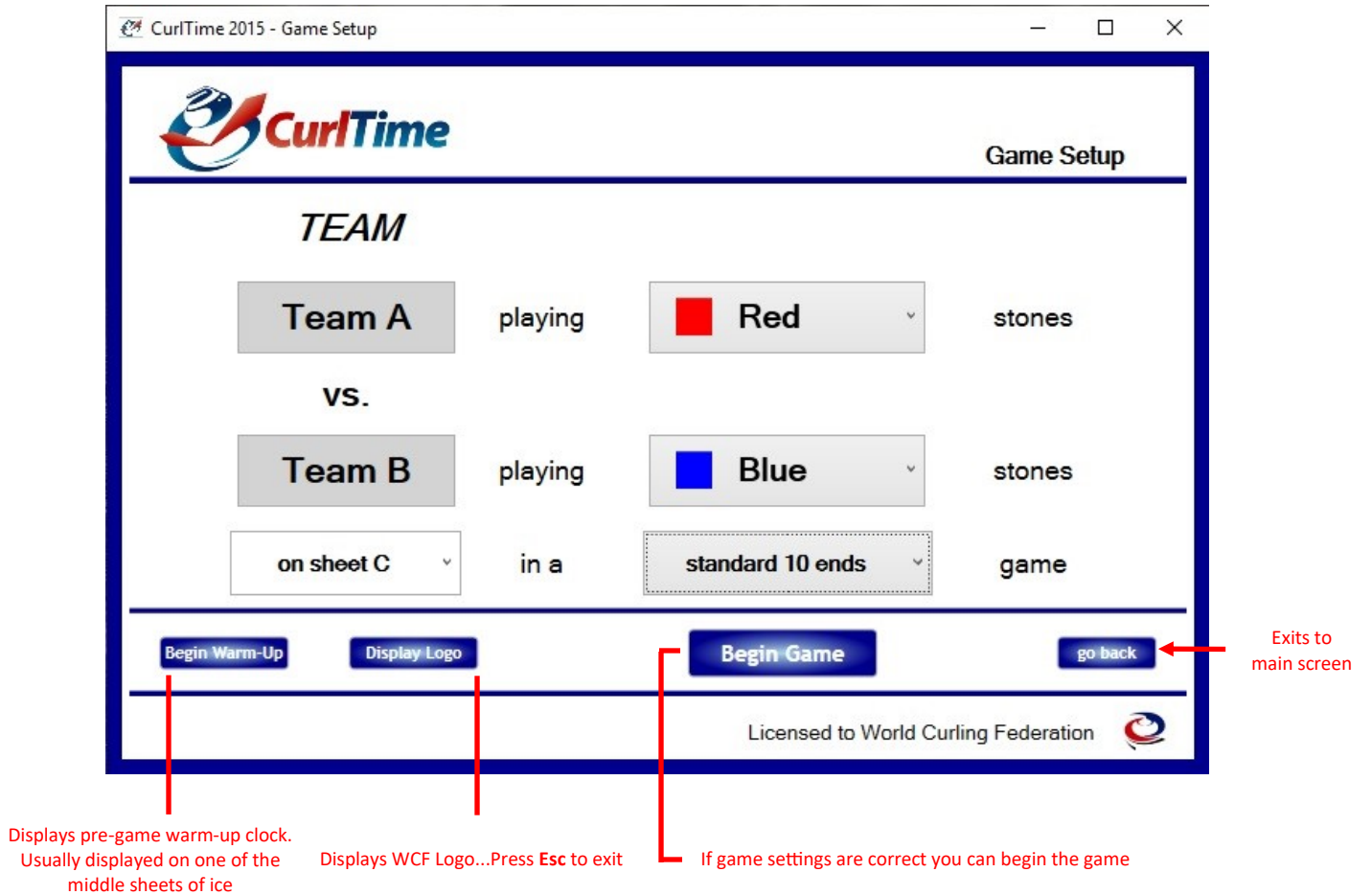
