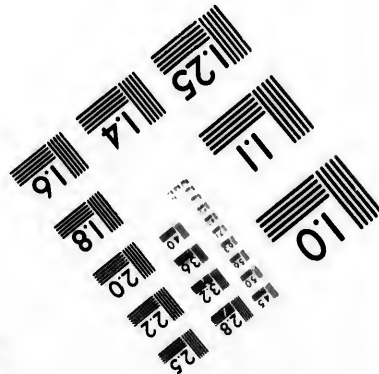
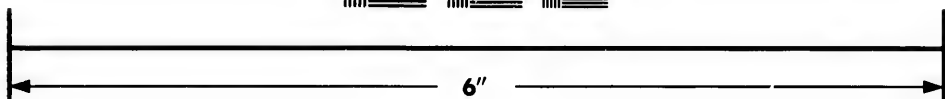
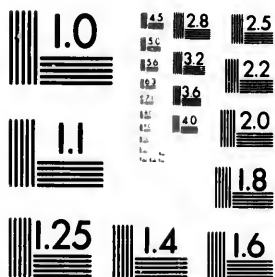


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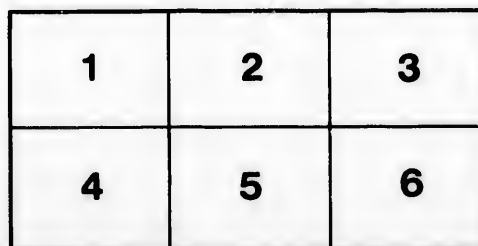
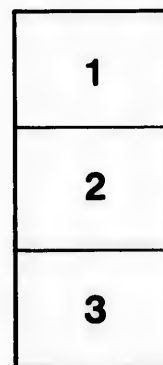
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LONG THROWING.

LACROSSE,

AND

HOW TO PLAY IT.

BY

W. K. McNAUGHT,

SECRETARY OF THE CANADIAN LACROSSE ASSOCIATION OF CANADA.



Toronto:

W. B. BELLEFLORE PUBLISHING COMPANY.

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KEY TO ILLUSTRATIONS.

NAME.	CLUB.	LOCALITY.	REPRESENTATION.
R. McKenzie	Toronto	Toronto.....	Long Throwing.
J. Hoobin	Shamrock	Montreal	Over Shot.
{ J. Fraser	Dominion	Toronto	} Facing.
{ J. Burns	Dominion	Toronto	
{ J. R. Flannery.	Athletic	New York	Dodging.
{ T. McQuillan ..	Wellington....	Toronto	Checking.
{ H. W. Becket ..	Montreal	Montreal	Goal-keeping.
{ W. Aird.....	Montreal	Montreal	Home.
{ F. H. Walker..	Orillia	Orillia	Point.

PREFACE.

THIS little volume has been published at the solicitation of many of my Lacrosse friends throughout Canada and the United States, who were of the opinion that if I would undertake to write the subject up to date, it would exercise a beneficial influence upon the "Game."

In compliance with their wishes, I have briefly endeavoured to place before the Lacrosse public what I know about the game, although I am well aware that there are many points of play that might with advantage be more fully enlarged upon.

This production makes no pretensions whatever to any literary excellence, all that I have aimed to do has been to put before my readers, in a simple conversational form, the result of my fifteen years' experience. The preparation of this little volume has occupied what would otherwise have been my idle hours during the past few weeks, and if its publication will, in any degree, aid in making the game of Lacrosse more scientific, gentlemanly, or popular, I shall feel that I have not laboured in vain, and that my aim will have been accomplished.

I have received valuable assistance and encouragement in my work from Messrs. W. L. Maltby and H. W. Becket, of the Montreal Club, of Montreal, and from Mr. J. R. Flannery, of New York, Secretary of the National Amateur Lacrosse Association of the United States. I am also under deep obligation to the gentlemen players whose portraits appear in this book as illus-

trating the various parts of the game. In this connection I have also to make grateful acknowledgment of the kindness of Mr. J. Bruce, of the firm of J. Bruce & Co., Photographers, Toronto, who generously placed his studio and services at my disposal in order that the points of play might be properly illustrated.

But above all I am indebted to Dr. W. George Beers, of Montreal, for the kindly interest he has manifested in the preparation of this little work, and his generosity in allowing me the use of such extracts from his valuable work "Lacrosse, the National Game of Canada," as might suit my purpose. Of this work which is not only an exhaustive treatise on the history of the game, but also a manual on the standard points of play, I have freely availed myself, and I take this opportunity of thanking its author for his kind permission.

The game of Lacrosse owes much to Dr. Beers outside of his well-known contributions to its literature. In the spring of 1859, Dr. Beers first conceived the idea of systematising the old Indian game, and reducing it to a science. At that time it was entirely without laws, and the goal-keeper was the only player on the field with a definite name and position. Dr. Beers drew up rules and regulations for the government of the play, gave positions and names to players, and brought the game pretty much into the shape it at present occupies. The laws of Lacrosse, as thus compiled, were first adopted by the Beaver Club, of Montreal, of which Dr. Beers was at that time a member. Subsequently this club amalgamated with the Montreal Lacrosse Club, who were instrumental in forming the National Lacrosse Association of Canada, and getting these laws adopted as the standard of play for all clubs in the Dominion.

In the year 1866, Dr. Beers conceived the idea of organizing

a Lacrosse trip to England, for the purpose of introducing the game into that country, and had expended several hundreds of dollars in arranging the preliminaries, when a gentleman of means, thinking it would prove a profitable speculation, forestalled him by taking over two teams of Caughnawaga Indians. They played exhibition matches in England and France, but as it was evident to everybody that it was merely a speculation, the games were but poorly patronized, and the tour ended in failure, netting the promoter a loss of nearly \$4,000.

In 1875, Dr. Beers went to England at his own expense for the purpose of organizing another Lacrosse Tour. Owing to the want of knowledge of the game amongst the people, and the prejudice of cricket and football clubs, who apparently did not care to see any such new fangled game introduced into the country, the prospects for some time looked very dark indeed. Aided however by the strong support of Sir John Rose, and his son, Mr. Chas. Rose, as well as by the few old Lacrosse players scattered throughout the Kingdom, Dr. Beers pushed the scheme forward, and his labours were at length crowned with success.

The result of these efforts was the visit to England of the "Canadian Lacrosse Team" of 1876, during which they played matches (with the team of Caughnawaga Indians who accompanied them) in many of the leading cities of England, Ireland, and Scotland. One of the principal objects of their visit was to play before Her Majesty, Queen Victoria, but from a variety of causes over which they had no control, it soon became apparent that this was a consummation that they could scarcely hope to realize. Although the rest of the party had given up all hope of playing before Royalty, Dr. Beers never despaired, but by sheer tenacity of purpose and a faculty of turning circumstances to his advantage, managed to secure the desired

object, and the teams not only had the distinguished honour of playing before Her Majesty at Windsor Castle, but at the close of the game each player was personally presented to Her Majesty, and received from her hands, as a *souvenir* of the occasion, a portrait of herself.

This tour, although not a brilliant financial success, was the means of doing a great deal for the game in Great Britain, and gave it an impetus which must ultimately make it a strong favourite there. It made it popular amongst the very best class of people, and did not a little to let them see what kind of men we raise in this "Canada of ours." Besides this it was productive of good in many other ways ; it brought this country, for a time at least, prominently before the English people, and the team which was before all things else, thoroughly "Canadian," not only talked Lacrosse, but every man of them acted as a kind of amateur emigration agent. Under the circumstances the Government ought almost to have subsidized the team in recognition of their services, as it was about as inexpensive an emigration bureau as they could have organized.

The history of this tour, if written by Dr. Beers, would make a very interesting book, and it is to be hoped that, some day in the near future, he may be induced to get it ready for publication. It would be a very valuable addition to the literature of Lacrosse, and there is no doubt but that the venture would be a financial success.

In conclusion, I have only to ask the kind forbearance of my readers to any defects which a work so hastily written as this has been must necessarily contain, and to ask their assistance in making the game of Lacrosse what I trust it will always be, "The National Game of Canada."

THE AUTHOR.

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LACROSSE,

AND

HOW TO PLAY IT.



CHAPTER I.

INTRODUCTORY.

THE game of Lacrosse has, perhaps, attracted more attention amongst young men than any other field sport that has ever been introduced to their notice.

That this game, comparatively unknown until within the past few years, should have so suddenly become popular, seems almost a wonder. If ever any game has been persecuted, abused, or belied by envious rivals, that game has certainly been Lacrosse; and yet, in spite of all the opposition and ridicule it has received from the adherents of older established sports—in spite of its being declared unscientific, and not at all gentlemanly, by those whose notions were rather prudish—this game has, on account of its own intrinsic merits, not only been adopted by *Young Canada* as the *National Game* of the Dominion, but has also won its way high into the favour of athletes, both in England and the United States.

It is affirmed by its opponents that there is no science in the game, it is all hard work, and is injurious to the constitution.

A good player seldom hurts himself; it is only the novice who does the hard work, and gets no return for it. Lacrosse is yet in its infancy; the fine points in the game are only now becoming apparent. But the day will come when the public verdict on it, even as a scientific game, will be materially changed, and its opponents be obliged to confess that, measured only by their scientific standards, it will take its place as king of out-door sports.

Lacrosse has so many advantages over other games that, perhaps, it will not be out of place to mention a few of them. It is the cheapest of all games. It requires no pads, gauntlets, or other expensive equipments. A single lacrosse stick, and simple running gear is all that is required for action. It develops the muscles better than any sport we know of. The muscular action is confined to no particular part, as in rowing, skating, or football—it exercises, equally the arms, legs and body, and at the same time there is sufficient excitement about it to make it the most fascinating of games. It develops self-reliance, and awakens the energies of all who would excel in it. It is conducive to temperance and sobriety, for no young man can belong to a “*first twelve*,” or be a “*crack*” player, who does not attend to his way of living, and shun entirely the flowing bowl, or other vices of a more questionable character. It is so simple to look at that anyone can readily master its first principles in a few minutes, but to excel at it requires careful and steady practice, which not only acts healthfully on the body, but exercises an exhilarating effect upon the mind.

The game is always alive, and no player need ever complain that he has not had innings enough. As a matter of fact, it is nearly all innings, if a player only chooses to make it so.

THE ORIGINAL GAME.

Lacrosse, or *Baqataway*, as it was originally called, is an Indian game, and was used by them not only as a recreation, but also as a training school in which to quicken and strengthen the body, and accustom their young warriors to close combat so as to fit them for the sterner realities of the war path. It was a sport emphatically suited to the nature and development of the young Indian warriors, and it is not surprising, as an old writer tells us, that amongst some of the tribes it became "the chief object of their lives."

The original game had no fixed or definite rules by which it was governed: each tribe laid down laws of its own, but in all cases it was mind which was made subservient to matter, in stead of *vice versa*.

As far back as we can trace, we find the original *Crosse* to have been of a very different shape to that in present use. Those of the Choctaws, Chippewas, Cherokees and Creeks were about three feet long, bent into an oblong hoop, at one end large enough to hold the ball. Those of the Sacs, Sioux, Objiways, Dacotahs, Six Nations, Poutawatamies, and most other tribes, were about the same length, but the hoop was circular. None of the original sticks were over four feet long. The net-work of the oblong hoop was generally three inches long and two wide; that of the round hoops twelve inches in circumference. The former was literally net-work, but the latter was simply two strings tied in the centre and fastened in four places to the hoop; and both were sufficiently bagged to catch and hold the ball. The net-work or strings were originally of *wattup* (the small roots of the spruce tree used for sewing bark canoes); afterwards they were made of deerskin. Among the Chocktaws,

Cherokees, Creeks, &c., each player carried two sticks, one in each hand. The ball was caught and carried between them. There was considerable difference in the play with one stick and two—the former by far the most difficult. The manner of picking up was peculiar, owing to its shape. As the ball lay on the ground, it was almost covered with the hoop, and by a peculiar twist of the wrist and arm from left to right, scooped up in one motion. The ball was thrown from it by a jerk, and could not be pitched so far as with the present stick, as it received but little impetus. The Indians dodged very little, except when the ball was caught or picked up in a crowd, and dodging was necessary. This seems the more remarkable when we consider the shape of the stick, and the peculiar facilities for dodging afforded by the concavity of the netting, and the smallness of the hoop which retained the ball.

The original *Ball* was about the size of a tennis ball, though differing among the tribes, and was first made of deerskin or rawhide, stuffed with hair, and sewed with sinews. Some of the tribes used a heavy wooden ball—generally a knot—while others improvised balls of the bark of the pine-tree.

