

- a, *Striking*.—A stone placed on the Tee to be struck out of the circle.
 - b, *Inwicking*.—One Stone is placed upon the Tee, and another with its inner edge two feet distant from the Tee, and its fore-edge on a line drawn from the Tee at an angle of 45° with the central line (in two of the chances the Stone to lie on the opposite side of the central line from what it is on the other two); the played Stone must hit the latter, and perceptibly move the former.
 - c, *Drawing*.—The Stone played to lie within the circle.
 - d, *Guarding*.—The Stone played to rest on the central line; *to be over the Hog*; but must not touch the Stone to be guarded.
 - e, *Chap and Lie*.—A Stone placed on the Tee must be struck out of the circle; the Stone played to lie within it.
 - f, *Wick and Curl in*.—A Stone to be placed with its inner edge 7 feet distant from the Tee, and its fore-edge on a line making an angle of 45° with the central line (in two chances the Stone to be on the left, and in the other two on the right hand); the Stone played to hit this Stone, and rest within the circle.
 - g, *Raising*.—A Stone placed with its centre on the central line, and its inner edge 7 feet distant from the Tee, to be struck into the circle.
 - h, *Chipping the Winner*.—A Stone to be placed on the Tee, and another with its inner edge 10 feet distant, just touching the central line, and half guarding the one on the Tee; the Stone played to pass without touching the guard, and perceptibly move the other.
5. No Stone shall be considered *without* a circle, or over a line, unless it clear the circle or line; and every Stone shall be held as resting on the central line which does not lie completely clear of it:—in every case this is to be ascertained by a square placed on the ice. Each