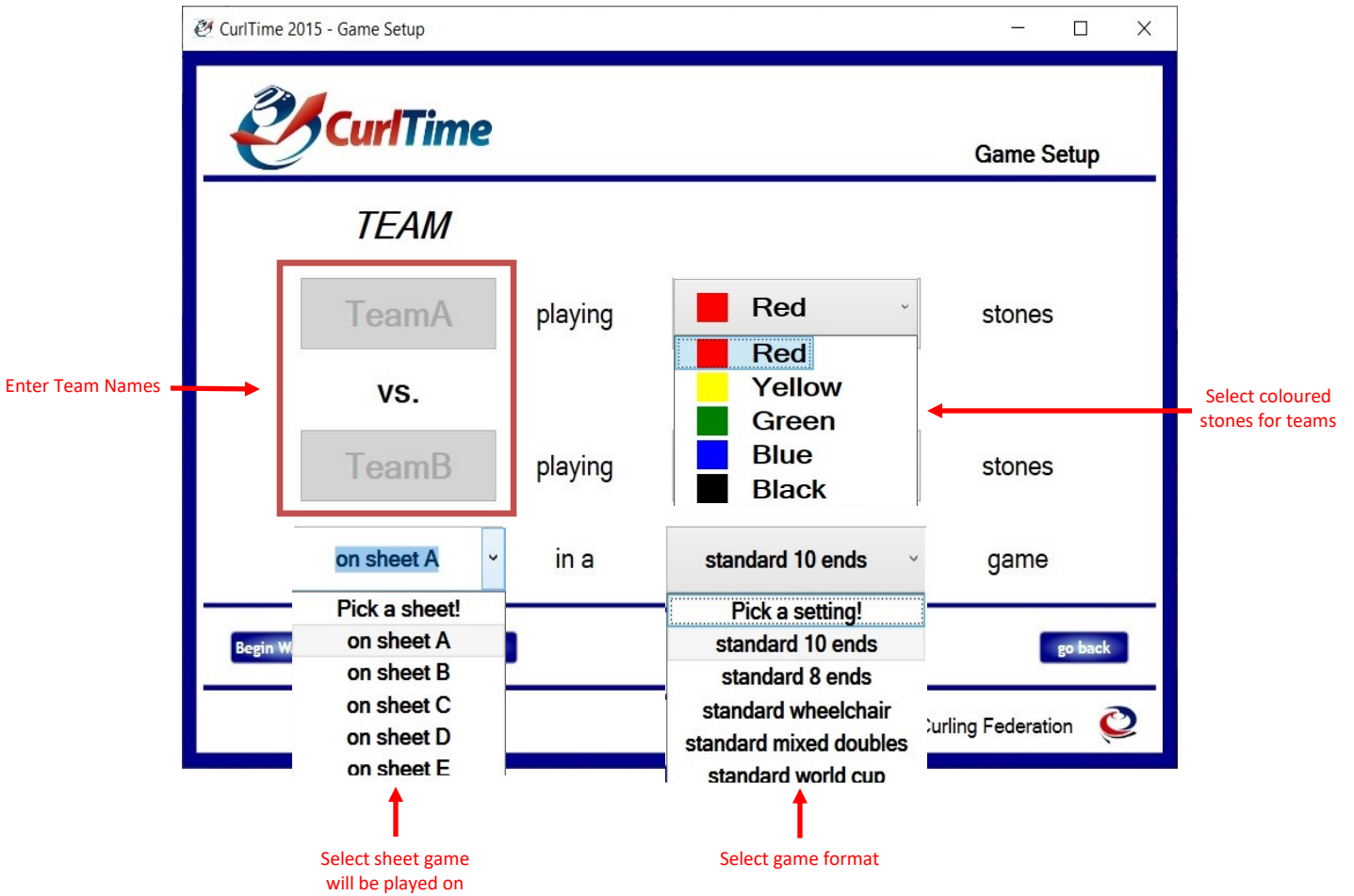
Will import a game from another device