The earliest *Goal* was any marked rock or tree that happened to be convenient. At grand matches, however, they were more particular, and used for each goal a single pole or stake, eight feet high and two inches in diameter, or two poles as at present. The distance between the goals varied in proportion to the number of players, from five hundred yards to a mile and a half and more. Where only one flag pole was used, it was counted game by merely putting the ball past the line of the pole, although in some tribes the pole was required to be struck with the ball before it could be counted game.

The *Umpires* were generally the old medicine men of the tribe, whose decision was in all cases final.

The *Dress* of the players was generally as primitive as can be imagined—wearing only a light breech-cloth, and on grand occasions painting their faces and bodies, and decorating themselves with fantastic bead-work and feathers of various colours. Some tribes wore a curious kind of tail fastened to the small of the back, made of white horse-hair, or dyed porcupine quills, and a mane or neck of horse-hair dyed various colours.

Their matches were not decided like ours by the winning of three games out of five, but sometimes lasted for days together. They were really trials of strength and endurance as well as of skill.

THE PRESENT GAME.

Lacrosse was first introduced, or rather adopted by the whites, by the organization of a club in Montreal some thirty-seven years ago. At that time it did not seem to flourish, and the game did not make any actual progress, until about twenty years ago, when it began to attract considerable attention. From the year 1860 may be dated the rise of the game. Young men began to see its good points, and the result was that, in Montreal at least, it became the popular game. In the year 1867, the Montreal club, which must be accorded the honour of being the pioneer white club of Canada, and the "Alma Mater" of the game framed the first laws of Lacrosse; and shortly afterwards a convention of clubs was held in Montreal, to organize an association for the government of clubs and guidance of the game.

The result of this convention was the formation of the "*National Lacrosse Association of Canada*," which organization has

ever since done good work in popularizing the game by eliminating the rougher elements and encouraging its more scientific practice.

The game owes very much of its present success to the indomitable pluck and untiring efforts of Dr. W. Geo. Beers, of Montreal, the founder and first Secretary of the Association. Dr. Beers was ably assisted by Mr. W. C. Maltby, one of the crack players of the old Montreal team, and the Association's first President, and the amount of work they performed in compiling rules and regulations, and making improvements in the game so as to make it suitable for white players, can hardly be estimated except by those who know what the game was years ago.

Dr. Beers stands pretty much in the same relation to the game of Lacrosse as did General Wade to the roads he constructed in the Highlands of Scotland for military purposes. The contrast between the old road that was *not*, and the new that *was*, being not inaptly described by a local poet on one of the sign boards in this wise:—

“If you had seen these roads before they were made,
You'd hold up your hand and bless General Wade.”

Very few of our readers would ever dream that our favourite field-game of to-day could claim any very close relationship to the original game of the aborigines; that it can, is largely due to the labours of Dr. Beers, who may be justly regarded as the “Father of Lacrosse.”

To Mr. Beers also belongs the honour of first proposing the adoption of Lacrosse as the national game of Canada. A short time before the confederation of the Provinces, he published an article in the *Montreal Daily News* entitled “Lacrosse our

National Field Game." This was reprinted and distributed throughout the whole Dominion, and also copied into many local papers, and had a very marked effect in bringing the game prominently into notice.

His work, "Lacrosse the National Game of Canada," published in 1869, will always be regarded as an authority on the historic and practical features of the game, and beyond doubt its circulation at that time aided in no small degree in popularizing Lacrosse in Canada.

The present game differs very materially from that originally played by the red men of the forest primeval.

The Crosse is different both in shape and construction (see Chap. III). The goals are plainly designated by ornamental flags and poles, the size of the field has been greatly curtailed, while in everything pertaining to the rules of the game or the style of playing, the difference is equally marked.

In fact, Lacrosse as originally played by the red men simply gave the white players an idea which has since been developed by them into a game suited to the physical conditions and surroundings of its present votaries.

Although yet in its infancy, Lacrosse has done much to develop a popular feeling in favour of physical exercise, and probably no game has ever taken such a strong hold on the spectators.

The thousands of people who gather together to witness any of the great matches, and the cheers with which they greet any successful exhibition of scientific play, tell plainly that the game has for the onlooker a fascination evoked by no other field sport of a kindred nature. Of late years the game has been introduced into England, Australia, New Zealand, and the United States, and wherever it has been played, has


speedily won its way into the popular favour, and it requires no very great stretch of imagination to look forward to the time when International Lacrosse matches will become as common as International Cricket or Rifle matches now are.



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CHAPTER II.

HOW TO ORGANIZE CLUBS, OFFICERS, GROUND, PRACTICE, ETC.

NE of the chief beauties of the game of Lacrosse is the rapidity with which the sympathies of the spectator are enlisted, and from being simply an onlooker, he finds that shortly he has a strong inclination to become an actual player. How to do this is the question? They cannot (although they may amuse themselves alone) form a team of themselves, they hardly know how to start about forming a club, or fail to take advantage of any opportunities that may arise, because they are afraid they cannot carry their idea out, and it may prove a failure. For the guidance of any such, the following hints on the formation of clubs may not be amiss. The first thing is to canvas the young men of your town who are in any way likely to take up the scheme. When the general enthusiasm is aroused to a sufficient pitch, call a public meeting of those interested, for election of Officers, drafting of Constitution, and By-laws of the club. In the selection of officers care should be taken that they are all working and playing members. A great many young clubs are almost ruined at the start, by electing to the most important offices men of good standing in the place, not because they take any great interest in the game, but because they have influence, and it sounds well to have them on the list of officers—knowing little about the game—caring less—because not thoroughly active members, they neglect the interests of the club, and entire demoralization is often the result. Be sure when organizing to elect *playing* members

to *all* the offices—men that will come to practice every morning, and thus shew that they have the best interests of their club at heart. If the officers stay away from practice, or attend so irregularly as to make it practically the same, how can they expect the rest of the members to take more interest in it than they do themselves, and where this is the case, as a rule, they do not. It is not fair to the playing members of a club, nor likely to promote their interest in it, to see the principal offices taken up by outsiders, who have no claim to them whatever. If they are to bear the burthen of keeping up the club, they should also be sharers in the honours of office.

If a club wants any celebrities on its staff of officers, to impart lustre to it or add to its influence, by all means let it make them Honorary Patrons, Presidents, Vice-Presidents, or some other title of a similar character, but keep them out of any office with which there is any serious responsibility connected.

OFFICERS.

As a general rule, the officers of a club are a President, Vice President, Secretary and Treasurer (or generally the two in one, a Secretary-Treasurer); a Field Captain, and four (4) members of Council, the whole forming a committee for the purpose of directing the affairs of the club.

Although all the officers should be good, practical, playing members, the most important of them are the Secretary-Treasurer and the Field Captain. It is highly desirable that the Secretary, the representative of the club, should be a man of some talent and education. A great deal of the influence of a club depends upon its Secretary. Having to do all the correspondence, it is necessary that he should be a good writer, and able to compose a good letter. Nothing is so humiliating to a

club as to possess a Secretary whose letters are objects of ridicule for every club with whom they happen to correspond, and who possesses the unhappy faculty of doing everything just exactly at the wrong time, or neglects doing it altogether. The Secretary should also be possessed of good address, for in the negotiations and business transactions he has to do on behalf of the club, he will find this faculty of great assistance. If such a man can be got to fill this important position, by all means secure him, and your club will be the gainer by it.

The most important officer in the whole club, although in a different sphere from the Secretary, is the Field Captain. This office is no sinecure, as on him rests the responsibility of what standing the club shall take when forced into competition with other clubs. He ought, if not the best player in the club, to be, at least, able to play well, and to thoroughly understand the game. He ought to possess the confidence of the entire club, so that if, unfortunately, any dispute should arise, he may be able to settle it quietly and at once, and that whatever may be his decision the whole club shall unanimously support him. His aim should not be so much to play himself as to direct the playing of the rest, and see that every one plays properly, to prevent shinnying, fouling, rough play, &c. He should take particular notice of the dispositions and capabilities of each player, and place them on the field where their play will be most effective. He should be so thoroughly conversant with the science and practice of the game as to be able to direct the style of play, and to so harmonize the different players that *unity* instead of *individuality* will be the chief source of their strength. The Captain should make the peculiarities and style of each player his particular study; and as he has to arrange the positions of the players in the team for matches, so he

ought to make each one know his place beforehand, and practice so as to accustom himself to it. Although he ought to possess a good sound pair of lungs, and a voice that can be distinctly heard in any part of the field, there is no necessity for his using it all the time ; as a general rule the best Field Captains do not make the most noise on the field. If a Club possesses a good Field Captain, such as we have endeavoured to describe, there is but little danger of their not turning out well, provided they accord him the confidence he deserves, and endeavour to profit by his instructions.

The *President* of the club, as well as being a playing member, should also be a man of good social standing in the place. His duties are to preside at all meetings of the club and committee of management ; he should endorse all orders for disbursements of money, etc., and if he attends properly to his duties, he will be found one of the most useful officers that the club possesses.

A club should have at least Twenty-Four (24) playing members, although it can get along with less ; and can do with as many more as can be got together ; "the more the merrier." The game is not exclusive—every player, be there ever so many, has his innings, so to speak, at the same time, in fact the great beauty of Lacrosse is, that *it is all innings*, and no one monopolizes the best part of the game, because he happens to be an extra good player. Although a very bad habit, there is nothing missed by being a little late at practice ; the game is always *alive*, and there is always an opening for late comers.

GROUND.

In choosing a ground, the principal things to look for are size and levelness. It is not absolutely necessary that there should

be no fall whatever to the field ; the main point should be to have the surface as level and free from small hillocks and inequalities as possible ; the older and more elastic the turf upon it the better. It should not be less than 200 yards long by 150 yards wide ; if larger it is an advantage, but any smaller would cramp the game too much, as the ball could be easily thrown from one end to the other with but little exertion. If a fenced field can be obtained, so much the better ; and it is also desirable to have a comfortable dressing room, in which the club can hold its meetings, and conveniently put away their spare clothing while at practice. A very good plan, where lacrosse clubs cannot afford to do this, is to unite with a cricket club, and lease the ground and erect dressing rooms in partnership. The two games "hardly ever" interfere with one another, as lacrosse practice is generally held in the morning before the ground is fit for playing cricket. In this way, at very little expense to either club, good grounds and buildings might be obtained.

Having elected officers, compiled constitution and by-laws, and secured a suitable ground, the next thing is to commence practice.

PRACTICE.

The first practices of a newly organized club should be confined exclusively to learning the rudiments of the game. To this end the club should provide at least half a dozen balls, and all the members should for the first morning practice "picking up" exclusively ; that mastered, let them try "carrying," then in turn "throwing" and "catching." After a few preliminary practices of this kind, they are ready to commence regular work, which is best done by choosing up sides and playing the same as if in a match.

A great many players are spoiled by the fact that when they first join a club they are at once rushed into the game and are expected to play their part just the same as if they had received a thorough course of rudimentary instruction. The result of their failures when compared with the brilliant play of some of the older members is very discouraging to them, and unless they possess an unusual amount of pluck and perseverance, their services are often lost to the club. We have known some, who afterwards turned out to be "crack" men, become so disgusted at their mishaps and the want of consideration shewn them by old players at their first practice, that they had almost resolved not to attempt it again. We are strongly of the opinion that valuable assistance is often thrown away from want of careful management of new players at their first practices.

New players should never play with the club in the regular way, until they have been drilled in the rudiments of the game. They might as well be expected to become brilliant pianists without practising the scales, or veteran soldiers, without having gone through the "goose step and setting up drill," as to play against trained players with either satisfaction or success, until they have thoroughly mastered the rudiments of the game. Old players should remember this.

As a general rule in Canada, lacrosse clubs practise almost exclusively in the morning; if time can be obtained in the evening, and the players got together, it is much the best time, as the grass is dry and the sod more elastic; but this is often hard to do, and as far as our experience is concerned, we have found where both were kept up, the morning practice was much the better attended. Practice should commence at six and last till seven o'clock. One reason why this time is preferable to any other is, that it is really so much time gained. It does

not interfere in any way with business, or hurry you for evening engagements, and if not so employed, would in all probability be spent snoozing in bed. Three practices a week are generally considered sufficient for any club, unless special practice be required when a twelve are about to play in any important match.

