Team shot statistics

Learn the game. Love the game.

Use the record sheets to learn what the team can repeat and what to practice next.

Record the intended job and the result

1. **Agree before the delivery**

   Agree the task and acceptable alternatives. Record the player and your team's shot number (1-8).

2. **Name the shot and rotation**

   Circle D (Draw family) or H (Hit family). Circle CW or CCW for the stone's rotation, viewed from above.

3. **Judge execution after the attempt**

   Judge execution of the agreed task, not the tactical decision. Use the same scorer when possible.

4. **Keep the useful details**

   Record the intended target, result and shot subtype. Add ice, sweeping or difficulty notes and any exclusion reason.

Two simple shot families

D / Draw: draw, guard, freeze or soft tap.
H / Hit: takeout, peel, double or hit-and-roll.
These are simplified teaching groups. Write the specific shot and intended result in the notes.

Use comparisons carefully

Always show the graded-shot count. Compare similar shots over several games: small samples, difficult attempts and different scorers affect results. This unweighted execution measure is not win probability or an official weighted statistic. No universal club benchmarks are implied.

A shared 0-4 teaching scale

Adapted teaching anchors. Official grading is shot-specific; agree consistent standards as a team.

Grade	Share	How much of the job was achieved
4	100%	The intended job was achieved
3	75%	Mostly achieved; a small shortfall
2	50%	A meaningful part was achieved
1	25%	A limited part was achieved
0	0%	The intended job was not achieved

Calculate the execution percentage

Percentage = total grades ÷ (4 × graded shots) × 100
Count only numeric grades 0-4. Exclude X and blanks.
If no shots are graded, leave the percentage blank.

Fictional example: 3 + 2 + 0 + blank = 5 points from 3 graded shots. 5 ÷ 12 × 100 = **41.7% (3 graded)**. Zero counts; blank does not.

Keep zero X and blank distinct

0: a scored unsuccessful attempt.
X: excluded. Official examples: intentional throw-throughs, burned stones and debris picks.
Blank: ungraded, unobserved or unplayed. Note the reason.
Official hog, free-guard-zone, no-tick and delivery violations score 0. Apply the rules in force for your game.

Source notes

Adapted from World Curling / CURLIT, *Curling Statistics: How to Score* (2025-26), pp. 10-11 and 32-33. CW/CCW terminology: Curling Canada, *Discover Curling* (2025), p. 23.

CURLIT scoring manual Curling Canada teaching manual

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Team shot record Ends 1-4

Learn the game. Love the game.

Team _____ Opponent _____ Date _____ Game _____

Scorer _____ Player 1 _____ Player 2 _____ Player 3 _____ Player 4 _____

Circle the shot and rotation. Write the intent before release, then add the result and context.

Team shot 1-8 counts your team only. Player numbers assume two stones each; correct them if the lineup changes.

End	Team shot	Player	Shot	Rotation	Grade 0-4 / X	Intent / outcome / context
1	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		
2	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		

End	Team shot	Player	Shot	Rotation	Grade 0-4 / X	Intent / outcome / context
3	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		
4	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		

D = Draw family H = Hit family CW/CCW = rotation viewed from above 0 = scored miss X = excluded Blank = ungraded

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Team shot record Ends 5-8

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Team _____ Opponent _____ Date _____ Game _____

Scorer _____ Player 1 _____ Player 2 _____ Player 3 _____ Player 4 _____

Circle the shot and rotation. Write the intent before release, then add the result and context.

Team shot 1-8 counts your team only. Player numbers assume two stones each; correct them if the lineup changes.

End	Team shot	Player	Shot	Rotation	Grade 0-4 / X	Intent / outcome / context
5	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		
6	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		

End	Team shot	Player	Shot	Rotation	Grade 0-4 / X	Intent / outcome / context
7	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		
8	1	1	D H	CW CCW		
	2	1	D H	CW CCW		
	3	2	D H	CW CCW		
	4	2	D H	CW CCW		
	5	3	D H	CW CCW		
	6	3	D H	CW CCW		
	7	4	D H	CW CCW		
	8	4	D H	CW CCW		

D = Draw family H = Hit family CW/CCW = rotation viewed from above 0 = scored miss X = excluded Blank = ungraded

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