

each using two stones, and playing one stone alternately with his opponent, and the rotation of players observed in the first head shall not be changed during the match.

7. The two skips opposing each other shall settle by lot, or in any other way they may agree upon, which party shall lead in the first head, after which the winning party shall lead.

8. The skips shall have the exclusive management and direction of the game for their respective parties, and may play last or in any part of the game they please; but are not entitled to change their places when once fixed. When their turn to play comes, they shall each appoint one of their players to act in their places as skips of the game, and must take the position of ordinary players, until they have played and returned to the tee-head as skips.

9. Players, during the course of each end, shall be arranged along the sides, but well off the rink, as their skips may direct; and no party, except when sweeping according to rule, shall go upon the middle of the rink. Skips alone to stand within the 14 feet circle, or home; the skip of the party playing to have the choice of place, and must not be obstructed by the other in front of the tee, while behind it the privileges of both as regards sweeping shall be equal.

10. Every player to be ready to play when his turn comes, and shall not take more than a reasonable time to play. Should he play a stone belonging to another player, any of the players may stop it while running; but if not stopped till at rest, the stone which should have been played shall be put in its place 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 course and returned to the player; should the mistake not be discovered till the stone be at rest, or has struck another stone, the opposing skip shall add one to his score, and have the option of allowing the game to proceed, or of declaring the end