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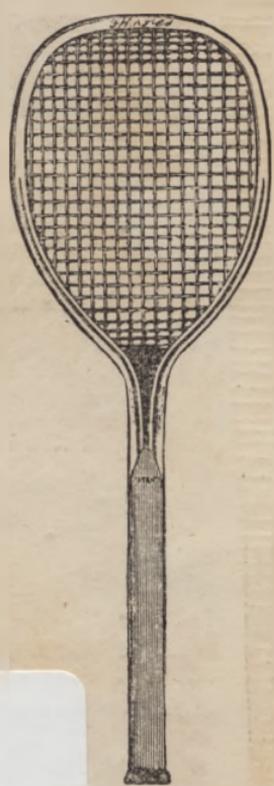
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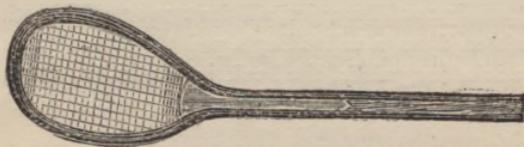


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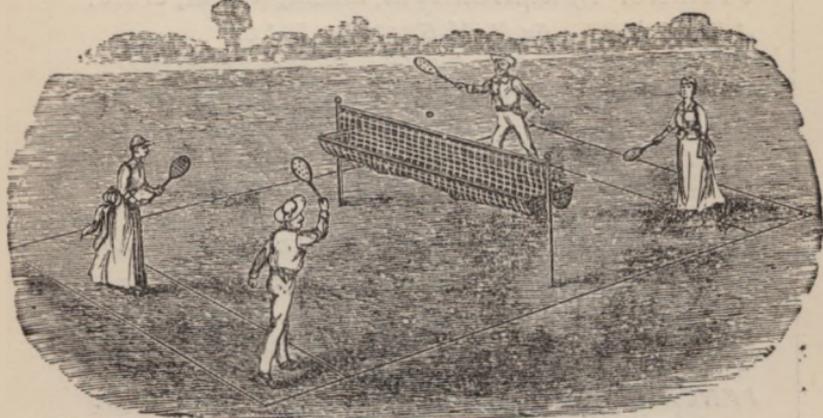
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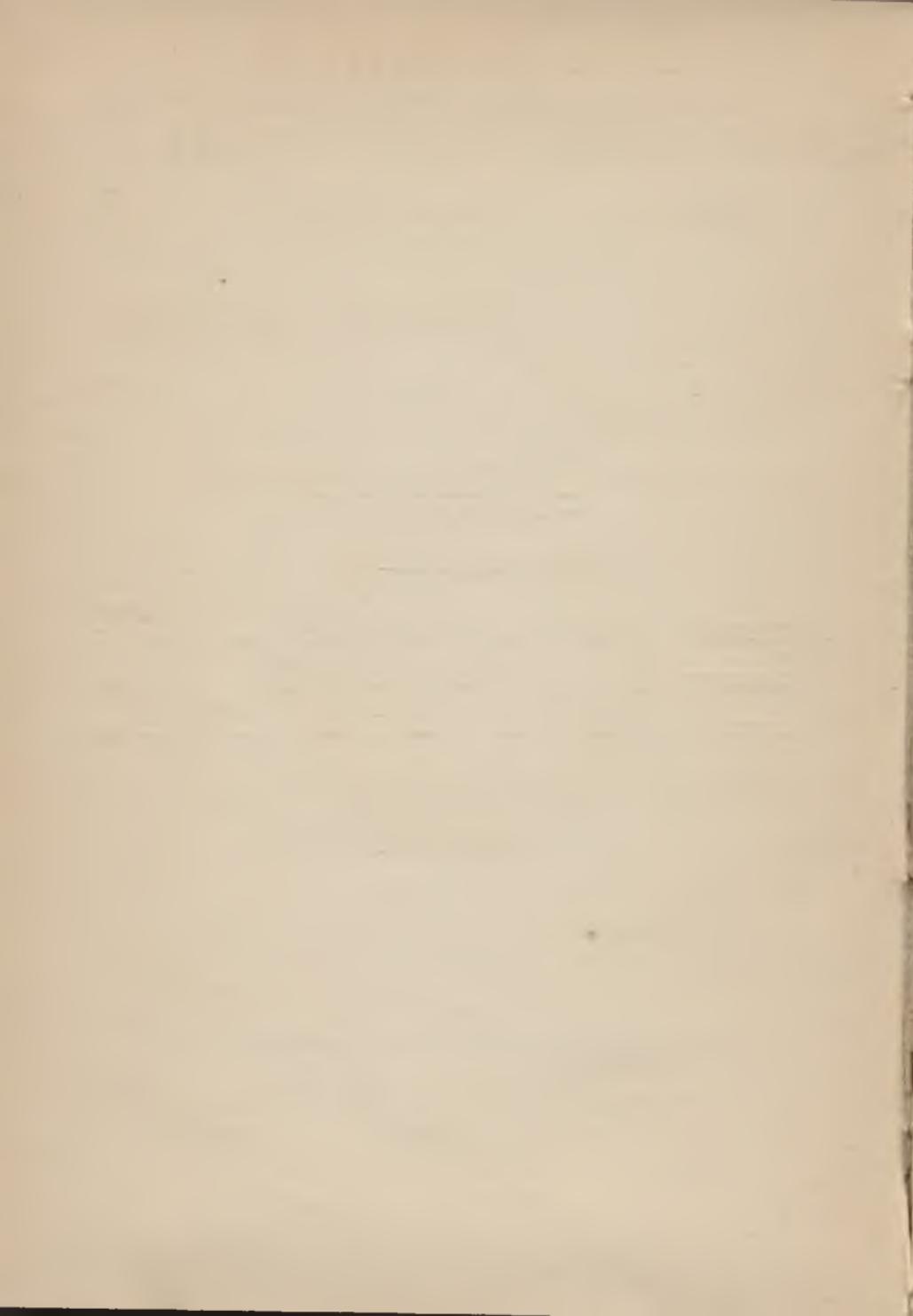


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TENNIS.

JULIAN MARSHALL.

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Z BIBLIOTEKI
c. k. kursu naukowego gimnastycznego
W KRAKOWIE.

TENNIS.

HISTORICAL SKETCH.

AMONG the games which serve to exercise and amuse both mind and body, there are a few which have come down to us through a period which may be measured by centuries. In these few there must be some element of vitality, distinguishing them from the pastimes of the day, invented, fashionable, and soon forgotten. Cards, chess, dice, have all had a long existence, and a strong influence on the lives and fortunes of men; but these have only employed the mind, more or less, for good or for evil. The games which, on the other hand, exercise the body, whether within doors or in the open air, belong to a different category, and have other claims for commendation; and of these none surpasses in antiquity, in interest, or in health-promoting excellence, the games which are played with a ball. These, in one form or another, have absorbed the attention, excited the emulation, and developed the lungs and muscles of children of all ages, since the earliest times of which we know anything, by record or tradition.

Hand-ball and foot-ball, the sports in which the players were dependent on the implements provided by Nature,

have probably existed almost as long as boys and men have trod the earth. Primæval boy must have very soon felt the need of employing his ample leisure in vigorous diversions, other than that of the chase ; and some rude kind of ball would naturally soon suggest itself to him. No long process of development would be necessary before the idea of an implement of wood, or other substance, would occur to his imagination ; and he would fashion for himself a weapon with which he could strike the ball with greater force than could be imparted by the hand alone. Hence, perhaps, in earlier ages than we are aware, sprang rough forms of golf, hockey, and tennis.

We can thus fancy primitive sports, evolved in some such way, and foreshadowing the games which would one day be called cricket, rounders, and base-ball. The main principles would be there, though the details of those games, as we know them now, have been, of course, gradually invented and developed in succeeding centuries. "The ancients," as we call them,—that is, the writers of the classic times,—knew some of these games, and ascribed their origin to far earlier times than their own. An English author, John Cotgrave, writing in the year 1655, says, "Dice, Tables, Tennis, and Cards, were found of the *Lydians*, a people of *Asia* ; and began neither for gain, nor pleasure, but for the good of the Commonwealth ; for, there being a very great dearth and want of provision in the Country, so that people, having not enough to supply their necessities, were forc'd one day to take their meat moderately, and another day by course they apply'd themselves to such sports, to drive away the tediousnesse of the famine." Master Cotgrave's authority for this quaint and surprising anecdote is Herodotus, who, with his usual love of accuracy, places the invention of these pastimes in the reign of a

certain very ancient king, named Atys. The honour of the discovery has been also attributed to Nausicaa, the daughter of Alcinoüs, who played at ball with her attendant maidens, by Agalla (or Agallis), a lady of Corcyra, who wrote a book on grammar; and Nausicaa has been immortalized by Homer in a well-known passage, and by Sophocles in a Satyric drama, which had a great success in his day, but is now unfortunately lost.

Pliny, as accurate as Herodotus, calls Pythus, or Picus, the inventor of ball-play, but omits to say when or where he lived. At all events, it appears certain that the Greeks had ball-games of various kinds in very early times. Some of these are found stamped on coins of Gordian III., and of M. Aurelius Antoninus, the latter struck at Byzantium.

But the Greeks had no monopoly of such sports; for travellers have brought us accounts of similar games, still prevailing among uncivilized nations, which are always the most conservative, and which had no communication with the ancient Greeks. Thus, the Indian game, *baggatiway*, played by the Chippeways, and now called Lacrosse, a name given to it by the Jesuit missionaries, is undoubtedly of early origin; and the Miamis, the Choctaws, and other American aborigines, as well as, and before, the Basque settlers at Montevideo and in Venezuela, had similar pastimes, which they had probably practised in prehistoric days.

Early in the last century, a kind of tennis was still played by mounted men in Mingrelia; and, long before that, in the twelfth century, we find record of a game of the same sort, which was then played, and no one knows how much earlier, by horsemen at Byzantium. There it was called Τζυκάνιον, and the area in which it was played Τζυκανιστήριον, from which the French word *chicane* took its origin.

Everything points to the conclusion that these games

sprang into existence and were developed naturally, separately, in many lands, from Mexico to Mingrelia and Byzantium, and were not transplanted from any common centre.

The Byzantine horsemen, who played a sort of hockey, or tennis, were armed with long-handled implements, according to Joannes Cinnamus, who describes them as "staves proportionably long, and ending abruptly in a broad curvature, the middle of which was divided out with gut-strings dried gradually and crossed with each other, like nets." He says that this sport was confined to men of high rank; and this is confirmed by the account given by Constantine Porphyrogenitus, in the history of his grandfather, the Emperor Basil.

Du Cange, who edited in 1668 the "Life of St. Louis," by the Sire de Joinville, appends an interesting chapter, in which he draws up from contemporary Greek authors an account of the game, as it was played by the emperors at Constantinople; and he tells us that, on foot, it was still commonly played among the peasantry of Languedoc under the same name, *chicane*, and elsewhere in France under that of *jeu de mail*, in his own day. And *chicane* is still played in our time, under the same name, in some parts of Brittany; and it is not unlike our game of hockey. With us, in England, the horsemen's game has again sprung into life lately under the name of *Polo*; but the racket has disappeared, and its place has been taken by an instrument which rather resembles a lighter kind of mallet than was used at the *Jeu de Mail*, or *Pall-Mall*, but with a longer handle. De Joinville went with Louis IX., commonly called St. Louis, on his crusade in 1249, and wrote his book in 1300. He described the game at some length, and thought that its name was French. It is true that Ménage derived *chicane* from the Spanish *chico* (small), and Diez completed the etymology by suggesting that the game came to have this name because

the object with which it was played was a *little* ball. Littré, however, summarily destroys this theory by citing the Persian word *tchaugan*, for the racket used in the game ; and that, as he points out, accounts for the termination in *ane*. Littré is, of course, right ; and the word and the game both undoubtedly came from the East. As played there it required great skill on the part of the players, and some courage too, for there was considerable risk of life and limb involved in its practice.

In Europe, meanwhile, rude forms of the game soon took root and flourished, especially in Italy, whence they seem to have spread into France, Germany, and Spain. From these crude beginnings came tennis at last, gradually developed and refined, both as an out-door game and as one played within the four walls of a court ; while other forms survived in various districts, under the names of *pallone*, *chicane*, *pelote au rebot*, *au tamis*, etc. Tennis, called *la palla* in Italy, and in France *la paume*, was, as the latter name suggests, originally played with the *palm* of the hand. To this tender instrument a glove was first added, both as a protection and as affording a better surface for striking. Then the glove was lined and hardened ; next it was increased in size, and tendons were stretched across and across, so as to present a strong and elastic web with which greater impetus could be communicated to the ball than with the simple hand or glove. From this it was but a step to add a handle, and the old *tchaugan*, or Byzantine racket, was re-invented, but in a shape in which it was now well adapted to its new purpose. Palm-play was not, however, abolished all at once ; for we find a story, often told since its first appearance, of "a woman called Margot, rather young, from twenty-eight to thirty years old, who was of the country of Hainault," and who came to Paris

in 1427, or a little earlier, and "played better at *hand-ball* than any man had seen; and with that she played both fore-handed and back-handed very powerfully, very cleverly, and very skilfully, as any man could; and there were but few men whom she did not beat, except the very best players; and it was the Court in Paris where the best play was, in the Rue Grenier Saint-Lazare, which was called the Petit-Temple." A curious representation of tennis, played in a regular court, but with the bare hand, is preserved in the "Book of Hours," printed at Paris in 1496, of which a copy is in the British Museum (C. 41. a. 10). Another instance occurs as late as 1505, in England, when Philip, Archduke of Austria, afterwards Philip I. of Spain, was entertained at Windsor, as a captive, by Henry VII., his host, or captor. "The King of Castele [Philip] played with the Lord Marques of Dorset, . . . but the king . . . played with the Rackete and gave the Lord Marques xv;" from which it appears that the "Lord Marques" played not "with the Rackete," but with his hand, and (probably) therefore received odds. But no later examples of hand-play, at least in regular courts, are recorded; and, no doubt, it soon became obsolete, except among players of humbler station and means.

Tennis, once established, grew fast in favour, especially with the princely and wealthy classes, though it was afterwards very diligently pursued by men of middle condition, as appears from independent accounts of society and its pastimes under Elizabeth in this country, and under contemporary rulers abroad. But it began as a royal game, practised by kings and their courtiers, and by the nobles who built or adapted courts in their castles, and very frequently in the dry-ditches which surrounded those buildings. It has been said that the origin of the tennis-court is to be found in

monastic enclosures, girt with cloisters ; that the roofs of the cloisters were the first *pent-houses* ; that a buttress foreshadowed the *tambour* ; and that the *grille* originated in the opening at which strangers appeared who wished to speak with the monks within the enclosure. This statement is entirely unsupported by any evidence. No view, document, or plan is known to exist by which it can be shown that such an enclosure was ever so used. It is said to be supported by tradition. If so, where is that tradition recorded? No one, possessed of the smallest knowledge of monastic institutions, will for a moment believe the statement. That a game should be played, openly, within the walls or cloisters of an abbey or monastery, would be entirely opposed to every rule of such a fraternity. Grave infractions of their strict rules were sometimes committed by monks of lax manners or morals, it may be said ; but these were committed in secrecy and, when discovered, were severely punished. It would show a ludicrous ignorance of monastic institutions to place the smallest confidence in this alleged origin of the game. Moreover, the *tambour* does not resemble a buttress ; nor was the *grille* ever placed in the cloisters. The *tambour*, perhaps, owed its origin to an accident : there is no evidence to show that it did, or did not. Many varieties of it existed in the sixteenth century, and others were suggested in books, but were, perhaps, never carried into execution. *Grille* was the name given in France to any opening defended by crossed bars. It described the barred window of a prison, the grated division of the *parloir* of a *convent* ; and, according to Littré, it had thirteen other meanings, one of which was the square opening in a tennis-court which we still call by that name, but not because it originated in a monastery, any more than in a prison.

The first book in which we find any attempt at an exact account of tennis was written by Antonio Scaino da Salò, and was published at Venice in 1555. That writer describes the French king's (François I.) court at Paris, and gives us a great variety of interesting information. Among others things, he tells us that it was in his day customary to score fifteen for each stroke won on either side. This he explains in no very satisfactory fashion ; but he describes that manner of scoring as common to all the ball-games of the time at which he wrote. Others have, in recent days, endeavoured to show that, because in French courts there are now fourteen chases, the first stroke won was therefore scored fifteen to the winner. But this is absurd, because the fourteen chases were of comparatively late invention, towards the end of the eighteenth century ; whereas the scoring by fifteen, thirty, etc., was common in the sixteenth century, and earlier, when the chases were marked, but not numbered, on the floor. A mark was set up where the ball stopped rolling, not, as now, where it touched the floor the second time ; and at that point was the chase.

When the game became popular among the humbler classes of society, edicts soon began to be issued by which it was forbidden, both in France and in England. Here the reason for the prohibition was usually that the people were expected to devote their spare time to practice with the bow, and not to idle amusements like tennis, skittles, etc. But, in spite of the edicts, the people continued to play tennis merrily both in England and abroad. Numberless anecdotes of kings, nobles, and commoners, all devotees of the game, are to be found in larger works,* but would soon exceed our limits of space, if introduced here. The game

* See "The Annals of Tennis," by the present writer. H. Cox, 346, Strand.

was a favourite with most of the French kings, down to Louis XIV., whose health did not allow him to play; Henri II. was the greatest player of them all. In our own country, the Tudor and Stewart kings were ardent amateurs of tennis. Henry VIII. played and gambled, as he did at all the games known to him, with much vigour. Charles II. was equally keen, and stories of his play are told by Pepys, who saw him carefully weigh himself after playing, with the result that he had lost four pounds and a half. This monarch brought a good deal of luxury into the practice of tennis, such as the use of perfumes, soft couches, etc. A little earlier (in 1610) in a manuscript set of "orders, made by Henry, Prince of Wales, respecting his Household," we find particular instructions given as to the forms to be observed, and the guards set, when he went to the "tennys play; for it hath been noated," the Prince remarks, "that sometymes when I have byn at the tennys play there hath scarcely byn six p'sons about the tennys court, and most of them but lackeys or pages, which is neither safe nor fitt for the state of a prince."

In those days courts were very numerous. In London, in the year 1615, there were at least fifteen courts, some open to the sky, some roofed in; but in Paris, in 1657, on the authority of the Chevalier Boreel, the Dutch ambassador, we have it stated that there were *only (sic)* 114 tennis-courts, while the inhabitants numbered about 600,000, living in 30,000 houses. We may be sure that many of these courts were very rudimentary. One of the strangest, however, was undoubtedly that which was built at Hâvre in 1538, on board a ship of 2000 tons, then considered a monster. She was called *La Grande Française*, and contained also a wind-mill, beside the tennis-court, and was intended for the East Indies; but alas! she could not be launched, and

so was broken up, and her materials were devoted to the baser purpose of building houses on shore.

