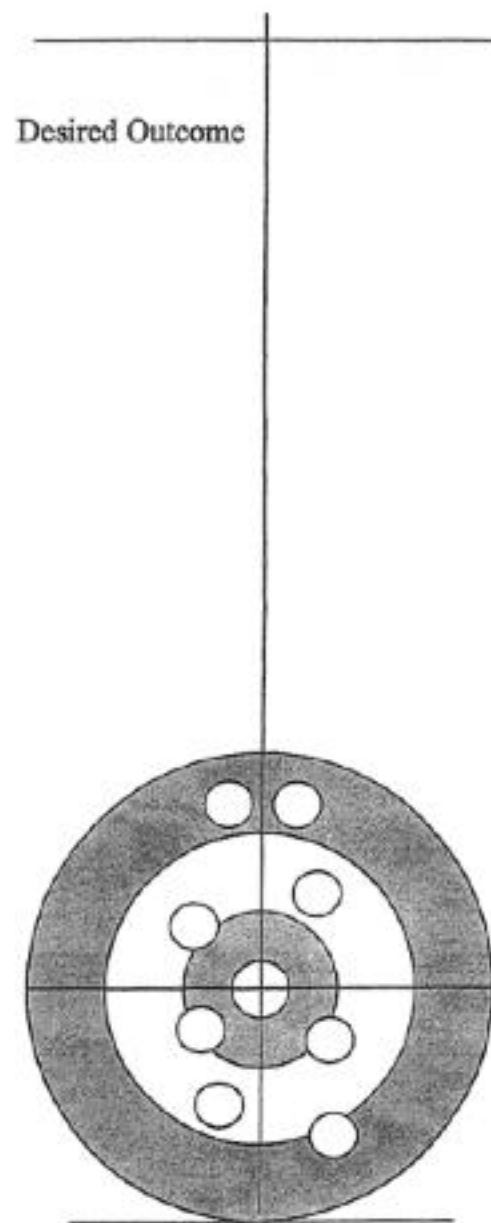
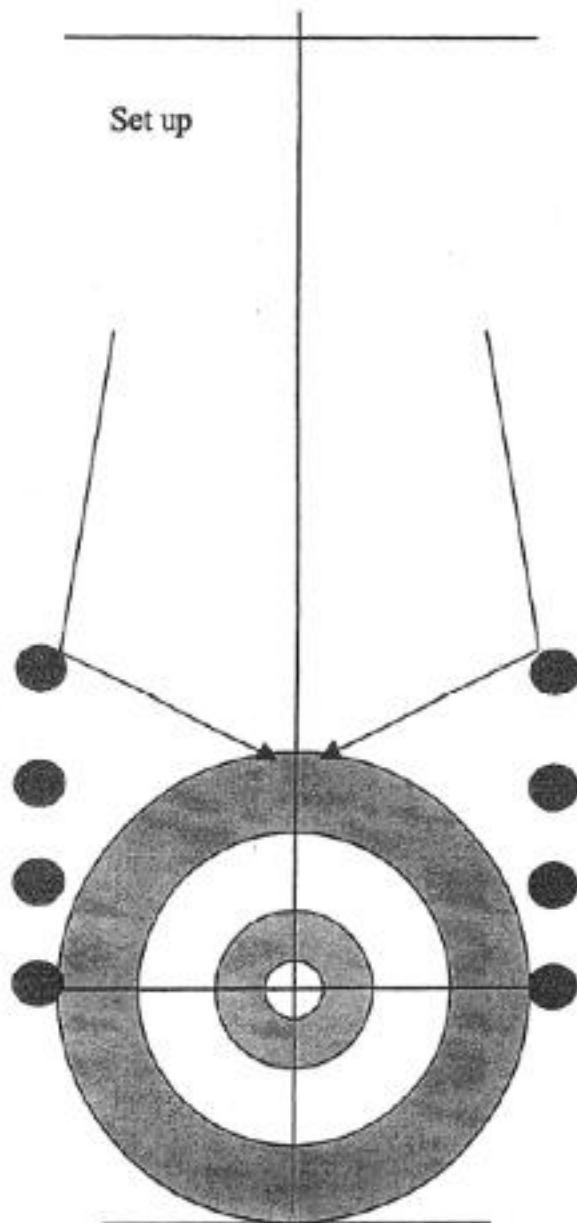


Chap & Lie



Start with 4 stones near the side boards on each side of the house as per the diagram.

Throw 4 hit and rolls.

Each player throws one stone with each turn.

The team must throw 4 in turns and 4 out turns.

Two sweepers on each shot.

The first player throws at the highest stone.

Only stones that slide through the house or hit the sideboards are removed.

Note: It does not matter which stone a player chips off of. If a player does not roll the stone can be used by another player to chip off of.

However 4 in turns and 4 out turns.

The objective is to chip off an outside stone and roll into the house.

Scoring

1 point for all thrown stones that end up in the house after contact with a stone outside the rings.

SKILL

Line call

Communication