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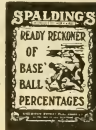
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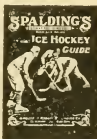
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of the Amateur Athletic Union. The only annual publication now issued that contains a complete list of amateur best-on-records; complete intercollegiate records; complete English records from 1866; swimming records; interscholastic records; Irish, Scotch, Continental, South African and Australasian records; important athletic events and numerous photos of individual athletes and leading athletic teams. Price 10 cents.

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M. C. Murphy, the well-known athletic trainer, now with Pennsylvania, the author of this book, has written it especially for the school-boy and college man, but it is invaluable for the athlete who wishes to excel in any branch of athletic sport. The subjects comprise the following articles: Training, starting, sprinting; how to train for the quarter, half, mile and longer distances; walking; high and broad jumping; hurdling; pole vaulting; throwing the hammer. It is profusely illustrated with pictures of leading athletes. Price 10 cents.

No. 182—All-Around Athletics.



Gives in full the method of scoring the All-Around Championship, giving percentage tables showing what each man receives for each performance in each of the ten events. It contains as well instructive articles on how

to train for the All-Around Championship. Illustrated with many pictures of champions in action and scores at all-around meets. Price 10 cents.

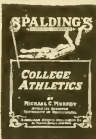
No. 156—Athlete's Guide.

How to become an athlete. It contains full instructions for the beginner, telling how to sprint, hurdle, jump and throw weights, general hints on training; in fact, this book is one of the most complete on the subject that has ever appeared. Special chapters contain valuable advice to beginners and important A. A. U. rules and their explanations, while the pictures comprise many scenes of champions in action. Price 10 cents.



No. 87—Athletic Primer.

Edited by James E. Sullivan, President of the Amateur Athletic Union. Tells how to organize an athletic club, how to conduct an athletic meeting, and gives rules for the government of athletic meetings; contents also include directions for building a track and laying out athletic grounds, and a very instructive article on training; fully illustrated with pictures of leading athletes. Price 10 cents.



No. 273—The Olympic Games at Athens, 1906.

A complete account of the Olympic Games of 1906, at Athens, the greatest International Athletic Contest ever held. Containing a short history of the games, story of the American team's trip and their reception at Athens, complete list of starters in every event; winners, their times and distances; the Stadium; list of winners in previous Olympic Games at Athens, Paris and St. Louis, and a great deal of other interesting information. Compiled by J. E. Sullivan, Special Commissioner from the United States to the Olympic Games. Price 10 cts.



No. 252—How to Sprint.



A complete and detailed account of how to train for the short distances. Every athlete who aspires to be a sprinter can study this book to advantage and gain useful knowledge. Price 10 cents.

SPALDING ATHLETIC LIBRARY

No. 255—How to Run 100 Yards.



By J. W. Morton, the noted British champion. Written by Mr. Morton during his recent American trip, in 1905, especially for boys. Mr. Morton knows how to handle his subject, and his advice and directions for attaining speed, will undoubtedly be of immense assistance to the great majority of boys who have to rely on printed instructions. Many of Mr. Morton's methods of training are novel to American athletes, but his success is the best tribute to their worth. Illustrated with photographs of Mr. Morton in action, taken especially for this book in New York City. Price 10 cents.

No. 174—Distance and Cross-Country Running.

By George Orton, the famous University of Pennsylvania runner. Tells how to become proficient at the quarter, half, mile, the longer distances, and cross-country running and steeplechasing, with instructions for training and schedules to be observed when preparing for a contest. Illustrated with numerous pictures of leading athletes in action, with comments by the editor on the good and bad points shown. Price 10 cents.



No. 246—Athletic Training for Schoolboys.

This book is the most complete work of its kind yet attempted. The compiler is Geo. W. Orton, of the University of Pennsylvania, a famous athlete himself and who is well qualified to give instructions to the beginner. Each event in the intercollegiate programme is treated of separately, both as regards method of training and form. By following the directions given, the young athlete will be sure to benefit himself without the danger of overworking as many have done through ignorance, rendering themselves unfitted for their task when the day of competition arrived. Price 10 cents.



No. 259—Weight Throwing.



By James S. Mitchel, Champion American weight thrower, and holder of American, Irish, British and Canadian championships. Probably no other man in the world has had the varied and long experience of James S. Mitchel in the weight throwing department of athletics. The book is written in an instructive way, and gives valuable information not only for the novice, but for the expert as well. Illustrated. Price 10 cents.

No. 55—Official Sporting Rules.

Contains rules not found in other publications for the government of many sports; rules for wrestling, shuffleboard, snowshoeing, professional racing, pigeon flying, dog racing, pistol and revolver shooting, British water polo rules, Rugby foot ball rules. Price 10 cts.



ATHLETIC AUXILIARIES.

No. 241—Official Handbook of the A.A.U.

The A.A.U. is the governing body of athletes in the United States of America, and all games must be held under its rules, which are exclusively published in this handbook, and a copy should be in the hands of every athlete and every club officer in America. This book contains the official rules for running, jumping, weight throwing, hurdling, pole vaulting, swimming, boxing, wrestling, etc. Price 10 cents.



No. 217—Olympic Handbook.

Compiled by J. E. Sullivan, Chief Department Physical Culture, Louisiana Purchase Exposition, and Director Olympic Games, 1904. Contains a complete report of the Olympic Games of 1904, with list of records and pictures of hundreds of athletes; also reports of the games of 1896 and 1900. Price 10 cents.



SPALDING ATHLETIC LIBRARY

No. 292—Official Intercollegiate A.A.A.A. Handbook.



Contains constitution, by-laws, laws of athletics and rules to govern the awarding of the championship cup of the Intercollegiate Athletic Association of Amateur Athletes of America, the governing body in college athletics. Contains

official intercollegiate records from 1876 to date, with the winner's name and time in each event, list of points won by each college, and list of officers of the association from 1889. Price 10 cents.

No. 245—Official Y.M.C.A. Handbook.

Edited by G. T. Hepbron, the well-known athletic authority. It contains the official rules governing all sports under the jurisdiction of the Y.M.C.A., a complete report of the physical directors' conference, official Y.M.C.A. scoring tables, pentathlon rules, many pictures of the leading Y.M.C.A. athletes of the country; official Y.M.C.A. athletic rules, constitution and by-laws of the Athletic League of Y.M.C.A., all-around indoor test, volleyball rules; illustrated. Price 10 cents.



No. 281—Official Handbook of the Public Schools Athletic League.



This is the official handbook of the Public Schools Athletic League, which embraces all the public schools of Greater New York. It contains the official rules that govern all the contests of the league, and constitution, by-laws and

officers. Edited by Dr. Luther Halsey Gulick, superintendent of physical education in the New York public schools. Illustrated. Price 10 cents.

No. 274—Intercollegiate Cross Country Handbook.

Contains constitution and by-laws, list of officers, and records of the association. Price 10 cents.



Group XIII. Athletic Accomplishments

No. 177—How to Swim.



By J. H. Sterrett, a leading American swimming authority. The instructions will interest the expert as well as the novice; the illustrations were made from photographs especially posed, showing the swimmer in clear water; a valuable

feature is the series of "land drill" exercises for the beginner, which is illustrated by many drawings. The contents comprise: A plea for education in swimming; swimming as an exercise and for development; land drill exercises; plain swimming; best methods of learning; the breast stroke, etc., etc. Price 10 cents.

No. 296—Speed Swimming.

By Champion C. M. Daniels of the New York Athletic Club team, holder of numerous American records, and the best swimmer in America qualified to write on the subject. Any boy should be able to increase his speed in the water after reading Champion Daniels' instructions on the subject. Price 10 cents.



No. 128—How to Row.



By E. J. Giannini, of the New York A. C., one of America's most famous amateur oarsmen and champions. This book will instruct any one who is a lover of rowing how to become an expert. It is fully illustrated, showing how to hold the oars, the finish of the stroke and other information that will prove valuable to the beginner. Price 10 cents.

No. 23—Canoeing.

Paddling, sailing, cruising and racing canoes and their uses; with hints on rig and management; the choice of a canoe; sailing canoes; racing regulations; canoeing and camping. Fully illustrated. Price 10 cents.



SPALDING ATHLETIC LIBRARY

No. 209—How to Become a Skater.



Contains advice for beginners; how to become a figure skater thoroughly explained, with many diagrams showing how to do all the different tricks of the best figure skaters. Illustrated with pictures of prominent skaters and numerous diagrams. Price 10 cents.

No. 282—Official Roller Skating Guide.

Contains directions for becoming proficient as a fancy and trick roller skater, and rules for roller skating. Pictures of prominent trick skaters in action. Price 10 cents.



No. 178—How to Train for Bicycling.



Gives methods of the best riders when training for long or short distance races; hints on training. Revised and up-to-date in every particular. Price 10 cents.

Group XIV.

Manly Sports

No. 140—Wrestling.

Catch as catch can style. By E. H. Hitchcock, M.D., of Cornell, and R. F. Nelligan, of Amherst College. The book contains nearly seventy illustrations of the different holds, photographed especially and so described that anybody who desires to become expert in wrestling can with little effort learn every one. Price 10 cents.



No. 18—Fencing.



By Dr. Edward Breck, of Boston, editor of the Swordsman, and a prominent amateur fencer. A book that has stood the test of time, and is universally acknowledged to be a standard work. Illustrated. Price 10 cents.

No. 162—Boxing Guide.



For many years books have been issued on the art of boxing, but it has remained for us to arrange a book that we think is sure to fill all demands. It contains over 70 pages of illustrations showing all the latest blows, posed especially for this book under the supervision of a well-known instructor of boxing, who makes a specialty of teaching and knows how to impart his knowledge. Price 10 cents.

Price 10 cents.

No. 165—The Art of Fencing.

This is a new book by Regis and Louis Senac, of New York, famous instructors and leading authorities on the subject. Messrs. Senac give in detail how every move should be made, and tell it so clearly that anyone can follow the instructions. Price 10 cents.



No. 236—How to Wrestle.

Without question the most complete and up-to-date book on wrestling that has ever been printed. Edited by F. R. Toombs, and devoted principally to special poses and illustrations by George Hackenschmidt, the "Russian Lion." Price 10 cents.



No. 102—Ground Tumbling.

By Prof. Henry Walter Worth, who was for years physical director of the Armour Institute of Technology. Any boy, by reading this book and following the instructions, can become proficient. Price 10 cents.



No. 289—Tumbling for Amateurs.

This book was specially compiled for the use of amateurs by Dr. James T. Gwathmey, director of the Vanderbilt University Gymnasium, Nashville, Tenn. Every variety of the pastime is explained by text and pictures, the latter forming a very important feature of the book, over 100 different positions being shown. Price 10 cts.



SPALDING ATHLETIC LIBRARY

No. 191—How to Punch the Bag.



By W. H. Rothwell ("Young Corbett"). This book is undoubtedly the best treatise on bag punching that has ever been printed. Every variety of blow used in training is shown and explained. The pictures comprise thirty-three full page reproductions of Young Corbett as he appears while at work in his training quarters. The photographs were taken by our special artist and cannot be seen in any other publication. Fancy bag punching is treated by a well-known theatrical bag puncher, who shows the latest tricks. Price 10 cents.

No. 143—Indian Clubs and Dumb-Bells.

Two of the most popular forms of home or gymnasium exercise. This book is written by America's amateur champion club swinger, J. H. Dougherty. It is clearly illustrated, by which any novice can become an expert. Price 10 cents.



No. 166—How to Swing Indian Clubs.



By Prof. E. B. Warman, the well-known exponent of physical culture. By following the directions carefully anyone can become an expert. Price 10 cents.

No. 200—Dumb-Bells.

This is undoubtedly the best work on dumb-bells that has ever been offered. The author, Mr. G. Bojus, was formerly superintendent of physical culture in the Elizabeth (N. J.) public schools, instructor at Columbia University (New York), instructor for four years at the Columbia summer school and is now proprietor of the Park Place Gymnasium, at 14 Park Place, New York City. The book contains 200 photographs of all the various exercises with the instructions in large, readable type. It should be in the hands of every teacher and pupil of physical culture, and is invaluable for home exercise. Price 10 cents.



No. 262—Medicine Ball Exercises.



This book is not a technical treatise, but a series of plain and practical exercises with the medicine ball, suitable for boys and girls, business and professional men, in and out of gymnasium. Lengthy explanation and technical nomenclature have been avoided and illustrations used instead. The exercises are fascinating and attractive, and avoid any semblance of drudgery. Edited by W. J. Cromie, physical director Germantown (Pa.) Y.M.C.A. Price 10 cents.

No. 29—Pulley Weight Exercises.

By Dr. Henry S. Anderson, instructor in heavy gymnastics Yale gymnasium, Anderson Normal School, Chautauqua University. In conjunction with a chest machine anyone with this book can become perfectly developed. Price 10 cents.



No. 233—Jiu Jitsu.