There were courts all over France. Now there are only two in Paris; one at Fontainebleau; one at Versailles also,—but that is now a national monument, and no play is allowed in it; one at Deauville; one at Pau; one at Bordeaux; and there was another, recently demolished, at Cannes.

There is no such thing as a court known in modern Italy, Spain, or Germany. At Vienna there is one, a private court, belonging to the Princess Auersperg, which, after being closed for some years, was re-opened in 1881.

In England there are more courts than many people suppose; in fact, we have no fewer than thirty-one, viz.: in London five,—one at Lord's, two at the Queen's Club, and two at Prince's Club; at Hampton Court, one, the oldest extant in this country; at Oxford, one; at Cambridge, two; at Brighton, one; at Leamington, one; at Manchester, one. The above-named (twelve) are all public or belonging to clubs. There are also nineteen private courts, as follows:—The Duke of Fife's, at East Sheen; the Duke of Richmond's, at Goodwood; the Duke of Bedford's, at Woburn; the Duke of Wellington's, at Strathfieldsaye; the Marquis of Salisbury's, at Hatfield; the Earl of Craven's, at Coombe Abbey, in Warwickshire; Lord Windsor's, at Hewell Grange, Bromsgrove; Lord Brougham's, at Brougham Hall, Penrith; Lord Leconfield's, at Petworth; Lord Wimborne's, at Canford Manor, Wimborne; Sir T. Hesketh's, at Easton-Neston, Towcester; Sir E. G. Loder's, at Whittlebury, Towcester; Sir Henry B. Meux's, at Theobald's Park; Mr. A. Brassey's, at Heythrop; Mr. Cazalet's, at Fairlawn, Tonbridge; Mr. A. Kennard's, at Crawley Court, Winchester; Mr. Gundry's, at The Hyde, Bridport; Mr. Heilbut's, at Holyport, near Maidenhead; and Mr. W. Q.

Orchardson's, R.A. (an open court), at Westgate, Thanet. In a few of these there is now little or no play; but many of them are of recent construction, and are in constant use.

Lord Iveagh also has a court in Dublin.

In 1867, two prizes were instituted by the Marylebone Club, to be played for at Lord's. This competition has been generally considered as conferring the Amateur Championship on the winner of the "Gold Prize," but this is not strictly correct, for it is unfortunately limited to members of the club.

The following is a list of the winners of these prizes :—

	GOLD.		SILVER.
1867.	Mr. J. M. Heathcote	Mr. Julian Marshall.
1868.	Ditto.	Mr. G. B. Crawley.
1869.	Ditto.	Hon. C. G. Lyttelton.
1870.	Ditto.	Ditto.
1871.	Ditto.	Ditto.
1872.	Ditto.	Ditto.
1873.	Ditto.	Ditto.
1874.	Ditto.	Mr. G. B. Crawley.
1875.	Ditto.	Ditto.
1876.	Ditto.	Mr. R. D. Walker.
1877.	Ditto.	Ditto.
1878.	Ditto.	Mr. C. E. Boyle.
1879.	Ditto.	Ditto.
1880.	Ditto.	Hon. Alfred Lyttelton.
1881.	Ditto.	Ditto.
1882.	Hon. Alfred Lyttelton	Mr. J. M. Heathcote.
1883.	Mr. J. M. Heathcote	Hon. Alfred Lyttelton.
1884.	Hon. Alfred Lyttelton	Mr. J. M. Heathcote.
1885.	Ditto.	Ditto.
1886.	Mr. J. M. Heathcote	Mr. B. N. Akroyd.
1887.	Hon. Alfred Lyttelton	Mr. J. M. Heathcote.
1888.	Ditto.	Mr. A. J. Webbe.
1889.	Ditto.	Sir Edward Grey.
1890.	Ditto.	Ditto.
1891.	Ditto.	Ditto.
1892.	Ditto.	Ditto.
1893.	Ditto.	Ditto.

Meanwhile, the Queen's Club has opened a similar competition, but has imposed no limit. It constitutes,

therefore, a true amateur championship. The winners have been as follows:—

FIRST PRIZE.		SECOND PRIZE.	
1888.	Mr. J. M. Heathcote	Sir Edward Grey.	
1889.	Sir Edward Grey	Mr. E. B. Curtis.	
1890.	Mr. E. B. Curtis	Sir Edward Grey.	
1891.	Sir Edward Grey	Lord Windsor.	
1892.	Mr. H. E. Crawley	Sir Edward Grey.	
1893.	Ditto.	Ditto.	

Between the two great Universities of Oxford and Cambridge there have been, every year with one exception, since 1859, two matches, one single-handed, the other four-handed.

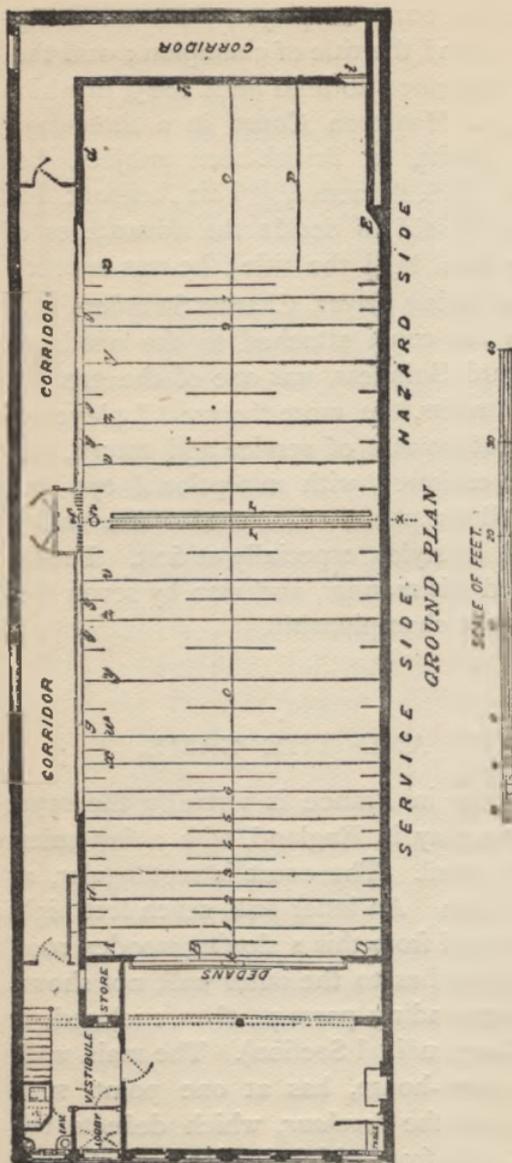
Of the single-handed matches Cambridge has won twenty, and Oxford ten; and of the four-handed matches Cambridge has won nineteen, and Oxford eleven.

For many years, among professional players, Edmond Barre stood pre-eminent, and his title to the professional championship was unchallenged. He was born September 2, 1802, at Grenoble, and died at Paris, January 20, 1873. He was the greatest player of whom we have any trustworthy record. Nearly contemporary with him, but junior by twenty-three years, was Charles Delahaye, commonly called "Biboche," second only to Barre as a player, and well-known as the best living teacher of the game, and as the able and courteous manager of the French courts. In England we have had the families of Tompkins and Lambert, which gave us one champion, Edmund Tompkins, never quite equal to Biboche, but a player of excellent style and finish, who beat Barre only when that veteran was in his sixtieth year, in May, 1862. Our next champion was a player of great power and resource, George Lambert, born May 31, 1842. He achieved this position *de facto*, but without any set match, in 1870, by passing Mr. J. M.

Heathcote, who was then our best player, Edmund Tompkins being unable to defend the title of champion; and that position G. Lambert continued to hold until 1885, in which year he was beaten, at Hampton Court, in a three-days' match, by Thomas Pettitt, a British-born subject, but domiciled at Boston, U.S. America. This brilliant but eccentric player, who is said to deride the advantages of good style, has since then held the title; he was recently challenged by our best living player, Charles Saunders, and the match, played in the court attached to the residence in Dublin of Sir Edward Guinness, was one of the greatest possible interest. Saunders, the more "correct" player of the two, possesses great powers of service and return, and a good cut; Pettitt, endowed with exceptional eye and activity, has a marvellous power of return. The match showed a rare contrast of styles, especially at first. Pettitt, however, soon modified his manner, and won by seven sets to five, thus retaining the championship.

THE COURT AND THE GAME.

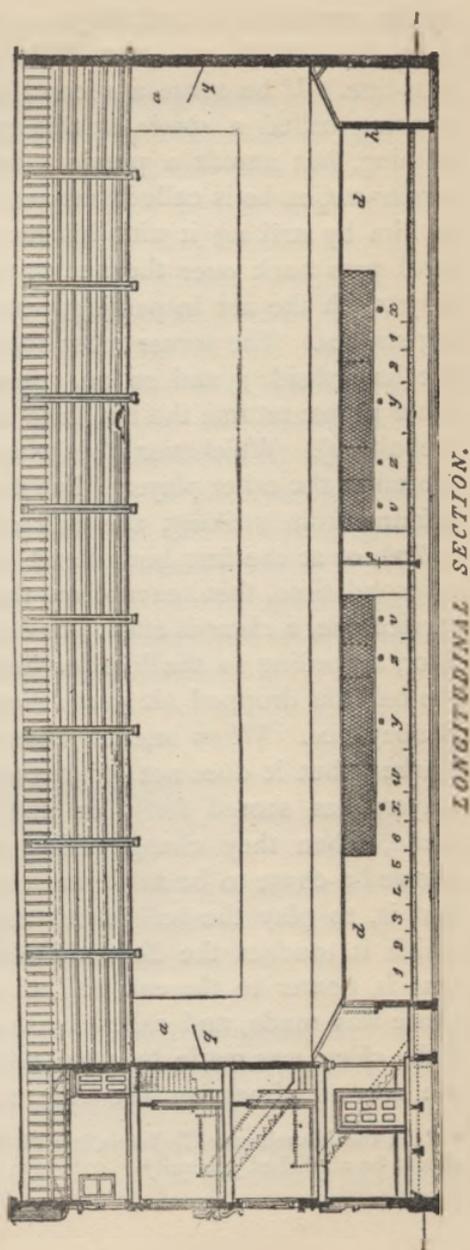
As now played, tennis in France is virtually the same game as that which we play in England, with a few unimportant differences of detail. The court is rectangular, as shown in the annexed plan. An inner wall, seven feet high, runs round three sides, and from this a sloping wooden roof, called the pent-house, reaches to the outer wall, not shown on the plan. The surrounding passage, thus enclosed, is seven feet wide (see Longitudinal Section). The main wall, opposite the longest pent-house, has at one point, E, a sloped projection, called the *tambour*, which deflects the ball across the court, and from which begins a thickening



of that wall which is continued to the grille-wall, *h*. In the inner wall, below the pent-house, there are openings, of which one is called the *dedans*, *B*, the others being called the *galleries*, opposite to the main wall, and the *grille*, a square opening, adjacent to the main wall. Across the court, half way from the end walls and parallel to them, is stretched a net, *n*, five feet high at each side and three feet at the middle. The lower edge of this net rests rather fully on the floor, so as to prevent the balls from passing under it.

Tennis may be played by two, by three, or by four players: by one,

that is, on each side; or by two on one side, and one on the other; or by two on each side. On beginning a set, the players toss, or *spin* a racket, to decide the choice of sides, calling *rough* for the side of the racket which shows the knots or turns of the strings, or *smooth* for the other side. The party which wins the *spin* may take the *service-side* and serve first, or may take the other, or *hazard-side*: those who trust much to their service choose the former, others the latter; but most players prefer the service-side. The server then begins, pitches the ball, or drops it, in the air, and strikes it with his racket so that it shall drop on the side pent-house or on the wall above it, and then from the pent-house upon the floor, on the other side of the net, and within the *service-court*, bounded



by the *service-line*, *x*, and the *pass-line*, *p*. If he fail to do this, a *fault* is called, or a *pass* if the ball has gone beyond the pass-line. If he serve a second fault, his opponent scores a point, called a *stroke*, at this game. A pass counts for nothing, but annuls a previous fault.* The opponent, or *striker-out*, as he is called, has now to return the ball served to him by striking it with his racket in such a way that it shall pass back over the net to the service-side again. It may touch the net in passing, both in this and all succeeding strokes. The server must then return the ball again to the hazard-side; and so on, alternately, until one or the other player returns the ball into the net or *out-of-court* (see Definition). Whichever does this loses a stroke, which is scored to the other player. But if a player fails to strike, or refrains from striking, the ball either while in the air (a *volley*), or at the first bound and before it touches the floor a second time, then, except on the hazard-side beyond the service-line, a *chase* is made (or reckoned as made) on the floor, according to the line, or lines, on or between which the ball has dropped *the second time*. This *chase* is a stroke in abeyance. When one has been made, it is called by the marker; but it does not affect the score until either of the players has scored forty, or until two chases have been made, when they change sides, and the player who has allowed a chase to be made must then endeavour to win it, that is, to play the ball in his return so that the spot at which it touches the floor the second time shall be *better* that is, nearer to the end wall, than the point at which the chase was made, and called by the marker. For instance, if the chase was made by a ball which *fell* (that is, dropped the second time) on the line numbered 3, or half-way

* In the Manchester Club this law (8) has been wisely abolished. It should be abolished generally.

between the lines marked 3 and 4, then a ball, to win the chase, must *fall better* (at least) than 3, or *better* (at least) than the half-line between the lines 3 and 4. But as often as his opponent returns the ball so often must he again play it, still with the same object, until he succeeds or fails. If he succeed, he scores the stroke, which had been all that time in abeyance; if he fail, it is scored to the other player, who is said to have been *defending* the chase. If, at any stage of the score, two chases have been made, the players change sides immediately, and play for the chases, in the order in which they were made, as described above. A player who succeeds in sending the ball in-play into the grille, the dedans, or the last gallery (called the *winning-gallery*) on the hazard-side, scores at all times a stroke, or wins a chase, if there be one, or prevents his opponent from winning one, and therefore equally scores the stroke himself. The remaining minutæ of the game and the method of scoring may be best understood by studying the Definitions and Laws which follow here.

DEFINITIONS.

All-the-walls.—See *Touch-no-walls*.

Bar-the-openings.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball, returned by him, enters any opening, or touches the post of any opening.

Bar-the-winning-openings.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball, returned by him, enters a winning-opening.

Better.—With reference to chases, describes

(a) that part of the court which lies between a chase-line

and the half-line which is next to it in the direction of the nearest end-wall ; as, *e.g.*, *better than 2*, by which is defined that part of the floor which lies between the chase-lines 2 and 1 & 2 ; or

(*b*) generally, that part of the court which lies between a chase-line, or gallery, and the nearest end-wall.

NOTE.—This term used to be, but is now no longer, applied to the half-yard chase-lines, as, *e.g.*, *better than 1 & 2*, which is now marked and called, *worse than a yard* ; but of these there are two, *viz.* *better than half-a-yard*, and *hazard-side better than half-a-yard*, both of which are still so marked and called.

Beyond.—Further from the net, in the direction of the nearest end-wall.

Bisque.—A point of odds, which is equivalent to a stroke claimed at pleasure by the recipient, subject to the provisions of Laws 29 and 30. It wins a chase. A *bisque*, or *bisques*, may be given in augmentation or diminution of other odds ; as, *e.g.*, 15 and a *bisque*, 15 for a *bisque*, etc.

Boast, to.—To return the ball in-play by striking it against either of the side-walls, or against the end-wall on that side on which the striker is : this stroke is called a *boast*, or *boasted stroke*.

Chase.—A stroke in abeyance, which has been made by one player, and must be played for by the other, according to the provisions of Laws 17-24.

Cramped-odds.—Odds, in giving which a player agrees to renounce the liberty of playing into some usual part of the court ; or plays with some unusual dress or implement ; or cramps his game in some other way, by agreement. These odds may be combined with *bisques* or other odds, either in augmentation or diminution.

Dedans.—

(*a*) The opening at the end of the service-side of the court : also

(b) the spectators present behind that opening.

Dedans-post.—The post which stands nearly in the middle of the dedans, and continues the half-court-line up to the edge of the pent-house.

Defend.—The player, who has made a chase, and who (having changed sides) plays to prevent his antagonist from winning it, is said to *defend* the chase: in three-handed or four-handed games, both partners are said to *defend* the chase which either of them has made, when they (having changed sides) play to prevent their antagonist, or antagonists, from winning it.

Double.—When a ball is struck after it has fallen, it is said to be *doubled*, or a *double*.

Drop.—A ball in play is said to *drop*, when it touches the floor, or the post of an opening, or enters an opening, without having previously touched any part of the court except a wall, or a pent-house, or the net.

Enter.—A ball in-play is said to *enter* an opening, when, having been struck into that opening, it remains in it, or touches the net, boards, or other internal fittings of that opening, or the dedans-post, or any person being, or anything lying, in that opening; notwithstanding that the ball (in *entering* a gallery) may have touched the adjacent gallery-post, without having touched the floor in the interim.

Fall.—A ball in-play is said to *fall*, when, after having dropped, it touches the floor again, or touches the net, or enters an opening.

Fault.—It is a *fault*,

- (a) if the server, in delivery, fail to strike the ball with his racket; or
- (b) if he strike it more than once; or
- (c) if the ball served go out-of-court; or
- (d) if, before touching the service-pent-house and dropping

in the service-court, or on one of the lines which bound it, the ball served touch any part of the court except the rest of the side-pent-house and the service-wall (*see* Laws 4-6).

First-stroke.—The return of the service.

Galleries.—The openings beneath the side-pent-house, including the first, second, and last galleries, the door, and the line-opening, on each side of the net.

Gallery-post.—The post which separates a gallery from the gallery next beyond it.

Good.—A service or return, played in accordance with the provisions of the laws, is said to be *good*.

Grille-pent-house.—The pent-house above the wall which contains the grille.

Grille-wall.—The inner end-wall which contains the grille.

Half-bisque.—An unusual point of odds, equivalent either (a) to a bisque in every alternate set ; or

(b) to the annulling of a fault served by the recipient ; or

(c) to the addition of a second fault to one already served by the giver of the odds ; or

(d) to the privilege of claiming chase-off for a chase ;

at the pleasure of the recipient, subject to the provisions of Laws 29 and 30.

NOTE.—Since authorities differ as to the true value of a half-bisque, it is best to settle by agreement the value to be given to it in a match, before beginning to play.

Half-court.—One half of the service-side, or hazard-side, as divided by the half-court-line ; the openings contained in the half-court, as bounded by that line and the dedans-post, are counted in it. When a player gives the odds of *half-court* (*see* Law 32), that half-court, on each side of the net, into which it is agreed that he shall play, is called *his half-court*.