The first few practices are certainly not all that could be desired, as far as science is concerned, but we venture to say that, as regards fun, there is more real side-splitting merriment in the first practices than in any subsequent ones. Nature may send born poets into the world, but she never sends Lacrosse players—at least not in any white community. There is nothing more amusing to a good player than to watch the first attempts of a tyro with a crosse. There the ball lies on the ground before him. Nothing seems easier than to pick it up with the crosse. He makes a frantic dash with his stick lowered, but the more he pokes at it the more it seems to evade him. By-and-bye he learns to take it coolly; and now the mischief of the thing is to carry it. If he holds the crosse out at arm's length, it persists in rolling off; if he attempts to throw to any point, it will go straight up over his head, or, to the very point where he least expected. He sees a dodger passing check after check in quick succession, and it seems easy enough, and goal-keeping simplicity itself. His entire existence for the first few hours is one of inglorious mishaps and disappointments; but soon the ball is carried with ease, and thrown with accuracy; the sprawling nervous tips and swipes in final desperation, give place to grace and facility, and the novice enjoys something of the astonishment of a young Newfoundland dog thrown into the water for the first time, who, trying to walk, discovers that he can swim. If it is a worthy

thing to be a player at all, it is well worth trying to be a good one. When a novice has learned to pick up and master the ball, to throw, catch, check, dodge, and field properly, his aim should then be to have a place on the "*First Twelve*," and if he can make himself so proficient as to be a "*Crack*" player, and on the team, it is an honour he may well be proud of



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CHAPTER III.

MATERIAL FOR PLAY.

THE first thing requisite for a young club (or, in fact, any club) is good *Crosses*. Without good sticks a club will find that it is all up-hill work, and the generality of crosses paraded in front of shops to attract public attention, and which are supposed to answer the novice as well as the best, are in reality a complete fraud. The crosse in its present form, differs materially from that used by most of the Indian tribes. The Indians of Canada, however, claim to have invented and used the crosse in its present form long before Jacques Cartier won a name for himself by exploring the noble St. Lawrence.

When the French first saw the game played they gave it the name it at present bears, *Lacrosse*, the bat.

The old-fashioned crosses seem to have been used mostly by the Indian tribes to the south and west of Canada, and the claim our Canadian Indians make to the invention of its present shape, is sustained by the fact that the part of the Six Nation tribes of Indians living in Canada, use our modernized form of crosse, while the part of the tribes who remained in the United States still use, as formerly, the crosse of the old-fashioned pattern.

DIAGRAM OF THE CROSSE NOW USED IN CANADA.



A, Tip ; B, Top ; C, Band ; D, Collar, or Peg ; E, Butt ; F, Leading String. 1. Head Surface of Netting ; 2. Centre Surface of Netting ; 3. Lower Angle, or Pocket,

B

The crosse is generally made of white or black ash, hickory, rock or water elm, or basswood, and like other aboriginal products, such as the bark canoe, the snow-shoe, and tobogan, was originally made entirely from the productions of the chase and the forest. The crosse of to-day differs very materially from its prototype of a quarter of a century ago. Like every thing else that the genius of the white man has touched, it has been improved both in shape and mechanical construction, and though it may have lost some of its fanciful decorations, it is a much more effective weapon either for offence or defence than its predecessor. The Indians prefer hickory on account of its strength, but as a general thing the sticks in use among the Indian players are much too heavy for the generality of whites. If hickory cannot be got light enough, the next best wood is either ash or rock elm. We prefer rock elm.

In selecting a stick, always look for those in which the grain runs straight and free from knots. In rock elm sticks, select those made from the heart or redwood of the tree; they are much stronger and tougher than those made from the white sapwood.

In bending the stick, the incurvation should be regulated either by a wooden model or by the eye. The best plan, if a person intends making any quantity, or wants a particularly good stick, is to take a wide piece of two-inch plank, and after drawing the model of the stick upon it, place strong wooden pins around the curves. If you have any means of steaming the wood a good stick can be made with a model of this kind, but our experience in this line has convinced us that it is much cheaper, and equally as good, to buy them ready made.

The laws of lacrosse now limit the width of the crosse, in the widest part, to one foot (Rule I. Sec. 1. of Laws of Lacrosse),

but for any purpose but goal-keeping, nine inches is a much better as well as more convenient width; the goal-keeper should, however, take advantage of the outside limit allowed him by the law. A slight outward bend should be given to the middle, so as to throw the handle slightly backward; a safe guide for this is to have the handle pointing exactly down the centre long-string of the crosse, when it will be found that the stick balances more evenly and feels lighter in the hand than if kept exactly straight. The part of the curve which touches the ground in picking up should be shaved or filed off, so as to offer as little obstruction as possible to its getting under the ball. There is no restriction upon the length of the stick, but the measurement most likely to suit all parties is from the toe, close into the hollow under the arm. A long stick is better for long and hard throwing, and for general play, provided the player can manage it; but the disadvantages are that the weight is increased, and the length impedes ground-frisking, and is more exposed to checks in dodging.

The goal-keeper should never have a crosse longer than the toe and arm-pit measurement. The circumference of the stick should be about $3\frac{1}{2}$ inches in its thickest part; the back part, which is pierced for the netting, should be shaved flat, about a quarter of an inch wide on both sides of the holes.

All trimming should be complete before commencing to net. Care must also be taken not to sacrifice strength to appearance. A curve too thin is sure to crack at the holes, and some fine morning collapse. The butt may be bound with waxed cords, or chamois' skin, to give a firm grasp, and prevent concussion. After the stick is bent, and before the string is fastened to retain it in its place until seasoned, a hole should be bored, and a peg inserted, or what is perhaps better, the stick should be trimmed

so as to leave a collar at figure D, where the length-strings are to terminate. Another way and one much liked by some players, is to bore five or six holes about half an inch apart on either side of the collar, and, in weaving, pass the long strings through, from the under side—over the top, and down through, and then to the hole at the top of the stick. The advantage claimed by this method is, that the netting can be made much leveller than by either of the former methods. The netting should be about 34 to 36 inches long. About thirteen holes, two and a-half inches apart, are now bored for the length and side-strings, about a quarter of an inch from the inside of the wood, and exactly in the centre of the shaved surface. These holes should begin about an inch and a-half from the tip, and stop at about six inches from the collar. The stick is then ready for the netting.

Before commencing to weave, decide which side of the stick you will use. Holding it in your right hand, the right side is that which is uppermost when the tip of the curve is to the left, Reverse it, and you bring the tip to the left, and the left side is uppermost. They are generally designated right and left hand sticks according to the side which is uppermost as described above.

If a young player be in any doubt as to which side he should use, let him choose the side which seems to come most natural, and it will be sure to be the best for him. There are as many reasons for using the one side as the other. Some maintain that there is less danger of being checked in dodging, and more ease and accuracy in throwing, by using the left side; but on the other hand, as many maintain the same advantage for the right.

In the carried dodge from right to left, across the front of the

body, the netting is more exposed to damage from the usual front check ; and, as this is about the only carried dodge used by the Indians, we may perhaps attribute to this their general use of the left side of the crosse. Another good argument in favour of the left side in dodging is, that in the movement from right to left, as above described, the ball finds a better guard from slipping, as it is close to the stick ; while when held on the right side in this movement, it is altogether controlled by the wrist and arm in carrying. As far as we are personally concerned, it is a matter of perfect indifference which side is used, as we have seen quite as good play, and as long and accurate throwing made from one side as the other, so that the only rule after all is for each player to use the side which comes the most natural to him.

To shew how absurd any rule would be on this point, we might mention that although left handed in playing we have always been in the habit of using an ordinary right hand stick, and we never found the slightest inconvenience from it.

Weaving.—The materials used for weaving must be "*Cat-Gut*," which (see Rule I, Section 1) is intended to mean raw-hide, gut or clock-strings, not cord or soft leather. Formerly it was the custom to use cord, leather thongs, buck-skin, and other soft materials, for that purpose.

The cat-gut, if good, will be transparent after having been prepared in a solution of potash and water. It should be cut into straight strips, of uniform thickness, and soaked in water for a few minutes before using.

The longest strings are used first, and the weaving may be commenced by catching at the collar or peg, passing through the tip hole, across to the second hole, down to the collar or peg, up to the third hole, and so on until the length strings are

completed. The interweaving of the cross strings is then done by continuing sideways, twisting the gut in a half knot as it has to cross any length string. It is much cheaper to buy than make a crosse, but every player should learn to weave a netting for himself, as the Indian manufacturers make a hide go a long way, and have no conscientious scruples about sending miserable gut into the market. The strongest material we have ever met for netting, and which may be used alone or interwoven with the regular material, is the clock gut, used for clock-weights. This makes the prettiest netting for a crosse; its faults are that it is easily broken by a sharp blow, and when it gets wet it shrinks so much as almost to make the crosse unfit for play.

Our experience is that the best and most durable netting is made by using good strong well twisted rawhide for the length strings, and medium sized clock gut for the cross strings. If clock gut be used for both, the length strings should be made double, so as to ensure the requisite amount of strength. A good deal depends, however, upon what part of the field the crosse is intended for, as a defence player requires a much stronger netting than one playing home.

The length-strings should be made so tight as to prevent the possibility of the netting bagging. The "bag" was instituted by bad players who were fond of dodging, and too lazy, or unskilful, to learn the art of managing the ball on a flat netting. The difficulty lies in defining a bag, but every player instinctively knows one. There is no such thing in a new crosse, and to induce players not to bag, it was some years ago, agreed by the Montreal clubs, to use a leading string resting upon the top of the stick. When the leading string was first proposed, it was also agreed to make a certain concavity below which it

would be illegal to bag, thus meeting the baggers half way ; but this was clearly seen to be impossible with the pliable substance used for netting, and the length of the surface exposed to alteration by the vicissitudes of play and damp weather. It would be far easier to lay down a rule for the mathematical exactness of the curve, and the dimensions of the stick, than for the concavity of the netting ; because the latter loses its original shape in using, especially when wet, and would not retain any original concavity for half an hour. Picture the confusion, when, after a few minutes' play, several of the player's crosses would (of course accidentally) bag below the restricted depth. The men might present a perfectly flat netting before the Referee, (which, by Sec. 2, Rule VI, they are bound to do), and when their backs are turned, let out the length strings, and make a bag of any depth. There would be many more disputes on this point if such a law were made, than ever there can be as the law now stands. The only check is the honour of each individual player, who should think it degrading to be even suspected of playing with a bagged crosse. In dodging, &c., the player who uses a bagged crosse has about as much advantage over his rival, who uses a flat one, as in a rifle match a marksman who uses a hair trigger has over another who uses only the regulation one—a thing which no marksman would tolerate, and no *gentleman* ever attempt.

Prettier and much more scientific play is, in our estimation, made with the flat surface. We well recollect, some years ago, the style of sticks then used by the Six Nation Indians, in their match with the whites in Toronto. Some of them might more aptly be called fishing nets than lacrosse sticks, so much were they bagged. In those days, when a *brave* got the ball into this net, he had to run with it, and dodge, for he could not make a

long throw of more than fifty yards with it ; of course, when once in such a bag, it was almost impossible to dislodge it ; hence their very pretty exhibitions of dodging in those days, which they have never been able to repeat since they have been compelled to use the regulation crosse. We are very sorry to say that their bad example was in some cases followed by white players, and, even now, we have in our minds players who trust more to the tenacity of the ball to their bagged crosse, than to any real skill they possess.

The first match played by the Six Nation Indians in Toronto, after their adoption of the flat crosse, was a farce—if they had been playing with so many pieces of boards they could not have made a more miserable bungle of the game—it was a hollow victory for the whites, but it was a lesson to the reds. Since that time they have shown a marked improvement in every department of the game, and are now no despicable enemies for any “crack” team to encounter.

Indeed, in a subsequent match, played before His Excellency, Lord Dufferin, several of the younger members of the Indian team made some of the most marvellous catching and dodging, with perfectly flat sticks, we ever beheld. May all our whites try to do likewise.

The Goals.—Two goals are required. Two flags constitute a goal ; the colours generally used are scarlet and blue, probably because they are the most conspicuous, and most readily catch the eye of the player in the rush and excitement of a match. Sometimes the flags are very handsomely worked in gold and embroidery. The flag-poles should have iron spikes, about four inches long, to sink into the ground, and the lower end of the poles ought to be strengthened and protected by an iron or brass ferrule. The distance from the one goal to the other, should be

proportioned to the number of players and length of the ground. For twelve players on each side as in ordinary matches, two hundred yards is a fair distance. The goals should never be pitched close to the fence if it can be avoided ; they should be at least twenty yards away from it, as it gives the defence players a better chance of protecting their flags. The rules provide that the goal crease should be distinctly drawn in front of the goal six feet from the flag-poles (Rule IV.), but this law appears to be "honoured in the breach," as we never knew of an instance in which it was carried out.