Removes a game from the menu. **DO NOT** delete one of the 6 WCF official game formats

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

Will select the game format highlighted

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



Begin Warm-Up

The Practice screen features a grey background with a black header bar at the top containing the word "Practice" in white. A large black digital display in the center shows "30:00" in white. On the left side, there are four buttons: "Practice Reset" (grey), "Warm Up Reset" (blue), "Last Stone Reset" (red), and "Custom Reset" (green). Below these buttons are two input fields: a small one with a vertical bar and a larger one showing "10:00" with up and down arrow icons. A "Start Clock" button is positioned to the right of the "Warm Up Reset" button. A "Quit" button is at the bottom left. Red arrows point from text labels to these elements: "Reset Practice time to original value" to "Practice Reset", "Start / Stop Practice clock" to "Start Clock", and "Exits to Game Setup" to "Quit".

The Warm Up screen has a grey background with a blue header bar at the top containing the words "Warm Up" in white. A large blue digital display in the center shows "09:00" in white. The left-side buttons are "Practice Reset" (grey), "Warm Up Reset" (blue), "Last Stone Reset" (red), and "Custom Reset" (green). The input fields below show "Draw 11" and "10:00" with up and down arrow icons. A "Start Clock" button is to the right of the "Warm Up Reset" button. A "Quit" button is at the bottom left. Red arrows point from text labels: "Reset Warm-Up time to original value" to "Warm Up Reset", "Start / Stop Warm-Up Clock" to "Start Clock", "Creates a Custom Practice Warm-Up. Will Display in Green" to "Custom Reset", and "Exits to Game Setup" to "Quit".

The Last Stone screen has a grey background with a red header bar at the top containing the words "Last Stone" in white. A large red digital display in the center shows "01:00" in white. The left-side buttons are "Practice Reset" (grey), "Warm Up Reset" (blue), "Last Stone Reset" (red), and "Custom Reset" (green). The input fields below show "<header>" and "10:00" with up and down arrow icons. A "Start Clock" button is to the right of the "Warm Up Reset" button. A "Quit" button is at the bottom left. Red arrows point from text labels: "Start / Stop Last Stone clock" to "Start Clock", "Reset Last Stone time to original value" to "Last Stone Reset", and "Exits to Game Setup" to "Quit".

Game Clock

Start/Stop Red → Start RED

Opens Between End Clock → Between End

Stops the Clock → STOP

Opens Time Out Menu → Time Out

Starts Midgame Clock → Midgame Break

Start/Stop Yellow → Start YELLOW

Opens Extra End Menu → Extra End

Exits to Game Setup → Quit

Time-outs: 1

Time-outs: 0

Shot Clock: 0:50

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

Adjust the **minutes** on the time clock. Hold the **ctrl** key + Δ / ∇

Adjust the **seconds** on the time clock. Hold the **ctrl** key + Δ / ∇

Shot Clock . Indicates the amount taken to deliver a stone

	1	2	3	4	5	6	7	8	9	10	11	12
RED	36:16	34:58	31:07	26:41	22:41	19:23	16:43	13:33	09:14	05:36		
YELLOW	36:07	34:27	31:21	27:03	23:36	20:23	17:32	13:53	13:42	04:42		

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

END	1	2	3	4	5	6	7	8	9	10	11	TOTAL
BC	1	1	0	3	1	1						6
ON	0	0	1	0	2	0						3

First Team	With Hammer
Home	-

With the laptop connected to the electronic scoreboard this display will appear below the time clock. You will be required to update the score & move the hammer