Half-volley, to.—To strike the ball in-play, as it rises from the floor, immediately after it has dropped: this stroke is called a *half-volley*.

Hazard-side.—The part of the court which lies between the net and the end-wall beyond the grille-pent-house.

In-play.—A ball served or returned is said to be *in-play* until it has fallen, or has entered an opening, or has gone out-of-court, or has touched a gallery-post or a player; or unless it be a fault.

Love-game.—A game in which one player wins four consecutive strokes; or, in case of deuce and advantage, five consecutive strokes.

Love-set.—A set in which one player wins six consecutive games; or, in case of an advantage-set, seven consecutive games.

Net-line.—The line of the net, continued across the pent-house.

Nick, the.—The line of junction of the wall with the floor.

Nick, to.—To drop or fall on the line of junction of a wall with the floor; or, rather, to touch both wall and floor simultaneously: a ball which does this is said *to nick*, or to be a *nick*.

Odds.—

Half-Fifteen.—A point of odds, by which one stroke is given at the beginning of the second and every subsequent alternate game of a set.

Fifteen.—As a point of odds, one stroke given at the beginning of every game of a set.

Half-Thirty.—A point of odds, by which one stroke is given at the beginning of the first game, two strokes are given at the beginning of the second game, and so on, alternately, in all the subsequent games of a set.

Thirty.—As a point of odds, two strokes given at the beginning of every game of a set.

Half-Forty.—A point of odds, by which two strokes are given at the beginning of the first game, three strokes at the beginning of the second game, and so on, alternately, in all the subsequent games of a set.

Forty.—As a point of odds, three strokes given at the beginning of every game of a set.

NOTE.—See also *Bar-the-openings*, *Bar-the-winning-openings*, *Cramped-odds*, *Bisque*, *Half-bisque*, *Half-court*, *Touch-no-side-walls*, and *Touch-no-walls*.*

Openings.—The dedans, galleries, and grille (see *Bar-the-openings*, *Bar-the-winning-openings*, *Galleries*, and *Winning-openings*).

Out-of-Court.—

- (a) That part of the court which includes the play-line, the walls above it, the windows, and the roof; also
- (b) a ball in-play, which touches any of these, or goes behind the wing-net above the tambour (even though it touch either of the rods to which the wing-net is fixed), or goes over a beam or rafter (in courts which have the roof open), is said to have gone *out-of-court* (see *Play-line*).

NOTE.—In courts which are lighted by side-windows, the last, or (sometimes only) the lower half of the last, side-windows at each end of the court (as also the wing-net above the tambour, with the rods to which it is fixed), are not counted *out-of-court*.

Pass.—It is a pass,

* The value of the ordinary cramped-odds, though varying with different players, is usually estimated as follows: Round services = 15, or nearly half-30; Half-court = half-30; Touch-no-side-walls = half-30 and, perhaps, a bisque; Touch-no-walls = about 40; Bar-the-hazard (*i.e.* the winning-openings) = about 15; Bar-the-openings = 15 and a bisque, or nearly half-30.

(a) if the ball served, not being a fault, drop in the pass-court; or,

(b) if the ball served, not being a fault, go across the pass-line on the pent-house.

Pass-court.—That part of the floor which is contained between the service-line, the pass-line, the grille-wall, and the main wall.

Play-line.—A painted line, or board, at a certain height on the end-walls, and also on the side-walls except above the tambour (see *Out-of-Court*).

Rest, a.—The repeated return of the ball in-play.

Return, to.—To receive the ball in-play and play it (before it has fallen) back over the net: this stroke is called a *return*.

Rough.—The back of the racket, which shows the knots.

Serve, to.—To deliver the service.

Server.—The player who delivers the service.

Service.—

(a) The starting of the ball in-play, in accordance with the provisions of Laws 3-10; or

(b) the ball served.

Service-court.—That part of the floor which is contained between the service-line, the pass-line, the grille-wall, and the gallery-wall and battery.

Service-line.—That line on the floor which is parallel and nearest to the grille-wall.

Service-pent-house.—That portion of the side-pent-house which lies between the net-line and grille-pent-house.

Service-side.—That part of the court which lies between the net and the end-wall beyond the dedans-pent-house.

Service-wall.—The wall above the side-pent-house.

Sides.—The two portions into which the net divides the court,

Side-walls.—See *Touch-no-side-walls*.

Smooth.—The front of the racket, which shows no knots.

Spin.—The decision by a racket, thrown spinning up into the air by one player, while the other calls “rough” or “smooth;” if the racket falls with that side uppermost which the caller named, the latter wins; if not, he loses.

Strike-out, to.—To receive the service, and so to play the first-stroke.

Striker.—The player who last struck the ball in-play.

Striker-out.—The player who receives the service, and so plays the first-stroke.

Stroke, a.—

(a) The return of a ball; or

(b) a return which decides a rest; and so

(c) (in scoring) the fourth part of a game, except as provided by Law 25 (exception).

Touch-no-side-walls, or Side-walls.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball, returned by him, touches a side-wall or a gallery-post, or enters a gallery; but, if the ball, returned by him, touch the pent-house only, before dropping on the floor, and do not afterwards touch a side-wall or a gallery-post, or enter a gallery, it is not counted against the giver of the odds.

Touch-no-walls, or All-the-walls.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball, returned by him, touches a wall or a gallery-post, or enters an opening, before falling on the floor; but, if the ball, returned by him, touch the pent-house only before falling on the floor, it is not counted against the giver of the odds.

Volley, to.—To strike the ball in-play before it drops; this stroke is called a *volley*.

Winning-gallery.—The hazard-side last gallery.

Winning-openings.—The dedans, winning-gallery, and grille (see *Bar-the-winning-openings*).

Worse.—With reference to chases, describes

- (a) that part of the court which lies between a chase-line and the chase-line which is next to it in the direction of the net, as, *e.g.*, *worse than 2*, by which is defined that part of the floor which lies between the chase-lines 2 and 2 & 3 : or
- (b) generally, that part of the court which lies between a gallery, or a chase-line, and the net.

NOTE.—This term used to be, but is now no longer, applied to the half-yard chase-lines, as, *e.g.*, *worse than 1 & 2*, which is now marked and called, *better than 2*.

THE LAWS.

IMPLEMENTS, AND CHOICE OF SIDES.

Balls and Rackets.

1. The balls shall be not less than $2\frac{1}{4}$ in., and not more than $2\frac{5}{8}$ in. in diameter ; and shall be not less than $2\frac{1}{2}$ oz., and not more than $2\frac{3}{4}$ oz. in weight.

NOTE.—There is no restriction as to the shape or size of the rackets.

Choice of Sides.

- 2. (a) The choice of sides at the beginning of the first set is determined by spin.
- (b) In subsequent sets of a series, the players shall begin each set on the sides on which they finished the set before it.

SERVICE.

Delivery.

3. The ball served must be struck with the racket, and may be delivered from any part of the service-side.

Service.

4. The ball served must touch the service-pent-house before touching any other part of the court, except the rest of the side-pent-house and the service-wall; and it must drop in the service-court, or on one of the lines which bound it.

Service, when good.

5. The service is good,
- (a) if the ball served touch (in its descent) any part of the service-pent-house, so as to rise again from it; or
 - (b) if the ball served strike the service-wall, and afterwards touch (in its descent) any part of the service-pent-house, even though it do not rise again from it; or
 - (c) if the ball served drop in the winning-gallery.

Faults, not returnable.

6. A fault may not be returned.

Passes, not returnable.

7. A pass may not be returned; but a ball served, which has not gone across the pass-line on the pent-house, may be volleyed, although, if untouched, it might have dropped in the pass-court. If a pass touch the striker-out, or if a service (before it has dropped) touch him, when standing with both feet in the pass-court and not having attempted to strike the ball, it is still counted as a pass.

Faults annulled.

8. A pass annuls a previous fault.

Service and Faults annulled.

9. If the striker-out declare himself not ready for a service, and have made no attempt to return it, that service is counted for nothing, though it be a fault. It annuls a previous fault. The striker-out, having been asked if he be ready, and having declared himself ready, may not similarly refuse a second service.

Continuation of Service.

10. The server continues to serve until two chases be made, or one chase when the score of either player is at forty or

advantage (*see* Law 25): the players then change sides, the server becomes striker-out, and the striker-out becomes server.

RETURN.

Return, when good.

11. The return is good, if the ball in-play be struck with the racket so that it passes the net without touching a gallery-post or anything fixed or lying in an opening on the side from which it is struck, and without going out-of-court.

Return, when not good.

12. The return is not good,
- (a) if not in accordance with the terms of Law 11; or
 - (b) if the ball be struck more than once, or be not definitely struck; or
 - (c) if the ball in-play, having passed the net, come back and drop on the side from which it was struck, unless it should have touched a gallery-post or anything fixed or lying in an opening on that side of the court which is opposed to the striker.

Ball, when not returnable.

13. A ball which is no longer in-play may not be returned.

SCORING.

The Server, when he wins a stroke.

14. The server wins a stroke (except as provided in Law 9),
- (a) if a good service enter the winning-gallery or the grille; or
 - (b) if the striker-out fail to return a good service (except when it makes a chase: *see* Laws 17-19); or
 - (c) if the striker-out fail to return the ball in-play (except when it makes a chase: *see* Laws 17-19); or
 - (d) if he himself return the ball in-play so that it enters the winning-gallery or grille, or falls on or beyond the service-line; or
 - (e) if he serve or return the ball in-play so that it drops or falls

upon a ball, or other object, which is on or beyond the service-line ; or

- (f) if he win a chase (*see* Law 20) ; or
- (g) if the striker-out lose a stroke (*see* Law 16).

The Striker-out, when he wins a stroke.

15. The striker-out wins a stroke (except as provided in Law 9),

- (a) if the server serve two consecutive faults [except as provided in Law 31 (b)] ; or
- (b) if the server fail to return the ball in-play (except when it makes a chase : *see* Laws 17-19) ; or
- (c) if he himself return the ball in-play so that it enters the dedans ; or
- (d) if he win a chase ; or
- (e) if the server lose a stroke (*see* Law 16).

Either player, when he loses a stroke.

16. Either player loses a stroke,

- (a) if he lose a chase (*see* Law 21) ; or
- (b) if the ball in-play (except as provided in Law 7), touch him or anything which he wears or carries (except his racket in the act of returning the ball) ; or
- (c) if he touch or strike the ball in-play with his racket more than once, or do not definitely strike it.

Chases, how made and marked.

17. When a ball in-play (on either side of the net, not being that on which the striker is standing)

- (a) falls on any part of the floor, except on or beyond the service-line ; or
- (b) enters any gallery, except the winning-gallery ; or
- (c) touches a gallery-post ;

it is marked a chase

- (a) at that line on the floor on which it fell ; or
- (β) better or worse than that line on the floor which is nearest to the point at which it fell ; or
- (γ) at that gallery the post of which it touched .

except, as provided in Laws 18 and 19.

Note (a).—A ball in-play, which touches the net-post and drops on the side opposed to the striker, is marked a chase at the line on the side on which it drops.

Note (b).—A ball in-play, which enters a gallery, is marked a chase at that gallery which it enters, notwithstanding that it may have touched an adjacent gallery-post without touching the floor in the interim.

Note (c).—The gallery-lines on the floor correspond, and are equivalent, to the galleries of which they bear the names.

A Ball dropping or falling in net, or bounding over net after dropping, how marked.

18. When a ball in-play

(a) drops or falls in the net, on the side opposed to the striker ; or

(b) drops on the floor, on the side opposed to the striker, and, bounding over the net, falls on that side of it from which it was struck, whether it touches the net in its bound or not ;

it is marked a chase at the line on the side opposed to the striker.

A ball dropping or falling upon another ball, how marked.

19. When a ball in-play drops or falls upon a ball, or other object, which is on the floor [except when it is on or beyond the service-line : *see* Law 14 (e)], it is marked a chase at the point at which that ball, or other object, was when the ball in-play dropped or fell upon it.

Chases, how won.

20. Either player wins a chase

(a) if he serve or return the ball so that it enters a winning-opening ; or

(b) if he serve or return the ball so that it falls better than the chase for which he played ; or enters a gallery, or touches a gallery-post, better than the gallery, or the gallery-line, at which the chase was, for which he played ; or

(c) if he serve or return the ball so that it drops or falls upon a ball, or other object, which is at a point on the floor better than that at which, or at the gallery corresponding to which, the chase was, for which he played ; or

(d) if his antagonist fail to return the ball in-play, except when it falls worse than the chase in question.

Chases, how lost.

21. Either player loses a chase
- (a) if he fail to return the ball in-play, except when it falls worse than the chase in question ; or
 - (b) if he return the ball in-play so that it falls worse than the chase, or enters a gallery, or touches a gallery-post, worse than the gallery, or the gallery-line, at which the chase was, for which he played ; or
 - (c) if he return the ball in-play so that it drops or falls upon a ball, or other object, which is at a point on the floor worse than that at which the chase was, for which he played.

Chase-off.

22. When a ball in-play
- (a) falls at a point on the floor neither better nor worse than that at which, or at the gallery corresponding to which, the chase was, for which the striker played ; or
 - (b) enters that gallery, or the gallery corresponding to that gallery-line, or touches the post of that gallery, or falls on the gallery-line corresponding to that gallery, at which the chase was, for which the striker played ; or
 - (c) drops or falls upon a ball, or other object, which is at a point on the floor, neither better nor worse than that at which, or at the gallery corresponding to which, the chase was, for which the striker played ;
- it is marked chase-off ; it is not scored as a stroke won by either player ; the chase is annulled, and the striker has not to play for it again.

Chases, when played for.

23. As soon as two chases are marked, or one chase when the score of either player is at forty or advantage (*see* Law 25), the players change sides ; the player who made the first chase now defends it, while the other plays to win it ; and so with the second chase, except when only one has been marked.

Chases marked in error, annulled.

24. If by an error three chases have been marked, or two chases when the score of either player is at forty or advantage (*see* Law 25), the last chase in each case is annulled.

Strokes, how scored.

25. On either player winning his first stroke, the score is called fifteen for that player ; on either player winning his second stroke, the score is called thirty for that player ; on either player winning his third stroke, the score is called forty for that player ; and the fourth stroke won by either player is scored game for that player ; except, as below :

if both players have won three strokes, the score is called deuce, and the next stroke won by either player is scored advantage for that player ; if the same player win the following stroke, he wins the game ; if he lose the following stroke, the score is again called deuce ; and so on, until either player win the two strokes immediately following the score of deuce, when the game is scored for that player.

Games, how scored.

26. The player who first wins six games wins a set ; except, as below :

if both players win five games, the score is called games-all, and the next game won by either player is scored advantage-game for that player ; if the same player win the following game, he wins the set ; if he lose the following game, the score is again called games-all ; and so on, until either player win the two games immediately following the score of games-all, when he wins the set.

NOTE.—Players often agree not to play advantage-sets, but to decide the set by one game after arriving at the score of games-all.

Doubtful and disputed cases, how decidea.

27. Every chase is marked, and every stroke scored, by the marker, who is entitled to consult the dedans, when he is in doubt. A player, who is dissatisfied with the marker's decision, is entitled to appeal to the dedans. A majority of the dedans confirms or reverses the marker's decision. An appeal must be made before a recommencement of play.

NOTE.—The dedans should not give a decision, unasked, on a question of marking a chase or stroke ; but may, and should, correct inaccurate scoring of chases, strokes, games, or sets.

THREE-HANDED, or FOUR-HANDED GAMES (sometimes called DOUBLE GAMES).

Order of play.

28. The partners serve and strike-out in alternate games ; unless it shall have been previously agreed to the contrary.

NOTE.—It is usually, but not always, agreed that the striker-out may leave to his partner such services as pass him.

The former Laws apply to these, as well as to Single, Games ; the advantages and disadvantages attaching to a single player under the former Laws here attaching to a pair of players.

ODDS.

Bisques and half-bisques when taken, generally.

29. (a) A bisque, or a half-bisque, may not be taken after the service has been delivered.
 (b) The server may not take a bisque after a fault ; but the striker-out may do so.

Bisques and half-bisques when taken, in changing sides.

30. A player, who wishes to take a bisque, or a half-bisque, there being a chase, or two chases marked, may take it either before or after changing sides ; but he may not, after changing sides, go back to take it.

Roula Services.

31. (a) When the odds of round services are given, the ball served by the giver of the odds must touch the grille-pent-house after touching the service-pent-house, and before dropping in the service-court, or on one of the lines which bound it.
 (b) Neither faults, nor failure in complying with the above condition, are counted against the giver of the odds ; but the recipient of the odds may decline to return such services as do not touch both the pent-houses : if, however, he attempt and fail to return any such service, it is counted against him.

Half-court.

32. The players having agreed, into which half-court, on each side of the net, the giver of the odds shall play, the latter loses a stroke if the ball, returned by him, drop in either of the other half-courts :

but a ball, returned by the giver of the odds, which

(a) drops on the half-court-line ; or

(b) drops in his half-court and touches the dedans-post before falling ; or

(c) drops in his half-court and falls in the dedans, even though on the other side of the dedans-post ; or

(d) touches the dedans-post before dropping ;

is counted for the giver of the odds :

and a return, boasted against any wall by the giver of the odds, which

(e) drops in his half-court ; or

(f) drops on the half-court-line ; or

(g) touches the dedans-post before dropping ; or

(h) touches any pent-house, battery, or wall, before dropping in his half-court, dropping on the half-court-line, or touching the dedans-post ;

is also counted for the giver of the odds.

NOTE.—It is, of course, evident that the giver of these odds may make a chase, or win a chase or a stroke, with a ball which drops in his half-court, or on the half-court-line, but falls in the other half-court.

Nicks, when All-the-walls or Side-walls are given.

33. When the odds of touch-no-walls, or touch-no-side-walls, are given, a ball returned by the giver of the odds, which makes a nick in falling, is counted for the striker.

DIRECTIONS TO THE MARKER.

It is the duty of the marker

to call the faults, and the passes ;

to call the strokes, when won, or when he is asked to do so ;

to call the games, and sets, at the end of each, or when asked to do so ;

to mark the chases, when made ;

to call the chases, when there are two, in the order in

which they were made ; or the chase, when there is one with the score at forty or advantage ; and then to direct the players to change sides ; to call the chase or chases again, in order as above, when the players have changed sides, and each chase as a player has to play for it ; not to call *play* or *not play* in doubtful cases before the conclusion of the rest, unless asked to do so ; to decide all doubtful and disputed strokes, subject to an appeal to the dedans ; to warn the players of any balls lying on the floor in their way, or to their danger or disadvantage, and to remove all such balls ; to collect the balls into the ball-basket ; and to keep the ball troughs constantly replenished in the dedans and last gallery, and the latter especially in three-handed and four-handed games.

HINTS TO BEGINNERS.

