



Laser Rock Measure



LRM



LRM2



LRM-Dremel



To Measure a Stone

- a) Push and hold red button to turn laser "ON" and select UNIT option by releasing the red button
 - a. UNIT options include meters – **m**, feet and inches – ' " , inches – "



- b) Insert set screw in the ring's pinhole
- c) Aim laser beam at selected stone's centre ensuring the beam is on the rock's striking band



- d) Slowly sweep the beam across the stone to obtain lowest measure
- e) Push red button again to hold the measurement



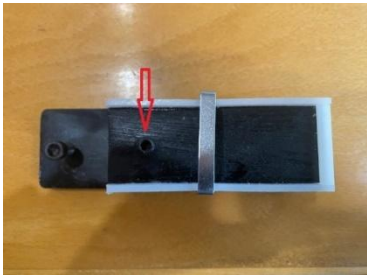


f) Repeat the above steps for the next rock



- g) The rocks' actual distance to the pinhole is .15 metre (0.492 ft) less than the displayed values.
- h) The rock with the smaller distance is closer to the pinhole.
- i) Hold the red button for three seconds to turn the laser off.

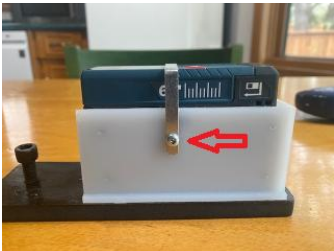
Adjusting the "pinhole" screw on the LRM2/LRM-Dremel



The LRM pin hole screw is spring loaded and adjusts automatically to different pin hole sizes and depths.

To increase the length of the pinhole screw, turn the set screw clockwise; to decrease the length of the pinhole screw, turn the set screw counter clockwise.

To change the laser's batteries



Remove the laser from its position in the LRM, LRM2 and LRM-Dremel by loosening the stainless screw. Slide the laser from its bracket. Remove the cover from the back of the laser to expose the battery compartment. Replace the two "AAA" batteries and battery compartment cover. Reinsert the laser in the LRM/LRM2/LRM-Dremel and tighten the stainless screw.



SCORING (Using LRM/LRM2/LRM-Dremel, with practice shots prior to game)

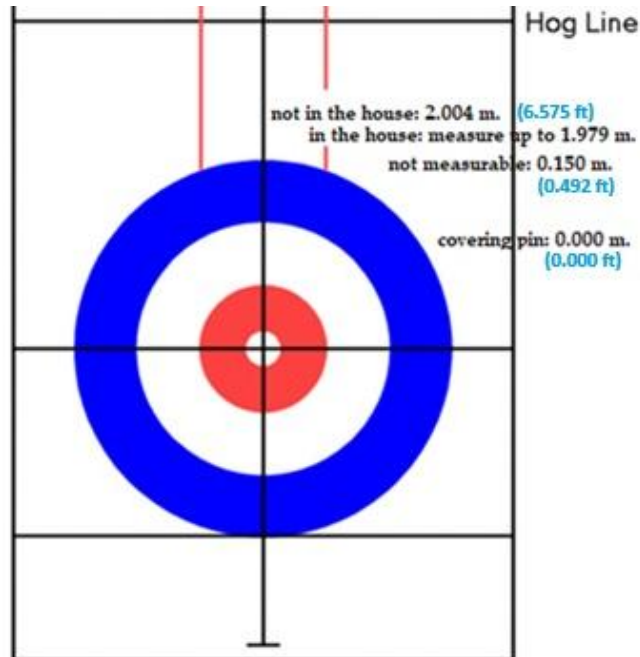
- 1st Tie breaker for final pool standings will be teams' head-to-head game results
- The 2nd Tie breaker will be the Tie Breaker draw to the button. Following their 1st game, both team members will throw **one** rock from their usual end and scored as follows:
 - **Rock in the house covering the pin hole:** 0.000 meters, 0.000 feet
 - **Rock in the house and not measurable:** 0.150 meters, 0.492 feet
 - **Rock in the house and measurable:** 0.150 meters to 1.979 meters, 0.492 to 6.492 feet
 - **Rock not in the house:** 2.004 meters, 6.575 feet (73" + 0.15 meters)
- The sum of the team's draw to the button will be used as the 2nd Tie breaker
- Sweeping allowed from the hog line in, no sweeping of opposition rocks
- If teams remain tied after 2nd Tie breaker, the 1st thrower's score attained will be used as 3rd Tie breaker
- If teams remain tied after the 3rd Tie breaker, the 2nd thrower's score attained will be used as 4th Tie breaker