A complete description of this famous Japanese system of self-defence. Each move thoroughly explained and illustrated with numerous full-page pictures of Messrs. A. Minami and K. Koyama, two of the most famous exponents of the art of Jiu Jitsu, who posed especially for this book. Be sure and ask for the Spalding Athletic Library book on Jiu Jitsu. Price 10 cents.

Group XV. Gymnastics

No. 104—The Grading of Gymnastic Exercises.

By G. M. Martin, Physical Director of the Y. M. C. A. of Youngstown, Ohio. It is a book that should be in the hands of every physical director of the Y. M. C. A., school, club, college, etc. Price 10 cents.



SPALDING ATHLETIC LIBRARY

No. 214—Graded Calisthenics and Dumb-Bell Drills.



By Albert B. Wegener, Physical Director Y. M. C. A., Rochester, N. Y. Ever since graded apparatus work has been used in gymnastics, the necessity of having a mass drill that would harmonize with it has been felt. For years

it has been the established custom in most gymnasiums of memorizing a set drill, never varied from one year's end to the other. Consequently the beginner was given the same kind and amount as the older member. With a view to giving uniformity the present treatise is attempted. Price 10 cents.

No. 254—Barnjum Bar Bell Drill.

Edited by Dr. R. Taft McKenzie, Director Physical Training, University of Pennsylvania. Profusely illustrated. Price 10 cents.



No. 158—Indoor and Outdoor Gymnastic Games.



Without question one of the best books of its kind ever published. Compiled by Prof. A. M. Chesley, the well-known Y. M. C. A. physical director. It is a book that will prove valuable to indoor and outdoor gymnasiums, schools,

outings and gatherings where there are a number to be amused. The games described comprise a list of 120, divided into several groups. Price 10 cents.

No. 124—How to Become a Gymnast.

By Robert Stoll, of the New York A. C., the American champion on the flying rings from 1885 to 1892. Any boy who frequents a gymnasium can easily follow the illustrations and instructions in this book and with a little practice become proficient on the horizontal and parallel bars, the trapeze or the "horse." Price 10 cents.



No. 287—Fancy Dumb Bell and Marching Drills.

By W. J. Cromie, Physical Director Germantown (Pa.) Y.M. C.A. The author says: All concede that games and recreative exercises during the adolescent period are preferable to set drills and monotonous movements. If we can introduce this game-and-play element in our gymnastic exercises, then dumb bells will cease to be the boy's nightmare, and he will look forward with expectancy to mass work as much as he formerly did to "shooting a goal." These drills, while designed primarily for boys, can be used successfully with girls and men and women. Profusely illustrated. Price 10 cents.



Group XVI. Physical Culture

No. 161—Ten Minutes' Exercise for Busy Men.



By Dr. Luther Halsey Cullick, Director of Physical Training in the New York public schools. Anyone who is looking for a concise and complete course of physical education at home would do well to procure a copy of this book. Ten minutes' work as directed in exercise anyone can follow. It already has had a large sale and has been highly recommended by all who have followed its instructions. Price 10 cts.

No. 208—Physical Education and Hygiene.

This is the fifth of the Physical Training series, by Prof. E. B. Warman (see Nos. 142, 149, 166, 185, 213, 261, 290). A glance at the contents will show the variety of subjects: Chapter I—Basic principles; longevity. Chapter II—Hints on eating; food values; the uses of salt. Chapter III—Medicinal value of certain foods. Chapter IV—The efficacy of sugar; sugar, food for muscular work; eating for strength and endurance; fish as brain food; food for the children. Chapter V—Digestibility; bread; appendicitis due to flour, etc., etc. Price 10 cents.



SPALDING ATHLETIC LIBRARY

No. 149—The Care of the Body.



A book that all who value health should read and follow its instructions. By Prof. E. B. Warman, the well-known lecturer and authority on physical culture. Price 10 cents.

No. 142—Physical Training Simplified.

By Prof. E. B. Warman, the well-known physical culture expert. Is a complete, thorough and practical book where the whole man is considered—brain and body. Price 10 cents.



No. 185—Health Hints.

By Prof. E. B. Warman, the well-known lecturer and authority on physical culture. Prof. Warman treats very interestingly of health influenced by insulation; health influenced by underwear; health influenced by color; exercise. Price 10 cents.



No. 213—285 Health Answers.

By Prof. E. B. Warman.

Contents: Necessity for exercise in the summer; three rules for bicycling; when going uphill; sitting out on summer nights; ventilating a bedroom; ventilating a house; how to obtain pure air; bathing; salt water baths at home; a substitute for ice water; to cure in somnia; etc., etc. Price 10 cents.



No. 238—Muscle Building.

By Dr. L. H. Gulick, Director of Physical Training in the New York public schools. A complete treatise on the correct method of acquiring strength. Illustrated. Price 10 cents.



No. 234—School Tactics and Maze Running.

A series of drills for the use of schools. Edited by Dr. Luther Halsey Gulick, Director of Physical Training in the New York public schools. Price 10 cents.



No. 261—Tensing Exercises.



By Prof. E. B. Warman, and uniform with his other publications on Scientific Physical Training (see Spalding's Athletic Library Nos. 142, 149, 166, 185, 208, 213, 290). The "Tensing" or "Resisting" system of muscular exercises is the most thorough, the most complete, the most satisfactory, and the most fascinating of systems. Price 10 cts.

No. 285—Health; by Muscular Gymnastics.

With hints on Right Living. By W. J. Cromie, Physical Director Germantown (Pa.) Y.M.C.A. The author says: "Seeing the great need for exercise among the masses and knowing that most books on the subject are too expensive or too difficult to comprehend, the author felt it his privilege to write one which is simple and the price of which is within the reach of all. If one will practise the exercises and observe the hints therein contained, he will be amply repaid for so doing." Price 10 cents.



No. 288—Indigestion Treated by Gymnastics

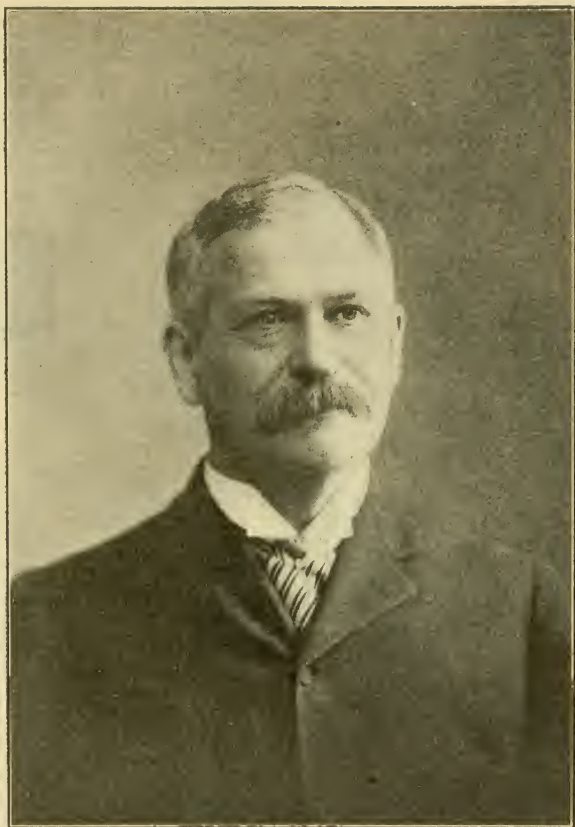


By W. J. Cromie, Physical Director Germantown (Pa.) Y.M.C.A. This book deals with the causes, symptoms and treatment of constipation and indigestion. It embraces diet, water cure, mental culture, massage and photographic illustrations of exercises which tend to cure the above diseases. If the hints therein contained are observed and the exercises faithfully performed, most forms of the above diseases will be helped. Price 10 cents.

No. 290—Get Well; Keep Well.

This is a series of chapters by Prof. E. B. Warman, the author of a number of books in the Spalding Athletic Library on physical training. The subjects are all written in a clear and convincing style. Price 10 cents.





CHARLES JACOBUS.

SPALDING'S ATHLETIC LIBRARY
GROUP XI., No. 138

CROQUET

AND ITS RULES



THOROUGHLY REVISED. WITH
ILLUSTRATIONS AND
EXPLANATIONS

CHARLES JACOBUS
EDITOR

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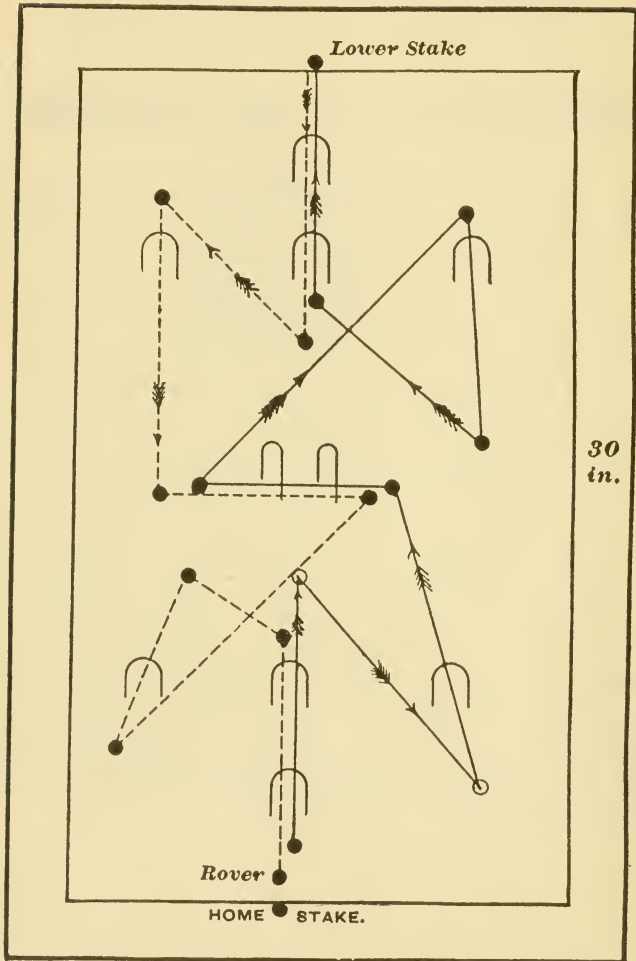
ANNOUNCEMENT BY THE PUBLISHERS

The rules published and circulated hitherto by the American Sports Publishing Company in the interests of Croquet have never had any particular attention since the game of Roque has come into such prominence and made such rapid strides for a distinct place in the catalogue of outdoor pastimes. The "National Croquet Association," with its membership of clubs, place of annual meeting, rules, etc., etc.—all without modification—merged into the National Roque Association, and has since been known as such. Croquet was thus left in the lurch. There was no one authorized to look after it and while in various places there were distinct sets of rules, there was really lack of uniformity and no tendency to concentrate forces for securing it.

It will be the object of this brochure to place the game of Croquet where it belongs, with clearer rulings and more distinctive treatment. It is, emphatically, a *lawn* game and the parent game of Roque, which is an evolution therefrom. The equipment and the phraseology of the rules are therefore closely related and some rules in each may have precisely the same language. Still there are marked distinctions between the two games, so that each has a field of its own.

PLAN OF CROQUET COURT.

For dimensions see "The Court," Page 14. See also Rule 40.



CROQUET AND ITS RULES

Croquet is a comparatively modern game. It has not the weight of years on its side to increase love and regard for it.

The name seems to indicate France as its origin, and it is said to have been brought from there to Ireland, thence to England.

Public match games were played in England as long ago as 1867. As a lawn game it became exceedingly popular, and the formation of the "All England Croquet Club" was succeeded by several annual contests for championship at Wimbledon.

It has been even growing in favor of late years in England, judging from the formation of clubs and the public contests in different parts of the country, schedules of which are carefully published at the beginning of each season, thus eliciting a widespread and increasing interest in the game.

LEADING FEATURES OF CROQUET.

One of the strong points about Croquet is the ease with which the game can be established. Almost every home in village or country has some grass plot large enough and level enough for a goodly place to set out the game. One can readily see that no elaboration is needed. Mark the boundaries by a strong white cotton cord, drive the stakes and set the arches with some little regard for precision (See cut in front) and the ground is ready. The lawn should, of course, be closely shaven and rolled, and to prevent the grass from disappearing utterly in certain places where progress is most difficult and the wear consequently the greater, each setting out of the game may be in a different place.

As a test for good temper, forbearance and fairness no other game, we believe, to be superior to Croquet. It is the little amenities of life that count largely in any system of play or business. These add a flavor and produce results along char-

acter lines. To win is sometimes the crowning ambition. But with it frequently goes a lack of modesty and an increasing regard for self that destroys the possibilities of development of finer things. It does not require the handling of immense sums of money or the entrance upon large business enterprises to find out the good qualities or the opposite of your associates. And we may be pardoned from our long experience in connection with Croquet (sometimes in closest competition for national honors, more frequently, however, with the friendly tilt, keen and close, between rival experts) if we drop this word of caution to beginners. Let every movement be one of fairness and honor. Let your adherence to the rules be observed in all cases of even the greatest interest. Let not self-interest mount so high as to warp your judgment and let the little acts of comity and courtesy be sprinkled in between even the most difficult plays, so as to realize outside of and away from what any expertness may bring, the richer fruits of pleasant, though rivaling, companionship.

