

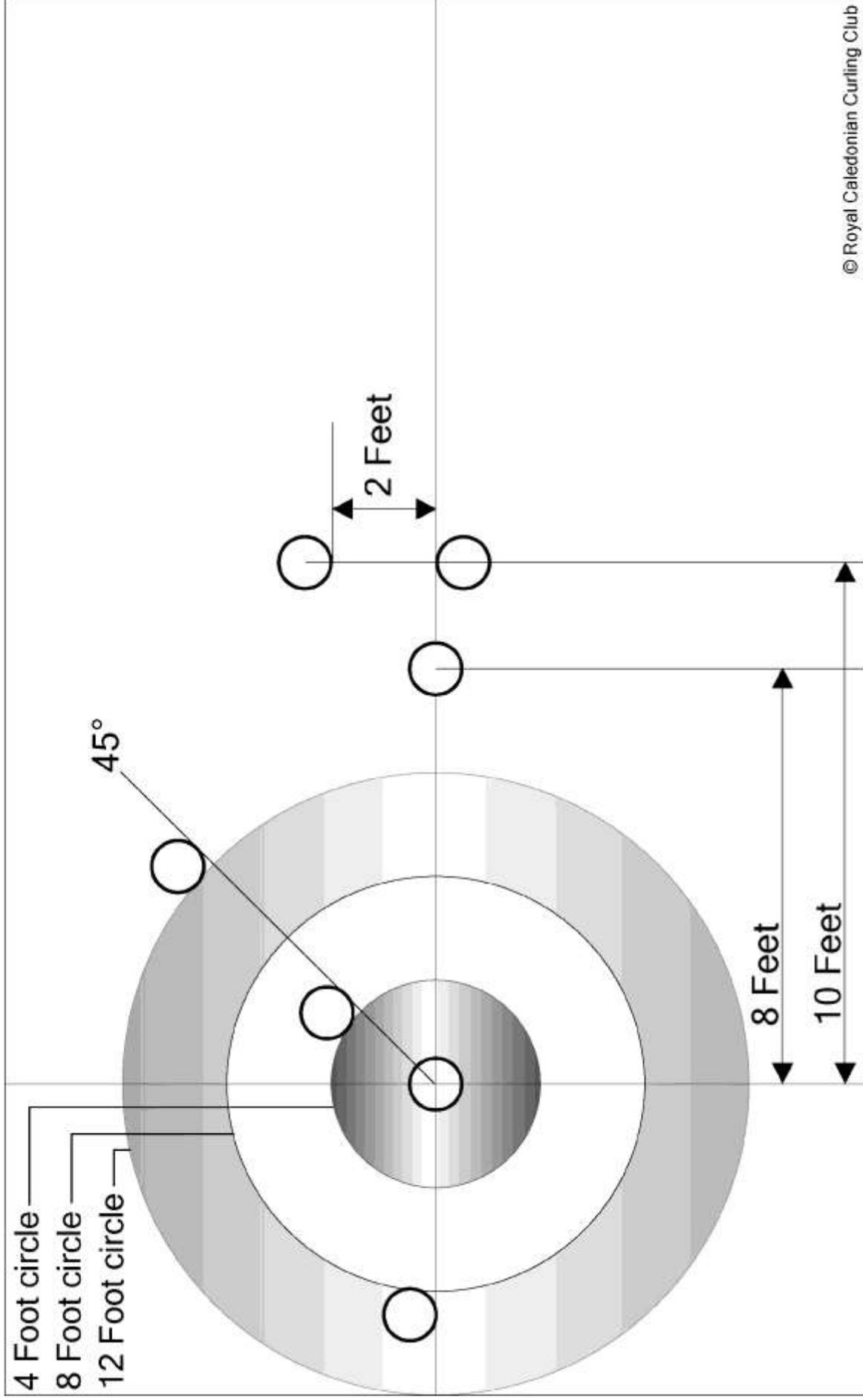
POINTS COMPETITION RULES & DIAGRAMS

- (a) Competitors shall draw lots for the rotation of play, and shall use two stones.
- (b) The measurement of the sheet for points play shall be in conformity with the provisions of the diagram shown below.
- (c) Every competitor shall play four shots at each of the nine following points of the game, *viz.*: (1) striking, (2) inwicking, (3) drawing, (4) guarding, (5) chap and lie, (6) wick and curl in, (7) raising, (8) chipping the winner, and (9) drawing through a port according to the definitions and diagrams here given.
- (d) In nos. (2), (6), (8) and (9), and at (10) outwicking when played, the object stones shall be placed so that two shots shall be played on the right at one end and two on the left at the other end.
- (e) No stone shall be considered outside a circle unless it is entirely clear of that circle.
- (f) In the event of two or more competitors being equal, they shall play four shots at (10) outwicking. If the competition be still undecided, the umpire shall order that one or more of the preceding points be played again by the competitors who are equal.

