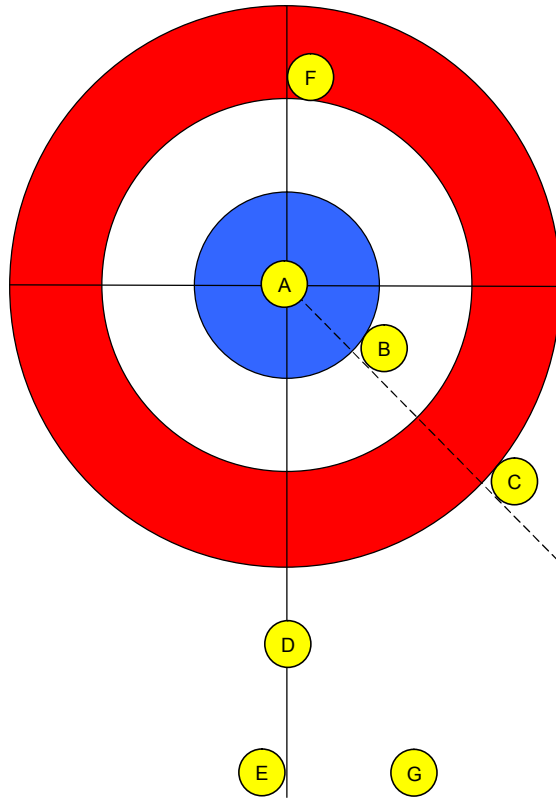


POINTS



- a. Two circles shall be drawn, one having a radius 4 foot (white) and the other 6 foot (red) as per diagram.
- b. Where necessary, stationary stones are placed for a discipline as described below, and as indicated in the above diagram.
- c. No stone shall be considered outside a circle unless it is entirely clear of that circle.
- d. Played using two rinks, 2 stones shall be played in each direction. Players may only sweep their 2nd stone in each direction.
- e. Please note that the placings on the second sheet are a mirror image of the above diagram.
- f. Players will draw lots for rotation of play.

The Disciplines

1. **Striking** – Stone **A** is placed. 1 point if it is hit, 2 points if it is struck out of the house.
2. **In-wicking** – Stones **A** & **B** are placed. If the played stone hits **B** on the **inside** it shall count 1; if it hits **B** then **A**, it shall count 2.
3. **Drawing** – No stone is placed. A stone played and touching the red circle shall count 1; if touching the white or blue circle it shall count 2.
4. **Guarding** – Stone **A** is placed. If the played stone stops within 6" of the centre line it shall count 1; if it stops **on** the line it shall count 2. No points awarded if it is hogged or if it touches stone **A**.
5. **Chap and Lie** – Stone **A** is placed. If struck out of the house **and** the played stone stops on the red circle it shall count 1; if the played stone stops on the white or blue circle it shall count 2.
6. **Wick and Curl In** – Stone **C** is placed. If **C** is struck and the played stone touches the red circle it shall count 1; if **C** is struck and the played stone touches the white or blue circle it shall count 2.
7. **Raising** – Stone **D** is placed. If struck into the red circle it shall count 1; if struck into the white or blue circle it shall count 2.
8. **Chipping the Winner** – Stones **E**, **A** & **F** are placed. If the played stone strikes **F** it shall count 1, if it strikes **A** it shall count 2.
9. **Drawing Through a Port** – Stones **E** & **G** are placed. If the played stone passes between these two stones without touching either **and** touches the red circle it shall count 1; if it touches the white or blue circle it shall count 2.
10. **Out-wicking** – Stone **C** is placed. If it is raised to stop within the red circle it shall count 1, if raised to touch the white or blue circle it shall count 2.