We have known characters vastly improve by courteous companionship and prevailing geniality on the Croquet ground. The old-fashioned wordy strifes and contentions, cherishing and continuing ill feeling, are now unknown and aside from any beneficial physical advantages these features must also be regarded in taking stock of the benefits of Croquet.

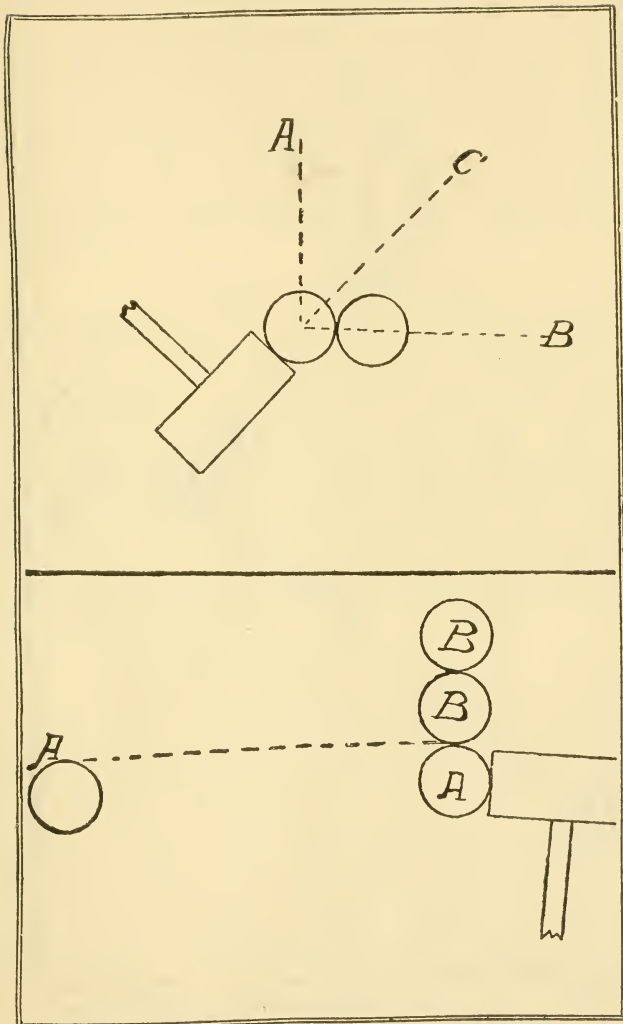
There is in the game of Croquet a great opportunity for displaying one's ability, judgment, nerve, coolness and boldness of play. A valuable discipline comes to the eye in connection with the movements of the hand. But the game of Croquet is peculiar.

In a game like base ball, or lawn tennis, mere quickness is sometimes the great desideratum. But the deliberation that can be manifested in Croquet has hardly a parallel in the entire round of athletic sports.

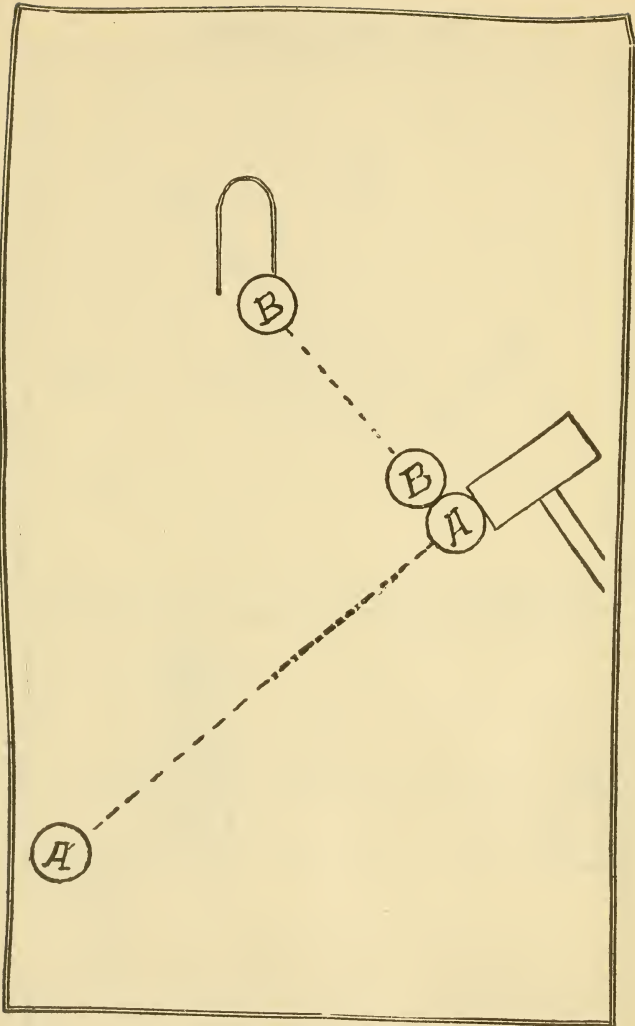
GOOD INSTRUCTION NEEDED.

At the very beginning there should be selected and secured, if possible, some good instructor and player *combined* (not every

"SPLIT" SHOT ILLUSTRATED



THIN "SLICE" SHOT—*B* BEING ONLY SLIGHTLY DISPLACED



"WIRING" B BY "SPLIT" OR THIN "SLICE," AT SAME TIME
SENDING A TO SOME DESIRED POSITION

good player is a good instructor) so that the tyro may start right. "*Well begun is half done.*" The correct position, the proper methods or lines of play, the nine points of the rules: all these should, if possible, *be taught by some suitable person* so that progress may be more rapid and results all along the line be more satisfactory. We would like to re-emphasize this point in the matter of instruction. It is absolutely essential. Every kindred game and every study in any branch of learning and science point *to the necessity of excellent instruction at the very outset.*

POSITION IN STRIKING.

Many different positions are assumed by wielders of the mallet. The so-called "pendulum stroke," made with two hands—the mallet swinging vertically between the legs well outstretched—has grown in favor much the last few years. As one commences so he is apt to continue. There is much reason in using the pendulum stroke. It is philosophical and as near being mathematically correct as possible. But its gracefulness is questioned, and ladies are practically debarred from its use. There is also a one-handed stroke—made vertically—sometimes between the legs and sometimes outside of both. But the stroke is made in each position with the eye of the player directly over and in line with the desired movement of the mallet.

PRINCIPAL POINTS IN PLAYING.

The common experience of our most expert players points to the following as the chief points of excellence in play that should be aimed at even in the beginning of one's participation in this pleasant mode of physical exercise:

First.—Striking a ball so as to make it hit another, be the distance great or small. This will be a matter of *acquisition* on the part of most people. We have known the poorest hitters to develop by patient practice and perseverance into great ones. No progress can be made in the game unless one can make one ball hit another. The eye must be accurate, but both the eye

and the hand need to be trained. The same accuracy is needed in the making of arches from any distance.

Second.—Ability to cause a ball to go a certain distance, just so far and no further, e. g.:

(a) To make it take position near to another ball.

(b) To give it a position in front of its arch.

(c) To wire it (if the danger ball) so that it can have no direct shot on a ball.

(d) To put a ball beyond the open shot of a ball already wired.

Third.— Ability to drive the object ball to any desired position. To do this successfully requires the manifestation of the greatest skill. It wins games. To hit a ball full means driving it straight ahead, when force and fullness of stroke are desired, the former depending upon distance desired. Then, to make a ball pass to the right or to the left requires it to be struck in a certain way on account of angle or direction desired.

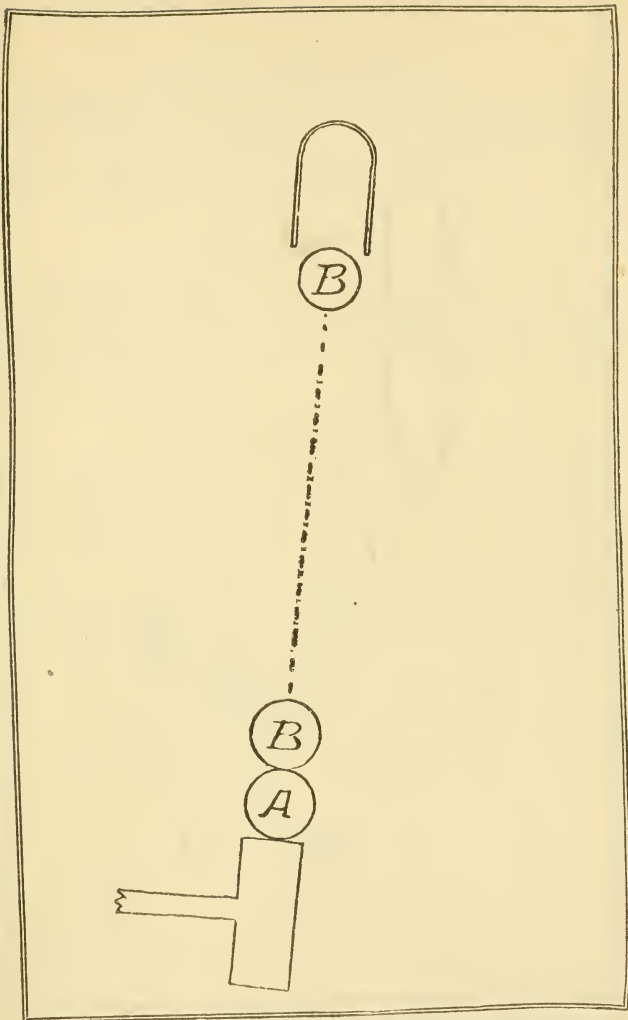
Fourth.—Closely allied is the so-called "*Jump shot*" (see last cut), i. e., making your own ball pass over another ball or over one or more arches, causing it to hit another, otherwise impossible to be "*captured*."

THE WICKETS, OR ARCHES.

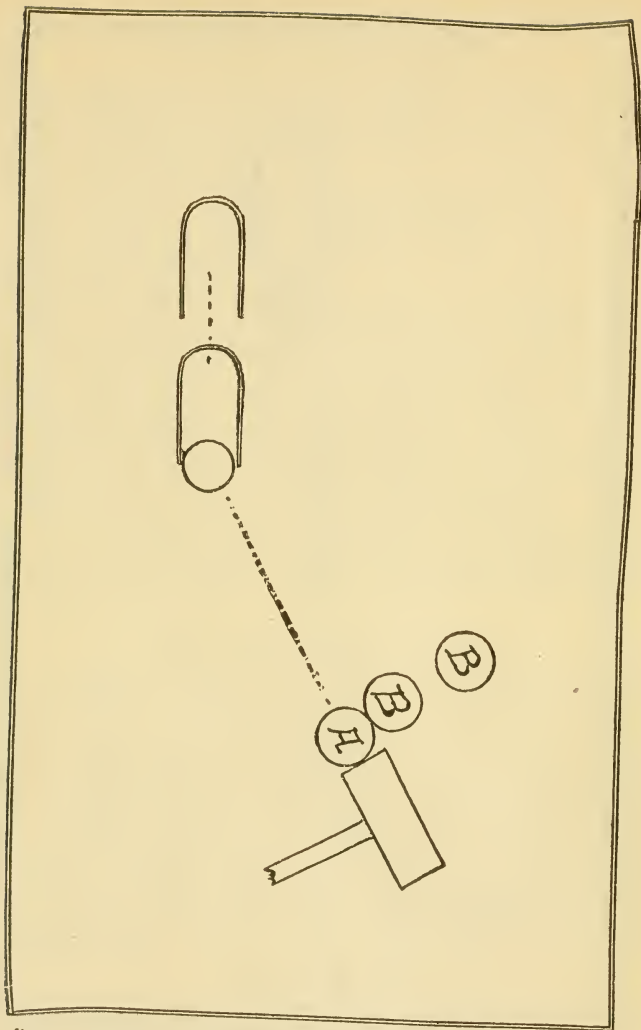
For beginners narrow arches would destroy interest and discourage effort. At the start the arches should be at least 4 inches, and these can be replaced by more difficult ones as expertness in play increases. The wire should be at least one half inch in thickness, and to secure firmness should be driven into the ground at least ten inches, leaving tops about ten inches high. If blocks should be used it would mean, of course, greater fixedness. If tops are square they can be driven more readily into the earth. If no blocks are used changes in setting out the game are easily made, as the lawn becomes worn in some places by excessive use.

THE BALLS.

The balls may be of wood, but those of hard rubber are the most satisfactory. Though costing much more at the outset,



"WIRING," OR HIDING, NEXT BALL, "B" BEHIND ARCH
(Done by *usual* stroke of mallet).



"A" GETTING "POSITION" IN THE "CAGE" BY "SPLIT" SHOT

they are cheapest in the end. The ordinary game for Tom, Dick and Harry will find a well-made wooden ball to be in keeping with their expertness, and later on, as general play increases in excellence, a better ball can be secured.