In beginning to learn tennis, it is first necessary to become possessed of a good racket. The best are made in France, but they can be bought in England as readily as in the land of their manufacture. A good racket when strung weighs about sixteen ounces. The beginner must then get admitted to play in some good court, where he will find a marker usually capable of instructing him in the rudiments of the game. It is hardly necessary to say that a few hours of good instruction will enable him to make more progress than he will effect by the study of any book. Yet there are certain principles which he may as well acquire before entering the court, as they will make the task of the teacher less hard, and will help the beginner to understand his lesson more easily than if he began without any previous knowledge.

The first difficulty to be overcome is the manner of hold-

ing the racket. He must not hold it as a racket-player holds his racket, nor as a man grasps an axe or a cricket-bat. The face of the racket must not be held flat, or at right angles to the direction in which he means to strike and propel the ball; but the upper edge of the head, or bow, must be allowed to fall back and the lower edge forward, without the wrist being turned upwards, so that the face of the racket shall be held at an angle of about forty-five degrees, more or less, with the plane of the floor. The object of this is to enable the player to *cut* the ball, and so to reduce its bound on touching the floor, and help him to make and win short chases. The cut is effected partly by striking the ball with the racket held at this angle, and sometimes by chopping it downwards at the moment of striking.

In all strokes, the player must face the side-wall, the main-wall for the fore hand stroke, when on the service-side, and the galleries for the back-hand stroke; and *vice versa*, when on the hazard-side. The head of the racket should always be kept well up, above the wrist, when possible.

In serving, he should first learn to deliver the side-wall service by pitching the ball, well cut, on the side-wall above the pent-house, so that in its descent it shall touch the pent-house, and drop on the floor near the end-wall but short of the pass-line. This he may do by pure cut imparted to the ball, or (better still) by putting on some over-hand spin, commonly called over-hand cut. This last is done by hitting the ball on its upper, instead of its lower, half. Another good service is that in which the ball is made to drop on the pent-house, with plenty of spin on it, and thence upon the floor, near the wall which supports the pent-house and short of the end wall. By a third, the ball is pitched, well cut, over or under-hand, upon the pent-house, after which it bounds up to the wall above it and thence upon the floor,

as in the first-described service, sometimes touching, sometimes not touching the pent-house in its descent. This is not a fatiguing service, and is very useful. Another service is given from under the galleries, or from a point nearer to the dedans, by driving the ball, with a good deal of under-hand spin upon it, along the edge of the pent-house, towards the further end-wall. When well twisted, this will fall in or near the nick, and return to the gallery-wall, and sometimes even into the winning-gallery, giving the other player a most difficult, if not an impossible, stroke to return. There are other varieties of service ; but these will be amply sufficient for a long time.

In receiving the service, the striker-out, as he is called, should carefully watch the action of the server. He will soon learn that, according as the latter has struck the ball, so will it bound ; if cut over-hand, it will bound away on the floor, but rapidly towards him from the end-wall. If twisted under-hand, it will do exactly the reverse. He must follow the ball with his eye and play it always, when possible, near the end of its first bound, when it is near the floor. As the ball rises from its first impact on the floor it is very difficult to strike with any accuracy or power of directing it in its further course, back over the net. It should never be struck at such a moment, except in cases of exceptional difficulty.

In standing to receive and to return the ball, the player should place himself with his left foot foremost, for the fore-hand stroke ; and with his feet about twenty-four inches apart, more or less ; and with his knees slightly bent. He should balance his weight rather on the balls of his feet, always ready for a start in any direction, than on the heels. He should watch the flight of the ball, judging as nearly as he can where it will drop on the floor, and how far it will

bound, before placing himself in that position. In most cases, he will have to run or walk a few paces, and sometimes at highest speed, to reach the proper point at which he should strike the ball. Constant practice, combined with good teaching, can alone enable him to attain to the successful accomplishment of these complicated movements. He should hold his racket not too long nor yet too short, but with his hand halfway up the handle, or rather lower. Some players hold their rackets very long, but this requires very fine judgment of the ball, and causes extra strain on the wrist at every stroke.

The player must next master the *volley*, by meeting and returning the ball, still in the air, before it drops on the floor. In doing this, he will generally find it hardly so necessary to strike the ball as to meet it firmly, when it will return from his racket with sufficient force: when practicable, he should cut this return, so as to restrain the bound when it next touches the floor. This will take him some time to learn.

In turning to the other side-wall, in order to make the back-hand stroke, he must allow the upper edge of his racket to fall over in his hand so that the reverse of the racket assumes the same sloped position as the front (or smooth) side showed for the fore-hand stroke. For this stroke, of course, the right foot must be advanced. He should always, in both kinds of stroke, endeavour to strike the ball when at an easy distance from his body, neither too near, or he will be cramped, nor too far, or he will have neither power nor accuracy. In all returns of the ball, he should try to put his weight into the stroke, that is, he should advance upon the ball at the moment of striking it. He should spend many hours at first, either alone, or (better) with his teacher, "tossing" the balls, as it is called,—that is, playing them over the net, in all the ways

indicated above, but not playing regular games. After a while, he may begin to play a quiet set with his instructor, when he will soon master the manner of scoring, the laws, etc. But for a long time he should think more of how he ought to play each ball than of how he is to win the game; and he should very patiently listen to the criticisms of his master. When he begins to feel more at home with the court, the racket, and the ball, he may begin to play with other amateurs. But he should still avoid thinking too much of winning and too little of timing and striking the ball properly. Many vices of style come from the habit of playing to win, anyhow, without any regard to the manner in which the result is to be effected. Another fault that should be particularly avoided is that of playing very hard. Only an accomplished player can dare to do this. With a gentler stroke the beginner will make better chases, and will attain much greater accuracy than with swift and violent forces and drives.

Above all things, it is important to keep the temper in this exciting game. Nothing places a player at a greater disadvantage than the loss of his equanimity.

RACKETS.

J. SPENS AND JULIAN MARSHALL.

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RACKETS.



HISTORICAL SKETCH.

THERE would not be much to say about the history of this game if any trustworthy word had ever been written on the subject before. That, we believe, has never yet been done. We shall, however, keep these remarks within the strictest limits.

The game of rackets* originated in the tennis-court. Fortunately this can be proved. The Crace collection, now in the British Museum, contained an oval print with the following inscription, "Fives Played at the Tennis Court, Leicester Fields. Printed by Carrington Bowles, 1788." In this print the players are represented as using tennis-rackets and playing the balls against one wall of the tennis-court, on which is chalked-out a certain area, within which the balls presumably had to be driven, after the manner of the game of fives, from which the idea had clearly been borrowed. First came fives, played with the hand against any available wall. Then came bat-fives, in which a wooden instrument, roughly imitated from the tennis-racket, was

* Too often spelt erroneously "racquets." This is due probably to a modern affectation of "fine" spelling.

employed. That was a good game ; and it is still played in many places, and notably at some of our great schools, Rugby, Westminster, Cheltenham, and others. Not content with the wooden bat, players acquainted with the tennis-racket seem to have adopted that instrument about 1749, or a little earlier. There is a book called "The Humours of the Fleet," in the frontispiece to which, bearing that date, men are represented playing this sort of game in the prison of that name, with very flat-headed rackets, evidently borrowed from a tennis-court. But the game was not called rackets. So it continued to be played until 1788, the date of the print mentioned above, while the players still called their game *fives*. With the introduction of the racket, a change in the name of the game probably followed soon ; but it is not, we believe, recorded in print for many years after that. It was popular in the prisons of the Fleet and King's Bench, and later in the gardens of some of the great London taverns, such as the Belvidere, in Pentonville, the Eagle, White Conduit House, and the Bear, at Kennington ; but, as a writer in *Baily* justly remarks, "it was very much a public-house game, and savoured of drinking-boxes, long pipes, and beer ; but in itself it really was a fine manly game." In all these places the game was played in open,—that is, unroofed,—courts, which doubtless replaced or imitated former *fives*-courts. In the "History of Clerkenwell,"* there is a view of "The Belvidere Gardens, early in the present century," in which the racket-court duly appears ; but this is not very clear evidence, nor does it fix any date even approximately.

In Hazlitt's "Table Talk" some of the earliest players are mentioned, whose names are not to be found elsewhere ; he says of "John Cavanagh: his death was celebrated at

* London, 1881, 8vo, p. 532.

the time in an article in the *Examiner* newspaper, Feb. 7, 1819: (p. 94). 'Died at his house in Burbage-street, St. Giles's, John Cavanagh, the famous hand-fives player.' . . . The only person who seems to have excelled as much in another way as Cavanagh did in his, was the late John Davies, the racket-player. . . . The four best racket-players of that day were Jack Spines, Jem Harding, Armitage, and Church. Davies . . . was also a first-rate tennis-player, and an excellent fives-player."

The first name of a regular professional champion of which any record exists is that of Robert Mackay, 1820, who appears to have resigned before 1825, without being defeated.

In the great public schools, the new game speedily made its way. At Harrow, where it was, perhaps, first naturalized as a school-game, it was certainly not played before 1822 or 1823, when the new wing was added to the old building. Before that there was no court of any kind about the place. The old school-yard was as rough as a ploughed field, and foot-ball was commonly played there, behind the school. When the new wing was completed, the yard was levelled, and covered with gravel; this was then kept rolled and smooth, and any misguided boys who were caught running across it, wearing heeled shoes, were fined a shilling each. These fines helped to pay for rolling the ground. The balls were large, called "best fives," and covered with buff leather; the rackets then used were old tennis-rackets, cut down and made lighter. This information is contributed by one who was an eye-witness in 1826. At that time, the balls and rackets were sold by an old woman named Arnold, commonly known as "Old Polly." After her day, they were supplied by the *Custos*, Sam Hoare, well remembered by all old Harrovians. In 1834 he found that rackets were

specially made by Pittman, either the champion or another of the same family. These, however, were but little lighter than the old tennis-rackets. Jefferies, of Woolwich, was for some time the only other maker ; and then came a certain P. Wilson, who was the first to make any marked improvement in the manufacture. He was followed by E. Bluck, an admirable maker ; but his rackets were very different in shape from such as are now used. They still followed the lines of the tennis-racket, though they were much less heavy. T. H. Prosser came next, with a workshop in the Pentonville Road, near the scene of some of the first racket-matches. Then came others in recent days, such as Ayres, Buchanan, Malings, the successor of Jefferies, and many more, well-known to racket-players.

The balls were at first made by old Pittman, but after his death they were supplied by the father of John Mitchell, once Lord Eglinton's marker, who often visited Harrow, and who was champion in 1846. The first court at Harrow was merely a gravelled floor, at the foot of a high wall, which was perforated with many windows. These were protected by wire-netting, and the rebound of the ball was frequently deflected in most unexpected directions by the carved mouldings and other ornamental excrescences, with which the surface of the wall was varied. Yet this was the best court at Harrow for many years, and immensely prized by the boys. It was sacred to the sixth form, and to those who might be invited to play there as a special favour. New courts were built in 1851, on the slope below the school-yard and "milling-ground," but still without roofs, though walled in. They were too broad and not very satisfactory in other respects. About twelve or thirteen years later, the present covered court was built.

Such was, briefly, the history of rackets at Harrow ; some

similar stages, perhaps, marked the development of the game at other schools. To this early establishment and vogue of rackets on its hill Harrow probably owed the great and continued success of its representatives in the public-school matches, and the fact that it produced the only amateur who ever won the championship of the game, Mr., now Sir, William Hart Dyke.

After the game had become popular at the schools, it was taken up at the Military Colleges, at Woolwich, at Oxford and Cambridge, and in India, where it was soon a great favourite with officers, among whom there have been many fine players.

The following is a list of all the champions of whose names any record now exists :—

*1820	—	Robert Mackay, London.
*1825	June 12	Thomas Pittman, London.
1834	Nov. 16	John Pittman, London.
†1838	June 19	John Lamb, London.
1846	Oct. 20	John Charles Mitchell, London.
1860	April 1	Francis Erwood, London.
*1862	June 8	W. H. Dyke, Esq., London.
*1863	March 15	Henry John Gray, Cambridge.
†1866	March 24	William Gray, Cambridge.
†1876	Jan. 19	Henry Fairs, London.
1878	May 25	Joseph Gray, Cambridge.

1887. Peter Latham (Manchester) beat Joseph Gray (Rugby School) by seven games to four, or 139 aces to 113. Played in the Rugby School court and at Manchester. In his own court Gray won by four games to three, securing a majority of eight aces; at Manchester Latham won by four games to love.

1888. Peter Latham (Manchester) beat W. Gray (Charterhouse School) by six games to three, or 113 aces to 97. Won very easily; played at Queen's Club and Godalming (Charterhouse School).

William Gray also played the Great International match against Frederick Foulkes, of New York, and defeated him in that city; and at the Ulster Racket Club, Belfast, for the stake of £1000.

Notices of the earlier champions are extremely scarce and

* Resigned.

† Died.

meagre. The match in which Lamb beat J. Pittman is recorded in *Bell's Life*. It was played at the Belvidere. The reporter mentions a match played about two years before "by Pittman and Soudan against Lamb and 'Blackey' in the Bench, when the former were victorious. This, we believe," he continues, "gave rise to a match between Lamb and Pittman, which also came off in the Bench, and which ended in the defeat of the latter." This led to the match at the Belvidere, already mentioned.

A writer in *The Field*, December 4, 1858, tells us that "the greatest match at rackets played for some years at Cork came off on Tuesday [Nov. 30]. Mr. Mitchell, the champion of England, of Bath and Bristol, and Mr. Derritt, the marker to his Excellency the Lord Lieutenant [Lord Eglinton], against Mr. Burns and Tom Hill, the marker at the Cork Court, the Cork players being victorious, winning six games out of eight. A great deal of money changed hands."

John Charles Mitchell, victualler, was landlord of the Sea-horse, Maudlin Street, Bristol, in 1852. In the following year the name of the house was changed to the Eglinton Arms. He had been Lord Eglinton's marker. In 1861 his name had disappeared from the Bristol Directory. He had a court at the Eglinton Arms, and was often seen playing there, and at the Griffin, and the Porter Butt, at Bath, about 1846, and also at the Three Blackbirds in Ellbroad Street, Bristol. Mitchell's own house, in Maudlin Street, had been previously (1829) a tennis-court. Thus we continually find confirmatory evidence in the early rackets, balls, and courts, of the evolution of rackets from fives played in a tennis-court.

Up to this time the game was entirely an open-court game, which some old players still think was one which required

more skill, if less endurance, than the modern game, played in the close-court. In the open-court, however, matches were often prevented by rain, and this was very inconvenient. Close-courts began to be built about 1840. The court at Lord's was built in 1839-40. In 1854, Prince's Club was founded in Hans Place, Chelsea. It contained one, and afterwards a second, tennis-court, in addition to several racket-courts, with dressing-rooms, bath-rooms, billiard-room, etc. One of the racket-courts became well-known as a match-court. It was very fast. None of the other courts was so successful, it is difficult to say why, except that some were too wide, and others too slow. The club was started by the brothers George and James Prince, who became afterwards the managers (or mis-managers) under a committee, or board, the venture being afterwards taken up by a company. Here were played the university matches, and afterwards the public-schools matches.

The most remarkable event in the history of the game was the defeat of the professional champion, Frank Erwood, in 1862, by Mr. W. H. Dyke, an old Harrovian, who had played successfully for Oxford in 1858, 1859, and 1860. The first match was played May 27, in the court which Erwood managed at Woolwich, with the result that Mr. Dyke won by 4 games to 2 (5-15, 15-7, 15-11, 15-5, 15-18, 15-2). In the fifth game, at 13, the game was set to 5, and Erwood won by 2. Mr. Dyke was young, active, strong, and a remarkably hard hitter and good player *all round*; but, with some generosity as well, perhaps, as truth, he always attributed his victory to his superiority over Erwood in condition. The return-match was played on Saturday, June 7, at Prince's, where Mr. Dyke won still more easily than at Woolwich, by 4 games to 1, though, in that which he lost, the game was set at 14, and Erwood played up

pluckily in the other games; but youth would not be denied.

In 1886 the courts at Prince's Club had ceased to exist. In 1887 the university matches were played at Manchester, and the public-school matches at Lord's. Since then they have been played at the Queen's Club, West Kensington. A new club, continuing the old name of Prince's has arisen in Knightsbridge, opposite the barracks. It contains two tennis-courts, two racket-courts, with billiard-room, dining-room, bath, and dressing-rooms, etc. There are many other courts now in existence both in England, in India, and elsewhere; but the game has lost some of its devotees owing to the introduction of lawn-tennis.

We give on the opposite page the ground-plan of a court of ordinary size. The best courts which are known to us at present are at Charterhouse, Queen's Club, and Prince's, the first-named being especially good and very well lighted.

It is rather strange that the laws of rackets have never yet been authoritatively laid down. We have here, therefore, endeavoured to supply the want by the suggestion of the following code, which has already received the sanction of the committees of the leading English clubs.

DEFINITIONS AND LAWS,

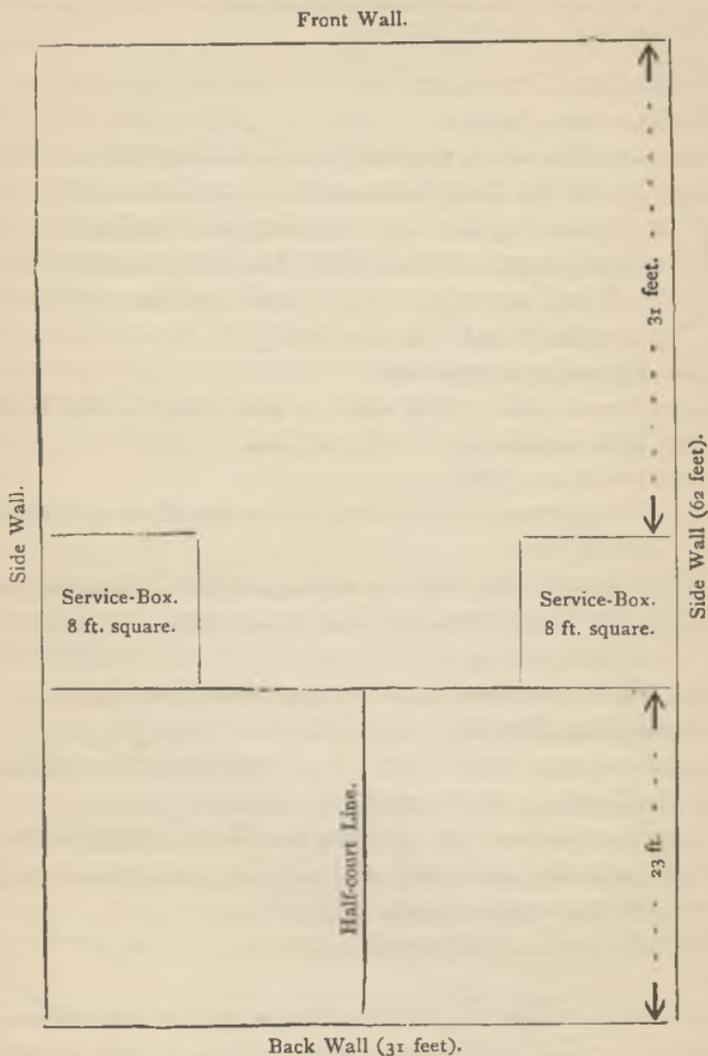
As approved and adopted by the M.C.C., Queen's Club, Prince's Club, Manchester Tennis and Racket Club, etc., 1891.