If teams remain tied after the 4th Tie breaker an additional single stone will be delivered by either curler from each team for measurement to the button using the scoring system described above

SCORING (Using LRM/LRM2/LRM-Dremel, without practice shots)

- 1st Tie breaker for final pool standings will be teams' head-to-head game results
- The 2nd Tie breaker will be the Tie Breaker draw to the button. Following their 1st game, both team members will throw **one** rock from their usual end and scored as follows:
 - **Rock in the house covering the pin hole:** 0.000 meters, 0.000 feet
 - **Rock in the house and not measurable:** 0.150 meters, 0.492 feet
 - **Rock in the house and measurable:** 0.150 meters to 1.979 meters, 0.492 to 6.492 feet
 - **Rock not in the house:** 2.004 meters, 6.575 feet (73" + 0.15 meters)
- The sum of the team's draw to the button will be used as the 2nd Tie breaker
- Sweeping allowed from the hog line in, no sweeping of opposition rocks
- If teams remain tied after 2nd Tie breaker, the 1st thrower's score attained will be used as 3rd Tie breaker
- If teams remain tied after the 3rd Tie breaker, the 2nd thrower's score attained will be used as 4th Tie breaker

If teams remain tied after the 4th Tie breaker an additional single stone will be delivered by either curler from each team for measurement to the button using the scoring system described above



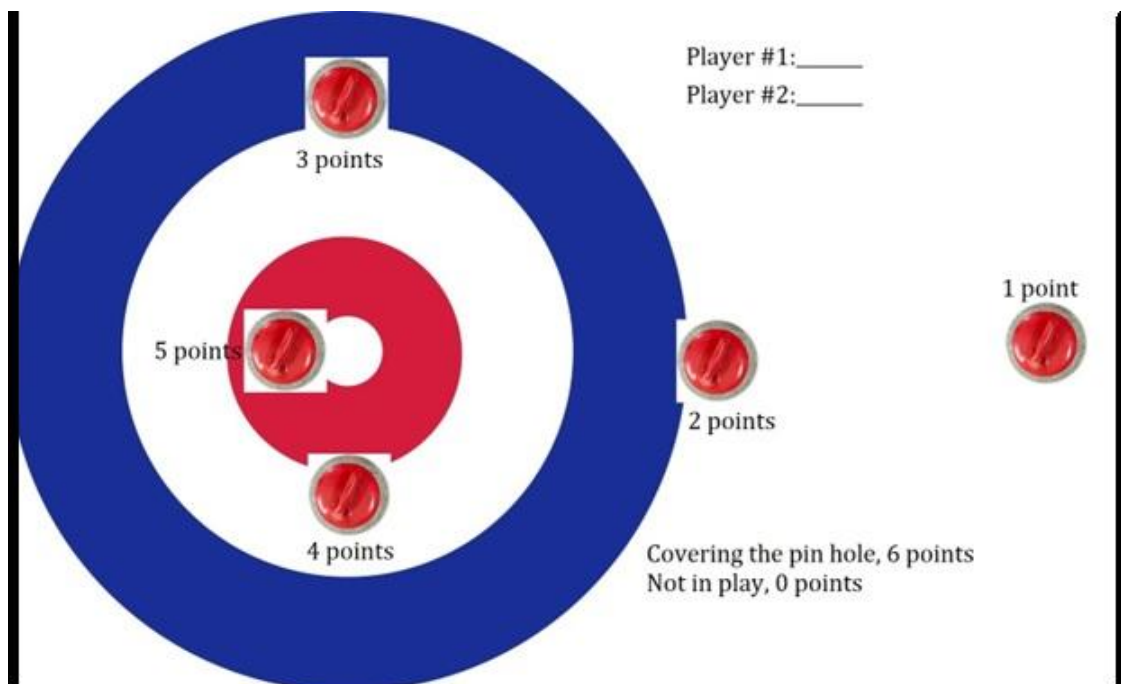
SCORING (Without LRM/LRM2/LRM-Dremel, with practice shots prior to game)