THE STAKES.

The stakes may be of any hard wood, about one and one-quarter inches in diameter set at the middle of the court just outside of the playing line and projecting above the court only an inch and a half, so as to allow a ball to be shot from in front of it in any direction.

THE MALLETS.

Here is opportunity for the display of taste and expenditure as well. At the beginning the mallets found in our ordinary equipment will be found to answer all purposes. The price list, however, shows varying qualities of excellence, and the expert player will always have his own mallet, his favorite, as a billiardist has his own cue, and so he takes it with him and deems it a decidedly individual asset, very rarely lending his own, and as rarely using the mallet of another player. These mallets are of great variety as to length of handle, length of head, diameter, weight, kind of wood, metal bands for protection, etc, etc.

One end should be equipped with soft rubber, as this feature allows certain well-known shots or strokes to be performed with ease, which otherwise would be quite impossible.

COLORS.

The rules are made with reference to the four colors, red, white, blue and black. The first three are easily kept in mind as to their order, as they are the order as used in speaking of our national colors—the "Red, White and Blue." If the balls have not at time of purchase these colors they can easily be kept in fine coloring with little labor and expense. This is so desirable that we give here minute directions for painting balls. First, drive three 2-inch nails into each of four pieces of inch

board, about four inches square, so that the projecting points will afford, when the blocks are upturned, a place to put the balls while being painted. Buy an ounce of Chinese vermilion, one ounce of ultramarine or Prussian blue, one ounce of lamp-black and four ounces of flake white, and one-half pint of ordinary shellac dissolved in alcohol. Take four old saucers, one for each color, and get four small varnish brushes. For white, red and black place a little of each color singly in a saucer and pour on it some of the shellac, mixing it with brush till it is thin and uniform; then paint the balls on their supports and they will dry very quickly. For a fine blue color place in a saucer some blue powder and with it some of the flake white, as the blue itself would be far too dark if not tempered with white. A little experience will give one fine colorings. Only a little powder is needed each time. The brushes must be kept in alcohol or water when not in use. If rubber balls are used no black color need be obtained, as the ball is black already.

THE CLIPS, OR MARKERS.

These will come with the equipment but will need painting occasionally in accordance with Rule 5, i. e., painted on one side *in full* and on the other *in half*. The manner and rules for affixing are also given in Rule 5.

THE COURT.

Any level lawn with grass closely cropped, which has a length of sixty feet and a breadth of thirty, will answer for a Croquet court. A court even twenty-five feet by fifty has been known to furnish great chance for pleasure and exercise. The court may be large or small, according to desire or amount of space to be had, but a court with larger dimensions than these first mentioned is not advisable.

The simplest form is the rectangular with a good strong cotton twine for boundary limitations fastened by four substantial corner staples (see Rule 40). With the rectangular form, on a court 30 x 60 feet, the arrangement of the arches or wickets and

stakes may be as in the diagram opposite page 5. The size of court is optional. Each stake is set just outside the playing line half way between the end corners, the first arch eight feet from the boundary line and the second seven feet from the first—the side arches in line across the field with the second arch, and five feet nine inches from the boundary line.

THE CENTER.

The center arch may be single or double, and may be called also the cage or the basket. If double, the arches should be placed at right angles to all other arches and 18 inches apart, so that the ball in making the center arch will move in a direction across the field, instead of in the direction of its length, as with the others.

The grounds, however, may be laid out in various ways. The Prospect Park (Brooklyn) Croquet Club, has a very peculiar form of court which any club, of course, is free to adopt.

We have known grounds also to be elliptical in form. But while each club in many respects *may be* a law to itself, there is, nevertheless, much benefit to be derived from a uniform plan of doing things.

In the placing of the arches there is also an opportunity for considerable variation. Our English cousins, who of late have given a great deal of attention to Croquet, place their arches widely different from the method employed in the United States, where uniformity generally prevails. This game is one in which we should much like to see an international uniformity, if possible, as a basis for possible international competition for honors in this attractive outdoor pastime.

[NOTE. The publishers are pleased to state that the English Rules have been constantly before our Supervising Editor, and wherever advantage could be gained in points or phraseology, he has felt free to make use of the same.]

TERMS USED IN CROQUET, WITH THEIR DEFINITIONS

Ball in hand.—A ball that has roqueted another ball.

Ball in play.—After a ball in *hand* has taken Croquet it is a ball in *play*.

Bisque.—An extra stroke allowed at any time during a game.

Bombard.—To drive one ball by Croquet so as to displace another.

Boundary line.—The outside limits of the court.

Carom.—A rebounding of a ball from stake, arch, or another ball.

Combination.—The using of two or more balls to effect some particular play.

Croquet.—To place one ball against another and play from it or with it any way. This is imperative after a roquet.

Danger ball.—That ball of the adversary which is to be played next—"the guilty ball."

Dead ball.—A ball from which or upon which the player has taken his turn since making a point. It is then *dead* to all direct shots till he makes another point, or has another turn or play.

Direct shot.—When the ball struck with the mallet passes *directly* to another ball, or makes carom thereon from a stake or an arch.

Drive shot.—A shot made so as to send the object ball to some desired position.

Finesse.—To play a ball where it will be of least use to adversary.

Follow shot.—When the playing ball in taking Croquet is made to *follow* the object ball in nearly or quite the same direction.

Foul strike.—A false one—one at variance with the rules. See Rules 7, 11, 16, 20, 31, 33, 44.

Innocent ball.—The last played ball of adversary.

Jump shot.—Striking a ball so as to make it jump over any obstacle between it and the object aimed at. See illustration.

Limits of the cage.—See Rule 53, and illustration opposite p. 30.

Live ball.—A ball upon which the playing ball has a right to play.

Object ball.—The ball at which the player aims.

Odds.—Extra stroke or strokes allowed by superior players to equalize playing. (See Bisque.)

Playing line.—Line real or imaginary 30 inches inside of boundary line on which balls are placed for *playing* when they have passed beyond it or outside the boundary line.

Run.—The making of a number of points in one turn of play.

Scoring.—See Rule 6.

Shot, or Stroke.—These have the same meaning.

Split shot.—Any Croquet from a ball upon which a ball has counted. (See illustrations.)

Set up.—A position of advantage secured by a player in the interests of his partner ball.

Wiring.—To wire a ball is to place it so that it will be behind a wire (or arch), thus preventing an open or direct shot. (See illustration facing p. 10.)

CROQUET RULES

[NOTE.—The following rules are adapted to the playing of *Loose Croquet*.—A few notes will be found at the end after the rules.]

INTERFERING WITH PLAYERS.

RULE 1.

No player, or other person, shall be permitted to interfere with the result of a game by any word or act calculated to embarrass the player, nor shall any one, except a partner, speak to a player while in the act of making a stroke. (See note to Rule 1, p. 33.)

ORDER OF COLORS.

RULE 2.

The order of colors shall be red, white, blue, black, but the game may be opened by playing any color.

MALLETS.

RULE 3.

There shall be no restriction as to kind or size of mallet used. One or two hands may be used in striking. For different strokes mallets may be changed as often as desired.

RULE 4.

Should a ball, or mallet, or stake, or arch break in striking, the player may demand another stroke, with another ball or another mallet, and stake or arch properly placed.

CLIPS OR MARKERS.

RULE 5.

Every player shall be provided with a clip or marker of the same color as his ball, painted in full on one side and on the

other side only the upper half, which he must affix to his arch next in order in course of play, before the *partner* ball is played, with the full painted side toward the front of the arch. Should he fail to do so his clip must be placed upon the arch upon which it was last placed and he must make the points again. Should he move his marker back of the point he is for, attention must be called to such error before the *partner* ball is played, otherwise it shall stand. Should a marker be moved beyond the proper point, it shall be replaced, provided attention is called to the error before the point upon which it rests is made. Should a player put a ball through its arch, he must move the corresponding clip to its proper arch before the next ball in order is played, otherwise the clip remains as before. No player shall lose any point or points by the misplacing of his clip by his adversary.

OPENING OF GAME—SCORING.

RULE 6.

All games shall be opened by scoring from an imaginary line running through the middle wicket across the field, each player playing two balls of *any* color toward the boundary line at the head of the court. The player, the center of whose ball rests nearest this border line, shall have choice of first play and of balls, provided that, in scoring, the ball did not strike the boundary line, any other ball, or the stake. The balls shall then be placed on the four corners of the playing court; partner balls diagonally opposite to each other, the playing ball and next in sequence to be placed on the upper corners, the choice of corners resting with the playing ball and all balls being in play.

BALLS—HOW STRUCK.

RULE 7.

The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene the stroke is not allowed unless the

ball is struck at the same time, and if the ball is moved, without being struck by the face of the mallet, it shall remain where it rests, and should a point or roquet be made, it shall not be allowed, except by the decision of the umpire as to the fairness of the shot. All balls thus moved by a false shot may be replaced or not at the option of the opponent, but no point or part of a point made shall be allowed.

RULE 8.

A ball roquets, or counts upon, another upon which it has a right to play when it comes in contact with it by a blow from the player's mallet, or rebounds from a wicket or a stake, also when it comes in contact with it when play is taken from another ball.

RULE 9.

When one ball thus roquets, or counts upon, another play *must be taken from it*. That ball is now dead. (See Rule 31.) After taking play from a ball and moving it, the player is entitled to one more stroke.

RULE 10.

If a player in taking a Croquet from a ball, fails to move or shake it perceptibly such stroke ends his play, and his ball must be returned, or left where it stops, at the option of the opponent. He is not allowed to put his foot on playing ball.

RULE 11.

When making a direct shot (i. e., roquet), the player must not push or follow the ball with his mallet; but when taking Croquet from a ball (two balls being in contact), he may follow his ball with the mallet; but must not strike it twice, give it a second impetus, or change the direction of the stroke.

RULE 12.

If a player strikes his ball before his opponent has finished his play, the stroke shall stand, or be made over, at the option of the opponent. (See also Rule 58.)

RULE 13.

A player may lightly tap any ball on the top to jar the sand off, or to make it stay where it belongs, or may have any adhering substance removed before making his stroke.

DIRECTION THROUGH WICKETS.

RULE 14.

In making all side or corner wickets the playing ball shall pass through them *towards* the center, not *away* from it.

RULE 15.

Should a ball rest against or near a wire, and the umpire, or other person agreed on, should decide that in order to pass through the arch, an unfair or push shot would have to be made, it shall not be allowed if made.

(a) If a ball is in position or near any arch and the *arch* is hit by any ball in proper movements of play, and the ball is displaced the displacing of such ball and of any other balls must be accepted and any point or points made must stand.

FOUL STROKE.

RULE 16.

Should a player in making a stroke move with his mallet or mallet hand any other than his object ball, it shall be a foul and his play ceases, and all balls moved shall be replaced as before the stroke, or remain where they rest, at the option of the opponent.

RULE 17.

If a dead ball (see Rule 31) in contact with another ball, moves on account of the inequality of the ground while playing the other ball *away from it*, the player does not lose his shot.

(a) If a live ball is similarly situated and moves on account of the inequality of the ground when the ball in contact is played away from it, the playing ball shall not be regarded as having counted upon it.

(b) If a ball, in proper course of play, rest against another ball, and in picking up the playing ball for the purpose of continuing the play, the other ball moves on account of the inequality of the ground, no attempt shall be made to replace it. [Note p. 33.]

RULE 18.

A ball must not be touched while on the field, except when it is necessary to place it beside the ball that has been hit for the purpose of playing from it, or to replace it when it has been moved by accident—except by permission of the opponent. [Picking up wrong ball, therefore (Rule 62), ends play.] (See also Rule 13.)

RULE 19.

A player after making roquet shall not stop his ball for the purpose of preventing its hitting another. Should he do so his play ceases and all balls shall be replaced as before the stroke, or remain, at the option of the opponent.

RULE 19.

A player, in each turn of play, is at liberty to roquet any ball on the ground once only before making a point.

RULE 20.

Should a player Croquet a ball he has not roqueted, he loses his turn, and all balls moved by such play must be replaced to the satisfaction of the umpire, or adversary. Should the mistake not be discovered before the player has made another stroke, the play shall be valid, and the player continue his play.

RULE 21.

In taking Croquet from a ball, if player's ball strikes another, to which he is dead (see Rule 31), such stroke does not end his play, because it is not a direct shot. He is allowed to continue playing from the place where it stops.

RULE 22.

If a player roquets two or more balls at the same stroke, only the first can be Croqueted, or used.

MARKING OF POINTS.

RULE 23.

A point is an arch or a stake. Therefore a player makes a point in the game when his ball makes an arch or hits a stake in proper play. (For *Rowers*, see Rule 57.)

RULE 24.

If a player makes a point, and afterwards at the same stroke roquets a ball, he must take the point and use the ball, unless he is dead to such ball (see Rule 45), and such ball is beyond the *playing line*. In that case his play ceases. (See note to Rule 24, p. 33.)