DEFINITIONS.

Acc.—A stroke won and scored.

Board.—The wooden plank or planks covering the lower part of the front wall to the height of 2 ft. 2 in. from the floor.

NOTE.—The height is different in some courts. The planks are



GROUND PLAN OF COURT.

usually coloured red. They do not in all courts extend downwards as far as the floor; but they should do so, and it is assumed in these Definitions and Laws that they do.

Box.—See *Service-box*.

Bully.—See *Rally*.

Court.—The whole building in which the game is played : or one half of the floor, between the short-line and the back wall, as divided by the half-court-line, and called the *right* (or *fore-hand*) *court*, or the *left* (or *back-hand*) *court*.

Cut.—A ball served so that it strikes upon or below the *cut-line* is called a *cut*. It is a *fault* [see *Fault (c)*].

Cut-line.—See *Service-line*.

Double.—A ball struck after it has touched the floor a second time is called a *double*, or *foul*.

Fault.—It is a *fault*,

(a) if the server, in serving, fail to stand as provided in Law 2; or

(b) if he strike the ball, in serving, more than once; or

(c) if the ball served by him strike upon or below the *cut-line*; or

(d) if it fail to drop in the proper court (see Law 4).

Foul.—See *Double*.

Good.—A service delivered, or a return made, in conformity with the Laws, is called *good*.

Half-court-line.—The line on the floor, drawn from the short-line to the back wall, and dividing that portion of the floor into two equal spaces.

Hand-in.—The player who has the right of serving the ball.

Hand-out.—The player who has to receive the service.

In-play.—The ball, after being served, is said to be *in-play* until it has touched the floor twice, or a player, or the board, or has gone out-of-court.

Let.—A *let* is when a player is hindered by his opponent from returning a ball which he might otherwise have returned. In that case, the ace counts for nothing and the server serves again from the same box.

Out-of-court.—A ball served, or in-play, is said to go *out-of-court* when it touches the roof, posts, or cushions, or any part of the back wall at or above the level of the gallery-sill, or is driven into the gallery.

Rally.—The repeated return of the ball *in-play*; it is sometimes called a *bully*.

Rubber.—A set of 3, 5, 7, or any other uneven number of games. The winner of the majority of the games wins the *rubber*.

NOTE.—The usual number is five for a single, and seven for a double, match.

Serve, to.—To start the ball in-play by striking it with the racket.

Service.—The ball served.

Service-box.—The square (marked out on each side of the floor) from which the service must be delivered.

Service-line.—A line painted on the front wall, about the height of 9 ft. 6 in. from the floor. It is sometimes called the *cut-line*.

NOTE.—The height is different in some courts, in proportion to their size and quickness.

Short-line.—The line on the floor at the distance of about 39 ft. from the front wall and parallel to it.

NOTE.—The distance is different in some courts.

Volley.—A ball which is struck before it has touched the floor, is said to be struck at, or on, the *volley*: the stroke is called a *volley*.

LAWS.

THE SINGLE GAME.

1. The right to serve first shall be determined by the spin of a racket. The player who wins the spin shall have the right to serve first.

2. The server, in serving, must stand with at least one foot within the service-box, and not touching any of the lines which bound it.

3. The server may begin serving from the right or from the left service-box, as he pleases; but, after serving from the right, he must next serve from the left, or *vice versa*; and so on, alternately, as long as he remains hand-in.

4. The ball served must strike the front wall before touching any other part of the court, and must strike it above the cut-line, and must drop within the lines * which bound the court on the side opposite to the box from which the ball was served, and must not touch either of such lines.

5. Hand-out may declare, immediately after the delivery of a service, that he was not ready; in that case, the service shall count for nothing, and the server shall serve again from the same box. If hand-out make any attempt to take the service, he cannot claim that he was not ready.

6. Hand-out may take a fault; but, if he do so, the rally must be played as if the service had been good.

7. Aces are scored by hand-in only.

8. Hand-in wins and scores an ace,

(a) if hand-out fail to return the ball served or in-play to the front wall, above the board, before the ball has touched the floor twice, *except in case of a let* (see Law 10); or

(b) if hand-out return the ball served or in-play so that it goes out-of-court; or

(c) if the ball in-play touch hand-out, or anything that he wears or carries, except his racket in the act of striking.

9. Hand-in becomes hand-out,

(a) if he serve the ball so that it touches him before touching the floor twice, as provided in Law 4; or

(b) if he serve the ball on the board or out-of-court; or

(c) if the ball served touch any part of the court before striking the front wall; or

(d) if he serve two consecutive faults; or

* That is. the short-line and the half-court-line.

- (e) if he fail to return the ball in-play to the front wall, above the board, *except in case of a let* (see Law 10); or
- (f) if he return the ball in-play so that it goes out-of-court; or
- (g) if the ball in-play touch him, or anything that he wears or carries, except his racket in the act of striking.

Then, in any of these cases, hand-out becomes hand-in, and serves in his turn.

10. It shall be a let, and the service or rally shall count for nothing, and the server shall serve again from the same box,

- (a) if the ball in-play touch the striker's opponent on, or above, the knee, and (in the marker's opinion) is thereby prevented from reaching the front wall, above the board; or
- (b) if either player (in the marker's opinion) hinder his opponent from returning the ball served or in-play.

11. The ball served or in-play may be returned by the striker's opponent at the volley, or after it has touched the floor once, but not after it has touched the floor a second time.

12. Each player must get out of his opponent's way as much as possible; if either player claim that his opponent hindered him from returning the ball served or in-play, the marker shall decide whether it shall be a let, or not (subject to provisions of Law 15).

13. The game is 15-up; that is, the player who first scores 15 aces wins the game, provided that,

- (a) immediately on the score being called 13-all, hand-out may "set" the game to 5, or to 3; and,
- (b) immediately on the score being called 14-all, hand-out may "set" the game to 3; that is, in the first case,
- (α) the player who first scores 5 (or 3) aces, according as the game was "set," wins the game; and, in the second case,
- (β) the player who first scores 3 aces wins the game.

NOTE.—In either case, the claim to "set" the game must be made by hand-out before the next service shall have been delivered.

14. The player who was serving at the end of any game of a rubber shall serve first in the next game.

15. In ordinary games the marker's decision shall be final; but, if he doubt which way to decide, he shall direct that the ace be played over again. In matches, when there are Umpires and Referee appointed, the marker's decision shall be final on all questions relating to the service; but he may refer any other question to the Umpires and Referee; and either player may appeal to them from any decision of the marker, except as to

any service ; and they shall decide each case by a majority of votes. If, in course of a rally, the marker call any ball "foul," the rally shall cease from that moment, and the ball shall not be returned ; but, if, on appeal to the Umpires and Referee, the marker's decision be reversed, the ace shall count for nothing, and the server shall serve again from the same box. All appeals must be made before another service shall have been delivered.

NOTE.—In matches, the marker should call "play" in doubtful cases which occur in the course of rallies and should refer such cases, at the close of the rallies, to the Umpires and Referee. The players should in their own interest endeavour to return the ball in any case which may seem to them to be doubtful, since, if they omit to do so, and the previous stroke should be declared "good," the case must be decided against them.

THE DOUBLE, OR FOUR-HANDED, GAME.

1. The Laws of the Single Game (as above) shall apply to the Double, or Four-handed, Game, except as set forth in the following Laws.

2. At the beginning of a rubber, only one of the side which has won the spin shall serve at the first time of being hand-in. In all subsequent games of the same rubber, the player who was hand-in at the end of any game shall serve first in the next game, and his partner shall not serve at that time of being hand-in. At all subsequent times, the players on each side shall serve in succession, and shall continue to serve in the same order in which they began serving.

3. One player on the hand-out side may stand where he pleases, to receive the service ; but his partner and the server's partner must stand behind the server until the service has been delivered.

4. If the ball served touch the server's partner before touching the floor twice, whether it was, or would have been, a fault or not, the server shall lose his right of service, and the next hand-in shall serve ; except when the ball served has been played at and missed, when the ace must be scored to the server.

5. The players on the hand-out side may choose the order in which they shall receive the service, and they shall adhere to that order, and shall only change it once in any game, or at the end of any game, of a rubber.

6. If the ball in-play touch the striker's partner, it shall count against the striker and his partner ; that is, if the striker was hand-out, the other side shall score an ace ; if he was hand-in, his side shall lose one hand-in :—

Except, in case the ball in-play touch the striker's partner after it has been hit at and missed by one of their opponents, when it shall be a let, if, in the opinion of the marker, subject to the usual appeal in matches (under Law 15), the other opponent might reasonably have been expected to return the said ball.

7. If a player has hit at and missed a ball in the course of a rally, his partner shall not be entitled to claim a let, though he may have been accidentally hindered by one of the opponents from returning the ball.

J. M.

HINTS TO BEGINNERS.

IT is to be hoped that the following hints may be of use, not only to the young racket-player at any of our public schools, but also to those who have a certain knowledge of the game, and whose perseverance and keenness will find points in these remarks which may not hitherto have struck them. It appears strange that, notwithstanding the opportunities our public schools now offer to learn rackets, both in providing them with first-rate racket-courts, and by having professional players in attendance to teach the young idea, we find really very few boy-players (beyond those who have a chance of representing their schools in the public-school contest) who are keen enough about the game to make even tolerable players. No doubt, the expense of the game to the youthful pocket, and also the fact of rackets being played in a closed court, while they can have cricket, football, and other amusements in the open air, lessen the number of players considerably. Still, we do not think that this properly accounts for the scarcity

of racket-players at schools, but have a shrewd suspicion that the money which might be spent in this and other games is sometimes frittered away in "tuck-shops."

It would, perhaps, be well to inform the younger generation, that rackets is played, not in England only, but, in the event of their being called by their profession abroad to any of our colonies, more especially India, they will find that this game is a staple amusement there, and is played at seasons of the year when cricket and football are impracticable. After these preliminary remarks, we will at once enter upon the elementary points to be remembered by beginners at the game.

To commence, in choosing a racket, we would advise that, for a beginner, the racket should be a light one, say $9\frac{3}{4}$ oz. The balance of weight should be in the head, and the handle not larger than the fingers can grip firmly. At the same time, the point of the third finger should nearly touch the ball of the thumb. Our reasons for having the weight in the head of the racket will be given when discussing the stroke.

It is indispensable that the young player should learn the proper *stroke*, from the very commencement. This, of course, is a very important point, as the "racket stroke" proper is quite distinct from either the "tennis stroke" or the "lawn-tennis stroke."

We maintain that the racket-stroke, either *fore-hand* or *back-hand*, is a much freer movement than either* of the above-mentioned, and should be made with the body erect, directly facing the side-wall; the arm should be extended to its utmost, so that the ball may be struck at the extreme limit of the swing of the arm and racket, as

* It must be remembered that this is the opinion of a racket-player. Tennis-players will not readily admit its accuracy.—ED.

close to the ground and the legs as possible. The swing of the racket should be even, and the grip of the fingers on the very end of the handle should never be relaxed. This last point is directed against the habit, common among young players, of shifting their grip up and down the handle, thereby losing that uniformity of stroke which is essential (see Figs. 1 and 2).

Here we would point out the advantages of such a stroke as is above described:—

1. The longer the swing of the arm and racket the greater the force put into the stroke.

2. It will be found that hitting the ball as near the ground as possible will be conducive to straight hitting, and also to commanding the direction of the ball; and

3. that the nearer the ground the ball is struck, the closer to the *board* will be the average number of strokes made.

The weight of the racket being in the head, and not in the handle, also conduces to this.

In order thoroughly to master the stroke, the young player should, each time he enters the court, and before playing a game, practise by himself for a few minutes. It would be as well to commence this practice at, say, from five to seven yards from the front wall, and, when able to return the ball half a dozen times straight to himself with



Fig. 1.—Fore-hand stroke.

certainty, then to retire to, say, halfway down the court, and so on, to continue the practice until he can hit the ball, standing a couple of yards from the back wall, pretty accurately straight back to himself, either to be taken before touching the back wall, or as a back-wall stroke. By this means, we think, the beginner will acquire a command over hitting and placing the ball, and furthermore will learn the practice of striking the ball when standing in a stationary position.



Fig. 2.—Back-hand stroke.

And here, perhaps, it would be well to call attention to the fact that it is of the first importance to take a ball, whether off the ground, on the volley, or off the walls, standing in a *stationary* position one's-self, and not when in motion, as thereby the player will strike the ball more accurately and also have greater command of its direction.

We say, then, to the beginner that, in order to excel, he should be able to cover the ground and get to the ball as quickly as possible, so that his stroke should be deliberate, and made *when he is standing quite still*. "Get to the ball as quickly as possible, in order to strike it when you are yourself stationary," should be one of the maxims for the young player to take to heart.

We suppose, then, that the player has learnt to make the ordinary stroke, whether back-handed or fore-handed,

straight up and down the court, fairly accurately; and we next come to the *service-stroke*, which we think cannot be brought to any perfection without a knowledge of the easiest way of striking the ball effectively, as shown in the preceding paragraph.

Now, the *service* ordinarily practised by players is of two kinds, the *under-cut* service and the *over-cut* service, the position of the racket, whether under or above the shoulder at the instant of striking the ball, determining under which head the service should be classified (see Figs. 3 and 4).

We would recommend the player, in beginning to learn to serve, to remember what has been already said about the grip of the racket, viz. that the handle should be grasped firmly at the extreme end, as in the *stroke*; and, as

we here, for the first time, deal with the word "cut," perhaps it would be as well to give some idea of what we mean by that word.

Putting *cut* on the ball is effected by bringing the surface of the racket smartly against it in a downward direction, the face of the racket, at the moment of impact, being



Fig. 3.—Under-cut service.

in a transverse position as regards the part of the ball struck; the wrist should be rigid, the stroke itself being finished with a jerk at the instant the ball is struck, the weight of the body being brought forward on the foremost foot. It will be seen, when practising putting *cut* on the ball, that it is much more a wrist-stroke than the ordinary stroke in the rally; and the amount of *cut* put on depends on the strength and rigidity of wrist at the instant of striking the ball.



Fig. 4.—Over-cut service.

The young player will find that it will be very difficult at first to combine cutting the ball with accuracy of direction, and only constant practice will overcome this difficulty. Perhaps, the best practice in this direction is for the server to fix his eye on the front wall, somewhere near its middle, and not far above the cut-line, and then to try first to strike as near to that spot as possible without putting any cut on the ball at all. He may choose striking the ball with the racket either below or above the shoulder; and, when he can go within even

a few feet of his mark with fair certainty, then let him try ever so little cut, as above described, and he will find, however precise has been his plain straight stroke, that the first attempts at *cut* will be attended by a loss of accuracy

of direction as to the spot aimed at. By degrees, however, the hand, eye, and arm will work together; and greater exactness in placing his service will follow, even with an increased amount of *cut*.

We will now suppose that the player has learnt to serve with a certain amount of cut; and we would then urge that he should not be satisfied with only learning the under-cut, *or* the over-cut service. He should practise *both*, and should also be able to serve without any cut at all.

It is well known that cut is put on the ball in order to make it shoot, or drop down sharply off the side or back wall, as well as to accelerate its pace off the floor. The under-cut service is especially likely to bring about this result.

The over-cut service has the great advantage, on the other hand, of being made with more power, and is consequently quicker in its pace, is also likely to take an upward and outward direction, after striking the side and back walls.

In these remarks, so far, we have dealt only with the simplest and most rudimentary strokes in the game, and have not touched upon the *half-volley* (including what is termed the "blind-stroke" *) and the *volley*.

For any, or all, of these, the principle of striking the ball as close as possible to the ground, at full swing of the arm, with body facing the side-wall, should be observed.

The power to command straight-hitting,—*i.e.* without touching the side-wall, though keeping the direction of the ball as close to it as possible,—should be the aim of the player; and he should remember that the reason for straight-hitting is, that the opponent has less time to get to the ball when it is not struck on the side-wall, and consequently

* Called at tennis a *coup de temps*.—ED.

less time to become stationary before hitting the ball; he is, therefore, less likely to place it, in his return, out of reach.

We would say that the development of half-volley and volley play comes with practice; and with them comes the still more useful stroke of taking the ball after it has once first touched the ground, but before it is in a position for the simple stroke. This is called the *blind-stroke*. We would recommend the young player, however, to take nothing, either on the volley or half-volley, when playing in a game, if he can take it in the simple way. Of course, occasions will often occur when this is impossible; and then we say, where practicable, he should volley the ball in preference to half-volleying it. Our reason for this is, that we consider the majority of players find it much more difficult to half-volley than to volley, while maintaining accuracy and lowness of hitting.

The general strength and length of the stroke should also be kept in view. With this object, the player should remember that the hardest hitter is not always the most effective one. He should, therefore, practise all kinds and degrees of power in his hitting; and, as a general rule, he should not put his full power into every stroke, but prefer to keep the ball at such a length that, if not taken before it reaches the back-wall, it will offer a difficult return off it.

The above remarks deal with the actual playing of the game; but perhaps the following hints will be useful to the player, who has the inclination and the leisure time to play every day.

As in all other games, so in rackets, it is possible to get tired; and, when the young player *feels* that he has had enough for one day, and is ever so little fatigued, it is far

better to stop playing at once than to go on, and so thoroughly to tire himself out. From experience, we know that a player thoroughly exhausted, especially if he is a young and growing boy, will not play nearly so well if called upon to play again the very next day. As an example of this, we would draw attention to the public-schools' racket-matches, where, in several recent years, the presumably best pair have failed to win, owing to their having had a severe contest in the middle of the competition, and then, from sheer fatigue, have lost on the following day to some other pair, who, more lucky in their ties and, perhaps, also of stronger physique, would, however, never have beaten them, had both been equally fresh.

Another important consideration, and an absolute essential to a pleasant game, is that the players should keep their tempers. We may safely say, in this, as in all games, a loss of temper is followed by the loss of the game. A player may have his run of bad luck, and everything may go against him for a time ; but the game is not over at once, and his turn of good fortune may come, even at the eleventh hour. So, we would counsel him never to lose heart, or his temper, with either himself or his partner, as such a contingency almost invariably ends in defeat, not to mention the awkward feeling of having marred one's partner's and one's own pleasure for that game.