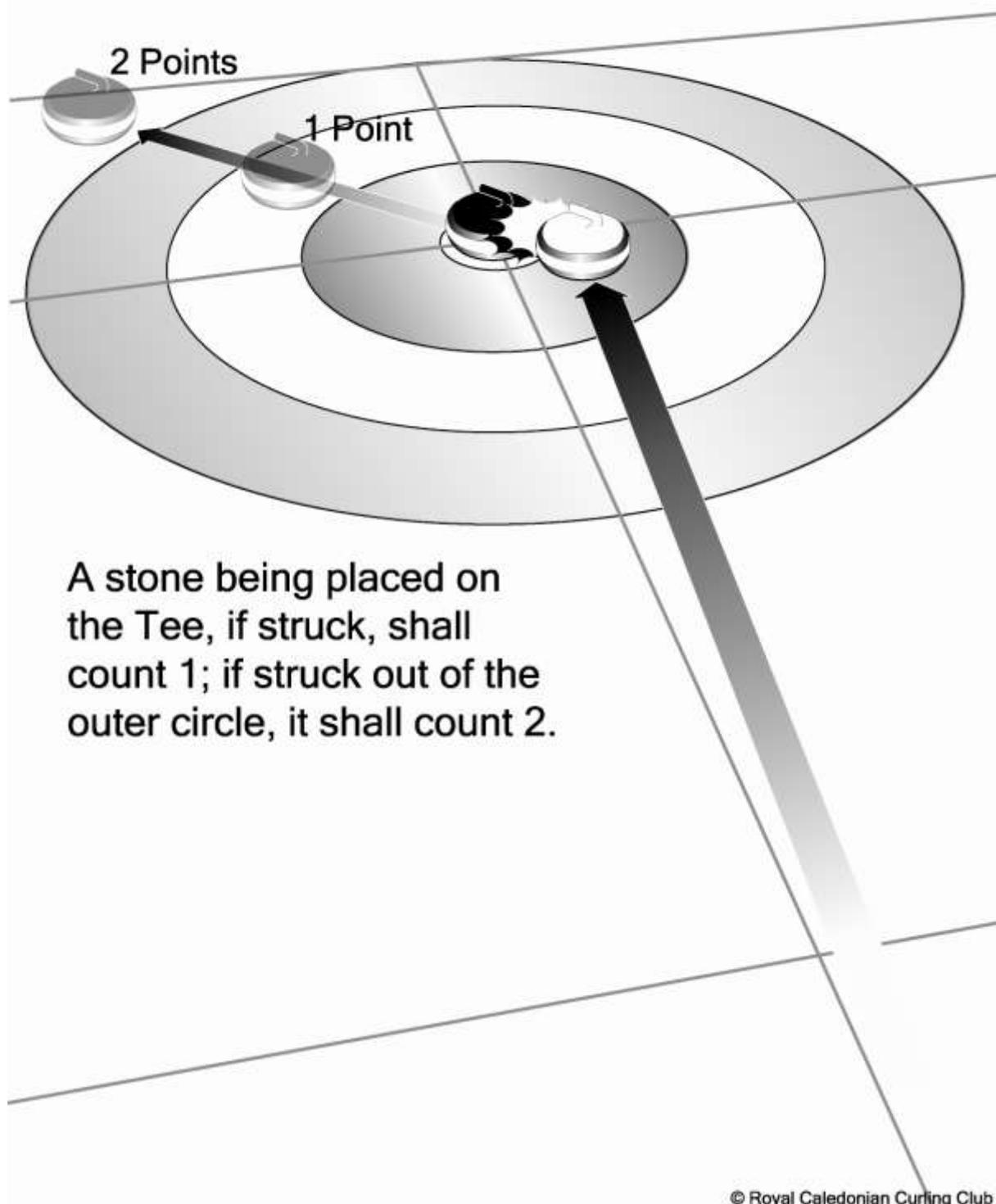
Note: Much time will be saved if two sheets be prepared lying parallel to each other, the tee of the one being at the reverse end of the other sheet; every competitor plays both stones up one sheet and afterwards both down the other, thus finishing at each round all his chances at that point.

For club competitions only, it is permissible to use a scorecard as a measure rather than a rule in discipline, **No.4. Guarding** where the card is approximately six inches long. Using a scorecard as a guide instead of a rule will speed up play.

