



# How to fill in the score sheet

**\*\*Note: these are extracts only\*\***

## Example 1: Recording the captain and substitute

Colour	NAME	s	Colour	NAME	s
	Andrew	c		Belinda	
	Diana			Charlie	s
	Edward	s		Fiona	c
	Hannah			George	

Andrew is the captain and Edward is the substitute for the Red side

Fiona is the captain and Charlie is the substitute for the Blue side

## Example 2: Normal game

Timeout	Time	End score	Final score	Final score	End score	Time	Timeout
	3:05	1   0	<b>3</b>	<b>4</b>	1   3	3:23	
	2:12	2   1			2   0	4:06	
	3:00	3   2			3   0	1:57	
	3:52	4   0			4   1	4:16	
		5			5		
		6			6		
<b>Tie-break</b>							

Blue scored 3 points in the first end with 3 minutes and 23 seconds remaining; Red had 3 minutes and 5 seconds remaining

Red scored 1 point in the second end with 2 minutes and 12 seconds remaining; Blue had 4 minutes and 6 seconds remaining

Red scored 2 points in the third end with 3 minutes and 0 seconds remaining; Blue had 1 minute and 57 seconds remaining

Blue scored 1 point in the fourth end with 4 minutes and 16 seconds remaining; Red had 3 minutes and 52 seconds remaining

**Final score: Blue 4, Red 3. Blue wins (circle the winning score).**

### Example 3: Recording a timeout

Timeout	Time	End score	Final score	Final score	End score	Time	Timeout
		1			1		
✓		2			2		
		3			3		
		4			4		✓
		5			5		
		6			6		
<b>Tie-break</b>							

Red took a timeout at the end of the second end  
 Blue took a timeout at the end of the fourth end

### Example 4: Tie-break game

Timeout	Time	End score	Final score	Final score	End score	Time	Timeout
	0:48	1 0	4	4	1 1	3:09	
	2:50	2 2			2 0	0:57	
	4:12	3 2			3 0	1:46	
	1:15	4 0			4 3	2:08	
		5			5		
		6			6		
<b>2 Tie-break 0</b>							

Blue scored 1 point in the first end with 3 minutes and 9 seconds remaining; Red had 48 seconds remaining

Red scored 2 points in the second end with 2 minutes and 50 seconds remaining; Blue had 57 seconds remaining

Red scored 2 points in the third end with 4 minutes and 12 seconds remaining; Blue had 1 minute and 46 seconds remaining

Blue scored 3 points in the fourth end with 2 minutes and 8 seconds remaining; Red had 1 minute and 15 seconds remaining

Red scored 2 points in the tie-break (points aren't added as only the closest wins)

**Final score: Red 4, Blue 4. Red wins tie-break (circle the winning score).**

### Example 5: Game with equidistant balls in one end

Timeout	Time	End score	Final score	Final score	End score	Time	Timeout
	4:10	1   0	<b>3</b>	<b>5</b>	1   3	0:59	
	3:27	2   1			2   1	2:32	
	2:55	3   2			3   0	1:44	
	0:00	4   0			4   1	0:03	
		5		5			
		6		6			
<b>Tie-break</b>							

Blue scored 3 points in the first end with 0 minutes and 59 seconds remaining; Red had 4 minutes and 10 seconds remaining

Red scored 1 point in the second end with 3 minutes and 27 seconds and Blue scored 1 point in the second end with 2 minutes and 32 seconds remaining

Red scored 2 points in the third end with 2 minutes and 55 seconds remaining; Blue had 1 minute and 44 seconds remaining

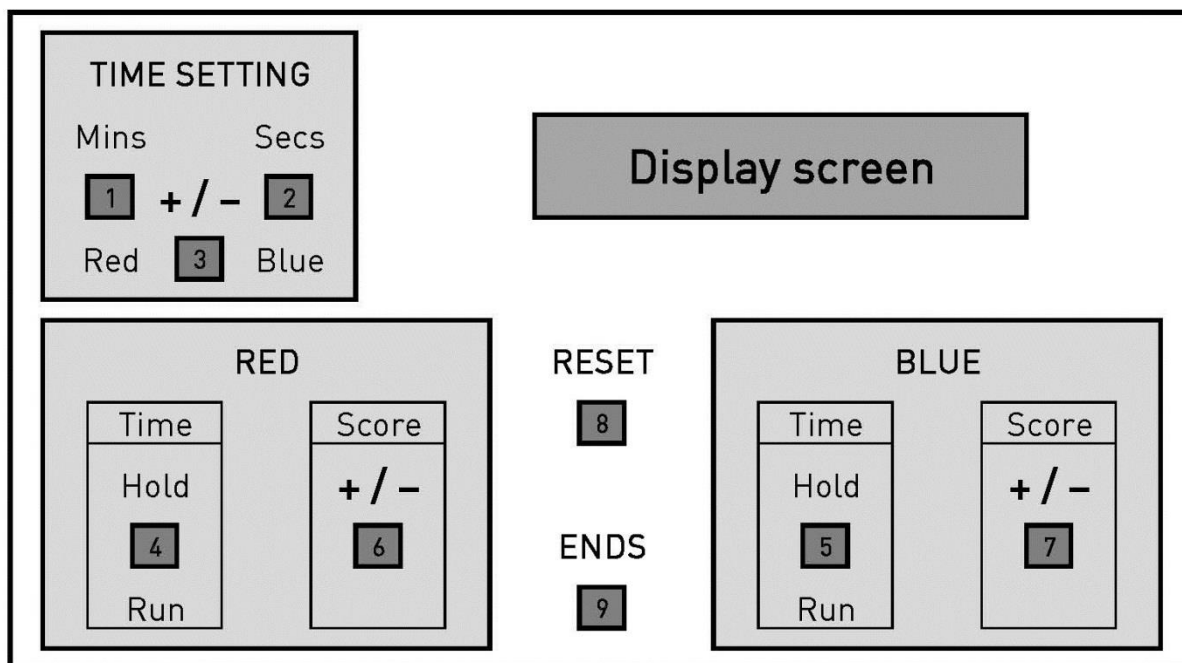
Blue scored 1 point in the fourth end with 0 minutes and 3 seconds remaining; Red had no time remaining

**Final score: Blue 5, Red 3. Blue wins. (circle the winning score).**

### Example 6: Sample violations / comments entry

2<sup>nd</sup> end: blue chair on the line, retraction and 2 penalty balls for red

## How to operate the New Zealand timing / scoring



### system

#### How to set the playing time for Red

- Flick switch [3] to the left (Red)
- Use the minutes and seconds switches [1] and [2] to set time accordingly (+ or -)

#### How to use the time clock for red

When the referee shows you the red bat, flick switch [4] into the run position  
When the ball either (1) stops moving or (2) goes out of court, flick switch [4] back into the hold position

#### How to alter the red score

When the referee indicates what the score is, use the + or = buttons [6] to add or subtract points as needed

#### How to set the playing time for Blue

- Flick switch [3] to the right (Blue)
- Use the minutes and seconds switches [1] and [2] to set time accordingly (+ or -)

#### How to use the time clock for blue

When the referee shows you the blue bat, flick switch [5] into the run position  
When the ball either (1) stops moving or (2) goes out of court, flick switch [5] back into the hold position

#### How to alter the blue score

When the referee indicates what the score is, use the + or = buttons [7] to add or subtract points as needed

#### How to reset the playing time and adjust the number of the end

At the conclusion of every end, (1) use the reset button [8] to reset the playing time and (2) use the end button [9] to adjust the number of the end.