RULE 25.

Should the playing ball in making an arch roquet another that lies just through the arch, even if a dead ball, and then pass through it, the arch counts as well as the roquet. (See note to Rule 25; see also Rule 33.)

(a) If any ball not dead be resting under an arch and not through it, and the playing ball being for that arch strike it and then pass through, the arch is not allowed but the roquet counts.

RULE 26.

If a ball roquets or counts upon another, and afterwards at the same stroke makes a point, it must take the ball and reject the point.

RULE 27.

A player continues to play so long as he makes a point in the game, or roquets another ball to which he is in play.

RULE 28.

A ball making two or more points at the same stroke, has only the same privilege as if it made but one.

RULE 29.

Should a ball be driven through its arch, even by adversary or against the turning stake by any carom, combination, Croquet, or concussion by a stroke not foul, it is a point made by that ball, and clip should be changed. (See Rule 5; for *Rovers* see Rule 57.)

JUMP SHOTS.

RULE 30.

Jump shots, on account of harm to the lawn, may be forbidden by local ground rules, or by mutual arrangement of players.

PLAYING ON DEAD BALL.

RULE 31

A dead ball is one on which a player has no rights or one he has taken Croquet from in that turn of play.

RULE 32.

If a player play by direct shot on a dead ball his play ceases and all balls displaced by such shot shall either be replaced in their former position, and the player's ball placed against the dead ball on the side from which it came, or, all balls shall rest where they lie, at the option of the opponent. If driven off the field they must be properly placed. (See Rule 25; also latter part of Rule 24.)

RULE 33.

Any point or part of a point or ball stuck, after striking a dead ball is not allowed. It is a foul stroke. (See latter part of Rule 24; also Rule 25.)

RULE 34.

A player may drive another ball by roquet or Croquet, or his own ball by Croquet, against a dead ball and give it a point or position, or displace it, and the dead ball shall not be replaced, nor shall any other ball moved by the stroke be replaced.

BALLS MOVED OR INTERFERED WITH BY ACCIDENT OR DESIGN.

RULE 35.

A ball accidentally displaced, otherwise than as provided for in Rule 16, must be returned to its position before play can proceed.

RULE 36.

If a ball is stopped or diverted from its course by an opponent, the player may repeat the shot or not as he chooses. Should he decline to repeat the shot, the ball must remain where it stops, and, if playing ball, must play from there.

RULE 37.

If a ball is stopped or diverted from its course by a player or his partner, the opponent may demand a repetition of the shot if he chooses. Should he decline to do so, the ball must remain where it stops, and, if playing ball, must play from there.

RULE 38.

If a ball is stopped or diverted from its course by any object inside the ground, not pertaining to the game or ground, other than provided for in Rules 36 and 37, the shot may be repeated, or allowed to remain, at the option of the player. If not repeated, the ball must remain where it stops, and, if playing ball, play from there.

BALLS IN CONTACT.

RULE 39.

Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then have subsequent privileges, the same as though the balls were separated an inch or more.

RULES CONCERNING BOUNDARY.

RULE 40.

The *boundary line* is a strong cotton or other line extending around the field. The *playing line* is a line (imaginary or other-

wise) two and one-half feet inside the boundary. This may be marked or not by chalk or by a smaller cord wired closely to the ground, to allow a free stroke with the mallet.

BALLS OVER BOUNDARY LINE.

RULE 41.

A ball shot beyond the playing line, or the boundary line, must be returned inside the playing line and in a direction at right angles to the side or end of court. It follows that a ball off the field at any point not on a right angle to the side of court or the end is placed on the corner. (See Rules 46, 47, 48.)
(For full illustration see cut opposite p. 33.)

RULE 42.

A ball is in the field and properly placed when the whole ball is within the playing line.

RULE 43.

No play is allowed from beyond the playing line, except when a ball is placed in contact with another for the purpose of Croquet.

RULE 44.

If a player strikes his ball when over the playing line, he shall lose his stroke, and all balls (displaced by shot) shall be replaced or left where they stop at the option of the opponent.

RULE 45.

If a player hit a ball beyond the playing line by a direct shot, his play ceases, and the roqueted ball is placed on the playing line from the point where it lay before being thus hit. The playing ball is brought in from its resting place to its proper place on the playing line. But if a ball off the field is hit from a *Croquet*, the hit shall not be allowed, the balls to be replaced properly in the field from where they rest, and the play shall not cease.

RULE 46.

The first ball driven over the playing line and returnable at the corner must be placed at or within the corner of *playing* lines.

RULE 47.

If a ball, having been struck over the playing line, is returnable at the corner, another ball being on, or first entitled to, the corner, it shall be placed on that side of the corner ball on which it went off.

RULE 48.

If two balls, having been shot over the playing line, should apparently require the same position, they shall be placed on the line alongside of each other in the same order in which they were played off.

BALL—WHEN THROUGH AN ARCH.

RULE 49.

A ball is through an arch when a straight edge, laid across the two wires on the side from which the ball came, does not touch the ball.

BALLS—WHEN IN POSITION.

RULE 50.

If a ball has been placed under an arch, for the purpose of Croquet, it is not in position to run that arch. (See note, Rule 50, on p. 33.)

RULE 51.

If a ball be driven under its arch from the wrong direction, and rests there, so that a straight edge laid against the wires on the side of the arch from which it came, fails to touch it, it is in position to run that arch in the right direction. If the straight edge touch the ball it cannot make the arch at the next stroke.

RULE 52.

If a ball, shot through its arch in the right direction, not having come in contact with another ball, rolls back through or

under that arch, so that a straight edge applied as in Rule 49 touches it, the point is not made, but the ball is in position if left there.

HITTING BALL WHILE MAKING WICKET.

RULE 53.

The cage wicket may be made in one, two or many turns, provided the ball stops within the limits of the cage. (See Explanation of Terms, and cut opposite p. 30.)

RULE 54.

Any playing ball within, or under a wicket, becomes dead to advancement through the wicket from that position, if it comes in contact with any other ball by a direct shot. (See Rule 25; also note to Rule 54 on p. 34.)

ROVERS.

RULE 55.

A player becomes a rover when he has made all the points in regular order to the home stake.

RULE 56.

A rover has the right of roquet and consequent Croquet on every other ball once during each turn of play, and is subject to roquet and Croquet by any ball in play, but an opponent cannot put a rover out.

RULE 57.

Only a partner rover can put a rover out, and if one makes the other to hit the stake and then itself fails to hit, neither is out. A rover having been driven against the stake and over the boundary or playing line, must be properly placed to await the hitting of the stake by its partner. It cannot be moved from this proper placement to allow the partner ball to hit the stake. They must go out in successive strokes or both remain in play.

(a) If a player become a rover by the stroke that causes a partner ball to become a rover, and possibly to hit the stake, the

partner may be regarded as out, provided the player desires to try the stake on the next stroke. If not, he may make any proper plays necessary to finish the game, as he is now alive on all balls.

PLAYING OUT OF TURN, OR WRONG BALL.

RULE 58.

If a player plays out of his proper turn, or in his proper turn plays the wrong ball, and the mistake is discovered before the next player has commenced his play, all benefit from any point or points made is lost, and his turn of play is forfeited. All balls moved by the misplay must be returned to their former position by the umpire or adversary. But if the mistake is not discovered until after the next player has made his first stroke, the error must stand. (See Rule 12.)

POINTS RE-MADE.

RULE 59.

If a player makes a point he has already made in that turn and the mistake is discovered before the proper point is made, the play ceases, with the shot by which the point was re-made, and the marker is placed at its proper point. All balls shall be left in the position they had at the time the point was re-made. If not discovered before the proper point is made, the points so made are good, and play proceeds the same as if no error had been made. (See also Rule 5.)

ERROR IN ORDER OF PLAY.

RULE 60.

If an error in order is discovered after a player has struck his ball, he shall be allowed to finish his play, provided he is playing in the regular sequence of his partner's ball last played. In that case the error would belong to the previous player, but his play and any points made must stand. In case of dispute upon any point at any time, it shall be decided by the umpire; if there is

no umpire, by lot. No recourse shall be had to lot unless each party expresses the belief that the other is wrong.

CHANGING SURFACE OF GROUND.

RULE 61.

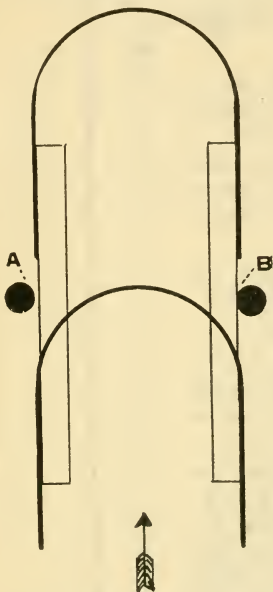
A player, before or during his play, may require either arches or grounds or anything pertaining thereto to be placed in proper condition.

PENALTY—GENERAL RULE.

RULE 62.

If a rule is violated, a penalty for which has not been provided, the player shall cease his play.

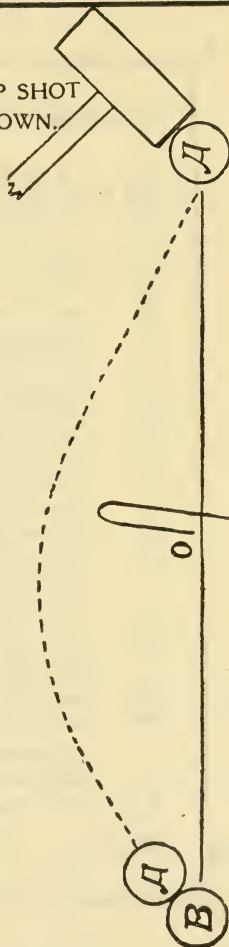
CAGE LIMITS SHOWN.

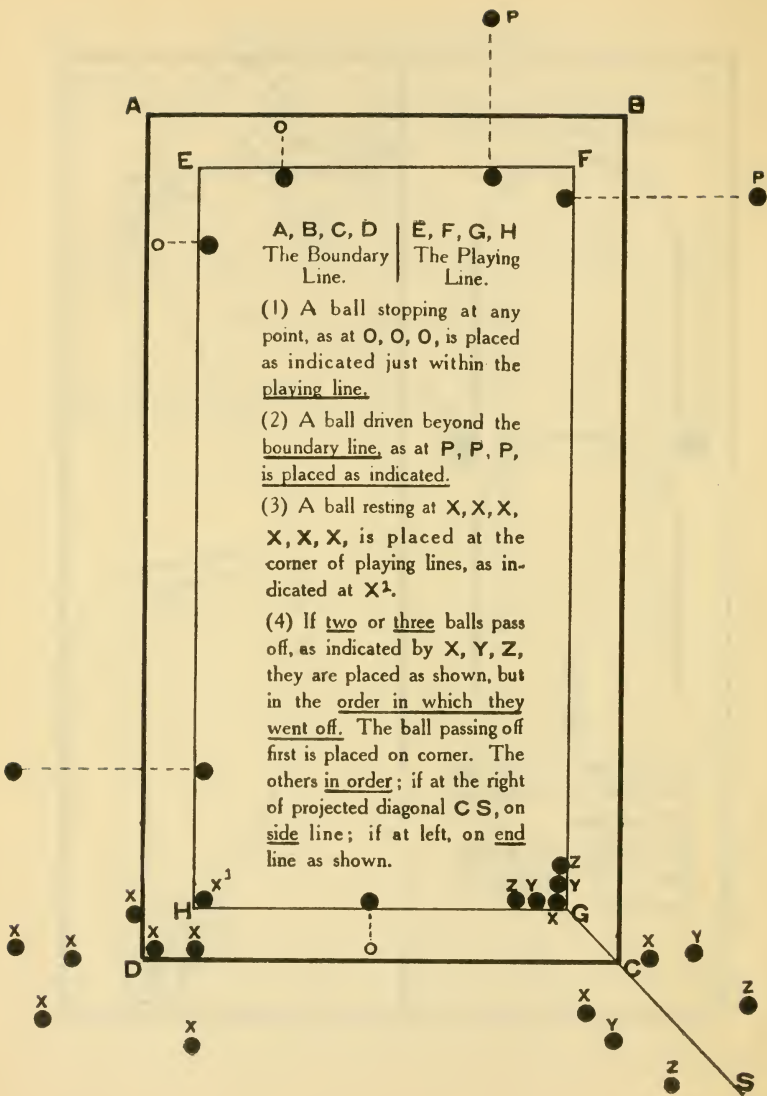


A - Straight-edge does not touch Ball. Ball is without the cage limits.

B - Straight-edge touches Ball. Ball is within the cage limits.

JUMP SHOT SHOWN.





A, B, C, D	E, F, G, H
The Boundary	The Playing
Line.	Line.