The Ground.—The more level the ground the more pleasant and scientific the game which can be played upon it. The fewer stones, and the shorter the grass, the better ; where the grass is long it makes picking up a very difficult manœuvre, and loose stones lying on a field, if not conducive to good play, are at least so to sprained ankles and nasty falls. The ground does not absolutely need rolling or preparation of any kind, but level ground develops fine play, as it facilitates picking up, running, &c., and leaves a player nothing to do but to attend to his play, instead of having to explore the ground he is about to venture on. The size and nature of the ground changes the character of the game. Players with good wind, who run well, will prefer a long field ; but the real science of the game, and beauty and skill of the contests, will be sooner and better developed on a field where the men are brought nearer together, and the brunt of the battle, instead of being fought in centre field, will take place around either goal.

The Ball.—The circumference of the ball is about half an inch less than that of a cricket ball, and weighs four (4) ounces, less two-penny weights. The weight of balls of the size and quality mentioned by the laws, is nearly always the same, but the thing

is to tell exactly the density of the ball so defined. Perhaps the easiest test is its elasticity; a good ball can easily be compressed between the finger and thumb, and when the pressure is removed will immediately resume its former shape. It should be made of *solid rubber sponge*, and it is always better to err in getting one too soft than too hard. Just before the sun rises, and at dusk, there is a gray, misty haze over the ground, rendering it very difficult to see the ball in its rapid flights. No goalkeeper can possibly stop a ball under such circumstances, and oftentimes matches are lost from this very circumstance. The only remedy that has yet been suggested is to paint the ball white, which would make it visible at a time when black could not be discerned at all.

We have oftentimes seen clubs playing in a match until neither side could see the ball, and it was only by the exclamations of the players and the thud of the ball striking the ground that its whereabouts could be made out. In such cases it would be almost as well to stop in time, for a game won under such circumstances cannot be the result of skill, and is, in most cases, the result purely of chance.

Dress of the Player.—It has always been the fashion to wear a light dress, and though we would not advocate the nudity of the original players, we think the less and lighter the dress the better. The respective sides in a match should always have a distinguishing dress, easily told from that of their opponents at the first glance. The best colours are those which are the easiest kept clean; and these are black, brown, drab, gray and scarlet. The more sober the colours, as a rule, the neater and more effective a team will appear on the field. All extravagant contrast in colours, such as red, blue or green, or other such combinations, should be left to Indian players—they do not suit the

complexion of white men. Whatever dress a club may adopt, the members should always make a rule of all appearing in that dress ; nothing looks so bad as to see a twelve come on the field looking for all the world like the broken pieces of glass tumbled out of some kaleidescope. The dress worn some years ago, and still worn by some clubs in preference to any new style, consists of flannel cap with peak, tight-fitting woollen or merino shirt ; flannel or light cloth pants (tight), reaching to and buckling at the knee ; long woollen stockings, reaching above the bottom of the pants, and the feet encased in moccasins or rubbers. The difference in the new dress, as worn by many clubs, consists in wearing long woollen, or merino drawers ; and instead of the old knickerbockers, are worn a very short pair of pants, dignified by the name of trunks. This, with the addition of a night-cap, instead of a cap or havelock, makes a very neat and effective uniform, and its cost is much less than that of the old style. We consider rubbers preferable to moccasins ; they give the player a better hold of the grass, and are not apt to get glazed and slippery. There is a regular lacrosse boot manufactured in Montreal, but it seems never to have come into fashion among players, whether it is on account of its cost—which is much more than ordinary rubbers—or that it is no better, we cannot say. Belts are generally worn, and are, if broad, a good support. We would recommend gloves to all who play, whether in matches or practice only. Many a little knock that is scarcely felt when one has gloves on, if struck on the naked hand would invariably bark it, more especially if the morning be any way cold. Driving gloves, which also protect the wrists from blows, are the best. If a good hold of the crosse cannot be got with the glove, it can easily be remedied by cutting the palm of the hand out sufficiently to give a good grasp.

CHAPTER IV.

PICKING UP, CARRYING AND CATCHING.

TO *pick up* the ball and fully control it on the netting of the crosse, is necessarily the first lesson of the game, and yet it is by no means an easy accomplishment. Simple as it looks, and easily as the old player seems to do it, it is a difficult task for the novice. In his first attempts, he either knocks it on ahead of him, or else pushes the crosse under it with such force as to make it run over the side. It is quite impossible to be a reliable player unless you are able to pick up quickly, and with certainty. On level ground, no player has any right ever to miss picking up the ball; speed offers no excuse for running over the top of it; be he going ever so swiftly he should be as certain of picking it up as when standing still. The following practices will be found useful for beginners :

1st. Cover the ball with the top surface of the netting, keeping the face side to the top, draw your crosse quickly towards you, so as to make the ball roll in the same direction; when in motion, bring your crosse quickly towards you, and, with a sharp, forward motion, scoop up the ball.

2nd. Stand about four feet from the ball, if a right hand player, with your left foot advanced; if a left hand player, with your right foot advanced; draw the crosse back about two and a half feet in rear of the ball, and with a straight, quick drive under it, scoop it up in one motion.

3rd. Roll the ball along the ground in front of you, and while it is in motion, follow it on the run, and pick it up with a quick drive. This exercise may be varied by having the ball

thrown in different directions, to you, from you, or lying motionless.

The player should try this slowly at first, and gradually increase his pace, until he is able to pick up with certainty and ease while going at full speed. The first practice described above, is seldom used in the game, unless the player has so much time that he can do as he pleases; in most cases he is so closely checked as to be compelled to take it up with a dash, as in the third practice. Many otherwise good crosses are hard to pick up with, because they are too thick at the top part of the turr; this can be remedied by shaving or filing down the side which touches the ground, and making it wedge-shaped. In practising picking up, the player should make it a rule to accelerate his speed just before he reaches the ball. Some otherwise good players have a bad habit of slackening their speed in order to pick up, this not only looks bad, but gives the opponent following, a chance either to shoulder him, tip his crosse up from below, so as to make him miss his pick up, or check down his stick the moment he has succeeded in getting the ball upon it. We regard picking up as the most essential feature in the game, and no one can be considered a first-class player unless he is proficient at it. Nothing looks worse than to see a player run over the ball in a match, and nothing does more harm to his side, he might almost as well throw the ball into his opponents crosse at once. Our own opinion is that more rough play is caused by bad or slow picking up than all other causes put together. If players could always be certain of picking up when going at full speed, ground scuffling and rough play would become almost unknown. The faculty of picking up well is one that should be by all means encouraged. The player who is not a proficient at it, is always looked upon as a "muff,"

and he may be sure that if he be suffered to remain on the "First Twelve," it is only from tolerance, or because they can't just then get a better; and not because he has any *right* to be there. We would like to impress this idea upon all beginners. By all means master picking up thoroughly, and become proficient at it, else you can *never* become a successful player.

CARRYING.

When running, the ball should invariably be carried on the head or centre surface of the netting. Before the present laws were framed and adopted, it was customary (alas! those good old days when any one could play) to have a pocket of various degrees of depth at the lower angle of the netting, in which to carry the ball. Of course this facilitated carrying very much, and the deepest bag had the best chance. With the present netting, however, the lower angle is the most risky place to carry the ball, unless the leading string be very high, and even then you have but little control over it if your stick be struck with any force by a checker. The principal advantage of carrying the ball on the centre of the netting is the great control you can always exercise over it. A very good habit, which is often practised among "crack" players, is to add variety to the plain carry by dandling the ball—that is, bouncing it up and down on the netting. It is very useful when closely pursued, and the checker keeps continually swiping at your stick; in most cases his crosse will strike yours when the ball is in the air, and by the time that it lights again on the netting, you will have the full control of your crosse. The best grasp for carrying is a few inches from the butt of the crosse. Some players make a habit of grasping the handle by the centre instead of near the end, and allowing the butt to project beyond their elbow; the

advantage of shortening the crosse in this way is much more than counterbalanced by the ease with which a checker, following, can dislodge the ball, by hitting the projecting part. Indeed we have repeatedly seen a ball thus dislodged knocked clear over the head of the person carrying it, and caught by the checker. The crosse should always be carried with one hand, both when running for the ball and when it is obtained. Nothing looks more awkward at practice, or ridiculous in a match, than to see a player running for the ball with his crosse grasped in both hands, and, as a necessity, his body swaying from side to side like an elephant on the double. Recently some players have adopted an invention injurious to the game, in order to get over the restrictions respecting the bagging of the netting. It consists in having the back and point of the stick left high, and scooped out from collar to tip; from the bend to within a few inches of the tip it is thinned as usual to allow picking up. The objection to this is that owing to the height of wood at the tip, while obeying the letter of the law (see Sec. 1, Rule I), which says: "A string must be brought through a hole at the side of the tip of the turn to prevent the point of the stick catching in an opponent's netting," it breaks it in the spirit by making a complete guard around the entire netting except at the head, nearly two inches in height, and destroying almost entirely the force of the clauses preceding and following it. With the back of the stick, an inch or an inch and a-half in height, there is not the slightest necessity for raising the leading-string at the tip—it can be raised high enough to make a complete protection without it. The effect of this mechanical contrivance is to reduce the amount of science required in order to handle the ball skilfully while carrying, dodging or throwing,

and to bring good and bad players much nearer the same level than they would be were success dependent entirely upon skill.

CATCHING.

Probably the hardest thing about the game to a beginner is *catching*. A person may be ever so proficient at catching a cricket or base-ball, but put a crosse into his hand and ask him to catch even an easy ball thrown to him, and he finds that he cannot do it; his former knowledge avails him nothing, he is out of his depth, his eyes, arms, and crosse do not act in concert, and the result is, that the ball either bounces off the netting, or slides over the crosse altogether. It is easy enough for him to hold his crosse so that the ball will fall upon it, but the difficulty consists in keeping it there, especially if the netting be as it ought, flat and according to regulation. Probably nothing is so hard to learn as catching, and yet, after the art is acquired, so easy and natural does it become, that the wonder seems why you could not do it at first. In catching, the crosse is held to the front, the right hand of the player grasping the butt, with the left hand above the collar. The art consists in allowing your crosse to retreat, gradually slackening until the ball rests quietly upon the netting; always, as soon as this is done bring your crosse up to the usual level at which you carry, and your catch is completed. The easier the ball falls upon the netting, or, in other words, the further a player retreats his stick with the ball, the more sure and scientific is the catch. The fault of a great many players in catching descending balls, is that of holding the crosse too stiff as the ball nears the netting, or *meeting it half way*, the result of either being to cause the ball to bounce. The correct way is to withdraw your crosse, as if you did not want the ball, and yet would like to

catch it. A good catch at base ball, or cricket, never stops the ball suddenly ; his hands move quickly towards the ball, until it is fairly within them, and then as suddenly retreat, gradually increasing the grasp to lessen the force of the concussion. True, a player can catch a ball without all this manœuvring, but if it be hard or swiftly thrown, he is not likely to repeat the experiment very often. A crosse has this disadvantage (if so it may be termed) over a man's hand, that whereas the latter has fingers that can grasp and retain their hold, in spite of want of skill or the tendency of the ball to escape, the former has not, and *skill* must therefore be the only means of making the crosse and ball act in harmony. The netting should always be presented to the ball, and never batted against it, and should receive it on the head or centre surface, and never on the lower angle. To catch with a bagged crosse is no art whatever, for when the ball once gets into the pocket of a bagged stick, it is almost as securely held, as if in a catcher's hand. There is no science in it whatever ; it is merely a matter of holding out your stick, and letting the ball drop into it ; you need not have the least anxiety about missing it ; in fact it is an exception, not the rule, for any player, new or old, to miss a catch with a bagged crosse.

