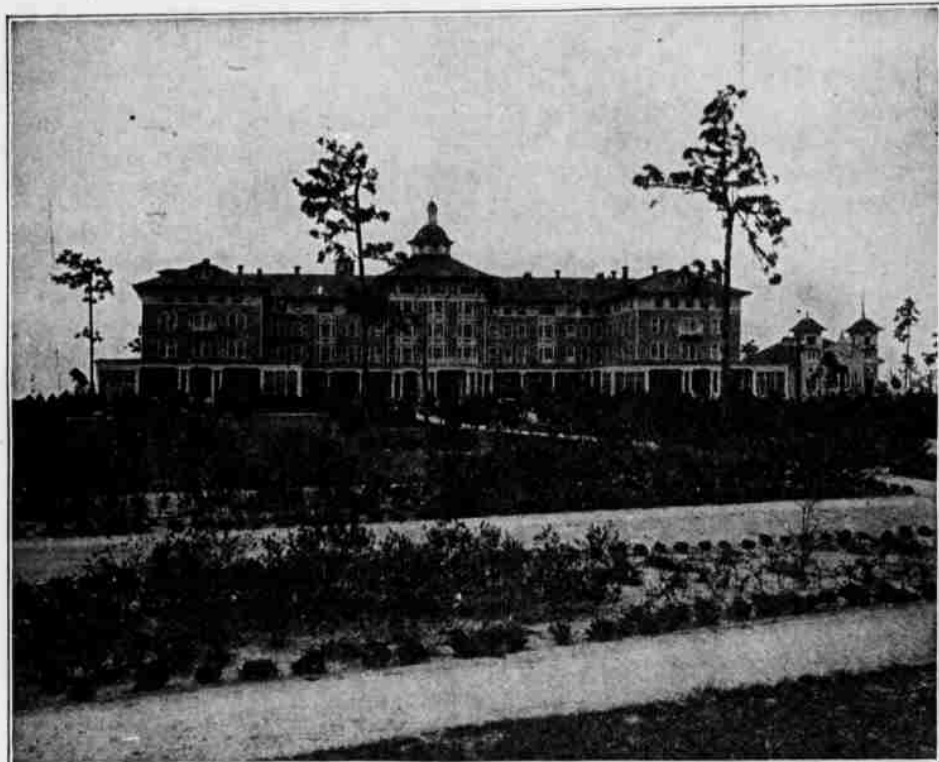


THE CAROLINA

PINEHURST, N. C.



The Carolina is a magnificent four-story building completed in 1900. The interior is a model of elegance, with appointments calculated to suit the most luxurious tastes. The hotel accommodates four hundred guests and is provided with fifty-four suites with bath. The cuisine and table service are unsurpassed.

The house contains every modern comfort and convenience, including elevator, telephone in every room, sun rooms, steam heat night and day, electric lights, and water from the celebrated Pinehurst Springs, and a perfect sanitary system of sewage and plumbing.

H. W. PRIEST, Manager.



The Berkshire,

PINEHURST, N. C.

The Berkshire is a modern hotel, delightfully located with all conveniences for health and comfort; running water from the celebrated Pinehurst Springs, bath rooms, steam heat, open fires and electric lights and sanitary plumbing. The guests apartments are comfortable and home-like and the public rooms large and attractive. The cuisine and service is of a high standard.

J. A. SHERRARD, Manager.

PINEY WOODS INN,

SOUTHERN PINES, N. C.



A modern hotel, home-like in every respect. Luxuriously furnished appealing to all who desire home comforts at moderate rates.

Rooms en suite with private baths. Sanitary conditions perfect. No consumptives received.

The Water used at Piney Woods Inn is from the Celebrated Crystal Springs—absolutely free from sediment—the finest table water to be had.

RATES ON APPLICATION.

LEON ST. JOHN, - MANAGER.

THE MT. KINEO HOUSE,

KINEO, Moosehead Lake, MAINE.

Send for Booklets

C. A. JUDKINS, - Manager.

CARPET BOWLING PLEASES

Modern Indoor Adaptation of Ancient Pastime, Bowling on the Green.

Sport Promises to Occupy Important Place Among Indoor Amusements Here—Much Interest Shown.



THE game of carpet bowling promises to occupy an important place among indoor amusements here, judging from the interest aroused at its recent introduction by Golf Professional Donald Ross. The game is an indoor adaptation of the ancient out-door pastime "bowling on the green" and is most fascinating, arousing interest among a wide range of people.

In brief the game is to place the bowls (balls), within the tee (a 15 inch circle,) each ball remaining in this position at the end of the game counting one point.

The distance of the hog score (no count) from the tee to be 4 feet 6 inches. (e) The length of the carpet shall be 21 feet from playing end of the carpet to centre of tee.

TWO—(a) Every bowl shall be eligible to count which is not clearly outside the 15 inch circle. (b) Each bowl past the tee and outside the 15 inch circle to be considered out of play and laid off the rink. (c) Each bowl shall be a hog which does not entirely clear the score, and must be removed from the rink, but no bowl to be considered as such which has struck another bowl lying in position.

THREE—All matches to be of a certain number of heads, (rounds) or otherwise by time or shots, as may be arranged.

FOUR—Every rink (side) to be composed of four players a side, each player using two bowls. The rotation of play observed during the first head of the game to remain unchanged.

FIVE—The skips (leaders) opposing each other shall settle which party shall lead at the first head, after which the winning party shall do so.

SIX—No bowls to measure more than 12 inches in circumference.

SEVEN—All bowls to be of wood, and



GOLF IS A GAME FOR ALL.

Sides of four members each are usually chosen and a certain number of rounds bowled, the team making the largest number of points winning. Skill is not only required to place the bowls within the tee-circle, but also to place other bowls to protect them from dislocation, for one of the strong points of the game is to knock from the tee-circle bowls landed there by opponents.



RULES OF PLAY.

The following rules of play, adopted by the South of Scotland Carpet Bowling Association are being followed here:

ONE—(a) A clearly defined tee to be placed at the most convenient end of the carpet. (b) Around said tee, as a centre, a circle of 15 inches radius shall be drawn. To facilitate measurements, smaller inside circles may be laid down. (c) All bowls (balls) when being played to be delivered on the carpet between two lines 3 feet long, and tapering from 9 inches at the playing end to 6 inches at end nearest the tee, said lines to be defined by two strips of board 1 inch wide and 1-2 inch thick fastened down to the carpet. (d)

entirely free of loading. No bowls to be changed after a match has been begun.

EIGHT—(a) Should a bowl happen to be broken, another bowl shall be placed in the position of the largest fragment of the broken bowl; the player being entitled to use another bowl or pair during the remainder of the game. (b) Any player breaking or destroying bowls by furious play shall replace them.

NINE—Each player to be ready to play when his turn comes, and not to take more than a reasonable time to play. Should a wrong bowl be played, any of the players may stop it while running; but if not checked till at rest the bowl that ought to have been played shall be placed in its stead to the satisfaction of the opposing skip.

TEN—Should a player play out of turn the bowl so played may be stopped in its progress and returned to the player, but should the mistake not be discovered till the bowl is at rest, or has struck another bowl, the opposite skip shall have the option of allowing the game to proceed or of declaring the end null and void; but if a bowl has been played before the mistake is discovered, the head must be