- (1) A ball stopping at any point, as at O, O, O, is placed as indicated just within the playing line.
- (2) A ball driven beyond the boundary line, as at P, P, P, is placed as indicated.
- (3) A ball resting at X, X, X, X, X, X, is placed at the corner of playing lines, as indicated at X¹.
- (4) If two or three balls pass off, as indicated by X, Y, Z, they are placed as shown, but in the order in which they went off. The ball passing off first is placed on corner. The others in order; if at the right of projected diagonal CS, on side line; if at left, on end line as shown.

NOTES ON RULES

The rules are clear as to their meaning, yet many write us without giving any thought as to what they really mean and really say. A little study and careful reading will prevent much unnecessary correspondence. It is singular what silly questions are sometimes asked of us through the mail. Do not write unless necessary.—PUBLISHERS.

Note to Rule 1.—A notice conspicuously posted comprising the substance of Rule 1 will be of much service to spectators in keeping them in line with the strictest proprieties. The players should receive no benefit or harm from the conversation of spectators, and no suggestion should ever be presented by any spectator.

Note to Rule 17.—It is evident that, if the court is perfect, *playing away from* another ball cannot possibly cause it to move. Hence the rule.

Note to Rule 17b.—Suppose a (playing) ball to be in contact with a ball that is through its arch as a straightedge would show. If playing ball be removed for further use, and the other ball comes back to a position that allows it to be touched by the straightedge from its playing side, such ball is *not through the arch*.

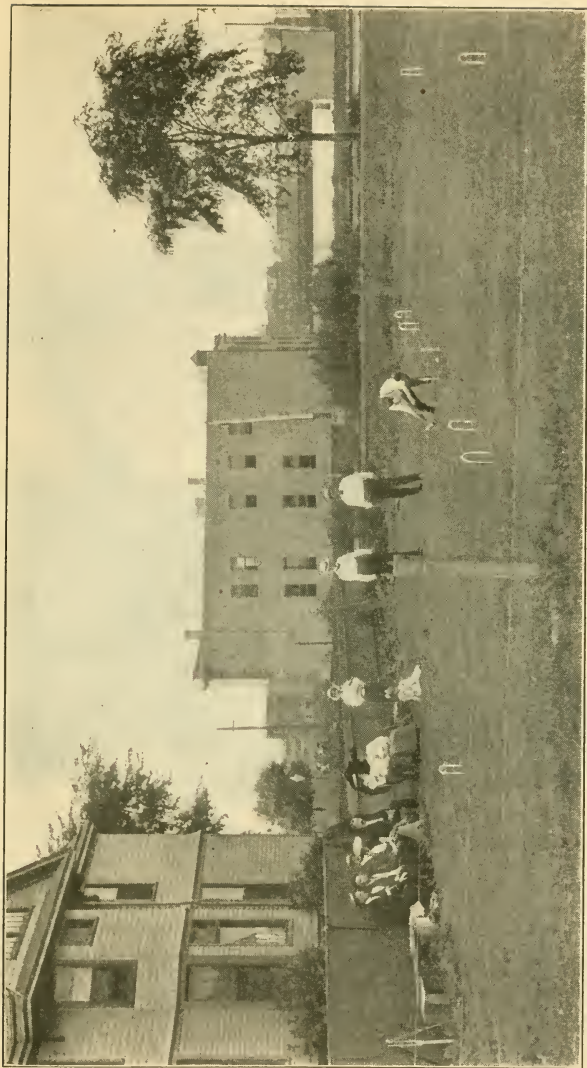
Note to Rule 24.—This latter part needs thought and attention. If a ball, though it passes through its arch, hits a ball beyond the *playing line* play ceases because of Rule 45.

Note to Rule 25.—While this is not mathematically correct, the rule is so made to avoid disputes and difficult measurements.

Note to Rule 50.—To place a ball "*under an arch*" (i.e., for the purpose of taking Croquet from another ball) means that if the arch should be pushed into the ground perfectly

vertically the arch would touch a segment of the ball. If the ball could not be touched it would not be *under* the arch.

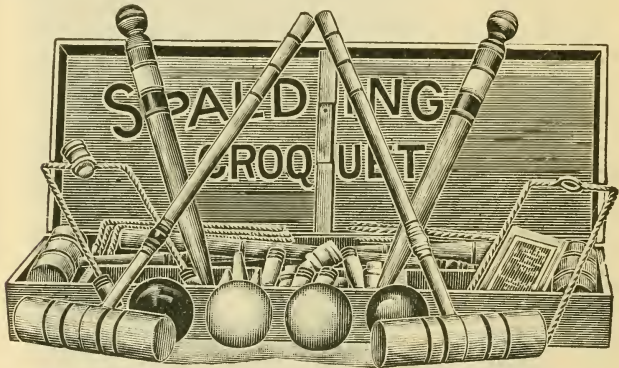
Note to Rule 54.—This rule was made especially for balls at the center wicket, but is also applicable at single wickets. To illustrate: The playing ball, in passing into the double center wicket through the first part of it, hits by *direct* shot another ball. The player cannot place his ball against it and pass on through the wicket by a *Croquet*, but must re-enter the wicket. If, however, the playing ball enters the first arch from a *Croquet*, or split shot, and hits and remains in contact with a live ball, if no space is gained by placing it, it can by roquet both go through itself and also put this other ball through.



PRIVATE GROUNDS OF L. H. PLUMMER, CHICAGO.

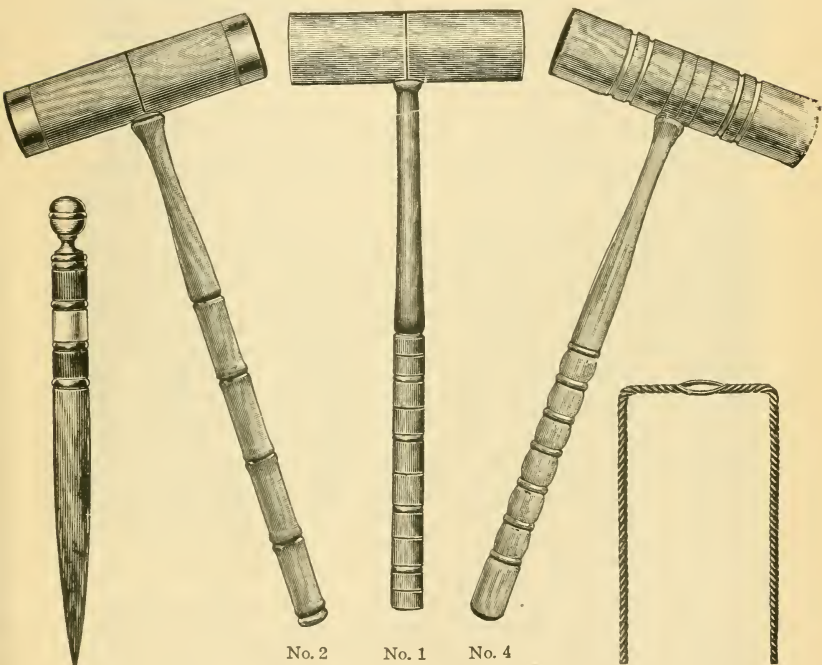
WHAT TO USE FOR CROQUET

The ordinary croquet player has gotten so accustomed to purchasing the cheap toy sets of croquet sold by most merchants that he fails to realize the true possibilities of the game. It is necessary to use a croquet set that is made scientifically correct in order to secure the enjoyment that comes to the player playing a well-contested croquet game, and the fact that the use of toy sets is so prevalent is one of the reasons why the majority of people look upon croquet as a game for children, and fail to realize the great possibilities that there are in the game for real scientific and interesting play.



Spalding, owing to their unequalled facilities for turning out athletic equipment that is correct in every detail, are in a position to furnish croquet sets that lift the game above the ordinary and commonplace, and make it worthy of the attention of even the skilled athlete. The precision necessary to accurate play on the part of the billiard player is the same to a great extent also in croquet. If it is played right and with a Spalding set, all the niceties and accuracy of play required can be obtained by the player after a little practice; in short, play with a Spalding set makes the player a devotee of the game of croquet from the very first.

Of 4-ball sets, Spalding furnishes a good quality set with balls, and mallets equipped with 8-inch maple head, nicely striped, and with ash handle. The set has fancy stakes and balls of selected rock maple, the whole being packed complete in a strong wooden box. This is the Spalding No. 11A set, price \$3. The next grade is the Spalding No. 30, furnished with special mallets equipped with 8-inch hardwood heads,



24-inch hickory handles, glued to head, nicely painted and varnished. The set has special rock-maple balls painted solid red, blue, white, and black, and varnished; stakes are painted to match balls; wickets are steel wire, japanned white, with sockets, the set is packed complete in a handsome box, with a book of rules. The price of this Spalding No. 30 set is \$5.

The best grade of 4-ball sets made by Spalding is their No. 19C, with special mallets equipped with 9-inch selected dogwood heads, handsomely striped and polished, hand-turned professional handle. The set has dogwood balls, with solid colors stained in, not painted, and the coloring is guaranteed not to flake or rub off. The balls are highly polished. Wickets are of heavy twisted wire, white enameled, and fitted with candlesticks, so that they can be used for play after dark. Wickets are furnished with wooden sockets; stakes fancy painted and polished, and the set is packed complete in handsome hardwood stained and polished box. The price of the Spalding No. 19C set is \$7.50.

Of 8-ball sets Spalding furnishes a very good set at a cheap price; this is their No. 4. The balls are nicely polished and the mallets furnished with selected handles, the set being equipped with fancy stakes and galvanized wickets. The price of this No. 4 set is \$2.50. The next grade is the Spalding No. 10D 8-ball set, mallets with 8-inch maple heads, fancy striped, painted, and varnished and fancy turned handle. Maple balls are striped and varnished. Wickets are of heavy galvanized iron wire with socket, and all are packed complete in strong wooden box. The price of the No. 10D set is \$4. The Spalding No. 13F set is furnished with fancy mallets, equipped with 8-inch maple head, striped, painted and gilt, and handle fancy turned, polished maple balls, fancy painted and striped, and the set is equipped with fancy painted stakes and wickets with wooden sockets. The whole set is packed complete in wooden box with handles. The price of the No. 13F set is \$6. The best grade of 8-ball sets made by Spalding is the No. 14H, made with 7-inch dogwood hard mallets, with fancy painted striping and polished maple handle; selected dogwood balls, striped, painted, and polished; wickets of twisted wire, white enameled, and wooden sockets; stakes fancy striped and polished; all packed complete in handsome polished wooden box. The price of the No. 14H set is \$8.

Extra mallets are needed from time to time to replace broken ones, and of these Spalding furnishes three different styles, all made according to latest approved models and of best quality throughout. These are: No. 1, Brooklyn style, finely finished imitation boxwood head, 8 inches long, with fancy painted handle, price \$1 each; No. 2, Philadelphia style, special selected dogwood head $9 \times 2\frac{1}{4}$ inches, with metal bands and hand-turned handle. This is a very superior quality of mallet, and is popular with the best players. The price of the No. 2 mallet is \$2 each. The No. 3, Chicago-style mallet is made with extra quality persimmon head, $9 \times 2\frac{3}{8}$ inches, highly polished

and hand-turned handle. The price of the No. 3 mallet is \$1.50 each.

Spalding furnishes also extra croquet balls as required and an excellent quality wooden ball is the No. 7 style, made of special selected dogwood, thoroughly seasoned, with solid colors dyed in instead of painted. Highly polished and color warranted not to flake or rub off. The price of the No. 7 croquet balls is \$2 per set of four. A very popular style of croquet ball is the Spalding No. C, made of composition, regulation size and weight, and colored red, white, blue, and black in fast colors. This ball is extremely durable, and will give excellent satisfaction. It is packed complete in box, per set of four, and costs \$6 per set.

Extra stakes and wickets cost, for No. 2S stakes, nicely painted and polished, 75 cents per pair, and for No. 1S, heavy twisted wire, square wickets, white enameled, per set of 10, \$1.25.

For the expert player and the man who wants something that is really the best thing in the way of a croquet ball that can be made, Spalding recommends either the regular hard rubber ball or a ball made out of a new patented material known as "Excelite." Either of these styles cost the same money, \$10 per set. The No. AR croquet ball is made of hard rubber, and is guaranteed perfect in material and workmanship. One ball in each set is finished and highly polished, and the others are plain black. The price is \$10 per set. The No. EC Excelite croquet balls are made in England of a patented material, for which Spalding has exclusive sale. They are more durable than any other balls known and are extremely resilient, and are used almost exclusively by the best players in England. The price of the No. EC croquet balls is \$10 per set.

WHAT TO WEAR FOR CROQUET

In the very complete line of athletic clothing which Spalding lists in their regular catalogue will be found almost every necessary article for the croquet player including outing shirts and trousers, underwear, hats, caps and shoes.