It was not unusual, before the laws were made so stringent as they are at present, to find that the best catchers in a club were those who used the bagged netting, and we can well remember that in some cases, when carrying the ball, so much was the netting bagged, that it could be seen hanging down two or three inches below the frame-work of the crosse ; of course there was no science in it, and as soon as these players were forced to adopt the flat netting, or give up playing, they at once *descended* to their level, and became, in most cases third-rate

players. If you find that, to be equal with others, you have to use bagged netting, you may be sure that you have yet much to learn, and the sooner you discard your old crosse, and adopt the regulation one, the better. The Indians, as a general rule, are celebrated for their catching, and yet their sticks are much inferior in length and elasticity of netting to those used by most white players. It is unusual with them to miss catching the ball; and probably from this reason we have often heard players say that "it comes natural to them." Not so, however, it is the result of hard practice, and there is not a white player in Canada, but may be as good a "Catch," if he will but strive to become so; and it would be a good thing for the game if this branch were more cultivated than it is, as it would cause the disappearance of a great deal of the rough play that at present disfigures the game.

Probably the best and surest way to learn to catch is to practise alone, or with one or two companions, until you have become used to it:

First: the *perpendicular* throw and catch; beginning at a low altitude, and gradually increasing the height, as you find yourself getting accustomed to it. Next throw *upwards and outwards*, so that you will have to make short dashes to secure the ball; next *upwards and backwards*, so that you will have to turn sharply round, and make the dash before you can catch it. Then hold your crosse out at arm's length and throw the ball *across your front*, so as to have the catch on the left and right hand sides alternately. A very neat, and somewhat difficult feat, is to throw the ball perpendicularly up, and while descending, cover it with the face side of your netting, and following it down as if you were going to accelerate its motion, instead of catching it, and when about waist high from the ground, give

your crosse a sudden twist so as to bring it under the ball, then lower slightly, as in the ordinary perpendicular catch. This is principally done with the wrist, and although not very often used in matches, will be found good practice. There are so many varieties of catching, that we have not space to enumerate them all; but master the following, and any of the others will be easily learned:

Descending Balls are the most numerous and easiest to catch. If you catch a ball of this description before it touches the ground, you gain a decided advantage, especially if your opponent is inclined to keep you any way closely checked, and success often depends upon seconds gained and usefully employed. If the ball be a long high throw, coming down nearly perpendicular, hold your crosse to the front, and grasp firmly, right hand at the butt, left hand a little below the collar or peg; as the ball nears you, raise your crosse to meet it, and when within a few inches, sink and imperceptibly slacken the motion, until the ball rests quietly on the netting.

After the ball strikes the ground.—This is the simplest mode of catching, and is only used when you have not confidence for, or miss, the preceding catch: it is sometimes a matter of choice, but often a matter of necessity; it should never be indulged in, unless you are unchecked. If you have a watchful opponent when trying it, you may find that you have only waited to give him a chance of getting the ball.

Grounders.—Securing a grounder is more a combination of picking up and blocking, than catching proper; but nearly all grounders rise after blocking and require catching. Block with the head surface of your netting, and as the ball slides up, depress the handle of your stick, and scoop it up by a thrust forward and upward. If the ball be very swift, keep the handle

of your crosse well advanced until you block, then depress and catch. The worst grounders to catch are those which have a sort of spiral motion; if the handle of the crosse be not kept well advanced, they are almost sure to twist themselves out of the netting and shoot past you.

Hoppers.—The safest way for these uncertain balls is to block first and catch afterwards.

Straight Balls.—These are the most difficult to catch of any, especially if thrown with any extra velocity. If they come below the level of your head they may be caught by holding the crosse out in a horizontal position, and then manœuvring the same as in an ordinary perpendicular catch, only great care must be taken to secure the ball by giving the crosse a quick swerve upwards. Another way is also to hold the crosse horizontally, but instead of retreating, to continue the forward motion, so as to deaden the shot, and then by a quick, upward motion, secure the ball. This latter is by far the neatest, as it is the most difficult and scientific catch. If the ball comes above the level of your head, the best way is to stop it, and then catch it as it descends; or if you have not time for this, being too closely checked, knock it to one side, where either yourself or one of your side will have the best chance of getting it.

The *Double Catch* is generally used when you are so closely checked as to render it impossible for you to catch in the ordinary way. Instead of completing the catch, give the netting of your crosse the proper angle so as to make the ball bounce from it over your opponent's head, by a quick dash you can easily catch it on the other side of him, before he can recover himself.

No player can be a good fielder without being a good catcher, as in general play the occasions for its practice are so very frequent. As a rule good catchers are the exception in a club. In a

match they are sure to come to the front and gain the applause of the spectators by this kind of individual play which is always commendable. A good catcher is invariably appreciated. Catching is always more difficult when you are running, and the player who can always keep a cool head on the field is invariably the best catch. A very good practice for catching on the run is for two players to start across the field on parallel lines, about twenty yards apart, and pitch to each other while running—the difficulty is that the ball *must not* touch the ground. As they get accustomed to it, the distance may be widened. This is not only good practice for pitching and catching, but also trains them to judge distance and velocity, so that the ball shall not be thrown so far that he cannot reach it before it strikes the ground, nor with such velocity that it passes him altogether. As a general rule, it is always safest, and therefore best, to catch with two hands; catching with one hand is seldom effective, except in dodging.

A ball accidentally caught under the arm should never be touched with the hand, but be immediately dropped. If the ball should happen to run up the netting of your crosse, and fasten itself in the pocket or lower angle, the player (see Rule XVII) should immediately dislodge it by striking his stick on the ground. Avoid every appearance of unfair play.

CHAPTER V.

THROWING.

PERHAPS nothing in the whole game affords so much scope for development as throwing the ball; and yet we venture to affirm that nothing has been more neglected, even among good players, both in theory and practice. In a match, the actual number of shots aimed at the flags is comparatively small, and yet, out of this number, how many useless and miscalculated shots there are. It only requires that three shots should go through the goal to secure the match, yet we oftentimes see dozens of balls thrown, and not one of them even if left alone in their passage, go straight enough to score a game. If the waste of strength by the "home"-men, in propelling these misdirected shots, were all the actual loss, it would matter but little; but when we consider that it may have been with herculean efforts that the goal-keeper has been able to save his goal, or the defence-men and the fielders to get the ball out of their vicinity, and speed it up to their own "home"-men, then these shots and opportunities so wantonly misdirected, become of vital importance, for they represent the combined efforts of the team. Even in playing in centre field, the number of easy pitches that are miscalculated is much greater than it has any right to be, and the result is to make the games longer and more tedious than they would otherwise be. For years we have endeavoured to impress upon Lacrosse players with whom we have come in contact, both by precept and example, the importance of practising throwing into each other's crosses and on the flags, but we regret to say that our efforts in this direction have

not met with all the success we could have wished for. Many young players consider such practice tedious, and are only too ready to find an excuse for leaving it for the greater excitement of the game. There is no royal road to Lacrosse, any more than to knowledge, and it is a great mistake to suppose that you can make a good player by immediately rushing into the game. To assert that you can learn to play as well by intuition as by rule, is to deny that there are first principles in the game; and though you may in your attempt pick up what may seem to be a successful style of playing, it will bear no comparison to genuine Lacrosse. If any player feels himself such an incarnation of genius and wisdom—and we are sorry to say there are a few such—that he cannot be told anything about the game, and thinks that he knows more than his Field Captain and all the rest of the club put together, he may rest assured that he will soon be left behind, and if not put on the “First Twelve,” or considered a “Crack” player, it is because other people can better estimate his true value than he is capable of doing himself. Such a player as the above is a nuisance in a club; he is always giving advice, and trying to correct the faults of others.

“Oh wad some power, the giftie gie us,
To see oursel's as ithers see us;
It wad fra mony a blunder free us.”

If they would but act upon this sage advice of Burns it might be beneficial to them, and agreeable to the rest of the club.

There are so few really good throwers in a club that they stand out as exceptions. There are lots of players who can throw well, if left alone and given plenty of time; but the acme of good throwing is to be able, in the excitement of the

game, to throw accurately from any position, and while you have an opponent at your heels. Many players cannot throw except from one position, and it is not an uncommon thing to see them checked while endeavouring to obtain the only position from which they can throw. If they cannot get into position, they are either compelled to lose the ball, or rush away from their opponent; the direction matters but little, provided they have a chance to run, and off they go like frightened hares, looking neither to right nor left for any of their own side, to whom they might throw it, but pushing ahead, and trusting, like poor Wilkins Macawber, for "something (they have no idea what) to turn up." A ball thrown to a wrong point, will not, like a boomerang of the Australian savage, come back again, to give you a chance of retrieving your error; but it may be exactly all that was necessary to assist your opponents in scoring the game. We cannot impress too strongly upon players the necessity of learning to throw straight, swift, accurately, and from any position. We divide throws into three kinds: *short, medium and long.*

The *short* throw is mostly used in fielding, and should be pitched from the head surface of the netting.

The *medium* throws are mostly used in fielding and playing "home," and should be projected from the centre of the netting.

Long throws are generally made by the goal-keeper and the defence part of the field, and the ball should always be propelled from the lower angle, or pocket.

Throwing with one hand.—As a rule, the best and most effective throwing is made with both hands grasping the crosse; but sometimes it is preferable, and oftentimes necessary, to throw with one hand. For example, when in picking up you

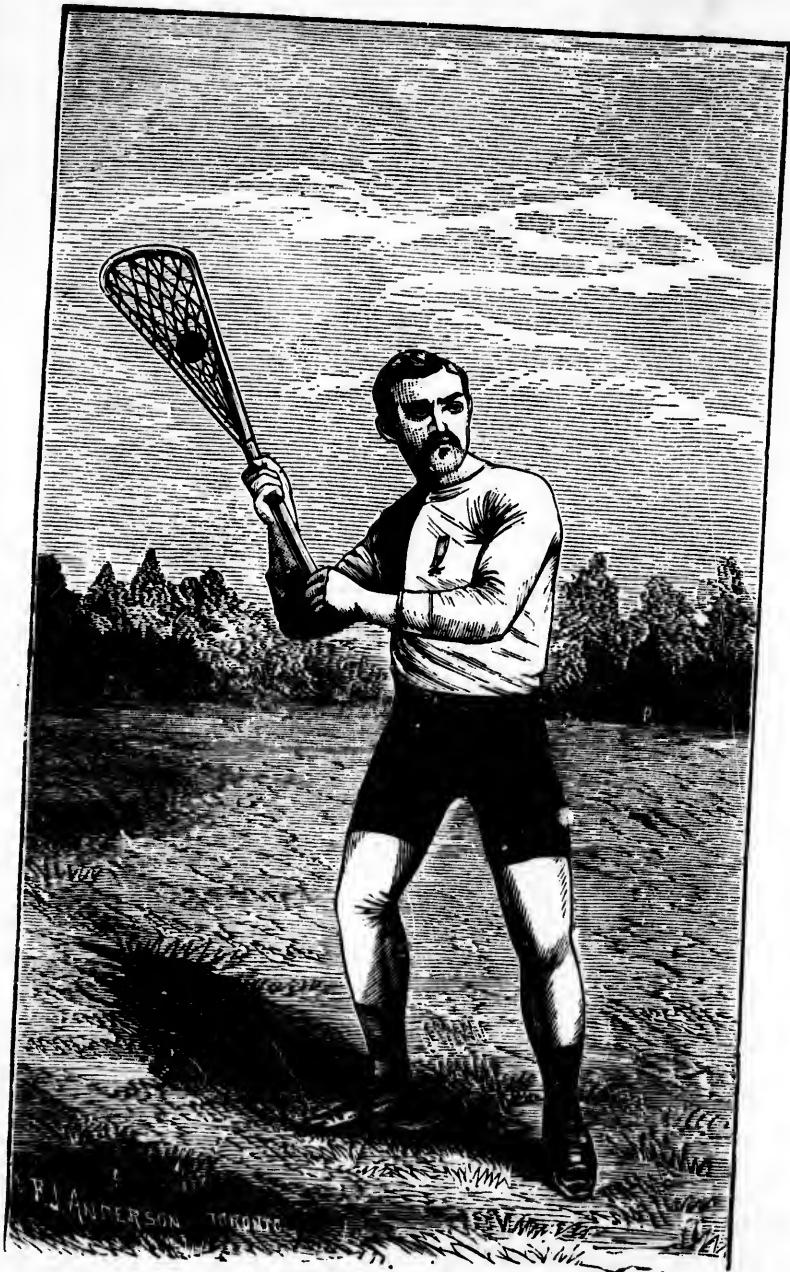
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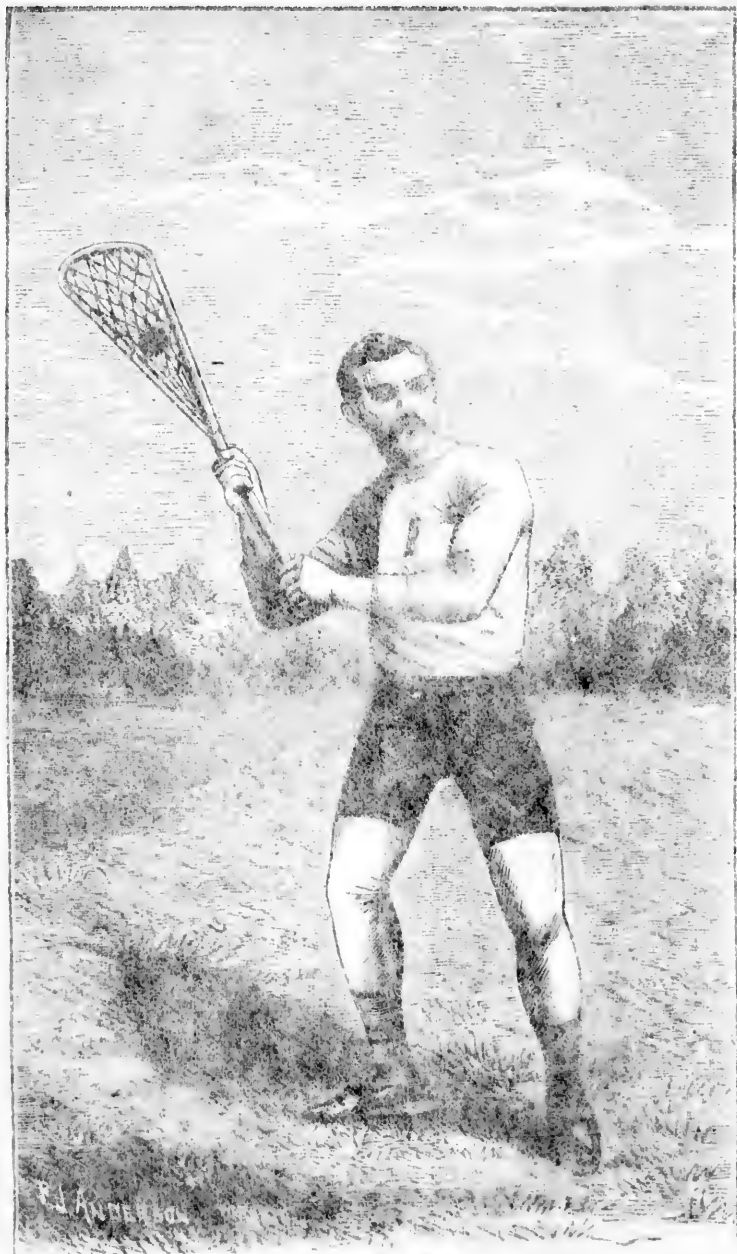
THE OVER SHOT.