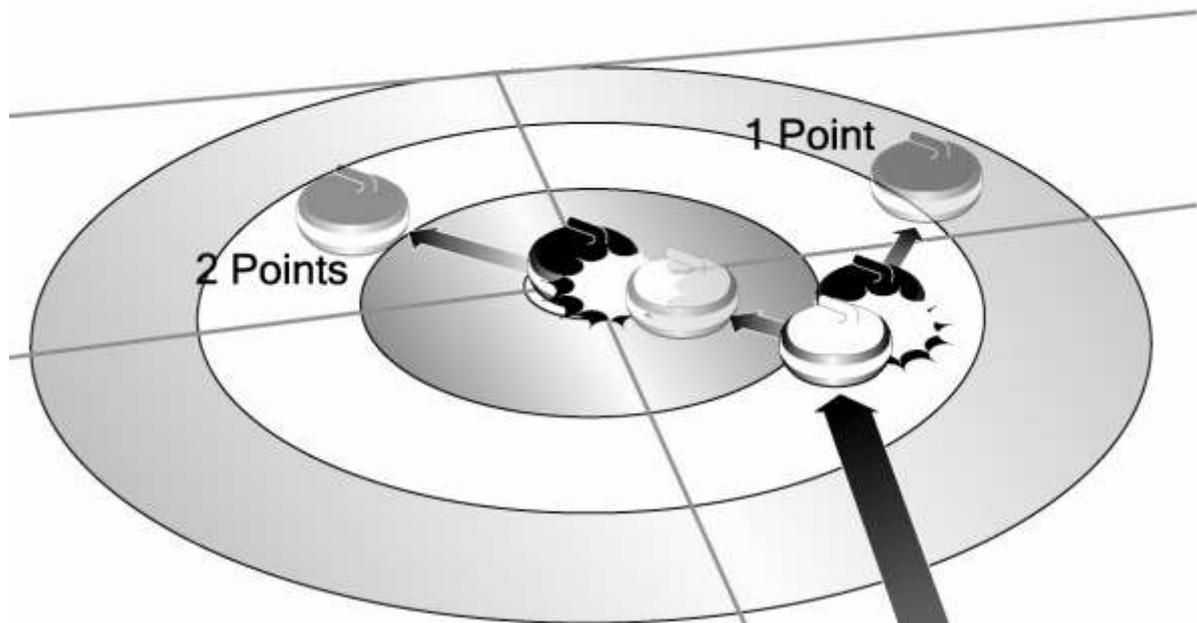
Points Markings on Ice



1. Striking

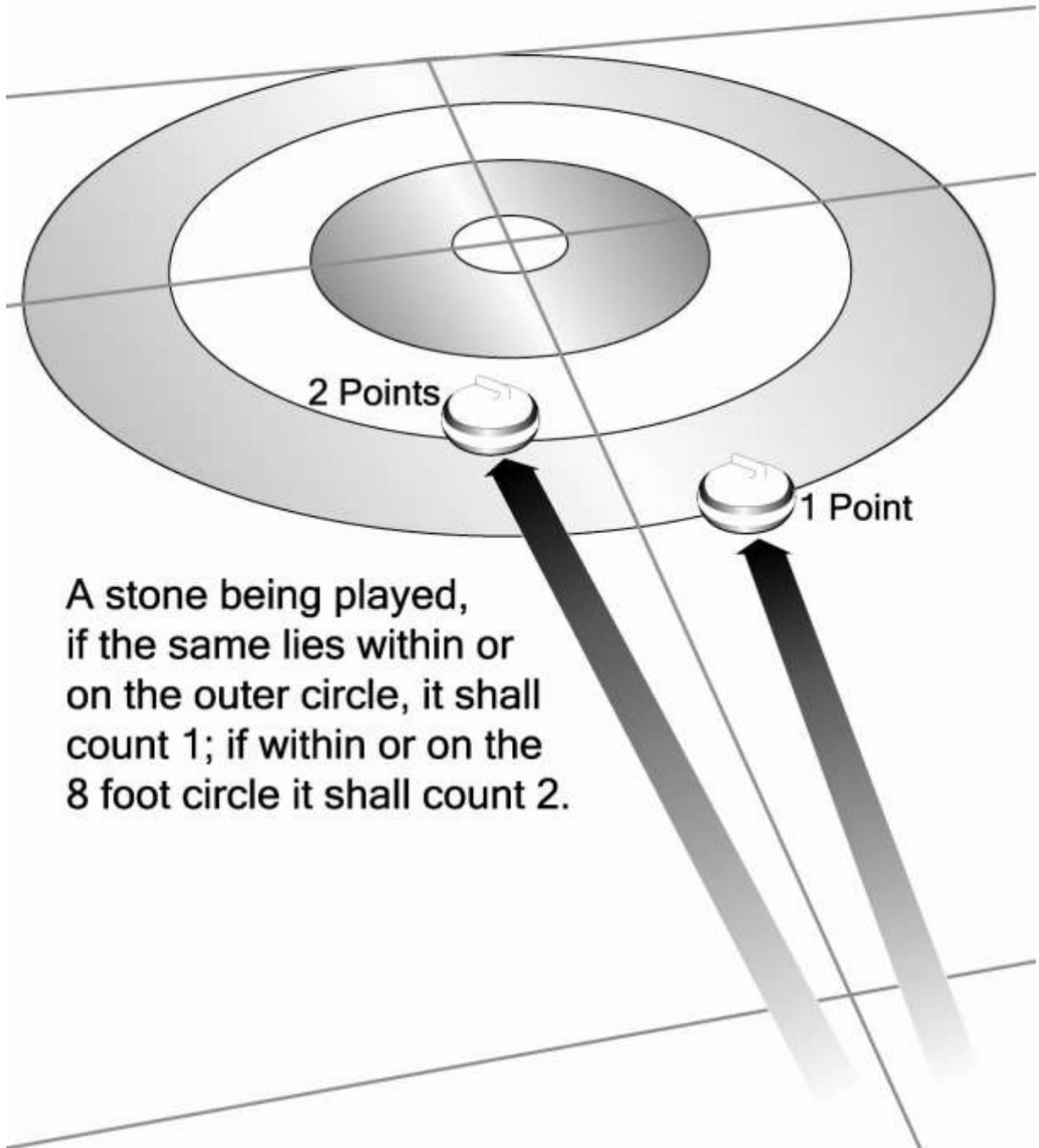


2. Inwicking



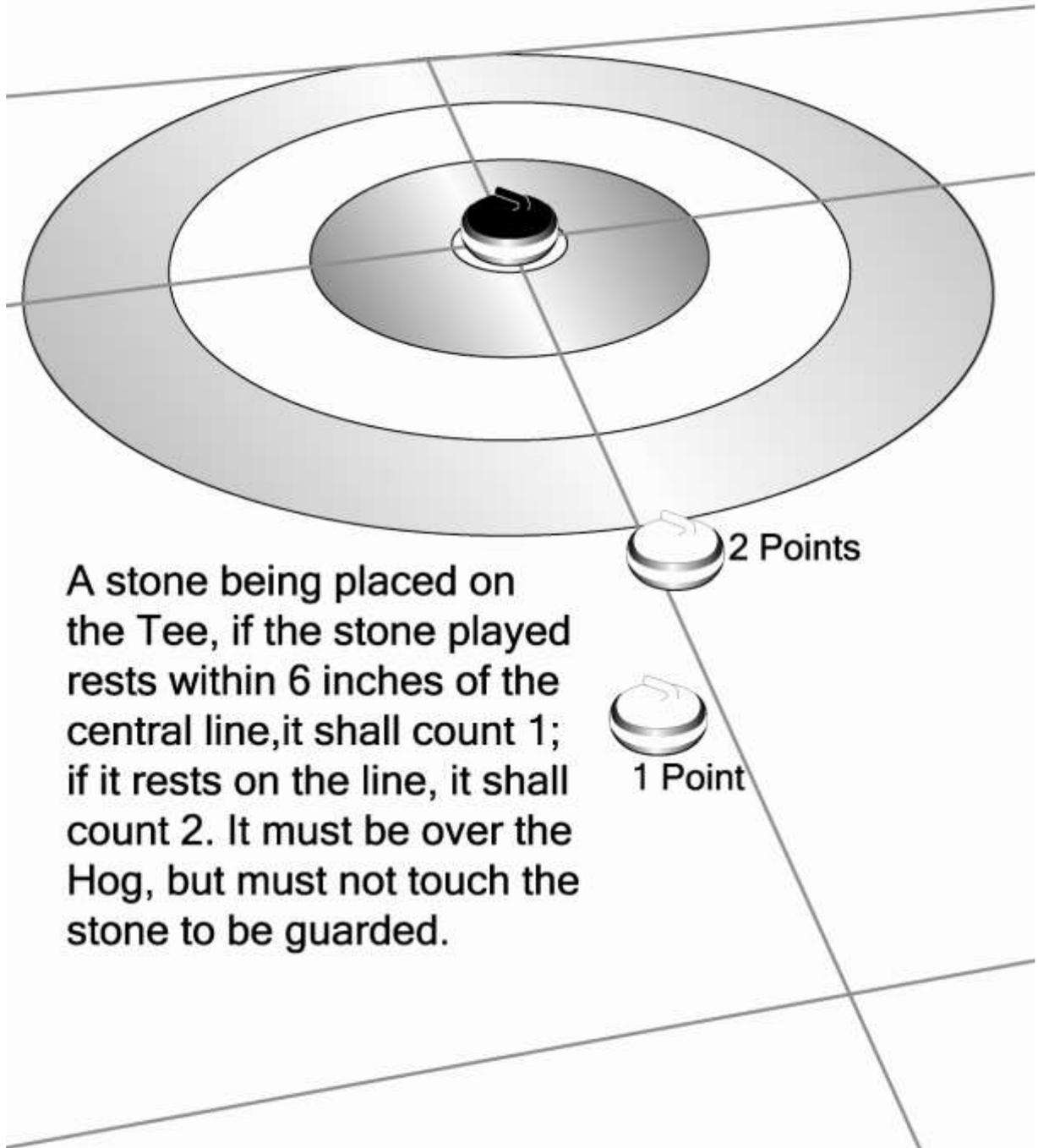
A stone being placed on the Tee, and another with its inner edge touching the 4 foot circle, and its fore edge on the line drawn at an angle 45° with the central line, if the played stone strikes the latter on the inside, it shall count 1; if it perceptibly moves both stones, it shall count 2.