Spalding outing shirts are made in various qualities. The best is their No. 10, made of all-wool flannel, mixed patterns, including stripes, plaids, and solid colors. These cost \$3 each. They introduce this season, in their No. 12, a shirt made of a new material known as "Eden" cloth, mixed patterns, in-



Style D



Style E

cluding attractive stripes and plaids. The price of the No. 12 shirt is \$2 each. To satisfy the demand for a shirt of durable quality and excellent material, they put out their No. 18, made of a material of mixed cotton and wool, plain white and colors. The price of this shirt is \$3 each. They also furnish their No. 20, made of white zephyr weave, making a very attractive shirt, indeed, for \$1.50 each. All the above shirts are furnished with collars of either of two different styles. What is known as the No. D style collar is somewhat upright and dressy-looking, and the No. E style is on the regulation outing-shirt flat style. All of the shirts are furnished with full sleeves, with double pearl buttons, link style in cuffs, and button front. They are all made from latest patterns, and a perfect fit is guaranteed if the correct measurements are sent in.

Of suitable trousers, Spalding furnishes four different styles. No. 9, all-wool flannel, medium weight, plain white, \$7 per pair; No. 11, all-wool flannel, medium weight, mixed colors and stripes, \$7 per pair; No. 15, all-wool flannel, light weight, mixed

colors and stripes, \$6 per pair No. 19, all-wool flannel, medium weight, same quality and colors as in the best grade base ball uniforms. This is a special flannel, that is particularly suitable



Plain Trousers

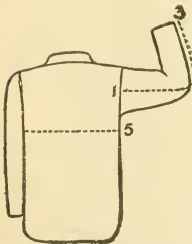
for athletic purposes. It wears like iron, and always looks good, and the price of the No. 19 trousers is \$6 per pair. All of the Spalding outing trousers are made with one hip, one watch, and two side pockets, and are equipped with belt loops. Many players prefer for summer wear white duck trousers, and of these Spalding furnishes one quality, well made, in their No. 3 style, for \$1.50 per pair.



Striped Trousers

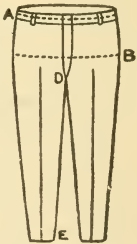
For those who wish to look over samples of material and colors before

placing their order for outing shirts and trousers, Spalding offers to send samples on receipt of request, and also, if desired, measurement blanks, so that the proper measurements may be taken in ordering to insure a correct fit; but for those who are in a hurry to order, and know just about what they require in the way of colors, it is only necessary when sending an order to Spalding to give the measurements, as shown on the diagram herewith:



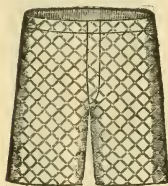
When measuring for the shirt, state the size of collar worn, length of sleeve from shoulder to wrist, with arm raised and bent, as shown (1-3), size around chest (5-5).

In order to measure for pants give measurement around waist (A-A), inseam (D-E), around hips (B-B).

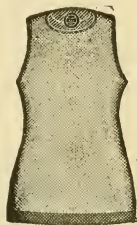


Spalding has recognized the need of some kind of athletic underwear that would be suitable not only for use as underwear during the heated term especially, but throughout the year, if desired, and yet to be sold at a price to bring it within reach of the ordinary pocketbook, and the line of cotton-

mesh underwear which they put out they believe will be recognized as filling this need. They claim that the quality of this material will satisfy even the most exacting. The prices for this underwear are as follows: No. 15, white cotton-mesh sleeveless shirt, \$1 each; No. 15P, white cotton-mesh knee pants, \$1.50 per pair; No. 10E, natural cotton-mesh sleeveless shirt, \$1.50 each, and No. 10EP, natural cotton-mesh knee pants, \$1.50 per pair. The foregoing shirts and pants are furnished in the following sizes: Shirts, 26 to 44 inches chest; knee pants, 28 to 42 inches waist



Nos. 210 and 280



Nos. 15 and 10E



Nos. 15P and 10EP

Spalding also furnishes knee pants made of special twilled cotton goods, durable quality, and at the same time extremely light in weight and cool for use as underwear or for athletic purposes; these are No. 280, made of white basket weave material of cotton, 60 cents per pair, and No. 210, made of white twilled cotton, very light in weight, \$1 per pair. These knee pants are furnished in sizes from 28 to 42 inches waist measure.

Very satisfactory styles of hats and caps for all outing and athletic purposes are furnished by Spalding, made up so that they look well, and the quality of material and workmanship is entirely satisfactory. These are the same hats and caps as are furnished to the students of most of the colleges and preparatory schools in this country.

What is known as the University-style hat is made by Spalding with both round crown and square crown. They are: No. 202, made with round crown of good quality flannel in gray, white, maroon, black, and navy blue, plain brim, bound with different color, costing \$1.25 each; and No. 202S hat, similar to No. 202 and furnished in same colors, but made with square crown, costing \$1.50 each. Of white duck hats Spalding furnishes their No. 203, with round crown, for 50 cents each; and their No. 203S, with square crown and special turned brim, 50 cents each. Spalding also makes a variety of cloth

caps which are very satisfactory for outing purposes and at prices that are exceedingly reasonable. A catalogue of these goods will be sent on application to any Spalding store.

As to the most satisfactory style of shoes for croquet, Spalding has furnished to the most prominent tennis and croquet players in this country shoes that they wear exclusively during their games. There seems to be about a Spalding shoe a something really required by the athlete that is wanting in other makes. It is the final touch or finish of the expert shoemaker that makes such a difference to the player, and the long experience that Spalding has had in turning out athletic footwear enables them to supply a shoe at the same price that is worth many times as much as the ordinary shoe turned out by a maker who is not in touch with athletic conditions. Spalding recommends for croquet five different styles of shoes: No. AH, high cut, russet leather, with best red rubber flat sole, hand-sewed, and with absolutely best grade material throughout, at \$5.50 per pair; No. A, low cut, russet leather, made with best red rubber flat sole, hand-sewed, \$5 per pair; No. CH, high cut, best white canvas, fine quality white rubber flat sole, hand-sewed, \$5 per pair; No. C, low cut, best white canvas, fine quality white rubber flat sole, \$3.50 per pair; No. D, low cut, white canvas, red rubber flat sole, \$1.50 per pair.

Spalding manufactures a most complete line of athletic equipment for every athletic sport, and copies of the Spalding catalogue will be sent upon request to any of the Spalding stores, list of which is given below.

New York City—124-128 Nassau Street and 29-33 West 42d Street
 Philadelphia, Pa.—1013 Filbert Street.
 Boston, Mass.—73 Federal Street.
 Baltimore, Md.—208 East Baltimore Street.
 Washington, D. C.—709 Fourteenth Street, N. W.
 Pittsburg, Pa.—439 Wood Street.
 Buffalo, N. Y.—611 Main Street.
 Syracuse, N. Y.—University Block.
 Chicago, Ill.—147-149 Wabash Avenue.
 St. Louis, Mo.—710 Pine Street.
 Cincinnati, Ohio—27 East Fifth Street (Fountain Square).
 Kansas City, Mo.—1111 Walnut Street.
 Minneapolis, Minn.—507 Second Avenue, South.
 New Orleans, La.—140 Carondelet Street.
 Denver, Col.—1616 Arapahoe Street.
 Detroit, Mich.—254 Woodward Avenue.
 Cleveland, Ohio—741 Euclid Avenue.
 San Francisco, Cal.—134 Geary Street.
 Montreal, Canada—443 St. James Street.
 London, England—53, 54, 55, Fetter Lane.



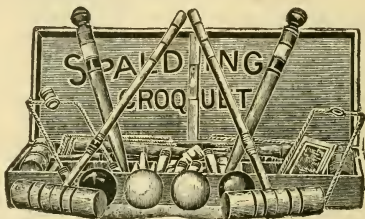
SPALDING CROQUET

Our croquet goods while moderate in price will be found thoroughly up-to-date in every particular. We describe them exactly as they are. The prices are regulated according to quality of material and finish.

FOUR BALL SETS

Fancy mallets with 8-inch maple head, nicely striped, and ash handle. Fancy stakes. Balls of selected rock maple. Packed in strong wooden box.

No. 11A.
Per set, \$3.00



Special mallets with 9-inch selected dogwood head, handsomely striped and polished; hand turned professional handle. Dogwood balls with solid colors stained in, not painted, and guaranteed not to flake or rub off; highly polished. Wickets of heavy twisted wire, white enameled, and fitted with candlesticks so that they can be used for play after dark; wooden sockets. Stakes fancy painted and polished. Handsome hardwood stained and polished box.

No. 19C. Per set, \$7.50

Special mallets with 8-inch hardwood heads, and 24-inch hickory handles glued to head; painted and varnished. Special quality rock maple balls, painted solid red, blue, white and black, and varnished. Stakes painted to match balls; wickets steel wire, japanned white, with sockets.

Packed complete with book of rules in handsome box.

No. 30. Per set, \$5.00

Prices subject to change without notice

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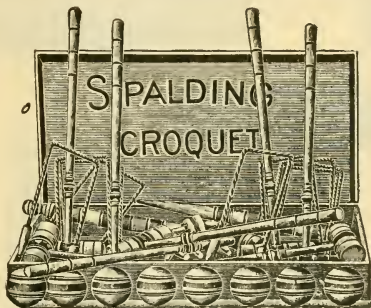
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SPALDING CROQUET

Our croquet goods while moderate in price will be found thoroughly up-to-date in every particular. We describe them exactly as they are. The prices are regulated according to quality of material and finish.

EIGHT BALL SETS



This is an 8 ball polished set; selected handles, large fancy stakes, galvanized wicket, with mallets and balls of nice native wood. Extra value.

No. 4. Per set, \$2.50

Special set. 7-inch dogwood head mallets with fancy painted striping and polished maple handle. Selected dogwood balls, striped, painted and polished.

Wickets of twisted wire, white enameled, and wooden sockets. Stakes fancy striped and polished. Packed complete in handsome polished wood box.

No. 14H. Per set, \$8.00

Mallets with 8-inch maple head, fancy striped, painted and varnished and fancy turned handle. Maple balls striped and varnished. Wickets of heavy galvanized iron wire with sockets. Packed in strong wooden box.

No. 10D. Per set, \$4.00

Fancy mallets with 8-inch maple head, striped, painted and gilt, handle fancy turned. Polished maple balls with painted striping. Fancy painted stakes. Wickets with wooden sockets. Polished wood box with handles on end.

No. 13F. Per set, \$6.00

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HIGHEST AWARDS
FOR SPALDING ATHLETIC GOODS



GRAND PRIZE
ST. LOUIS
1904



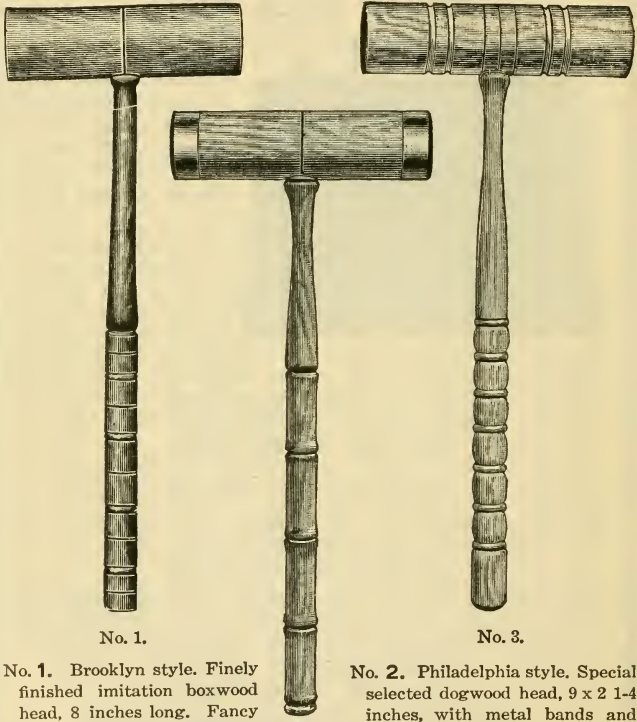
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GRAND PRIX
PARIS
1900

INDIVIDUAL CROQUET MALLET

All made according to latest approved models and finest quality throughout.



No. 1.

No. 3.

No. 1. Brooklyn style. Finely finished imitation boxwood head, 8 inches long. Fancy painted handle. Each, **\$1.00**

No. 2.

No. 2. Philadelphia style. Special selected dogwood head, 9 x 2 1-4 inches, with metal bands and hand turned handle, **\$2.00**

No. 3. Chicago style. Extra quality persimmon head, 9 x 2 3-8 inches, highly polished and hand turned handle. - - - Each, **\$1.50**



EXTRA CROQUET BALLS

No. 7. Special selected dogwood, thoroughly seasoned, with solid colors dyed in instead of painted. Highly polished and color warranted not to flake or rub off. - - - - - Per set of 4, **\$2.00**

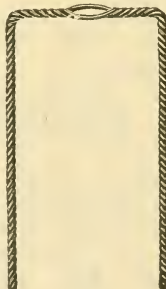
No. C. Composition croquet balls, regulation size and weight, and colored red, white, blue and black in fast colors. Extremely durable and will give excellent satisfaction. Packed complete in box. - - - - - Per set of 4, **\$6.00**



EXTRA STAKES AND WICKETS

No. 2S. Fancy stakes, nicely painted and polished. Pair, **75c.**

No. 1S. Heavy twisted wire square wickets, white enameled.
Per set of 10, **\$1.25**

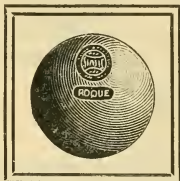


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Buffalo	Philadelphia	Washington	Pittsburg	Syracuse
Montreal, Canada		London, England		Cincinnati

OFFICIAL ROQUE BALLS



No. **R.** Official Roque Ball. Made of special material and is practically unbreakable, yet retains the resiliency that is necessary in an article of this kind. The ball will not chip or break when used under ordinary conditions in actual play. Regulation size and weight, and finished in Red, White, Blue and Black. Packed complete in box.