is so closely checked by your opponent that you cannot extricate the ball, and have no time for a two-handed throw, the same motion which brings it to position for carrying, can be accelerated by a jerk, so as to send the ball over their heads to one of your own side. Also in the dodge, by throwing it over an opponent's head, it is much better to do it with one hand than two, as it keeps the checker in ignorance of what kind of dodge you intend to try until you have almost performed it. One-handed shots are sometimes used in throwing for goal, but it should be only used in cases of emergency; as a rule they lack in force, although in some cases they will be very puzzling to the goal-keeper, as the distance from which they are thrown is so short that he has no time to fix their direction before they reach him. To make an effective throw with one hand, always grasp the handle of the crosse a little above the middle, having the thumb flat on top; you have more control this way than any other.

In throwing over the heads of opponents to a comrade, always use two hands; your distance and direction will be much better kept than if you attempt it with one hand.

Medium throws are always made with two hands. For holding they are invaluable; the one generally used is made in the same way as the short pass, and should always be delivered from the centre of the netting. For throwing on goal the medium throw with two hands has always been the most successful. Science has developed so many varieties of these shots within the past few years, that it would be next to a impossibility to mention them all. We will, however, take up some of the principal ones.

Probably the most important, as it is the most effective, is the *over-shot from the shoulder*. This is done by bringing up



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Probably the most important, as it is the most effective, is the *over-shot from the shoulder*. This is done by bringing up

the crosse to either shoulder, or to the front of the face, the ball resting on the lower angle or centre of the netting, the handle firmly grasped with both hands—right hand at butt, left hand at centre of handle; bring quickly to the front, letting the ball go off with a sudden jerk. This is probably the most puzzling ball that can be thrown at a goal-keeper; the thrower can makethem go in a straight line for him without striking the ground, or he may cause them to bounce near his feet, and it is their velocity added to their uncertainty which makes them so formidable to even experienced goal-keepers. This shot has been in use for some years; formerly it was mainly thrown from the centre surface of the netting, and its great lack was force; now, however, that home-men have made it a speciality, and throw almost altogether from the lower angle, it has become so swift and formidable a messenger that the crosse that stops it must be very strongly made, else it will burst through the netting. Probably the best examples of this style of throwing are to be found amongst the "Shamrocks" of Montreal. They have three or four players who throw this shot with beautiful precision and great effect, at a distance of from thirty to forty yards. These shots admit of such great variety that almost every player has a different style of delivering them; but the general principle of the shot remains intact. The over shot is sometimes used by defence players, but we think that the ordinary under-shot is preferable in this position, as it is harder to check. Some defence players, however, throw with so much ease and certainty as to make a very useful change from the ordinary method. With the high-backed crosse now in use, the over-shot has become more common than formerly, and a great deal more force can be put into it, and it is now no uncommon thing to see the ball thrown 100 yards and upwards by this

method. With exceptional cases, it should never be used by fielders—it is not easily caught. The exception is when the fielder (as he often does) gets within range of goal and has a chance of a shot. For throwing at goal we think that the over-shot is the best and most useful shot ever introduced into the game. Its principal advantages are that it can be used when on the run, or delivered almost instantly when stopping. It is hard on the goal-keeper, but is good for scoring games, and this being the case, the goal-keeper's feelings are not taken into consideration. No further proof of its efficacy is needed than the simple fact that for home-play it has superseded almost entirely all other shots.

Side Throws.—These are the prettiest and most graceful methods, and are more used than any other in throwing to goal, or to any part of the field. They comprise almost every variety of throw, and, as a rule, are the most effective and preferable. In the ordinary medium side-throw the left side should be turned towards the object thrown at, and the left foot advanced about two feet to the side, the right hand should grasp the butt—left hand immediately below the collar or peg. The cross should be held out horizontally and drawn back about three feet, and then brought forward with a quick sweep from right to left, ending with a jerk. This may be used for either a straight or curved ball in throwing to goal as well as to a fielder. If to a fielder, the crosse should, in the forward motion, be inclined to turn slightly on its edge, so as to give the ball an upward tendency. If a straight throw at goal, it should, when delivering, be turned up wholly on its edge, so as to give additional force to the propulsion. In this throw the ball should always start from the centre surface of the netting.

Over Head.—This throw is much used by Indian players, and

is very important in cases where you are so closely checked as to have no other resource. A player should always look before he throws a ball in this way, as without this precaution he may as frequently throw it to one of the opposite party as to his own. In this throw the ball should start from the centre surface of the netting.

The *under-throw from the reverse side* is also a very important auxiliary to home-men. Its principal advantage is that it can be done almost as easily while running as standing still. If while running and carrying the ball with the right hand, bring it up to a level with the waist, and across to the left side, at the same time turning it on its edge and grasping it with the left hand a little above the centre of the handle ; by a quick, forward jerk, propel the ball in the direction required. This throw will be found very effective at home ; if used while running at full speed the goal-keeper can hardly tell whether you are going to throw or not until the ball is delivered ; it takes no preparation, and is always available. For fielders closely pursued it will be found a valuable assistant, as it may often enable them to give the ball to one of their own side.

The *throw and hit* is never used except by home-men. It is often used by Indians or rough white players ; but can hardly be considered fair, as when hitting down the ball it is almost impossible to keep from striking the goal-keeper in the face, and as a general rule the players who practise it have no compunction about doing this. It is done by throwing the ball a few feet above the head, and as it descends striking it sharply into the flags with the head or centre part of the netting.

We have never seen this used in fielding except on one occasion—at the Lacrosse Tournament held at Paris, Ont , in 1867. The Indian who used it was one of Beaver's team of Six Nation

Indians, and carried a very thick, heavy crosse. His method was to throw the ball up, not more than breast high, and as it descended strike it with the wooden part of the crosse, as is often done in base ball. This player was very expert at it; but unless a white player carried a stick as heavy as his was (and which he could not possibly play with), we are afraid the impetus given the ball would be very slight.

Long throwing.—When the game was in its infancy, probably nothing was more neglected than long throwing; but of late years attention has been drawn somewhat prominently to it, and now it is more used than is either advisable or necessary. If used with discretion it is very important, and is often of great service to the defence players. The velocity of a ball is always (supposing it to be propelled with equal force) increased in proportion to its nearness to the lower angle or termination of the netting. The secret of hard, swift throwing, is always to start the ball from this part, and we think we shall be upheld by all experienced players when we say that a ball can be thrown farther, if started from the lower angle, than from any other part. As a rule white players are much better throwers than Indians. The average throw of Indians is from 50 to 80 yards—very few of them ever come up to 100 yards; the average throw of white players is from 80 to 100 yards—many can throw from 100 to 110, and a few from 120 to 130 yards. The longest authenticated throw of which we have any knowledge is that made by Mr. W. L. Maltby, of the Montreal club, who, in a match played on the old Montreal cricket ground, threw a distance of 160 yards; but this is a feat that neither he nor any one else has ever accomplished since. A great many otherwise good long-throws are spoiled by being made too high. As a rule for ordinary long-throwing, from twenty to thirty feet

is a good height ; but it must be borne in mind that the laws of gravitation apply to long throws with the crosse just the same as to long shots in rifle shooting, so that the farther you want to send the ball the greater must be your elevation. A ball projected at an angle of forty-five degrees—half a right angle—will go much further than if thrown at any other, greater or less.

The position in long-throwing is similar to that previously described in *side-throws* ; but the legs must be kept firmly braced and slightly farther apart. Also in drawing back the crosse preparatory to delivering the ball, the body and arms should be turned so as to face to the rear, thus giving it more of a sweep, and greatly accelerating the force of the throw. If the wind be blowing any way strongly, allowance should always be made for the distance the ball is likely to be carried by it.

A few general remarks to players, and we have done with throwing : No matter what you are going to attempt, let *precision* be your chief object, and this cannot be obtained without constant practice, so as to train eye, arms and wrists, to act in concert. *Always look before you throw.* It is but a poor apology for a badly-thrown ball to say that you were in a hurry and hadn't time to look ; if you keep a cool head you can always find time.

Do not hesitate when throwing.—If you intend throwing at all do it at once, and don't wait ; if you do you may often find to your cost that "there's many a slip."

Throw gracefully. A player has not always time to make a graceful throw in a match, but he should strive to cultivate such a position while practising. Although the main force in propulsion comes from the arms, much additional force can be added by a judicious use of the body : yet nothing looks worse

than to see a player working his whole body as if he were going to propel himself along with the ball.

Do not cultivate dangerous throwing. The player who would deliberately and intentionally strike another with his crosse is no gentleman ; yet we sometimes see players throw a dangerously swift ball at another when they are almost certain that it will injure them. No injury can be considered as the result of an accident when almost certain means of causing it have been deliberately taken ; and we trust that every player who has the least spark of honour in his composition will shun even the very appearance of such play.



CHAPTER VI.

DODGING.

THE ease with which an experienced player will carry the ball past a score of the uninitiated may well excite their surprise. It is the ostentation and glitter of the game, and when properly used is not only useful but necessary. The occasions, however, when it is an absolute necessity are of much rarer occurrence than one would be led to suppose by looking at the game as it is generally played. With some players the game is nothing at all unless they can put themselves on their mettle, and see how many checkers they can possibly carry the ball past ; —never mind if they do get their fingers somewhat peeled or their arms bruised, they have had their fun to themselves—they have experienced that delightful sensation of superiority when they have passed their man, and they are also “their own sympathizers”—the verdict generally being, when they get hurt in any way, “served him right.”

Dodging is said to owe its origin to the vain individualism of the red skins, whose ambition was to carry the ball through a host of opponents, and score the game themselves ; but we fancy that this was only because the red men played it long before the pale faces ever had any idea there was such a game ; for individuality is yet as rampant as ever it was, even in the palmiest days of the aboriginal game.