Between Ends

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

1:00

Between End

restart break

cancel break

Time remaining at the end of an end is displayed

RED stone played

replay end

YELLOW stone played

pressing either of the stone played buttons will revert to the game clock

Adjust the **minutes** on the time clock. Hold the **ctrl** key + Δ / ∇

Adjust the **seconds** on the time clock. Hold the **ctrl** key + Δ / ∇

pause / restart break → restart break

Stops the clock → Time Out

reverts to game clock → cancel break

Exits to Game Setup → Quit

Time Out

Pause / Start Travel Time

Stops the clock

Ends the travel time and the 1:00 minute time out continues

away end 1:12

37:59

01:00

switch team

end timeout

cancel timeout

38:00

1 2 3 4 5 6 7 8 9 10 11 12

RED

BLUE

Quit

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.

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

Midgame Break

pause / restart break

Stops the clock

reverts to game clock

reverts to game Setup

17:17

04:57

restart break

cancel break

RED stone played

replay end

BLUE stone played

17:30

1 2 3 4 5 6 7 8 9 10 11 12

RED

BLUE

Quit

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 + Δ/∇

Adjust the seconds on the time clock. Hold the ctrl key + Δ/∇

Extra Ends

The screenshot shows a game clock interface with a red top half and a blue bottom half, both displaying '04:30'. A 'Time-outs' counter shows '1' in both sections. A 'Shot Clock' at the bottom right shows '0:53'. The interface includes a control panel on the left with buttons for 'Start RED', 'Between End', 'Time Out', 'Midgame Break', 'Start BLUE', 'Extra End', and 'Quit'. A score table is visible at the bottom.

Annotations:

- Start/Stop Red:** Points to the 'Start RED' button.
- Stops the Clock:** Points to the 'Time Out' button.
- Start/Stop Blue:** Points to the 'Start BLUE' button.
- Reverts to Game Set up:** Points to the 'Quit' button.
- Time-outs (Red):** A circled '1' indicates the number of time outs remaining.
- Time-outs (Blue):** A circled '1' indicates the number of time outs remaining.
- Adjust the minutes:** Points to the up/down arrow controls for minutes.
- Adjust the seconds:** Points to the up/down arrow controls for seconds.
- Shot Clock:** A circled '0:53' indicates the amount taken to deliver a stone.

	1	2	3	4	5	6	7	8	9	10	11	EE
RED	34:52	31:23	27:33	24:19	20:27	17:12	14:19	11:18	06:23	02:32	02:32	
BLUE	35:02	31:09	28:15	24:31	21:02	17:53	13:55	10:52	07:31	03:03	03:03	

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 6 different game formats which can be played and or modified. They are: Standard Mixed Doubles, Standard World Cup, Standard World Cup Mixed, Standard 10 ends, Standard 8 ends 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, Provincial 10 end game. When saved, a Provincial 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 you Game Setup.

Setup

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

Show Rocks	Displays eight (8) 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
Enable Flashing	The Time out clock, between end clock and mid game break clock will begin to flash when there are ten (10) seconds remaining
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 6 menus that can be modified for each of the six(6) WCF Standard games. Mixed Doubles, World Cup, World Cup Mixed, 10 Ends, 8 Ends and 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.

Game Setup

The number of Time Outs each team is permitted, the number of stones per end (will vary on the game format) and the shot clock display can all be modified. The shot clock will display after the set time. This feature ensures that an accurate assessment of the length of time a team has taken to make a decision on what shot to play. A very small shot clock will appear in the lower right corner of the team's game clock. Time keepers are may note any excessive length of time taken to make a decision. If you do not wish to have this displayed, set the shot clock to zero (0) in the game setup.

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 from 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.

You NEVER subtract time from a team, it is simply added to the other team's time.

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

Remember.....Time corrections **MUST** be made to the appropriate team as soon as their time clock stops

IMPORTANT

RECOVERING FROM A POWER PAILURE OR CRASHED PROGRAM

Nothing is perfect. There may be a time where the **CurTime 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

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**

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