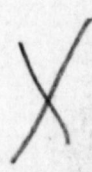


V.—OF THE GAME.

1. The standard length of the rink for play shall be 42 yards from hack to tee. If the ice turns out to be wet or soft before a game commences, or after it has been begun, the skips of both sides in the match, with the umpire as chairman, shall meet and decide whether the rink shall be shortened, and to what extent; and in no case shall it be shortened to less than 33 yards. The umpire shall have a deliberative vote, and in case of a tie, a casting vote; when there is no umpire present, the skips may call upon any neutral curler to act as umpire, who shall exercise all the powers of an umpire in the case. No important match shall be commenced if the ice be not in a condition fairly to test the curling skill of the competing players, and it shall be stopped and declared "off" if, after it has been begun, the condition of the ice, by reason of thaw setting in or snow falling, becomes such as not to afford a fair test of curling skill of the competing players; or darkness comes on sufficient to prevent the stones at the tee from being distinctly seen from the further hack; and in all cases of stopped matches the postponed game shall be commenced *de novo*. The umpire's decision, regarding the condition of the ice and atmosphere, shall be final in all cases.



2. The tees to be made 38 yards apart, and around each as a centre shall be described a circle of seven feet radius, which shall be called the "Home," or "Ring." To facilitate measurements, intermediate circles may also be described around the tee. Every stone within, or resting upon the outer ring, shall be entitled to be counted in the game; no stone shall be considered *without*