3. Drawing



A stone being played, if the same lies within or on the outer circle, it shall count 1; if within or on the 8 foot circle it shall count 2.

4. Guarding

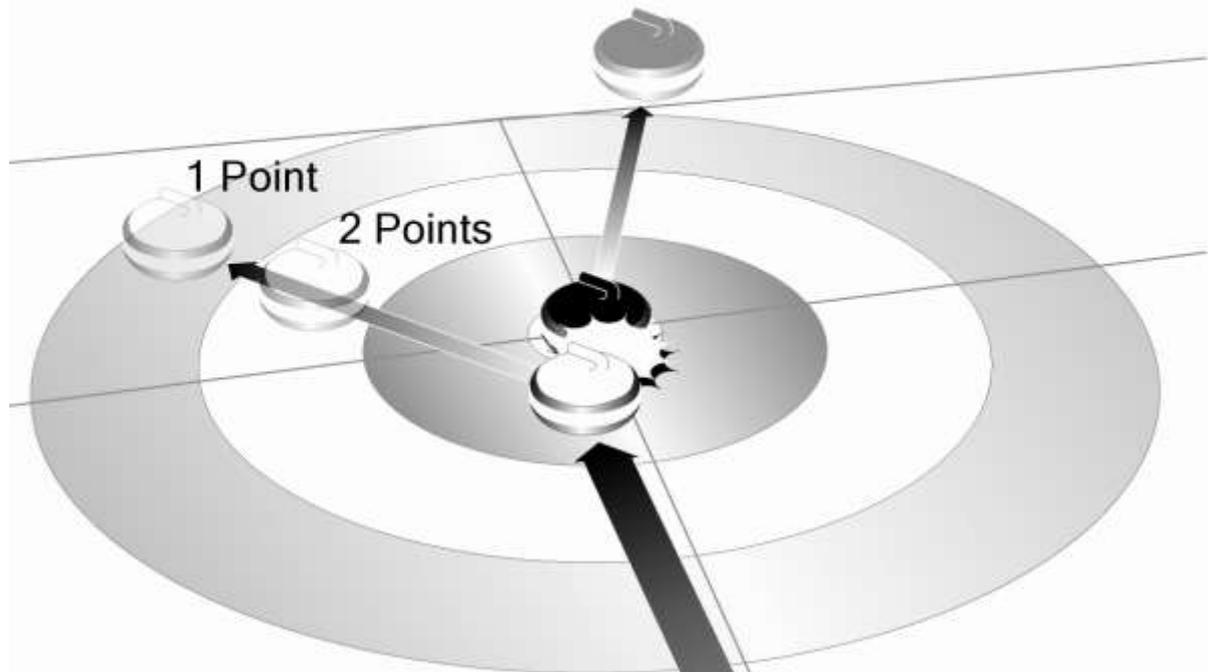


A stone being placed on the Tee, if the stone played rests within 6 inches of the central line, it shall count 1; if it rests on the line, it shall count 2. It must be over the Hog, but must not touch the stone to be guarded.