When with players dodging becomes a mania—as unfortunately it does with some—they ought to tone down a little, and ask themselves whether they are really helping their side as much by this insane desire of charging every checker near

them, as by the cooler and more systematic method of playing in concert with the other members of their team. We feel satisfied that if they give the subject a candid consideration they will own themselves wrong. We would be among the last to undervalue dodging, or to detract from its merits as an auxiliary: but we very much doubt that it should ever have the prominence in the game that even some good players are inclined to give it. We fancy the correct play will be found to lie between the two extremes—neither too much nor too little. If dodging be at all necessary or worth trying at all, it is worth doing well and gracefully, and this knack can only be acquired by long and constant practice; therefore if any player intends to become a dodger, and it is important that every player should—let him strive to become a good one—for a dodge half done generally results in a failure, and leaves you minus the ball, but in possession of the ridicule of the rest of the field. In dodging, the crosse is held in the hand with which you carry, and in the same position; but the grasp should be nearer the centre of the handle, as it gives a greater command of the stick. The requisites for dodging are coolness, close calculation, a thorough command of the ball on the crosse, agility of body, and a strong, supple wrist and arm.

We divide dodges into two kinds *carried* and *thrown*. In the former the ball is kept on the crosse; in the latter it is thrown past the checker and afterwards recovered. We can only attempt to give a few of the many dodges now practised—the enumeration of all would fill a volume of itself.

Carried dodge across the front of the body from right to left.—This is probably the most used of any, and is always available. In performing it the crosse should be grasped about the centre of the handle, the ball lying on the centre surface of the net-

ting. As you approach the checker, watch him carefully, and the instant he makes his stroke bend your arm so as to bring the crosse quickly across the front of your body from right to left; when out of his reach thrust it forward past his right, and at the same time give it a slight twist upwards from left to right to prevent the ball from rolling off. This dodge allows of a great many varieties: very few players do it exactly in the same way. Its great success lies in accurately judging the time to make the sweep across the body—if too soon you let your opponent see your manœuvre, and give him time to prevent it; if too slow his stroke is likely to take effect and knock the ball off your crosse. This dodge is sometimes varied by changing the crosse quickly into your left hand at the conclusion of the sweep; but this is of no advantage whatever, as very few players can control the crosse equally well with either hand. A better plan is, when nearing the checker, to thrust the stick out towards him at full arm's length, as if inviting his stroke: of course when he strikes you draw quickly back, and it leaves you plenty of room to pass easily.

Past Checker's left.—This is substantially the same dodge except that you pass the checker on the other side, and therefore the action is reversed, and the sweep given from left to right.

Short stop and turn.—This is a very pretty dodge, and is nearly always successful if well-timed. It takes the checker by surprise, and before he can recover himself, you have plenty of time, either to throw or alter your direction, if you wish to run. It is generally done by running off in a straight line until you get the checker who follows you fairly under way; when ready make a sudden stop and a quick turn to your right or left, as best suits the position of your pursuer, throwing the

body well back, and at the same time bringing the crosse up perpendicularly, and sweeping round in the same direction in which you turn. The principal thing in this dodge is to judge the time when the turn should be made: if the checker be too near he may swipe the ball off as he passes you; if too far off the turn only brings your crosse into a good position for him to knock the ball easily off. The dodge is principally used for the purpose of getting time to make a throw, and if judgment is exercised the player almost invariably succeeds in getting all the time necessary before the checker can recover himself.

Turning on your own axis.—This is one of the prettiest of dodges, and is very effective. It is done by making a sudden right wheel, as the checker strikes, using the left toes as a pivot, and at the same time bringing up the crosse to the perpendicular. Whether this is a complete revolution or not must depend upon the tactics of the checker. You must watch him closely and at the end of your spin dart forward and pass him. In this dodge the ball should be kept on the centre surface of the netting.

When a checker runs to meet you he can often be avoided altogether by slightly and suddenly altering your course, so as to let him pass you: in this way, by good and judicious running, you may thread your way among half a dozen players, and none of them get a chance to check you. When closely pursued by a checker, simply alter your course by darting from right to left. Some good players have a habit of running in short circles, first one way and then the other, describing the figure 8 in their circlings. If they are any way quick of foot it is almost impossible to check them, and they invariably get their throw unmolested. This ruse is a very good one for defence

players. A very good method, also, is to keep sweeping your crosse from right to left, and *vice versa*—this motion leaves the checker no time to get a stroke.

Thrown dodges over the head of the checker is the simplest and most common of all the thrown dodges, and is invariably successful if done quickly and thrown high enough to clear your opponent's crosse. It may be done with one or two hands as the dodger chooses, and is performed by simply tossing the ball over the checker's head, darting past him and catching it on the other side.

Rear Throw.—This dodge is useful when closely checked in front, and is done by throwing the ball over your own head, turning sharply round and catching it as it descends. The dodger using this should always be sure before he throws that there is no opponent behind him. Another variety of this is used when the dodger is closely pursued; in this he simply makes a short stop, and at the same time pitches the ball straight up in the air; the momentum of his pursuer makes him shoot past, and before he can sufficiently recover himself the ball is caught as it descends, and the dodger has a clear field for action.

Past either side or between a checker's legs.—In this dodge two hands must be used. As you approach the checker the crosse should be brought up about waist high, and held out horizontally on the side nearest him, as if inviting his stroke. As he is about to strike invert the crosse so as to bring the face side of the netting down, at the same time give it a jerk so as to make the ball strike about his feet and bounce up on the other side of him, when it can be easily secured. If his legs be apart you can easily throw between them. This dodge is very puzzling, as the checker cannot tell whether you intend

throwing it over his head or striking it upon the ground until too late.

Checker striking crosse.—A very neat and effective dodge is performed by letting the checker strike your crosse at the moment you are about to throw the ball. The concussion of the two crosses increases the force of the throw, and before the checker can recover himself the ball can be secured. This pretty feat, apparently so simple, is one of the most effective dodges we know of: it owes its certainty to the fact that the checker makes himself so sure of securing the ball with his stroke that he overlooks the possibility of its rising over his crosse, or that he himself will unconsciously assist in completing the dodge.

Dropping and picking up.—This can scarcely be called a dodge, but is very useful when the player is closely pursued by a checker who keeps striking at the butt of his crosse. It consists simply in throwing the ball ahead of you and picking it up as you run.

Feigning to throw.—This dodge is more effective with white than Indian checkers—the latter as a rule always make a practice of closing on the person throwing. When the checker approaches you, get into position as if for making a straight, swift shot; if you have any reputation for making such shots he will instinctively recoil a little; as he does so throw the ball over his head, or carry it quickly past him.

In nearly all thrown dodges the person dodging may use the *counter check*: that is, to strike down the checker's crosse before you catch the ball. As a rule the ball should always be carried on the centre surface of the netting while dodging, and never pressed into the lower angle or pocket. If you intend to dodge

at all do it quickly ; if you hesitate the whole effect of the surprise is lost. Always *avoid a checker in preference to dodging him*; even if he be a "muff," and you the best dodger on the team, he may accidentally take the ball away from you : you can imagine your feelings about that time.



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CHAPTER VII.

CHECKING.

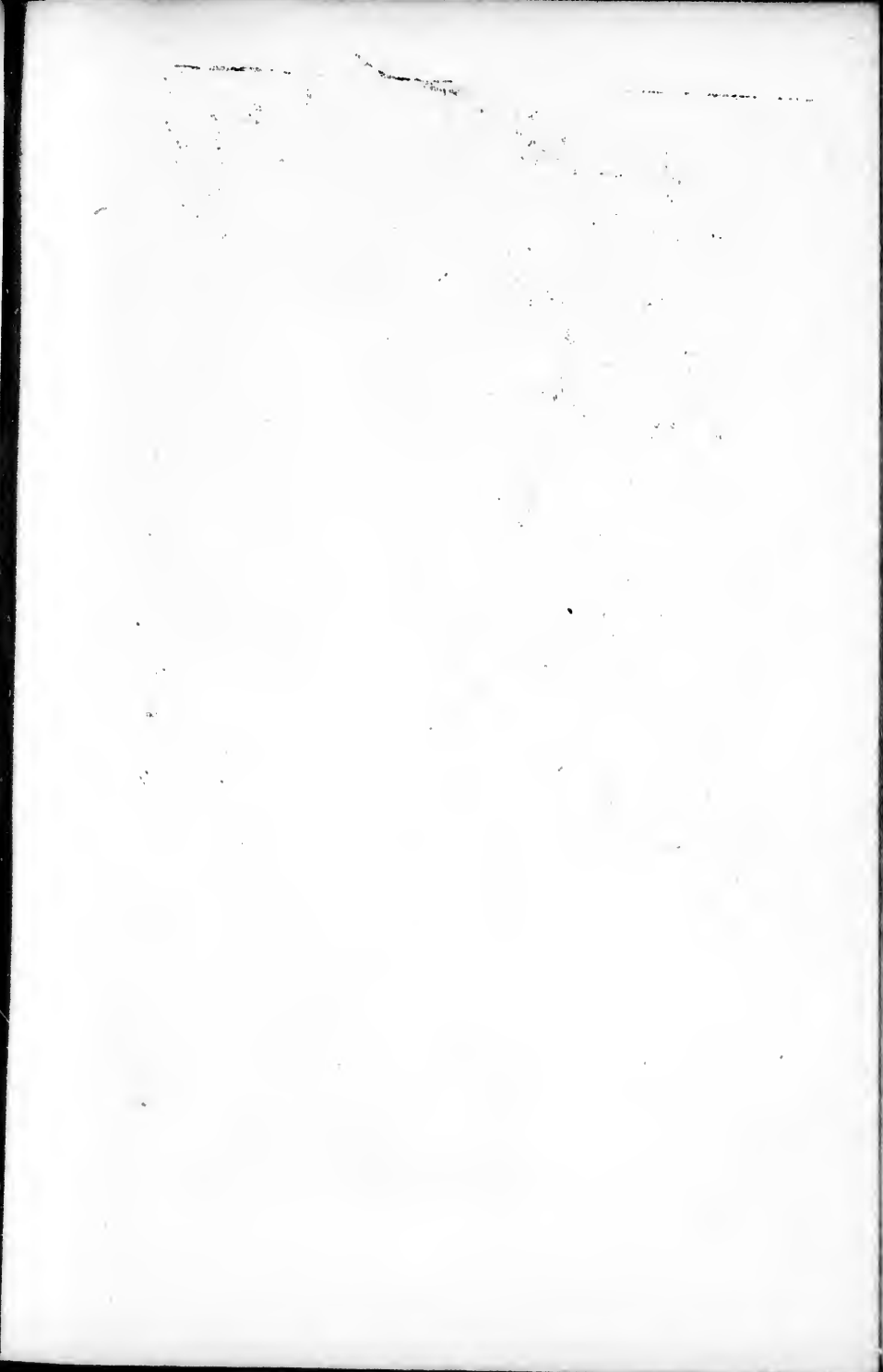
PROBABLY in the whole range of the game there is nothing that makes a player feel so thoroughly awkward than to be passed point-blank by a dodger, and to find that instead of stopping him your own crosse is almost broken by the force with which it has struck the ground. The satisfaction the successful dodger feels, is only equalled by the misery he causes the disappointed checker. The thing looks so simple that at first sight you might almost imagine the dodger had but a small chance, as he has the ball to manipulate, while the checker has only to manage his crosse; but on examining it we find this apparent advantage to be more than counter-balanced by the fact, that the dodger can almost always pre-meditate his dodge, and thus get the start—while the checker is obliged to act on the spur of the moment. It is probably more the surprise than the dodge that makes it successful; and, if the checker were always aware of what dodge would be tried, it would be almost an impossibility to pass him. To make a successful checker, you must possess a quick eye, cool head, good arms and legs, and, above all, pluck and perseverance. Checking, it ought to be remembered, is defence—the object being to stop your opponent from carrying the ball past you. If you succeed in taking the ball from him, so much the better for you; but if you compel him to lose it merely, your object is accomplished. A great many players forget this, and instead of allowing the dodger to attack them, and allow themselves a chance to see how his

