ls, to

, be-

ts, if

conor if

od as

side, rved

ot or

shall

arty

No

, or

ight

fter

nce,

gest

d-

her

or

the

er-

be

ips

ac-

ık,

to

rty

SO

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 null and void. But 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.

11. The sweeping shall be under the direction and control of the Skips. The player's party may sweep the ice anywhere, from the centre line to the Tee, and behind it,—the adverse party having liberty to sweep behind the Tee, and in front of any of their own Stones when moved by another, and till at rest. Skips to have full liberty 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 sweepings shall be moved forward or left in front of a running Stone. When snow is falling, either party may sweep from Tee to Tee.

12. 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; 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 party, other than one of the players, both Skips to agree upon the position to which it is to be returned; and should they not agree, the Umpire to decide.

13. Every player to be ready to play when 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 one which ought to have been played shall be placed in its stead, to the satisfaction of the opposing Skip.