2 Points

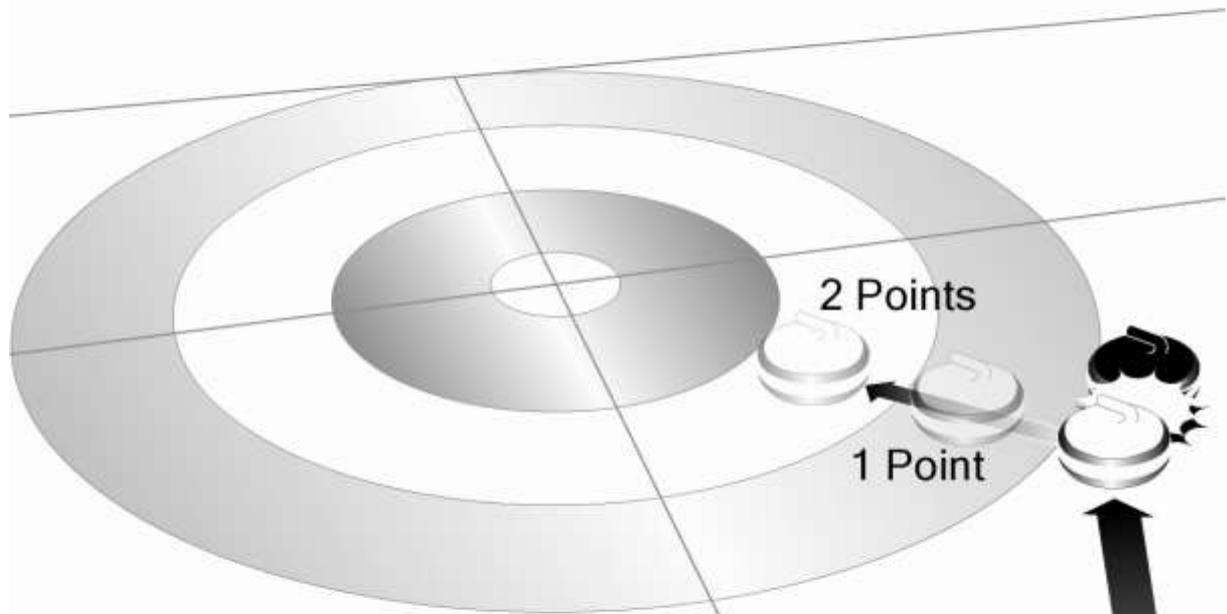
1 Point

5. Chap & Lie



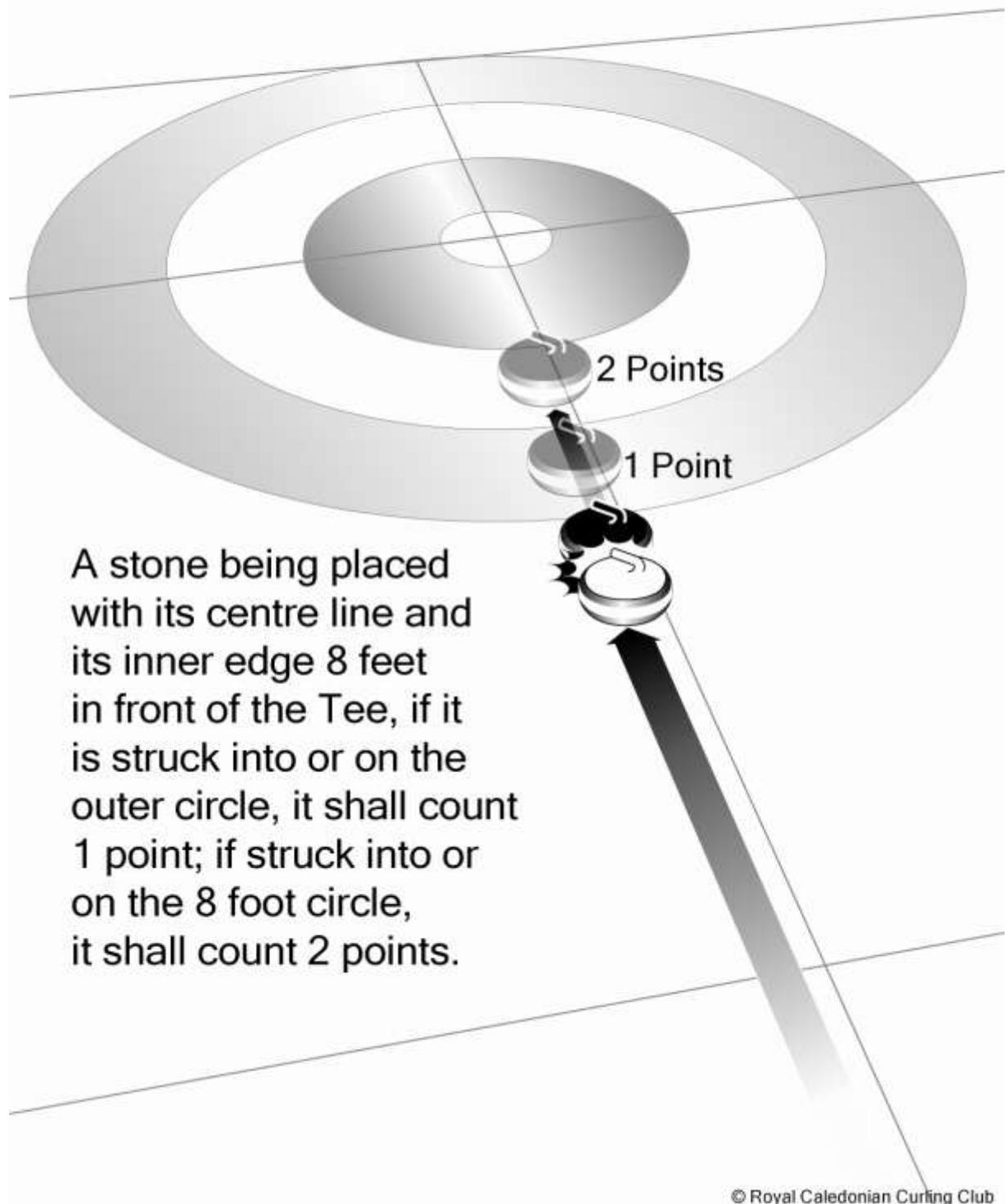
A stone being placed on the Tee, if struck out of the outer circle and the played stone lies within or on the outer circle, it shall count 1 point; if struck out of the outer circle and the played stone lies within or on the 8 foot circle, it shall count 2 points.

