CURLERS' SIGNAL CODE.

For use in large covered rinks, when several matches are going on simultaneously.

For **In Turn**—Right arm to be held close to body.

For **Out Turn**—Arm to be extended horizontally.

For **Striking**—Broom to be held vertically, and passed rapidly backwards over stone to be struck.

For **Inwicking**—Broom to be waved "off and on" the inside of the stone to be inwicked off, showing the place on which the strike should be made.

For **Drawing**—Broom to be held vertically at the place where it is desired the stone should come to "at rest."

For **Guarding**—Broom to be held transversely on the ice, at the place where the stone should rest.

For **Chap and Lie**—Broom to be held vertically, and moved up and down over the stone to be struck.

For **Wick and Curl In**—Show place as in DRAWING where it is desired that the stone should rest, then as in INWICKING.

For **Raising**—Broom to be held vertically and slowly passed over the stone crosswise of the rink, and the length of the raising to be indicated by the space between the two hands holding the broom horizontally.

For **Drawing Through a Port**—As in DRAWING.

For **Chipping the Winner**—As in INWICKING.

For **Outwicking**—As in INWICKING, only indicating the outside of stone to be struck.

After indicating, as above directed, the character of the shot to be made, the corn end of the broom should be held on the ice, to show the point at which the player should take aim in order to reach the desired position, and the hand on handle of broom should be placed as near as possible to the point which the played stone is expected to reach; the space between is called in curling phraseology "the borrow."