HINTS ON MATCH-PLAYING.

PRELIMINARY TRAINING.

The first consideration which strikes one when getting ready for a match is, how to get one's-self as fit as possible.

We take it that, in playing a match at rackets, especially

in a *single*, the question of endurance is at once brought into play. Now, we do not hold that any especial course of dieting, or training by running, is required by any man or boy who has no spare flesh to get rid of; and, in their case, the training should only consist of a judicious amount of practice in the racket-court, together with regular hours for meals, and early hours both for going to bed and rising in the morning.

On the other hand, if superfluous flesh has to be taken off, then the best way to get rid of it is to take a run, or other hard exercise, before breakfast and during the day, in preference to a promiscuous cutting-down of articles of food to which one is ordinarily accustomed.

In any case, we consider a margin on the side of "under-training" to be preferable to that of "over-training;" as, if over-trained, the player has much less chance of lasting through such a severe game as rackets than the one who is not quite enough trained.

PRACTICE IN THE COURT.

In the matter of actual training in the court for a match, we think that a steady course of practice-rubbers should be played, but the number of them should certainly not exceed three in a week.

These games should be played, if possible, against a player superior to the competitor, who should take odds which will allow him to win on some days, alternating them with odds which will just give his opponent the rubber on others. By this means one learns to play a winning as well as a losing game; and it will also give the match-player some gratification, and will increase his confidence, if he can improve his game to the extent of knocking an ace or two off the handicap aces first given.

These practice-rubbers should, however, never exceed the length of the rubber by which the actual match is to be decided; and the competitor should play the rubber out from start to finish as if it were a match, never slackening his efforts while in the court.

The last hard practice-rubber should take place so as to give the player two complete days' rest before the match itself.

With regard to rackets, the player should be careful to see that he has two or three of these ready, and absolutely sound, with which he has already played, and which suit him in weight, size of handle, etc.

This is a most important consideration, as, no matter how well strung and sound a racket appears to be, it is liable to break at any time; and, if not certain that there is another, equally good, in reserve, the player will enter the court on the match-day with a feeling of anxiety and doubt as to his single racket carrying him through the match without mishap, which may seriously affect his play.

THE MATCH.

In the match itself, when once started, it is of the greatest importance to establish a lead in the first game of the rubber. No matter what the length of the rubber, winning the first game leads far oftener than not to winning the match.

Every effort, then, should be made to settle down into one's best form at once, and so to establish a useful lead.

More especially this should be the aim of a player of doubtful staying-power, as, if he wins the first game by a large margin, he may take the heart out of his physically stronger opponent for the rest of the match. On the other

hand, the winning of the first game by some players is attended by evil results. They begin to underrate their adversary, and take things too easily in consequence; in fact, they slacken off in their play, begin to make fancy strokes, and relax the severity of the service, imagining they can make up for any deficiency in this respect by their superiority in the rallies, as proved in the first game.

Now, we take it, the adversary in this case is a resolute player, though slow at starting; and, when he finds the slightest relaxation in the play of his opponent, he sets his teeth and plays up harder than ever. He may be favoured with luck or not, but still he manages to win the next game.

Now comes the tug of war. Both players are fairly on their mettle; but, while the winner of the second game has been gradually working himself up to his best form, the other player has been seen at his best in the first game, and then has become careless; and, from experience, we say it is a most difficult thing to recover one's best form in such a case. The consequence is that the player who has been playing hard all the time generally wins the match.

We consider the first game to be the most important for another reason also; namely, that it displays the peculiarities in the play of the opposing players to each other. For instance, the excellence of the service of one player may be more than counterbalanced by the volleying powers of his adversary; and, whereas one player may be especially strong in his hard low hitting, the other may excel in soft slow drops.

In the first of these cases, the "server" must use his head, and either drop the ball short on the side-wall, so as to defeat the volleyer, or change the style of his service altogether we mean, from under-cut to over-cut service, or *vice versa*.

In the case of the hard low hitter against the slow-drop game, we have no hesitation in saying that the first is the more generally used in match-playing, and is the more successful, on account of its greater certainty of execution. By this we do not commit ourselves to advocating hard hitting and nothing else; but we do say that, given an easy chance in a rally, an ace is more frequently won by the hard hit than by the soft one, since the former is much more difficult to return, if reached at all.

The soft slow drop is, we think, a most dangerous stroke to play in a match, though it may be very prettily and effectively executed at times. In the first place, it is very difficult to regulate as to its elevation and strength, the slightest error in either of these losing the player an ace; in the former by offering an easy return to the adversary, in the latter by striking the board (or play-line).

Beside these difficulties of execution, no matter how well carried out, the disadvantage still remains, that the slow drop, if reached at all, is a much easier return to deal with than the hard hit, and can be more easily killed.

We think, however, that the moderately hard hit is the stroke which should most frequently be used in the rally. It takes very little out of the striker, and, if made even a moderate height above the board, it offers very often a difficult return to the adversary through being a dropping ball when it reaches the back-wall. Lastly, it leaves sufficient strength to the player, when opportunity offers, to make a killing hard stroke, and so finish off the rally.

We say, then, to the match-player, that, no matter what length the rubber is, he should establish a lead at once, and stick to it all through, never slackening his efforts till the series of games is finished. He must remember that a racket-match is never won till the last stroke is played.

Often and often, one of the players has won the first games of the rubber, and the result has seemed to be beyond doubt, when the other player suddenly has a turn of luck, everything helps him, and, aided by his perseverance and pluck, he pulls the match "out of the fire."

Finally, from first to last, the player should keep his mind fixed on the game and the movements of his opponent. He should not let himself be tempted by the applause in the gallery to take his mind from the task he has set himself, and he should allow no run of ill-luck to himself, or of good luck to his adversary, to disturb his temper. He must remember that the luck will, perhaps, if late in coming, befriend him at the most critical stage of the match; and that any prolonged loss of temper will inevitably end in defeat.

J. S.

PUBLIC SCHOOLS RACKET CHALLENGE CUP.

The final matches in the contests of each year were won as follows:—

- 1868. C. J. Ottaway and W. F. Tritton (Eton) beat J. J. Reid and A. T. Myers (Cheltenham) by four games to three.
- 1869. C. J. Ottaway and J. P. Rodger (Eton) beat S. K. Gwyer and H. W. Gardner (Rugby) by four games to love.
- 1870. H. W. Gardner and T. S. Pearson (Rugby) beat J. P. Rodger and F. C. Ricardo (Eton) by four games to two.
- 1871. A. A. Hadow and G. A. Webbe (Harrow) beat F. C. Ricardo and A. W. Ridley (Eton) by four games to three.
- 1872. A. A. Hadow and G. A. Webbe (Harrow) beat E. O. Wilkinson and W. W. Whitmore (Eton) by four games to one.
- 1873. P. F. Hadow and G. D. Leyland (Harrow) beat J. Barrow and J. J. Harding (Rugby) by four games to love.
- 1874. J. D. Leyland and C. W. Kemp (Harrow) beat H. Hollings and H. R. Webbe (Winchester) by four games to love.
- 1875. J. Oswald and D. Lane (Eton) beat H. R. Webbe and A. L. Ellis (Winchester) by four games to one.
- 1876. H. E. Meek and L. K. Jarvis (Harrow) beat Hon. Ivo Bligh and V. Butler (Eton) by four games to one.

1877. Hon. Ivo Bligh and C. A. C. Ponsonby (Eton) beat G. M. Butterworth and F. M. Lucas (Marlborough) by four games to one.
1878. C. A. C. Ponsonby and J. D. Cobbold (Eton) beat H. F. de Paravacini and M. C. Kemp (Harrow) by four games to love.
1879. M. C. Kemp and Hon. F. de Moleyns (Harrow) beat C. F. H. Leslie and W. G. Stutfield (Rugby) by four games to love.
1880. M. C. Kemp and E. M. Hadow (Harrow) beat P. St. L. Grenfell and J. C. B. Eastwood (Eton) by four games to two.
1881. E. M. Hadow and A. F. Kemp (Harrow) beat A. W. Martyn and H. M. Leaf (Marlborough) by four games to one.
1882. R. H. Pemberton and A. C. Richards (Eton) beat H. E. Crawley and C. D. Buxton (Harrow) by four games to two.
1883. H. E. Crawley and C. D. Buxton (Harrow) beat R. H. Pemberton and H. Philipson (Eton) by four games to two.
1884. C. D. Buxton and E. M. Butler (Harrow) beat H. Philipson and J. H. B. Noble (Eton) by four games to three.
1885. E. M. Butler and E. Crawley (Harrow) beat H. Philipson and H. W. Forster (Eton).
1886. E. Crawley and N. Holmes (Harrow) beat J. D. Campbell and H. M. Walters (Haileybury) by four games to two.
1887. P. Ashworth and R. P. Cheales (Harrow) beat H. R. Meyer and R. Nicholson (Charterhouse) by four games to one.
1888. E. C. Streatfield and W. Shelmerdine (Charterhouse) beat R. D. Cheales and E. W. F. Castleman (Harrow) by four games to two.
1889. E. J. Neve and T. B. Case (Winchester) beat W. Shelmerdine and F. S. Cockayne (Charterhouse) by four games to two.
1890. A. H. M. Butler and W. F. G. Wyndham (Harrow) beat G. T. Mordaunt and W. H. Raphael (Wellington) by four games to two.
1891. R. H. Raphael and G. J. Mordaunt (Wellington) beat H. K. and W. L. Foster (Malvern) by four games to one.
1892. H. K. and W. L. Foster (Malvern) beat F. G. N. Clayton and N. Bosworth-Smith (Harrow) by four games to one.
1893. E. Garnett and V. H. Pennell (Charterhouse) beat P. W. Cobbold and H. B. Harben (Eton) by four games to three.

Harrow have won the competition no fewer than fourteen times, Eton six, Charterhouse twice, and Rugby, Winchester, Wellington, and Malvern once each. Harrow are absolute possessors of three cups; the first they won by successive victories in 1871, '72, and '73; three consecutive wins in 1879, '80, and '81 gave them the second; and their successes in 1883, '84, and '85 secured to them the third.

FIVES.



J. A. ARNAN TAIT.

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THE GAME OF FIVES.

INTRODUCTORY.

To a notice necessarily so brief as the present any prefatory remarks may seem superfluous, and yet there are certain points which must be disposed of summarily, and can nowhere be more conveniently treated than in a short introduction.

To begin with, it will save both time and misunderstanding if I state precisely my position and aim in the following notes, which are in reality mere jottings from an experience tolerably long and varied (I have played the Rugby game eight years and the Eton game twelve pretty constantly), and pretend to no literary excellence either of matter or form. This treatise, if it deserve so scientific a name, is not intended as a manual for architects; lack of space precludes my giving measurements of any kind, except so far as they are necessary to illustrate the game. Most courts have their own peculiar measurements, and few are precisely similar in length, width, or slope of ledges. Certain measurements, of course, such as the height of "line" on the front wall, *ought to be* invariable, and are given accordingly in their proper place. Still less is it

intended for the information of antiquarians. The Eton court, as most players know, was originally formed by two buttresses of the chapel, the "pepper-box" being the end of the bannister belonging to the chapel steps, and the "hole" merely an accident. The successive steps by which this court, or rather its facsimile, was modified, I have no means of tracing, while the origin of the court and rules, commonly known as the Rugby game, is still wrapped in obscurity so far as I have been able to ascertain. Such considerations are, however, foreign to my present purpose. The problem I have proposed to myself for solution in the following pages is briefly this: Given a fives court, whether of the Eton or Rugby pattern, what are the necessary rules to be observed, the best materials to be used, and the most elementary habits to be acquired in order to play the game well? The results of my experience will not be without some value, I trust, to advanced players; but I have tried throughout to consult mainly the interests of the beginner, and the more so because I am firmly persuaded, while fully alive to the relative value of practice and theory, that much may be learned of virtues to be aimed at and more especially of vices to be avoided from any manual on a game which is sufficiently elementary and clear, which presupposes as little knowledge as possible and takes nothing for granted which is susceptible of explanation or proof. How far I have attained to or fallen short of my ideal, I must leave to the verdict of the beginner, whose requirements I have tried steadily to keep in view, even at the risk of prolixity and tautology.

The Eton and Rugby games are so differentiated by the shape of their respective courts and the height of their "lines," that a separate treatment is for the most part unavoidable. But at both games, balls, gloves, and shoes

are required, and may conveniently be discussed jointly at the beginning, on the same principle that certain observations on "lets" and general behaviour appear at the end as applying with equal force to any form of the game.

Of course, many qualities which are valuable in playing one game are of equal value in the other, *e.g.* judgment, activity, endurance, etc. I am not concerned to strike a balance between the merits of these two different forms of the same game; for hard and simultaneous exercise of all muscles of the body alike I do not believe it has its equal, whichever form be adopted.

Of the game called "bat fives" I have taken no notice; it has little or nothing in common with hand fives, and belongs rather to the province of rackets.

As these suggestions are intended for beginners, I have purposely chosen to be as dogmatic as possible, and to lay down the law absolutely; not because I believe my judgment to be infallible, far from it, but because I hold that it is the only successful method of teaching in the early stages of any science or art. So far as the Eton game is concerned, I have relied upon my own judgment almost exclusively, and I know some, I trust but few, of my statements will run counter to the opinion of many good players. That I cannot help. With regard to the Rugby game, which, though I was brought up on it and played it exclusively at Oxford, I have had no opportunity of playing lately myself, I am deeply indebted to the President of St. Mary Magdalen College, Oxford; to Mr. A. J. Toyne, of Winchester; to the Rev. J. C. C. Pison, of Llanddulas, N. Wales; and to Mr. G. C. Harrison, of Fettes, who have assisted me not a little with notes and criticisms; also to certain excellent hints on the game printed privately by W. F., of Clifton, from which I have borrowed without

scruple, and in certain places verbatim. At the same time, it must not be supposed that these gentlemen are responsible for all or any of the practices herein advocated. The material they so generously placed at my disposal I have dealt with quite independently, and am prepared to give them the credit of all that is right, while I accept the blame for all that is mistaken and wrong.

For the rules of the Eton game I am debtor to the courtesy of Mr. R. Ingalton Drake, Eton College, Windsor, by whom they are published, and to whom the copyright belongs. The last edition may be obtained for the trifling sum of fourpence, and everyone who plays the game ought to possess a copy and keep it handy for reference.

Permission to print the rules of the Rugby game I owe to the kindness of Mr. A. J. Toye, in whom the copyright is vested. At most schools, where this form of the game obtains, the rules are merely an "unwritten law," adapted from those of the racket court and handed down by tradition; but these, with certain unimportant alterations, have the *imprimatur* both of Winchester and Oxford, and the receipt of them relieved me from the troublesome and thankless task of drawing up a code for the first time on my own responsibility; wherefore my debt to Mr. Toye is all the greater.

I would suggest that all schools ought to have a printed form of rules for the game, modelled on one of these two codes and adapted to special requirements, in order to eradicate as far as possible the gross ignorance which I know often prevails among novices upon the most elementary points.

I have to thank the Rev. J. K. Tancock, of Cheam, for very kindly revising those pages which treat of the Eton game, and for several valuable suggestions. The same good

office for the Rugby game has been performed by Mr. A. J. Toye, of whom it was always said, though unfortunately I have never been able to verify popular rumour by personal experience, that he could give points to any man in England, and whose knowledge of the game is beyond all question unrivalled.

Before setting out on my practical journey in accordance with precedent, I ought to deprecate unfavourable criticism on the plea that this is the first attempt, so far as I know and can learn, to reduce the art of fives to writing; this fact will naturally account for many mistakes in the arrangement, and a pioneer may perhaps be forgiven more slips than a traveller along a well-beaten track. Such a plea, however, I shall not put in; I am only anxious for the popularity and good of the game, and the more criticism, by those who know, brought to bear on the subject, the better chance of its being more adequately treated hereafter; a result which I, in common with all true fives players, shall hail with unfeigned delight.

While sending these sheets to the press, I hear that an article on "Fives" has just appeared in the "Badminton Library." Unfortunately I have had no opportunity of comparing Mr. Ainger's views with my own, doubtless to my disadvantage, but it may be interesting to compare two perfectly independent accounts of the same game. I look forward with pleasure to the perusal of the article in question.

IMPLEMENTS OF THE GAME.

The importance of materials is not small. Beginners are too apt to imagine that any kind of materials will do. True, they will after a sort, and therein consists the excellence of

the game partly; but if the game is not only to be played, but played well, attention must be given to these elementary points; and good materials are as cheap as bad, in the long run perhaps cheaper.

Balls.—The balls used at Eton are invariably by Gradidge, of Woolwich, weight, $1\frac{1}{4}$ oz. To my mind, however, none are equal to Prosser's best Eton Fives balls, price thirty-six shillings the gross (the cheaper quality are not to be relied on), for weight, durability and liveliness. For the Rugby game, the small-sized ball is the one always used: weight, $1\frac{1}{4}$ oz.; price, about twenty-eight shillings the gross. It is not so difficult to obtain satisfactory ones in this size, and there is little choice of makers. Prosser, Jefferies, Malings, Gray, and Ayres are all reliable, and doubtless many others; but for the Eton game it is exceedingly difficult to get good balls—at least that is my experience, after trying many makers. The great point is to see that they are new balls, not second-hand ones recovered; keep them in a warm, dry place, for cold and damp are fatal; sprinkle a little flour, powdered chalk, or white lead, over them, that they may be clean and white when wanted for use.

Gloves.—Personally, as a boy, I never used gloves at either game after my hands were fairly warm. Up to that time a pair of ordinary lined gloves I found useful, but only to be discarded as soon as possible. I believe in that way a beginner learns to get a better "feel" of the ball. This practice, however, must depend very much on the hardness of particular hands. If the hands are soft or the bones prominent, use gloves by all means; for the heavier make of ball and a hard, fast game they are, generally speaking, indispensable. Let them be well padded at the tips of the fingers, across the inside of the knuckles and first joints of

the fingers, and especially over the ball of the thumb. They should fit as closely as will permit the hand to be clenched easily; the fingers must not be too long, or many a stroke will be lost by an unintentional touch. A pair of dog-skin driving gloves, a couple of sizes too large, padded with cotton wool for the purpose, I find answer best, and last longer than those sold as fives gloves. For the Rugby game, as the ball is lighter and the hitting not so severe, less padding is necessary; in fact, the less you can comfortably do with the better. If the hands get bruised, never pad with india-rubber or anything hard, for it bruises almost as badly as the ball itself, and spoils all sense of "feel," besides cramping the action of the fingers. Keep some cotton wool loose in your pockets, and on the first suspicion of a bruise stuff a little down the glove to cover the weak spot. Players who are liable to bruised hands should remember not to hit too hard till they are fairly warm; cold hands bruise readily, and a bruised hand is fatal to all good play.