6. Wick & Curl in

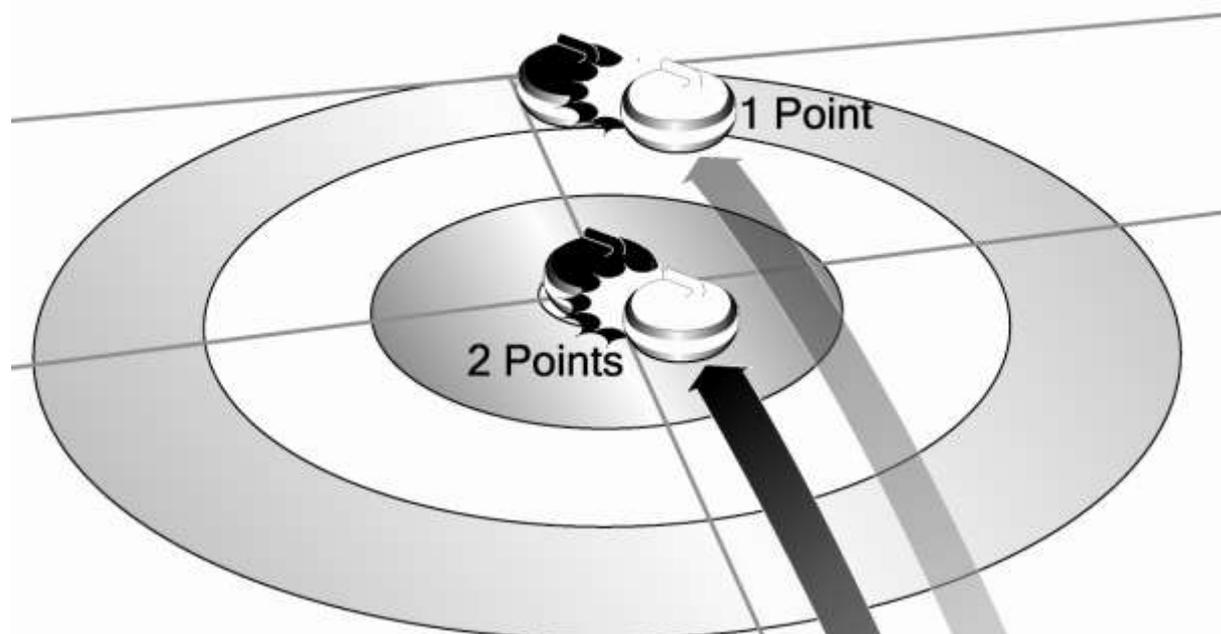


A stone being placed with its inner edge touching the outer circle, and its fore edge on a line drawn from the tee making an angle of 45° with the central line if the same be struck and the played stone remains on or within the outer circle it shall count 1 point; if struck, and the played stone remains on or within the 8 foot circle, it shall count 2 points.

