

his turn comes, and not to take more than a reasonable time to play. Should he play a wrong Stone, any of the players may stop it while running; but if not stopped till at rest, the Stone which ought to have been played shall be placed in its stead, to the satisfaction of the opposing Skip.

11. If a player should play out of turn, the Stone so played may be stopped in its progress, and returned to the player. Should the mistake not be discovered till the Stone be at rest, or has struck another Stone, the opposite Skip shall have the option of adding one to his score, allowing the game to proceed, or of declaring the end mull and void. And if a stone be played before the mistake has been discovered, the Head must be finished as if it had been properly played from the beginning.

12. The sweeping shall be under the direction and control of the Skips. The players' party may sweep the ice from the middle line to the Tee, and any of their own Stones when set in motion, the adverse party have liberty only to sweep in front of any of their own Stones which have been set in motion by a Stone played by the opposite party. Both Skips have equal right to clean and sweep the ice behind the Tee at any time, except when a player is being directed by his Skip. At the end of any head, either of the Skips may call upon the whole players to clean and sweep the entire rink, but being subject in this, if objected to, to the control of the acting Umpire. The sweeping shall always be to a side; and no sweeping shall be either moved forward or left in front of a running Stone. When snow is falling the player's party may sweep the Stones of their own side from Tee to Tee.

13. If, in sweeping or otherwise, a running Stone be marred by any of the party to which it belongs, it may, in the option of the opposite Skip, be put off the ice; but if by any of the adverse party, it may be placed where the Skip of the party to which it belongs shall direct. If marred by any other means, the player shall replay the Stone. Should any played Stone be displaced before the head is reckoned, it shall be placed as near as possible where it lay, to the satisfaction of, or by, the Skip opposed to the party displacing. If displaced by any neutral party, both Skips to agree upon the position to which it is to be returned; but should they not agree, the Umpire to decide.

14. No measuring of shots allowable previous to the termination of the end. Disputed shots to be determined by the Skips, or, if they disagree, by the Umpire; or, when there is no Umpire, by some neutral

person chosen by the Skips. All measurements to be taken from the Centre of the Tee, to that part of the stone which is nearest it.

15. Skips shall have the exclusive regulation and direction of the Game for their respective parties, and may play last Stone, or in what part of it they please. When their turn to play comes, they may name one of their party to act as Skip for them, but are not entitled to change their position in Game when once fixed.

16. If any player engaged, or belonging to either of the competing Clubs, shall speak to, taunt, or interrupt another, not being of his own party, while in the act of delivering his Stone, one shot may be added to the score of the party so interrupted, for each interruption, and the play proceed.

17. If from any change of weather after a Match has been begun, or from any other reasonable cause, one party shall desire to shorten the Rink, or to change to another; and if the two Skips cannot agree, the Umpire shall after seeing one end played, determine whether the Rink shall be shortened, and how much; or whether it shall be changed, and his decision shall be final. Should there be no acting Umpire, or should he be otherwise engaged, the two Skips may call in a neutral Curler to decide, whose powers shall be equally extensive with those of the Umpire, moreover, shall, in the event of the ice being in his opinion dangerous, stop the Match. He shall postpone it, even if begun, when, in his opinion, the state of the ice is not fitted for testing the curling skill of the players; and except in very special circumstances, of which the Umpire shall be judge, a Match shall not proceed, or be continued, when a thaw has fairly set in, or when snow is falling and likely to continue during the Match. Nor shall it be continued when such darkness comes on as prevents (in the opinion of the Umpire) the played Stones being well seen by players at the other end of the Rink. In every case the Match, when renewed, must be begun de novo.

RULES OF THE POINT GAME.

1st. Each Competitor shall draw lots for the rotation of play, and keep that order throughout; he shall use two Stones (unless the majority of players prefer one Stone each), and play them the one immediately after the other; he shall not, during the competition, change the side of a stone, nor the Stone itself unless it happens to be broken.

2nd. The length of the Rink between the Tees not to exceed 42, nor to be less than 32

yards; the in-
terminated by

3rd. A circle
drawn round
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feet from the

4th. Every
at each of the
game, viz. :-
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B, INWICKING.—
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perceptibl

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D, GUARDING.—
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E, CHAP AND
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F, WICK AND
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