



EVERYTHING YOU WANTED TO KNOW ABOUT MEASURING STONES BUT WERE AFRAID TO ASK

By: Matt Sussman

Note: I know the following is a LOT of information. This game has a lot of rules! One suggestion I will give: if you ever have time after your game, feel free to practice this on the ice before doing it in a game setting - and ask an experienced player for help.

Some of these are best practices learned over the years. Others are rules straight from the WCF.

As a reminder, only vice-skips should be in the house while score is determined. Everyone else should get out of the way.

If the vices cannot visually determine the score (meaning at least one team wants a measure) someone retrieves the measuring device ("stick"). All other rocks not in dispute can be cleared by other players.

You may CAREFULLY clear nearby undisputed rocks while deciding if a measure is necessary.

Don't set your brooms down on the ice near the disputed rocks. This increases the chance of a slip and fall, and it could also displace the stones.

Don't put your broomhead (or foot, or hand, or something else) up to the edge of rock in an attempt to determine score. This increases the chance of displacing the stone. Use your eyes or get the stick.

Once the stick is retrieved, first place the "legs" (the outside part) on the ice. Do this in the back corner of the sheet, as the legs could be warm enough to melt the ice. Then insert the pin into the pinhole.

Loosen the gauge and slide the sensor up to the first stone on the near (pinhole) side of the



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rock, so that the indicator moves a little. Then move the stick back and tighten the gauge.

Always move the measuring stick in one direction - clockwise.

Always measure the "near" edge of the stone (closest to the pinhole).

Only measure the stone once. Do not go back and forth on it (this could displace the stone). If you need to measure the stones again, rotate the stick completely around the house.

If a rock is determined to count/not count, signal this by moving the counting rock closer to the pin and/or the non-counting rock away from the pin.

If the measure is too close to determine, repeat the step where you re-loosen/re-tighten the gauge, and measure again.

If the measure ultimately cannot determine which rock is closer, then neither rock counts. This means if the measure was for 1, it's a blank end.

- If you cannot visually determine if a rock is a "biter" (in the house) and it could potentially score, retrieve the biter bar. This one's a lot easier. Once inserted into the pinhole, slide it clockwise and if the other outside edge of the bar touches the stone, it is in the house.
- If one of the teams is responsible for displacing a disputed stone before it is measured, the non-offending team wins the measure.
- If an external force displaces a disputed stone before the score is decided, the end is replayed. (Exception: if the measure was for multiple points, the scoring team has the option of taking the lower score or replaying the end.)
- You cannot measure stones before the end is complete. There is one exception: you may use the "biter bar" to determine if a rock is touching house during the free guard zone (before the 5th rock of an end is thrown).
- There may be other weird situations which are not called out in this already very long post and if something is not covered here or in the WCF rules, use a combination of your best judgment and The Spirit Of Curling to reach a fair decision.