Per set of 4, **\$10.00**

AMERICAN HARD RUBBER GROUQUET AND ROQUE BALLS

No. **AH.** For Roque. Made of hard rubber and guaranteed perfect in material and workmanship. One ball finished with high polish, others plain black. Per set of 4, **\$8.00**

No. **AR.** For Croquet. Otherwise same as above. Per set of 4, **\$10.00**

EXCELITE CROQUET AND ROQUE BALLS

These balls are made in England, of a patented material for which we have the exclusive sale.

They are very durable and resilient.

No. **EK.** For Roque. Per set of 4, **\$10.00**

No. **EC.** For Croquet. Per set of 4, **\$10.00**

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ROQUE MALLETS



WE have furnished the supplies used at practically every important Roque Tournament, and at the Championship Contests at the St. Louis Exposition Spalding Goods were used exclusively.

Blocks, hardwood; regulation size
Set of 10. **\$10.00**

Arches, regulation size.
Set of 10. **\$4.00**

The above Arches and Blocks are duplicates of those we supplied at the St. Louis Exposition.

No. M

INDIVIDUAL ROQUE MALLETS

No. M. Expert Roque Mallet. Extra quality selected dogwood head, 9½ inches long, with heavy nickel ferrules. One end soft, the other hard rubber cap. Selected ash handle 15½ inches long, checkered grip, and 2 or 2¼ inch diameter head. Other length handles to order only.

Each, **\$4.00**

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GAME OF CLOCK GOLF



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For practice in putting nothing excels the game of "Clock Golf." The figures are arranged in a circle from 20 to 24 feet in diameter, or of any size that the lawn will admit. Each player holes out from each figure point, counting his strokes, and with few exceptions, the regular rules on putting apply. Set consists of twelve figures, one marking flag, hole rim and measuring chain for getting the proper distance for figure. All complete in box with descriptive circular.

No. 1. With raised figures, in black, on white teeing plates. Will not injure the lawn.

Per set, **\$10.00**

No. 2. Plain cut-out figures, painted white, not on plates.

Per set, **\$5.00**

Prices subject to change without notice

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A SPECIAL AWARD AND GRAND PRIZE

were won by A. G. SPALDING & BROS. at the Louisiana Purchase Exposition, 1904, for the best, most complete and most attractive installation of Gymnastic Apparatus, Base Ball and Athletic Supplies shown at the World's Fair.

Aldred Archery Goods

WHEN we secured the exclusive agency for the sale of the well known line of Archery Goods manufactured by Thos. Aldred, it was our idea that as headquarters for athletic goods of every description in the United States and Canada archers would find it convenient to purchase their supplies through the various branch stores of A. G. Spalding & Bros. No manufacturer is better known in this line than Thomas Aldred, and his goods will be found eminently satisfactory. Expert archers will be able to select from our stock Bows, Arrows and other requisites made under his personal supervision, and possessing all the advantages which an experience of over fifty years enables a manufacturer to add to the ordinary value of a well made article.

Archery has fluctuated in popularity during the past thirty years in this country, but during all of that time the sport has held its place high in the estimation of people who have required out-of-door exercise of an invigorating nature, but not too violent. The antiquity of this form of amusement, and the general knowledge of the use of the various implements required, renders a special reference to these matters unnecessary, but a few words regarding the selection of bows and arrows may not be out of place.

Gentlemen's bows should be 6 feet and ladies' 5 feet to 5 feet 6 inches. Weight of your bow should be according to your strength, and particular care should be used in making selection to avoid picking one with too strong a pull.

Gentlemen's arrows should measure 28 inches; sometimes longer ones are used. Ladies' arrows 24 and 25 inches. Arrows are weighed against new English silver coin. Ladies' weigh from 2/6 to 3/6 and gentlemen's 4/- to 5/-, according to the distance—for instance, at 60 yards a heavier arrow may be used than at a hundred yards. When shooting in company arrows should be painted or marked differently for each person, so as to be distinguishable.

A. G. SPALDING & BROS.

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	Montreal, Can.		London, England	

A SPECIAL AWARD ^{AND} GRAND PRIZE

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...ALDRED... BOWS and ARROWS

Suitable for Expert Use

No. YM. Men's English Yew. Extra good quality bow; weights 42 to 55 lbs.; length 6 feet. Each bow in a baize bag. Each, \$24.00

No. LM. Men's Lancewood. Special quality bow; weights 38 to 55 lbs.; 6 feet long. Each, \$8.00

No. PF. Men's Footed Arrows. With T. A.'s parallel points; painted between feathers and peacock feathers; size 28 inches; weights 4/6, 4/9 and 5/-. Dozen, \$10.00

Arrows are packed one dozen each size and weight in pasteboard box, and match exactly; also in marking on arrows themselves.

Remember, we are sole agents for the United States and Canada for Thos. Aldred's World Famed Archery Goods.

Spalding's handsomely illustrated catalogue of Athletic Goods mailed free to any address.

A. G. SPALDING & BROS.

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...ALDRED... BOWS and ARROWS

Suitable for Expert Use

No. YW. Ladies' English Yew. Extra good quality bow; weights 26 to 38 lbs.; length 5 feet 6 inches. Each bow in a baize bag. Each, \$20.00

No. SW. Ladies' Spanish Yew. Special quality bow; weights 26 to 38 lbs.; length 5 feet 6 inches. Each bow in a baize bag. Each, \$16.00

No. LW. Ladies' Lancewood. Special quality bow; weights 20 to 38 lbs.; length 5 feet 6 inches. Each, \$6.00

No. PW. Ladies' Footed Arrows. With T. A.'s parallel points; painted between feathers and peacock feathers; size 25 inches; weights $3/3$ and $3/6$ Dozen, \$10.00

Arrows are packed one dozen each size and weight in pasteboard box, and match exactly; also in marking on arrows themselves.

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A. G. SPALDING & BROS.

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Boston Minneapolis Baltimore Kansas City New Orleans
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Montreal, Can. London, England

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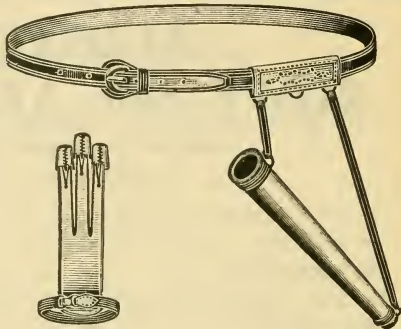
Archery Goods...



Arm Guard



Glove



Quiver and Belt

Archery Quiver and Belt

- No. 26. For men. Nicely finished substantial tan leather belt, with leather covered buckle. Quiver is of metal, leather covered and well made. Each, \$2.25
- No. 13. For ladies. Dark green leather, similar to above but smaller in size. Excellent quality throughout. Each, \$2.00

Archery Arrow Points (Steel)

- No. X. For ladies' arrows. Each, 10c.
- No. Y. For men's arrows. " 10c.

Archery Gloves

- No. 18. For men. Good quality tan leather back; silk elastic strap; 3 leather finger tips. Each, 90c.
- No. 2. For ladies. Good quality black leather back; silk elastic strap; 3 leather finger tips. Each, 80c.
- No. 3. Same quality as No. 2, but laced finger tips. " 90c.

Archery Arm Guards

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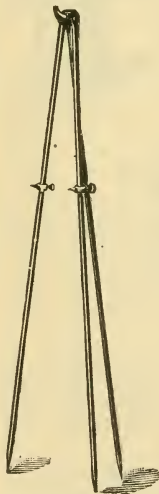
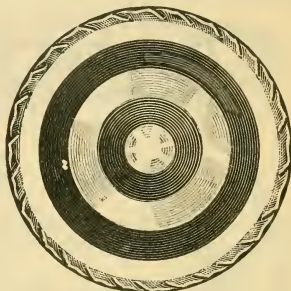
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Gold Centre.....	9
Red.....	7
Inner White or Blue...	5
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Outer White.....	1



A pair of targets should be in the field to save time and trouble.

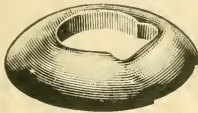
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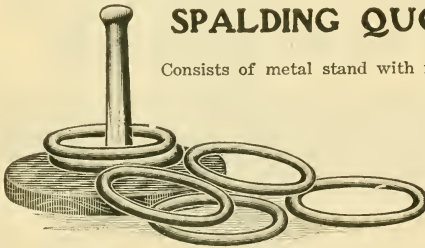
Made to conform exactly to official rules. Malleable iron, 8½ inches in diameter, with hand clasp, as shown in cut.

No. O. Official Quoits. Per set of four, **\$8.00**

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Measure 36 inches long by 1 inch in diameter, and are made so that referee can take measurements without difficulty.

No. X. Steel Pins. Pair, **\$2.00**



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Consists of metal stand with nickel-plated upright pin and six gutta percha quoits. Makes an interesting game for indoors, as the quoits will not mar furniture or wood-work.

No. Q. Quoit Game. Complete, **\$3.00**

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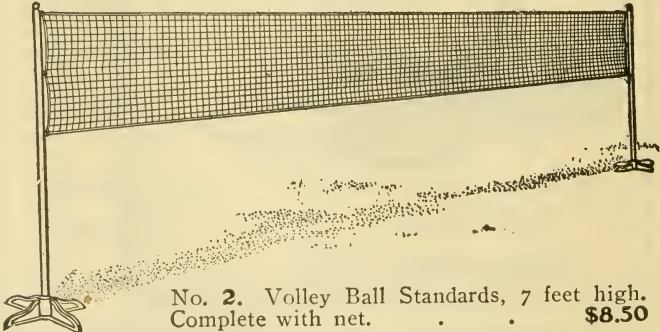
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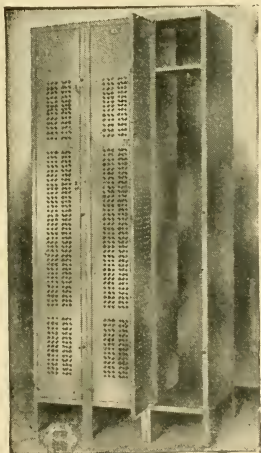
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WOODEN LOCKERS are objectionable because they attract vermin, absorb odors, can be easily broken into, and are dangerous on account of fire. Lockers made from wire mesh or expanded metal afford little security, as they can be easily entered with wire cutters. Clothes placed in them become covered with dust and the lockers themselves present a poor appearance, resembling animal cages.

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Durand-Steel Lockers are usually built with doors perforated full length in panel design, with sides and backs

solid. This prevents clothes in one locker from



Three Lockers in Single Tier



Six Lockers in Double Tier

coming in contact with wet garments in adjoining lockers, while plenty of ventilation is secured by having the door perforated its entire length, but if the purchaser prefers we perforate the backs also.

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Who are A. G. Spalding & Bros.?

Albert G. and J. Walter Spalding commenced business March 1st, 1876, at Chicago, under the firm name A. G. Spalding & Bro., with a capital of \$800. Two years later their brother-in-law, William T. Brown, came into the business, and the firm name was then changed to A. G. Spalding & Bros.

The business was founded on the Athletic reputation of Mr. A. G. Spalding, who acquired a national prominence in the realm of Sport, as Captain and Pitcher of the Forest City's of Rockford, Ill. (1865-70), the original Boston Base Ball Club (Champions of the United States, 1871-75), and the Chicago Ball Club (1876-77), first Champions of the National League. He was also one of the original organizers, and for many years a director, of the National League of America, the premier Base Ball organization of the world. Mr. Spalding has taken an important part in Base Ball affairs ever since. It became the National Game of the United States at the close of the Civil War in 1865. The returning veterans of that War, who had played the game as a camp diversion, disseminated this new American field sport throughout the country, and thus gave it its national character.

Base Ball Goods were the only articles of merchandise carried the first year, the total sales amounting to \$11,000. Gradually implements and accessories of Athletic Sports were added, until the firm now manufacture the requisites for all kinds of Athletic Sports. Originally the firm contracted for their supplies from outside manufacturers, but finding it impossible, by this method, to keep the standard of quality up to their high ideals, they gradually commenced the manufacture of their own goods, and by the acquisition from time to time of various established factories located in different parts of the country, are now able to, and do manufacture in their own factories everything bearing the Spalding Trade-Mark, which stands the world over as a guarantee of the highest quality.

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