- 1st Tie breaker for final pool standings will be teams' head-to-head game results
- The 2nd Tie breaker will be the Tie Breaker draw to the button. Prior to their 1st game, both team members will throw two practice rocks from their usual end, a third rock will then be thrown and scored as follows:
 - 6 points covering the pin hole on the button
 - 5 points touching the button
 - 4 points touching the four-foot ring
 - 3 points touching the eight-foot ring
 - 2 points touching the twelve-foot ring
 - 1 point in play but not touching any part of the house
- The sum of the team's draw to the button (3rd rock) will be used as the 2nd Tie breaker
- Sweeping allowed from the hog line in, no sweeping of opposition rocks
- If teams remain tied after 2nd Tie breaker, the 1st thrower's score attained will be used as 3rd Tie breaker
- If teams remain tied after the 3rd Tie breaker, the 2nd thrower's score attained will be used as 4th Tie breaker
- If teams remain tied after the 4th Tie breaker an additional single stone will be delivered by either curler from each team for measurement to the button using the scoring system described above



SCORING (Without LRM/LRM2/LRM-Dremel, without practice shots)

- 1st Tie breaker for final pool standings will be teams' head-to-head game results
- The 2nd Tie breaker will be the Tie Breaker draw to the button. Following their 1st game, both team members will throw one rock from their usual end and scored as follows:
 - 6 points covering the pin hole on the button
 - 5 points touching the button
 - 4 points touching the four-foot ring
 - 3 points touching the eight-foot ring
 - 2 points touching the twelve-foot ring
 - 1 point in play but not touching any part of the house
- The sum of the team's draw to the button will be used as the 2nd Tie breaker
- Sweeping allowed from the hog line in, no sweeping of opposition rocks
- If teams remain tied after 2nd Tie breaker, the 1st thrower's score attained will be used as 3rd Tie breaker
- If teams remain tied after the 3rd Tie breaker, the 2nd thrower's score attained will be used as 4th Tie breaker
- If teams remain tied after the 4th Tie breaker an additional single stone will be delivered by either curler from each team for measurement to the button using the scoring system described above





ICE No.

DRAW TIME

DATE..... 20

Competition.....

.....
1st Thrower

Score

.....
2nd Thrower

Score

.....
Umpire's Signature

.....
Total Score



Fractions to Decimal		sixteenth of an inch														
inches	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0.000	0.063	0.125	0.188	0.250	0.313	0.375	0.438	0.500	0.563	0.625	0.688	0.750	0.813	0.875	0.938
1	1.000	1.063	1.125	1.188	1.250	1.313	1.375	1.438	1.500	1.563	1.625	1.688	1.750	1.813	1.875	1.938
2	2.000	2.063	2.125	2.188	2.250	2.313	2.375	2.438	2.500	2.563	2.625	2.688	2.750	2.813	2.875	2.938
3	3.000	3.063	3.125	3.188	3.250	3.313	3.375	3.438	3.500	3.563	3.625	3.688	3.750	3.813	3.875	3.938
4	4.000	4.063	4.125	4.188	4.250	4.313	4.375	4.438	4.500	4.563	4.625	4.688	4.750	4.813	4.875	4.938
5	5.000	5.063	5.125	5.188	5.250	5.313	5.375	5.438	5.500	5.563	5.625	5.688	5.750	5.813	5.875	5.938
6	6.000	6.063	6.125	6.188	6.250	6.313	6.375	6.438	6.500	6.563	6.625	6.688	6.750	6.813	6.875	6.938
7	7.000	7.063	7.125	7.188	7.250	7.313	7.375	7.438	7.500	7.563	7.625	7.688	7.750	7.813	7.875	7.938
8	8.000	8.063	8.125	8.188	8.250	8.313	8.375	8.438	8.500	8.563	8.625	8.688	8.750	8.813	8.875	8.938
9	9.000	9.063	9.125	9.188	9.250	9.313	9.375	9.438	9.500	9.563	9.625	9.688	9.750	9.813	9.875	9.938
10	10.000	10.063	10.125	10.188	10.250	10.313	10.375	10.438	10.500	10.563	10.625	10.688	10.750	10.813	10.875	10.938
11	11.000	11.063	11.125	11.188	11.250	11.313	11.375	11.438	11.500	11.563	11.625	11.688	11.750	11.813	11.875	11.938

DREMEL Measure			Tie-breaker card	
feet	inches	sixteenth	Value	
(0 to 6)	(0 to 11)	(0 to 15)	3.542	
3	6	8		