18 BY-LAWS, REGULATIONS, ETC., OF THE POINTS' GAME

one on the tee, and a third stone being placed 4 feet behind the tee, with its inner edge touching the central line, but on the opposite side from that on which the guard is placed; if the played stone strikes the stone placed behind the tee to count I; if it strikes the stone on the tee to count 2.

1 An

2 An 3 Au

Ay

5 Ay

6 Ba

7 Bel 8 Ber

9 Bol

10 Bo

11 Bra 12 Bra

13 Bra

14 Bri 15 Bro

16 Bri

17 Car 18 Cha

19 Ch

20 Ch

21 Cla 22 Col

23 Col 24 Det 25 Du 26 Du

27 Eln

28 Elo

29 Em

30 Fer

31 For 32 Ga

33 Gal

34 Ged

35 God

36 Gu

37 Gu

38 Ha

40 Ha

41 Ho

42 Ing 43 Kee

44 Kir

45 Lak

46 Lin

47 Lis

- j. Outwicking.—In the event of two or more competitors gaining the same number of shots they shall play 4 shots at outwicking; that is, a stone being placed with its inner edge 7 feet distant from the tee, and its centre on a line making an angle of 45 degrees with the central line; if struck within or on the 14 feet circle to count 1; if struck within the 8 feet circle to count 2.
- 4. If the competition cannot be decided by these shots, the umpire shall order one or more points to be played again by the competitors who are equal.
- 5. In the Points' Game the rink may be swept as often as required during the intervals between the playing of stones; a player may sweep his own stone, and may direct where a broom shall be held to guide him in playing.

NOTE.—The above rules and definitions for the Points' Game in Chap. VIII. are applicable only to medals given by the General Association, and are not intended to supersede any regulations made by local clubs, in competing for their own private medals.

It will save much time, if, in playing for local medals, two rinks be prepared lying parallel to each other, the tee of the one being at the reverse end of the other rink; every competitor plays both stones up the one rink and immediately afterwards down the other, finishing thus, at one round, all his chances at that point.

It will also save time if a code of signals be arranged between the marker and the players, such as: the marker to raise one hand when 1 is scored, and both hands when 2 are scored. In the case of a miss both hands to be kept down.