

stone strike the latter on the inside to count 1 ; if it perceptibly move both stones to count 2.

*c. Drawing.*—If the stone played lies within or on the 14 feet circle to count 1 ; if within or on the 8 feet circle to count 2.

*d. Guarding.*—A stone, to be guarded, placed with its fore-edge on the tee. If the stone played rests within 6 inches of the central line to count 1 ; if on the line to count 2. It shall be over the hog, but not touch the stone to be guarded.

*e. Chap and Lie.*—If the stone placed on the sweeping score, with its inner edge one foot from the tee, be struck out of the 14 feet circle, and the played stone rest within or on the same circle, to count 1 ; if struck out of the 14 feet circle, and the played stone rest within or on the 8 feet circle, to count 2.

*f. Wick and Curl In.*—A stone being placed with its inner edge 7 feet distant from the tee, and its fore-edge on a line making an angle of forty-five degrees with the central line ; if the stone is struck and the played stone curls on or within the 14 feet circle to count 1 ; if struck and the played stone rests within the 8 feet circle to count 2.

*g. Raising.*—A stone placed with its centre on the central line and its inner edge 8 feet distant from the tee; if struck into or on the 14 feet circle to count 1 ; if struck into or on the 8 feet circle to count 2.

*h. Drawing through a Port.*—One stone to be placed with its inner edge on the central line, 10 feet in front of the tee, and another stone placed parallel thereto and with its inner edge 2 feet from the central line; if the played stone passes between these two stones, without touching either, and rests within or on the 14 feet circle, to count 1 ; if within or on the 8 feet circle to count 2.

*i. Chipping the Winner.*—A stone being placed on the tee, and another 10 feet distant, and with its inner edge just touching the central line, and half guarding the