7. Raising

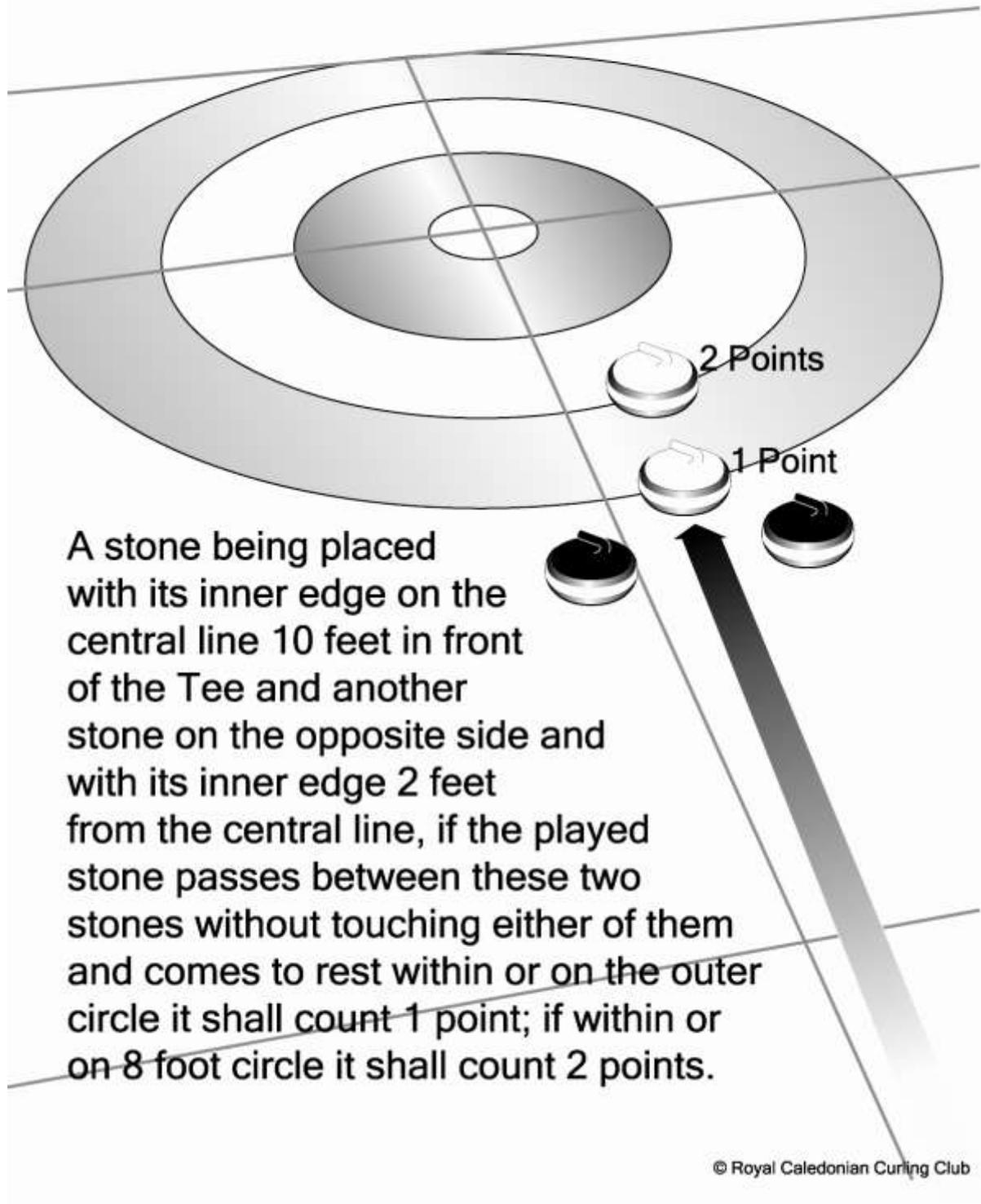


8. Chipping the Winner

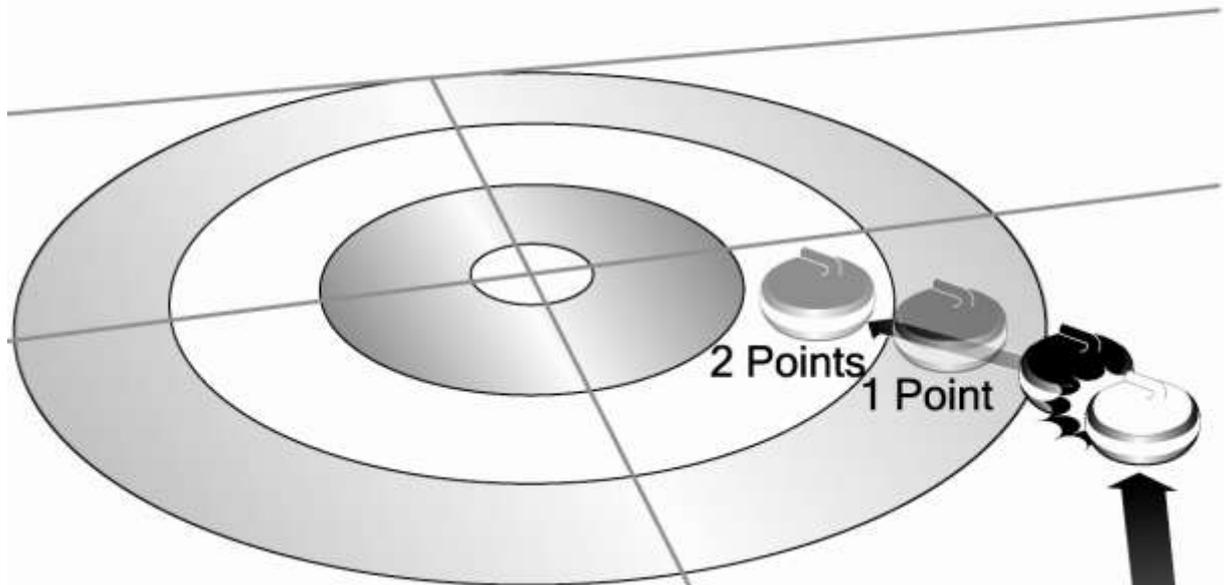


A stone being placed on the Tee, and another with its inner edge 10 feet in front, just touching the central line, and half guarding the one on the Tee, and a third stone being placed 4 feet behind the Tee, with its inner edge touching the central line but on the opposite side from that on which the guard is placed, if the played stone strikes the stone placed behind the Tee, it shall count 1 point; if it strikes the stone on the Tee, it shall count 2 points. The maximum score for any shot shall be 2.

9. Drawing through a Port



10. Outwicking



A stone being placed with its inner edge touching the outer circle, and its fore edge on a line drawn from the tee making an angle of 45° with the central line, if struck within or on the outer circle it shall count 1 point; if struck within or on the 8 foot circle, it shall count 2 points.