Shoes.—For both courts the soles should be thick; the gain in lightness does not compensate for sore feet in a hard game, even in the Rugby court; while the "step" and "pepper-box" in the Eton court make it worse than rash to use very light shoes, such as the ordinary canvas ones. Comfort is a *sine quâ non* of course. Let the uppers be of leather and the soles of thick red rubber. I once saw a pair which seemed to me absolutely perfection, made out of a life-guard'sman's regulation gloves, the sole being formed out of the thick buckskin of the gauntlet; but these would be nearly impossible to obtain, and very expensive in the first instance, though practically everlasting.

DEFINITIONS AND LAWS OF THE ETON GAME.

The court is enclosed on three sides and open at the back.

The *front* wall is the one facing the player, while the *right-hand* and *left-hand* walls are those on his right hand and left hand respectively.

The *step* is a shallow step dividing the court into two portions, an inner and an outer-court.

The vertical face of the step is not reckoned as part of the floor of the court.

The *pepper-box* is a buttress projecting from the left-hand wall. With the step it encloses a small square or oblong portion of the floor called the *hole*.

The *line* is the ledge running across the front wall at the height of 4 feet 6 inches.

A vertical line is marked on the front wall, at a distance of 3 feet 8 inches from the right-hand wall, and this line is usually called the *blackguard line*.

1. The ball must in every case be hit *up*, *i.e.* it must be returned against the front wall on or above the lower angle of the *line*. Any ball, except *the service*, which drops on the top of any of the walls, or which, after going up, touches the ground first outside the court, or touches any object or person outside the court, counts against the striker.

2. The ball must be fairly hit with a single blow of the hand or wrist, and must not touch any other part of the striker's person, under the penalty of losing the stroke. It must not be caught, carried, or held in any way, except to *serve*, to stop a *blackguard* (*see* Rule 6), or to prevent the *first-cut* from dropping outside the court (*see* Rule 13).

3. The game is usually played by four persons, two against two. Thus if A and B (with first innings) played C and D, A, who goes in first, stands on the left-hand side of the inner-court, near the *pepper-box*; B, his partner, on the right-hand side of the outer-court; C stands about the middle of the outer-court, ready to return the service; and D, his partner, on the left-hand side of the outer-court.

4. In the first innings of a game: A, who goes in first, when both he and B have been put out, has to return the service.

This rule only applies to the side which goes in first at the beginning of a game; afterwards partners take it in turn to return the service, the partner last put out being the one to return the service when the opponents go in.

5. *Service*.—The ball when served must hit first the front wall above the line and then the right-hand wall and must drop in the outer-court, otherwise it may not be returned. The player who has to return the service, need not do so until he gets one exactly to his mind, and if he fails to return any service above the line no stroke is counted. To serve a ball out of court does not put the server out.

6. The service must be returned on the first bound; it cannot be volleyed. This return is called the *first-cut*. It must be returned so as to hit either (*a*) first the right-hand wall and then the front wall above the line, or (*b*) the front wall above the line between the right-hand wall and the vertical line marked on the front wall. In both these cases the ball may subsequently hit any wall or walls at any height and may drop anywhere in the whole court. Only the player whose turn it is may return the service. A first-cut which is up, *i.e.* above the line, but which does not fulfil these conditions, is called a *blackguard*. The striker of a blackguard or his partner may touch or catch the ball before the first bound, and, if this is done, no stroke is counted. If the blackguard is not touched or caught it may be returned or not by either of the opposite side at their option, and if it is not returned above the line no stroke is counted.

7. After service and first-cut, the ball is returned alternately by either side. It may be returned by either of the partners before the first or second bound, and need not hit any but the front wall. If the ball fails to hit the front wall above the line, or after doing so drops out of court, a stroke is lost to the side so striking it.

8. A *let* may be claimed when a player is in any way prevented from returning or impeded in his attempt to return the ball, by one of the opposite side. A stroke which would have hit the front wall above the line, but is prevented from doing so by one of the opposite side, counts as a let. No let can be claimed if (*a*) the ball actually goes up, or (*b*) is hit out of court after going up, or (*c*) if the striker is impeded by bystanders.

9. If a ball while being returned first strikes one of the opposite side and then the front wall above the line it counts as

up ; if it first strikes one of the same side it counts against the striker, whether it goes up or not.

10. If a ball returned by A or B strike A or B after going up before the second bound, it may be returned or not by C or D at their option, and *vice versa*. If not returned it counts as a let. If returned above the line no let can be claimed.

11. The game consists of fifteen points. Only the *in-side* can score points. When A is put out, B takes his place ; when B is put out, the side is out and their opponents go in, the one who was originally returning the service (*see* next rule) having first innings. The result of each rally (except in the case of a let) is either to add on to the score of the *in-side*, or to put one of them out, as the case may be.

12. If C, returning the service, loses one point to the opposite side, he is said to be *one-out* : if he loses a second point, he is said to be *two-out*, and D takes his place ; if D in turn loses two points, he gives way to C again, and so on till A and B are both out ; C, provided that he was two-out first, is then the first to go in ; but if, through inadvertence or otherwise, he does not do so, the error cannot be corrected after the service has been returned.

Note.—For the purposes of this Rule, all balls which drop in the inner-court belong to the player who is returning the service, as also all balls dropping in the outer-court which he touches in the attempt to return. Failure to return a ball which drops in the *hole* does not count one-out.

13. If the player who is returning the service hit the first-cut in such a way that it will probably fall out of court, he or his partner may, if they can, prevent it from doing so, by touching or catching the ball before it drops, provided that the player so touching it have one foot at least on the floor of the court, or, if he jumps for the purpose, alights on the floor of the court with the foot which first touches the ground. If the ball is caught no stroke is counted : if only touched, the opposite side may, at their option, return the ball as in Rule 10 ; if they fail to do this no stroke is counted. This rule only applies to first-cut.

14. When the *in-side* reaches fourteen points, the following rules must be observed:—

a. The player serving must stand quite close to the pepper-box, with one foot on the inner-court and the other on the outer-court, nor may he place both feet on the inner-court until the ball has been struck for first-cut. If he forgets to stand thus and serves the ball with both feet on the inner-court, either

of the opposite side may try to be the first to touch the ball before it drops : if they succeed in this, the player serving is out. If the player serving, or his partner, touch the ball first, or if it hits the ground without being touched, it counts neither way. A player may remind his partner of this rule.

6. When the ball is properly served, the first-cut may be returned against any part of the front wall above the line, with or without hitting the side walls, and is therefore called the *blackguard-cut* ; a blackguard-cut at this point of the game may *not* be touched or caught by either the striker or his partner (*see* Rule 6), unless in accordance with the provisions of Rule 13, *i.e.* to prevent it dropping out of court.

15. If the players are 13 *all*, the game, as in rackets, may at the option of the outside be *set* to 5 or 3; if 14 *all*, to 3. Rule 14 must then be observed at 4 or 2 respectively.

16. When the game is played by two players only, no ball counts unless it drop on the inner-court, but a player may return a ball which drops on the outer-court, except the service, at his option. Of the two players, he who is *in* stands on the right-hand side of the court, and he who is *out* on the left-hand side. The service must hit first the right-hand wall and then the front wall above the line. The first-cut must hit either (*a*) first the left-hand wall and then the front wall above the line, or (*b*) first the front wall above the line and then the right-hand wall. Only so much of Rule 14 need be observed as applies to the out player.

In transcribing the above I have omitted such terms only as experience leads me to believe are peculiar to Eton, and not used elsewhere except among Eton men. I have moreover confined my remarks entirely to the game as played by four players ; for though it can be played by two, and the rules for such a game are given (*see* Rule 16), it can scarcely be called, under these circumstances, anything but practice ; useful indeed to train the eye and hand to work quickly together on the inner-court, and one which may be judiciously extended to the outer-court for practice in hard hitting and placing, but one which may safely be left to the light of nature, and hardly requires any special

comments or suggestions. A good game for active players (it is very hard work) is to arrange that the first-cut must drop (if not touched) on the inner-court, and afterwards the ball shall be allowed to drop anywhere as in the double game.

HINTS FOR BEGINNERS.

The Service.—Always try to send a good service, it saves much time and temper, for no wary player will attempt to make the first-cut off a bad service, and nothing is more annoying to the other three players than to be obliged to wait until the service is satisfactory. Ask your opponent where he wishes the ball to pitch, and do your best to humour him. Most people like a high service, dropping about one or two yards from the step, and about two feet or a yard from the right-hand wall; to do this you must allow the ball to rest on your fingers lightly, your hand must be as near the middle of the court as possible and the movement must be strictly under-hand. Any attempt to hold the ball with the fingers, or to send it up with a round-hand or over-hand motion, generally results in a twist being imparted to the ball, which either brings it too far out into the middle of the court or makes it break away when it falls. I know the round-hand service was (and perhaps is) the practice at Eton; but I cannot recommend it.

The service being satisfactory, it is possible to adopt three positions in which to await the first-cut: (A) You may leave the pepper-box and move into the right-hand corner of the inner-court, with your face toward the pepper-box, and if you have not a good eye for volleying, this is perhaps the best position you can take up, though it has its manifest disadvantages: (1) you must assume a very stooping attitude

to keep your head well out of the way of the first-cut ; (2) you will have great difficulty to reach a fast one, which strikes the pepper-box immediately after the front wall and runs back along the left-hand wall , and (3) it is almost impossible to make a killing stroke from this position. On the other hand, a fast strong first-cut, which is often very difficult to volley, after hitting the left-hand wall becomes a fairly easy stroke to take off the pepper-box, and all danger of getting in the way of balls which would miss the pepper-box altogether and afford an easy stroke to your partner in the outer-court is thus avoided. (B) You may move about half-way up the left-hand wall and prepare to volley with your right hand. This with a weak first-cut is a very strong position, and moving into it unexpectedly is often successful, but it is a position which, if adopted habitually, not only deprives the left hand of much needed practice, but can with a little skill and "head-work" be rendered quite ineffectual, if not absolutely harmful, as will be presently shown. (C) You may stand within arm's length of the left-hand wall, your face turned to the right-hand top corner and your body full to the front wall, leaving a space of about a foot between your back and the projecting angle of the pepper-box. This I hold to be the best and strongest position for many reasons : (1) you can volley any ball which admits of it on either side of you , (2) you can always face the ball full—a great point , (3) you make it imperative on the left hand to take its due share of the game and put it on an equality with the right,—these three points are the triple key to playing the Eton game well ; (4) to avoid a difficult ball which would pass out an easy stroke to your partner in the outer-court you can move forwards or backwards, to the right hand or the left, or stoop without any difficulty, advantages nearly all of which you lose if you cramp your-

self up in the inner angle of the pepper-box ; (5) you are in a much better position to go for a gentle first-cut dropped straight along the right-hand wall, or one which after hitting the top of the pepper-box strikes the right-hand wall exactly opposite and very often drops against the face of the step. I may add that personally I always keep my eye on the ball all the time after serving, and it is a good rule for the whole game, but some practised players prefer to sight the first-cut on the front wall.

First-cut.—This is about the most important stroke in the game, and it is hardly possible to devote too much care and pains to acquiring a really difficult first-cut. It answers to service at rackets : for though by it you cannot score aces, you can put the opposite side out, “a consummation devoutly to be wished.” Perhaps the nearest analogy may be found in bowling at cricket : pace and direction, though very good things in themselves, must be tempered with judgment. Learn to hit hard by all means, but study the weak points of your adversary, and when you have found them test them unmercifully. If your adversary be strong all round, a useful rule is “never send him the same ball twice running.”

See then that you get a service to your liking, and never take one till you do. Many players are so unscrupulous, or perhaps I should say rather careless, that they gain many points practically by a bad service. If you play to win—and you always should—throw good-nature to the winds and insist upon having the service as you want it. If the walls are dry and the floor true there can be no difficulty in the matter, and you ought not to suffer because your opponent is careless or clumsy : at the same time, be careful not to exasperate him by being over particular, or spoiling really good services by not being ready or hitting too often below the line.

Begin then by hitting as hard as you can about two or three inches above the line (not lower, or you will hit the ledge, most likely, and either send the ball out of court or make a present of a very easy volley to the other side) so as to strike the right-hand wall about a foot from the corner. This will bring the ball to the left-hand wall just in front of the pepper-box, and will test your adversary's left-hand in position (C) pretty severely: if he stand right in the pepper-box it will generally be fatal. Should he next time move up to position (B) and you notice that he is doing so, as you usually can unless he is very quick, make the ball strike the right-hand wall about two yards from the corner at the same pace only about six inches higher; that will bring the ball nearly into his face, and most probably hit him; at any rate it will prevent his volleying. Should he move into position (A), which he cannot do without your perceiving in time, revert to the first stroke again, sending the ball as close to the corner as you can and considerably slower: this will bring it on to the pepper-box straight from the front wall, and it will travel back along the left-hand side wall, where he will have some difficulty in reaching it even if it bounds well, and cannot possibly return it so as to be anything but an easy stroke next time. Otherwise try the first stroke again, only a foot higher: the ball will then in all likelihood run down the roof of the pepper-box on to the right-hand wall, and come straight back towards the pepper-box or on to the face of the step. This will be well-nigh impossible for the player in the inner-court to take, and even if his partner succeed in getting it, it will put him at a great disadvantage for his next stroke.

One caution must be observed in making this stroke: if it hit the front wall too near the corner and is going at any pace, it will probably glance off the pepper-box roof, and

go out of court unless stopped by your partner. This cannot happen if you ensure it hitting the left-hand wall before it gets to the pepper-box, unless by chance it strikes the ledge of the left-hand wall, which is a chance that must be risked.

The variations of this round-the-walls first-cut can be infinitely varied in the matter of pace and angle, especially if a slight cut be put on, which brings the ball down from the front wall very awkwardly right at the feet. To do this with any success the service must be very high and drop close to the step; then if the ball be struck sharply across with the fingers, or with the centre of the hand so as to catch against the ball of the thumb and hit the corner as nearly as possible, it will drop just at the foot of the pepper-box or even in the hole. It is a somewhat difficult stroke to acquire, but was used, and I trust is still, with no little success by Mr. S. Haslam, of Uppingham, from whom I learnt it.

There is yet one more variation of the first-cut of a totally different character, and which in my opinion is by no means sufficiently practised, viz. one straight down the right-hand wall. The conditions of success are three: it must be fast; it must keep close to the wall; it must if possible be unexpected. The difficulty of fulfilling these conditions deters many players from making use of this stroke, but it is unquestionably of great value, especially after a series of all-round-the-walls first-cuts. Hit the ball too high or too hard, and it goes out of court: hit too low or too gently, and it is an easy long-hop: send it too near the wall at first, and it drops on a ledge and goes out that way: let it fail to reach the wall soon enough, and with a hard hitter in the outer-court "life is not worth living" for the players in the inner-court. Before trying it wait for

a service that drops rather more to the left than is usually desirable, and then aim just inside the blackguard line, putting on if possible a little side. The height must be regulated by the pace you hit, and it is impossible even to hazard a suggestion: experience will decide that; but it is always worth trying.

Position and duties of the server's partner.—The time when your partner is serving is perhaps the most anxious in the whole game, and calls for no little judgment; for you have not only to watch for first-cuts which may be sent to you, but also to return them in such a manner as may give him an opportunity of making a killing stroke. Generally speaking, you should stand about a yard from the back of the court, and rather nearer to the right-hand wall. Do not move forward until you are quite certain the ball is not going to be sent straight down the right-hand wall: if it is sent that way and is not very near the wall, you may either return it into the pepper-box low and hard, or aim for the left-hand corner of the outer-court, or bring it back again down the same side, which will give your adversary a run, remembering always that the duty of a player in the outer-court is to prevent his adversary in the inner-court getting a volley and where possible to play into his partner's hand.

Should the ball come straight down the right-hand wall and near the wall, if possible take it before it reaches the projecting end. This is best done not by clean hitting but by putting the hand against the wall, drawing it back a little with the ball, and making a kind of push stroke. *Do not hit at balls which are close to the wall;* you will only damage your fingers and probably fail to return them. If you decide to wait, you must also decide in your own mind whether the ball will hit the projection or not, and accordingly either remain at the end of the court or step back off it altogether.

When your judgment is faulty you will miss the stroke for a certainty, and this will perhaps be the case once in every three times if the first-cut is a good one, but if you hesitate and take a middle course you will miss nineteen times out of every twenty, or even oftener.

If the first-cut is hit round the walls, back up at once : all balls which miss the pepper-box will then be yours, and most of those which after hitting it drop in the outer-court ; in fact all except those which your partner claims by calling. If the ball bounds well and you can get at it before it reaches the right-hand wall, the best return is one hard and low into the pepper-box, unless your opponent is in a good position for taking this, or your partner happens to be standing there (as he should not be) ; if that be the case, or the ball keep low, try and lift it so as to drop on or behind the pepper-box, taking care always to send it high enough to be safe from an inner-court volley and just so hard that the pepper-box may always be in the way of whoever tries to take it. Do not attempt to make a winning stroke off such a first-cut ; it is almost impossible : aim rather at safety, and play for your partner's next stroke.

If the court be wet or the walls sweating, remember the first-cut will come off the front wall at a much sharper angle, and is not at all likely to go round the three walls, unless hit against the right-hand wall so far from the corner that it is pretty sure to drop on the inner-court, and may safely be left to your partner. The majority of balls which hit the right-hand wall first will travel at a tremendous pace straight from the front wall to the left-hand corner of the outer-court. Many of these your partner, by keeping a little to the right, can and ought to volley, but some will come off at too fine an angle, others again will travel too fast for him, and these you must look out for : therefore on such a day

stand at the end of the court about the centre and gird up your loins for plenty of exercise.

Position and duties of the fourth player.—When your partner is taking first-cut, you have only one duty, and that is to prevent any ball from going out of court before it has been touched by one of your adversaries. Stand then right at the extreme end of the court, with one foot on and one off, prepared to run either way; you will thus be less liable to get in your opponent's way, you can judge the length and direction of any stroke better, you can cover more ground, and lastly, if the ball is being returned from the outer-court, you can tell exactly, by watching your opponent's hand, where he intends to send it. If you have to jump to save a stroke, remember Rule 13, and jump forward. Keep your eye on every movement of your opponent in the outer-court, and when he backs up, do not follow too far till you see if he is trying to lift the first-cut on to or over the pepper-box, and then dash in and volley unhesitatingly. Bear in mind that on a damp day your duty will lie mostly in the left-hand corner, and place yourself accordingly. Learn to measure accurately the length of a stroke, and do not stop winning strokes; at the same time when in doubt stop the ball. If the first-cut comes fast into the left-hand corner, give your opponent plenty of room; it must always be a difficult stroke for him, and he may not be sorry for a legitimate excuse to claim a let.

When the rally has fairly begun, all suggestions as to play must, for the most part, be divided so as to suit the pair in the inner and the pair in the outer court; but we may safely lay down this general axiom: "Given four players of tolerably equal calibre, the winning strokes are made by volleys on or near the step." Therefore, whenever

you can volley, do so, and when you yourself cannot, try and play such a stroke as will give you (or your partner if you are in the outer-court) a volley next time. On the other hand, of course, avoid, where you can, allowing your opponents to get a volley. Whichever side gets the first volley, ought, barring accidents, to win that rally. Keep your eye upon your opponents almost as carefully as on your partner.

Advice to players in the inner-court.—The key to the situation is the pepper-box. Always try to get the left-hand side, whether serving or not; at the same time do not allow yourself to be hemmed in there, or you will get “potted,” but keep about an arm’s length from the wall. When the ball is in the outer-court always keep your head below the line, otherwise you hamper your partner, and have only yourself to thank for a nasty blow occasionally. Let your body face the front wall full and square, but by turning your head watch the movements of the players in the outer-court, especially their hands: you ought to know where to expect the ball. When you do get an easy volley, hit hard, let the swing of your arm be down towards the ball, *i.e.* get on the top of it, and let the fingers be slightly bent towards the palm of the hand. Before striking, try to get a fairly accurate notion of where your two opponents are by a quick back glance, and aim accordingly. The best stroke is straight at your opponent in the inner-court, the second best a shot for the hole, and the third to give your opponent in the outer-court a run for it.

The most perfect in-court player I have ever come across is Mr. John K. Tancock. Without much running about, he always seems to be in the right place, and to know intuitively almost where and how the ball is coming, and his placing is quite marvellous. For quick volleying, which

seldom lets a ball escape into the outer-court, Mr. W. N. Cobbold, of Wrattling Park and Cambridge fame, has no equal in my judgment, while as an all-round player the present Lord Kinnaird had very few rivals.

Remember, then, to be always looking out for a chance to volley; it saves time and hustles your opponents; and secondly, always keep awake to what is going on in the outer-court by turning the head, not the body. If you cannot take a ball, or are not going to try, call to your partner *at once*, and then leave it to him; but call soon and abide by your call—hesitation only results in the loss of a stroke or a violent collision.

N.B.—*Most of the calling should be done by the in-court players.*

Advice to players in the outer-court.—First and foremost, always back up. Make up your mind as soon as possible which of your two opponents is the weaker, and keep the ball with him. Your opportunities of volleying will be few; make the most of them, and learn to kill a long-hop in the outer-court, which is almost as useful as volleying. There are three ways of treating a long-hop. If it is near the step, you ought, with a medium stroke, to be able to hit the hole. Practise this stroke till you can do it with a fair amount of certainty. If it is nearer the end of the court, hit hard and low, aiming either at the pepper-box or the left-hand corner of the outer-court. Always bear in mind that to return another long-hop in the open is almost worse than useless, however fast it comes, and not as good as the feeblest stroke into the pepper-box, which chance may convert into a nasty one; that to hit round three or even two walls takes the pace off the ball and gives your opponents time to see and move. Play as a rule straight to and from the front wall, and only experiment occasionally with

all-round strokes as a variation, and then always send the ball the opposite way to that in which one would naturally expect it to come; *e.g.* from the left-hand corner of the outer-court hit the right-hand wall first.

Use your left hand as much as possible, going out of your way to practise it, until you have no choice of hands. Never screw yourself up against the left-hand wall to take a ball with your right; if it breaks towards you ever so little, you are done. Remember that to hit hard and high means sending the ball out of court; soft and high, unless the ball drops on or just behind the pepper-box, means an easy long-hop to the outer-court man; soft and low means generally a volley to the inner-court player, and should mean the loss of a stroke. Therefore hit hard and low, and aim for corners. Never hit under the ball when hitting hard, but stoop down till your elbow is at least on a level with the ball. Keep as far from the ball as you conveniently can, and swing with your whole weight, making your arm part of a rigid system. Do not try jerking strokes or wrist-cuts; they do not pay at the Eton game. Aim always at least four inches above the lower angle of the line.

Call as little as possible, but always back up every stroke. You are not likely by calling to do much good, and may very likely baulk your partner in the middle of his stroke. In fine, the outer-court player should consider that he is there just to take any stroke which the inner-court player, for various reasons, may choose to let alone or may miss altogether, the inner-court player being ever on the look out for volleying. If a ball hits the top of the pepper-box behind your partner and goes back into the inner-court, call out at once and give him as good a notion as you can of its whereabouts, and how much time he has to get it,

e.g. "behind you to the left—lots of time," but do not bother him by constantly calling out "mine," "let it come," and the like.

Game-ball.—One or two hints at this point of the game may be expedient. Note, the server must stand close to the pepper-box, with one foot in the inner-court and one in the outer, and may not alter his position until the ball has been hit. In any case he is at a disadvantage, and designedly so. The best thing he can do is to try to volley the ball with his left hand out of the pepper-box. If it is hit very hard it is sometimes easy by dashing forward to take it off the front wall after it has hit the pepper-box. To move after serving, as some players do, into the middle of the court before the ball has been hit, is open to three objections: (1) the rule (14) apparently contemplates the server standing close to the pepper-box until the ball is hit; and so I have always played. (2) No position could be more easy to score off as far as the return is concerned, for it is impossible to take a fairly slow one into the pepper-box from that position; but (3) the only chance of scoring is that it baulks the player who is making first-cut, or at least may do, which is manifestly unfair, and should the latter decline to take first-cut with the server in his way, any umpire would be bound to support his objection. The most difficult first-cut under these circumstances is a hard low one on the front wall, about two yards from the left-side wall, coming off at such an angle that it just hits the left-side wall before striking the pepper-box; with a down-dropping cut on, one straight for the hole is a very nasty one to return, and it sometimes pays to aim hard and straight for the left-hand corner of the outer-court, avoiding the pepper-box altogether. Always insist on having the game-ball served high and dropping about the centre of the

court, rather near the step; it is then much more difficult to see what is coming than if the ball drops near the right-hand wall.

Lastly, wherever you are, in-court or out, never give a ball up because it looks impossible—run for everything; you can never tell what will happen, and there is hardly any stroke in the whole court which is absolutely impossible, or which may not by some lucky chance become perfectly easy, if only the player is on the spot.

THE RUGBY GAME.

This game on the whole is much simpler to acquire than the Eton one, though I am not at all sure it is easier to play well. The only difficulty in dealing with it arises from the fact that some courts have a small buttress and some are quite plain. The origin of it no one knows. This much is, I think, certain: it was introduced first at Rugby, and discarded on the ground that, so far from improving the game, it spoilt it. To this day neither Rugby nor Clifton use any but the plain court, while at Winchester (except in the Junior Courts) and Oxford the buttress appears in all the courts. I cannot speak from experience of Cambridge or the other schools at which the Rugby game is played; probably they are divided.

There can be no question that the buttress improves the double game; such is the unanimous opinion of all players I know. It puts an end to interminable rounds which in the plain court are apt to become merely a question of endurance; it offers a definite mark at which to aim for a good stroke; it divides the four players into up and back pairs instead of right and left; and, in a word, makes the game far more lively and gives variety.

Whether it also improves the single game is a more open question. Mr. Toye says "it undoubtedly improves the single game;" but he adds, "for mere beginners, a court without a buttress is best in which to learn the game, but they should get into a buttressed court as soon as possible." On the other hand, many good players object to it in the single game for the following reasons—it gives too much prominence to the first return, and rather discounts pure skill in placing; for a stroke anywhere in the neighbourhood of the buttress may accidentally prove unplayable, and that without very much skill on the part of the striker.

For myself I prefer the buttress in a double game and the plain court for a single, or a very small buttress, which requires more than ordinary skill to hit.

DEFINITIONS AND LAWS OF THE RUGBY GAME AS PLAYED AT WINCHESTER.

The court is enclosed on four sides.

The *buttress* (if there be one) projects from the left-hand wall from $9\frac{1}{2}$ to 10 inches, at an angle of about 135° , and at a distance of 9 ft. 9 in. from the front wall. In height it is co-extensive with the wall, which is flush with it at both angles, so that it is impossible to hit over or behind the buttress as it has but one face.

The *line*, either simply painted on the wall, or better still set up in wood, runs across the front wall at a distance of 34 inches from the ground.

1. Each game shall consist of 14 points, or aces, and a game ball; if both sides are at 13, the game may be set at 5, or at 3 if both have reached 14, at the option of the out-side; provided that the in-side at the time of setting shall only take one hand the first innings after the setting, and also that no false return of the game-ball shall be allowed.

2. The first innings of the first game shall be by lot; but, afterwards the winner of the preceding game shall go in first.

3. The side going in first can only take one hand the first innings.

4. In serving, the server must stand by or near the buttress, the player who returns the service standing in a line with him; the out-playing partner of the server stands behind the returner, and the out-playing partner of the returner stands behind the server.

5. The ball must be served to the front and right walls in that order, and returned on one of the side walls, and then on the front wall above the line; but if a ball be falsely served, it is at the option of the adversary to return it.

6. The player who has to return the service may not, under any circumstances, change places with his partner.

7. If a ball, after being struck by a player, touch his partner or himself, before one of his adversaries have touched it and before it has bounded the second time, it counts as an ace or hand-out against him, as the case may be.

8. If a player strike at and miss a ball, his partner may play it, but he cannot claim a let if his adversary is in the way.

9. If a ball strike the roof or gallery of a covered court it is a hand-out.

10. Under no circumstances may kicking the ball be allowed.

11. In returning the game-ball, the third successive false return counts against the striker. Only on the first occasion of game-ball being served need game-ball be called.

12. Any service returned below the line counts against the striker.

13. The above rules apply to single as well as double fives.

Note to Rule 7.—The players shall be at liberty, before beginning to play, to agree that if the ball in returning from the wall hit the player or his partner it shall be a let instead of an ace or hand-out, but this shall only be allowed if the players are unanimous and the marker is informed of it before the beginning of the game.

HINTS FOR BEGINNERS.

The Service.—Always humour your adversary and send him the sort he wants; it saves time. You ought to be able to serve with the left hand if necessary, it saves your having to move too close to the left-hand wall for certain

kinds of service. Where you should stand to return the first-cut must depend on (*a*) whether it is a double or single game, and (*b*) whether there is a buttress or not; which gives four possible combinations. If there is a buttress, your business in a double game is to take such balls as strike it, leaving the others mostly to your partner; in this case, you may stand pretty well out from the side wall, and rather in front of the buttress; in the single game, you have only yourself, of course, to rely upon, and must be prepared for either contingency; you cannot then afford to move too far from the wall nor in front of the buttress, and must keep pretty well behind, ready to rush forward if you think the ball will strike the buttress. If there is no buttress, whether the game be single or double your business is to return the first-cut wherever it comes, and throughout the double game to take charge of all balls down the left side, leaving those on the right to your partner.

First-cut.—There are three main forms of this stroke: (*a*) The gentle *drop-stroke* in the right-hand top corner, which may also be made by hitting a little harder and higher on to the left-hand wall first; this is more a stroke for the single game, and does not often pay in the double, though it may be tried advantageously, by way of variation, occasionally. (*b*) The *nick-stroke*, played by hitting the ball against the side wall some considerable distance from the front wall, not too hard, but sharply, so that it nicks the bottom of the left-hand wall quite close to the front wall. It must of course hit the front wall quite close to the line, and is the most effective of all services, and not nearly popular enough, because it is so hard to do. The same stroke made harder and rather nearer the front wall on the right goes straight for the buttress, to hit which is essential in the single game; in the double game, it does not signify so much, for unless it

nicks exactly the bottom of the buttress it presents no difficulty to the up-player. (c) The *slog*, taken from close to the right wall, hitting the corner as exactly as is consistent with Rule 5, and travelling towards the back left-hand corner. With a new hard ball or a damp front wall, this stroke is quite deadly, if sent fast and low enough.

After the first-cut has been returned, if there is a buttress, the up-players confine themselves to all balls in front of or in a line with the buttress, leaving the rest to their partners; if there is no buttress, it is usual to play down sides, one player taking the left-hand side and his partner the right.

The essential difference between the Eton and Rugby forms of the game is roughly this: In the Eton game, to make a difficult stroke is comparatively an easy thing, owing to the presence of the ledges and pepper-box and the absence of a back wall, and the main effort is to return them when so made; in the Rugby game, the difficulty is to make a killing stroke, and the successful player is the one who sends his opponent such difficult strokes that he is forced to return easy ones. To this end three things are necessary: (1) the stroke must be quick; (2) it must be low; (3) it must be placed at an awkward spot.

The stroke must be quick.—This does not necessarily mean that it must be struck hard. Get as close to the ball and in as firm a position as possible, without much bending of the knees or stooping, and then hit it as soon as you can after it rises. Use your wrists, and do not make the stroke by mere brute force, though it is necessary to get the weight of your body into it. It is really something like a jerk, accurately timed. Upon the smartness of your stroke your rank as a player will largely depend. The smartest hitters I know are the President of St. Mary Magdalen College, Oxford, and Mr. T. Case, of C.C.C., Oxford, who combines fives and

finance, philosophy and good fellowship in marvellous harmony; long may he continue to do so. Of course, the quickest of all strokes is the volley, which should undoubtedly be cultivated, though used with judgment; for it is no use to volley high owing to the back wall, which makes a high volley one of the easiest of all strokes, and to volley low down to the line requires a very quick eye and long practice. Trying to volley the service seldom pays. The cut, again, is a very quick stroke, and was brought to absolute perfection by Mr. J. C. C. Pipon, late of Lincoln College, Oxford, than whom I have never met a better all-round fives player, but it can only be attained by very practised players and only used in very few cases, and therefore by beginners is to be avoided.

The stroke must be low.—As the line is not a ledge, you can aim much nearer to it than at the Eton game. I do not think it is possible to give any hints for hitting low; it is a question of eye, practice, and the jerk-stroke. Any ball hit too high (with certain exceptions, to be mentioned under the third head of placing), gives a stroke to your opponent which is easier really than a plain long-hop in the middle of the court.

The ball must be placed in the most inconvenient spot for your adversary.—Herein lies the gist of Rugby fives, where to place the ball. A stroke in the middle of the court can only be difficult because of its pace, or because it is out of reach; but the finest placing is when the side walls or back wall increase the difficulty. Remember then that a ball coming off a wall is generally easy, but one which is gradually approaching the wall may be difficult. To hit round the walls always takes the pace out of the ball, and must be justified by adding some difficulty. If a ball is hit against two walls so that it can easily be taken off the

second, the stroke has been wasted, and it would have been better, simply as a matter of pace, to have hit to the same spot straight off the front wall.

But the walls may be utilized in different ways. (1) You may send the ball straight off the front wall, down the side wall near which you are striking, and make it continually approach that wall; this is best done by keeping the opposite shoulder more forward than that with which you are making the stroke, and has the advantage of being more or less unexpected, because it is the reverse of the natural direction to hit, which is always across the body, and is moreover somewhat less easy to anticipate by watching the hand; a half-stroke made like this, hugging the side wall, is often useful, and may lead to something next round, for it is difficult to do anything with it beyond sending it up. To make a half-stroke, the hand should not follow the ball, but be drawn sharply back immediately after hitting it. (2) You may hit either of the top corners hard and not too low, taking the front wall first, and bring the ball off the back wall into the opposite back corner. This, if properly placed, can scarcely be reached before the back wall, off which it takes a great spin and becomes very nasty to return. (3) When all the players are at the back (and this only applies to the plain court), and there is a vacant space in the front, a half-stroke into either of the top corners, side wall first and close to the line, will give no time for the opponent to make more than a poor stroke, and if well played and followed up is generally successful. (4) When flurried by any of the above strokes, and out of position or breath, it is often useful to hit high, especially to the left hand, with which few people can volley well, as it gives you time to recover your position, if not your wind.

Among the masters of this art of placing (and their name

may be legion) I call distinctly to mind Mr. Madan, of B.N.C., Oxford, and Mr. A. J. Cripps, of Malvern School and Lincoln College, Oxford; while, of course, Mr. Toye, of Winchester, stands *facile princeps* at this as at every other turn of the game, and Mr. W. Grundy, now Head Master of Malvern School, had such a reputation at Oxford, especially in conjunction with Mr. Warren, that any account of the Rugby game would be incomplete without some mention, however scanty, of his name.

The great secret of playing fives is to remember the law of mechanics, that the angle of deflection is equal to the angle of incidence. A good player should be able to vary the place of his ball to six inches merely by the angle at which he makes it hit either the back or the side walls.

Among the most paying strokes on the court are those in which balls are sent so as to return exactly parallel and close to either of the side walls. A ball which hugs either side wall the whole way, and is fairly low, is always difficult, and even if high, one cannot do much with it. These strokes should be practised most carefully.

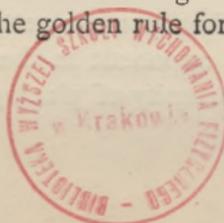
Do not volley unless you are certain, and do not try to volley too hard. The easiest and most certain chances are often thrown away by an attempt to win with a sensationally hard volley. It is very good practice to play right hand against left by yourself, or to play a game in which you force yourself to take *every ball* on the half-volley. Very few players can half-volley with the left hand, though really it is not very difficult. Practically, the half-volley is a very rare stroke, yet it is very effective when well done, and there is no better practice for the eye and judgment than it gives.

(1) In a round when you are getting the best of it, go on attacking the same opponent in the same place; otherwise take the first opportunity of placing the ball in the other

court. (2) Very seldom hit the ball against a side wall first; certain cases have been put when it is advisable to do so, but they are not many. (3) Keep the ball as a rule to your opponent's left hand until you find that he is stronger, or at least as strong on that side. (4) Do not stand too near side walls or corners, especially the buttress: you will often spoil your partner's best strokes. (5) Watch good players; learn to see what they do and how they do it. (6) Always play up hard; a slack game will do you more harm than a week's hard practice will remedy.

Lets.—Just one word on this difficult subject. One feels now and then that opponents claim lets where they ought not. If there is an umpire, his decision is final; if not, any let claimed must be allowed without a murmur, except where the rules forbid it. But it is not fair, either by moving into the way, or declining to move out of it, to obstruct an opponent from getting at an easy stroke and then generously to offer him a let as an equivalent; such conduct cannot be too strongly condemned; but it is not uncommon. Make it a rule for yourself to claim as few lets as possible.

Reserve all remarks till the end of the round, and do not raise doubtful points in the middle of one. If you are certain a ball is not up, say so, but go on playing; if the other side do not, by their action, accept your judgment, do not argue, finish the round, and then discuss the disputed point. The only plan is to go by a majority of the players, and if they are equally divided to count a let, provided the rally ended in favour of those who would otherwise have lost it by the ball not being up. Nothing is more distasteful to good players than a talkative or argumentative player, be he friend or foe. Let the golden rule for fives be silence.



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