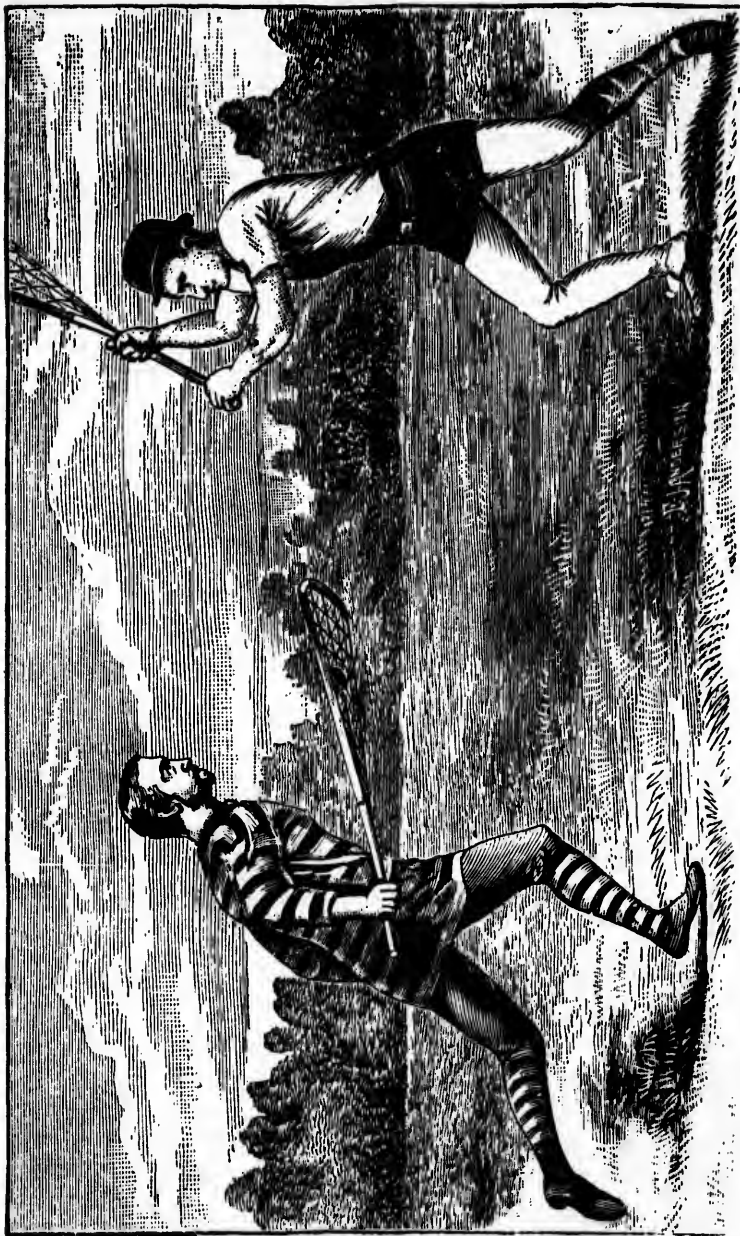
manœuvre is going to develop itself, rush out to meet him, and thus convert the defence into an attack. If you have to run out to meet a dodger, always stop a few feet from and make him attack you ; if you rush at him you only give him a double advantage over you. Although two hands are often used, as a general rule, the best and most perfect checking is done with only one hand on the crosse, and the handle should be grasped as in the carry.

For all thrown dodges the *body check* is the great remedy. By the body check we don't mean rushing against a dodger with your body, and by sheer force tumbling him over, and thus securing the ball ; but it simply consists of putting yourself in his way, and stopping him as he tosses the ball, then making a sharp right or left turn, as the case may be, which will bring you in front of him, facing the ball, and of course with the best chance of getting it. If checkers would always bear this in mind, and be ready to act upon it, they would find in a very short time that they had very little checking to do. Nothing that we know of puts such a damper on the brilliant dodger as the body check. He may rush at the hardest swiper in the club with the utmost *sang froid*, but the checker who has a reputation for using the body check without fear or favour is carefully avoided by him. Do not be the least alarmed if he rushes at you as if to annihilate you. If you remain firm he will cool down before he reaches you. It is very similar to infantry receiving the charge of cavalry—if they keep cool and steady the horses will always prefer stopping to rushing upon their bayonets. Very few dodgers will ever attempt to run over a checker ; if they find that they cannot pass otherwise, they will generally prefer throwing the ball ; then, if you are any way active, rush in and you have a chance of altering the direction

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CARRIED DODGE AND CHECK

of his throw, or of stopping it altogether. In body checking it is preferable to meet the dodger with your shoulder, turning your side towards him and having your feet firmly braced; it makes the concussion easier, and gives you a better chance of making the turn. Although the body check is almost a certain preventive for all thrown dodges, there are many carried dodges that are much easier frustrated by the usual method. We will give three checks in the same section as the dodges.

Plain Check.—As the dodger advances with the ball on his crosse, and attempts the carried dodge from right to left, place yourself in position for checking, with your crosse elevated to the height of your head—as soon as he comes within reach make a feint, and the instant he makes it swerve from right to left across his body, spring in and deliver your stroke. If possible hit his crosse close to his hand—it has more effect in dislodging the ball than if struck above the top. Also, if possible, strike his crosse when it has passed the front of his body, as the position is awkward for perfect control or quick recovery. There are so many varieties of the plain check that no fixed rule can possibly determine the principle of every action—it can only be acquired by observation and practice; the great secret of success lies in being able to utilize former experience on the spur of the moment.

When the dodger tries to pass you *to the left*, turn quickly to your left, and act precisely as in the preceding check—the main difference is that the spring is given to the crosse, as the dodger's crosse is farther away. Either of these checks may be varied by substituting the upward stroke for the downward one, as before mentioned. This consists simply of bringing your crosse up from the ground and hitting the dodger's from na-



THE TWO MEN AND THEIR STAFFS

of his throw, or of stopping it altogether. In body checking it is preferable to meet the dodger with your shoulder, turning your side towards him and having your feet firmly braced ; it makes the concussion easier, and gives you a better chance of making the turn. Although the body check is almost a certain preventive for all thrown dodges, there are many carried dodges that are much easier frustrated by the usual method. We will give these checks in the same succession as the dodges.

Plain Check.—As the dodger advances with the ball on his crosse, and attempts the carried dodge from right to left, place yourself in position for checking, with your crosse elevated to the height of your head ; as soon as he comes within reach make a feint, and the instant he makes a swerve from right to left across his body, spring in and deliver your stroke. If possible hit his crosse close to his hand—it has more effect in dislodging the ball than if struck nearer the top. Also, if possible, strike his crosse when it has passed the front of his body, as the position is awkward for perfect control or quick recovery. There are so many varieties of the plain check that no fixed rule can possibly determine the principle of every action—it can only be acquired by observation and practice ; the great secret of success lies in being able to utilize former experience on the spur of the moment.

When the dodger tries to pass your left, turn quickly to your left, and act precisely as in the preceding check ; the main difference is that the spring requires to be longer, as the dodger's crosse is farther away. Either of these checks may be varied by substituting the upward stroke for the downward one, as before mentioned. This consists simply of bringing your crosse up from the ground and hitting the dodger's from un-

der, and is very important to use when recovering after having missed the downward stroke.

Short stop and turn dodge.—This is perhaps the hardest dodge, if properly timed, that a player can be called on to check. Skill is of no avail to thwart it—you have no warning—and it is done so quickly that he is past you before you are aware that any such trick will be attempted. When a checker thinks that the player carrying the ball is going to attempt this dodge, the best thing he can do is to try and dislodge the ball by striking the butt of his crosse by a circular stroke from right to left. If this fails, and he makes the dodge, leap quickly up, and by a circular and downward stroke endeavour to hit his crosse as he brings it up to the perpendicular.

As a general rule a player who carries his crosse in his right hand will invariably make a left turn; and one who carries with his left hand will turn to the right. If the checker would remember this it would make his success more certain, as he could nearly always keep on the side to which the dodger would turn. Some dodgers—especially Indians—acting on the principle that anything is fair in war, have a trick of stooping down and trying to toss the checker over their heads. This is not fair, but if attempted spring instantly and light directly on top of them. This repeated a few times invariably cures them of this bad habit.

When the dodger turns on a pivot.—This requires great coolness and judgment. Strike his crosse near the collar as soon as he commences his revolution. This stroke must be made over your opponent's head, but great care must be taken not to hit him. If you miss the down stroke, follow closely and try the check upwards as he is bringing his crosse and down to the carry.

When closely following a dodger, and you cannot get at his crosse any where in his rear, try the circular stroke, so as to make the bend of your stick strike his near the collar or on the handle ; this often has the effect of making him drop the ball. Some checkers adopt another and very good method : making a quick spring forward, they pass their arm over the dodger's shoulder, and make a quick downward stroke, so as to strike his netting. This is very often successful, but a player requires a good deal of agility to use it.

To prevent a player from picking up.—The usual way this is accomplished is to slash your opponent's crosse at the moment he is about to pick up. The fault to this is that it is apt to engender rough play. However patient a player may be, he is apt to retaliate in like kind if he gets an opportunity. A much better way is to thrust your crosse under his and hit quickly upwards as he attempts to pick up. This generally has the effect of making his crosse strike the ground on the wrong side of the ball, and of course he runs past before he can stop himself.

The cover check is used when the ball lies on the ground and you have not time to pick it up yourself and wish to prevent your opponent from doing so. Cover the ball with your netting, keeping the wood towards the side from which your opponent approaches. As he make the rush to dislodge the ball depress your handle, and keep the crosse down firmly with both hands. If your opponent attempts to pick it up his crosse will generally slide over yours, and before he can recover you can pick up without opposition. This check is very much used among the Six Nation Indians, who are very expert at it.

In feigned throws, spring at the crosse and never fear them : in doing so your own crosse should be held with the flat part

of the netting towards your opponent, so as to stop the ball if he should turn it into an actual throw. When you see an opponent going to throw, always rush in and endeavour to stop his stick before he completes the sweep. In doing this always present the flat part of your netting, and if you do not stop the ball—which you very often will do if you are quick—you will at least alter the direction of his throw so much as to make it useless to his side. The safest way of doing this is to turn your *side* to the thrower, and leap up as you strike. If it be a low grounder that is thrown, turn sideways, and put your crosse in position for blocking instead of striking.

A great mistake of many checkers is to take every feint for a *bona fide* dodge. Old dodgers know this weakness, and try to humour it as much as possible—it adds to their success—therefore beware that you do not let out so much force in your first blow that you cannot recover until they are past. If you can hit the feint it gives you a great advantage, inasmuch as it disconcerts the dodger, and gives him but little opportunity of recovering himself. When you strike, *strike quickly*—do not dally with your opponent, and try to get a better chance. Try always to check with one hand; you can strike quicker and much better preserve your equilibrium, or more easily recover yourself if you make a miss. There is about as much difference in quickness between checking with one or two hands, as between using a rapier and a broadsword: any person who understands their use knows that there is no equality whatever.

Persistency in checking is of great value in a player. If he goes after a dodger, let him stick to him until he either takes the ball from him or makes him throw it. If he gets easily discouraged, and the dodger knows it, it is ten to one that he will attempt to pass him just for the fun of the thing, for he

knows that if he is followed it will not be very persistently, therefore he takes things very coolly. In fact a thorough dodger has a sovereign contempt for any checker he fancies will not stick to him ; but for one who will, no matter whether he takes the ball or not, he has a certain amount of respect, and is always careful how he approaches him. Try and get up your name for a good check, and you will be infinitely more valued by your own side, and respected by your opponents, than if you were ever so good a dodger.

Rough Checking.—Nothing we think has done more injury to the game amongst outsiders or even amongst players themselves, than rough checking. When a spectator sees such an exhibition of rough play as we have sometimes witnessed, he naturally feels disgusted with the game and pronounces it only fit for savages. Among players themselves, although not heeded so much, its effects are felt, and we have known one member, who was noted for his rough play, be the means of almost breaking up the club to which he belonged. It is quite unnecessary that in checking an opponent you should cut or bruise him. It may accidentally happen, but these occasions are so rare that they are scarcely worth notice.

The perfection of checking is to secure the ball without hitting your opponent.—It is a good thing to be strong and lusty ; but if you are you should also be merciful, as Mrs. Beecher Stowe truly says :

“It is excellent to have a giant's strength,
But tyrannous to use it like a giant.”

If a player have any grudge against another, we know of no better opportunity of venting his spleen or taking his revenge than while following him as a checker. But we trust that every gentleman who plays lacrosse will have honour enough in him

to avoid even the appearance of any such thing. It is cowardly, to say the least. If a player will persist in this way after being warned, the best thing that can be done with him is to turn him out of the club; if you do not he will surely bring disgrace on your club, and may cause you the loss of much better players than himself; for, as a rule, rough players are not scientific players—their success arises in most cases from the fear they inspire among those who are peaceably inclined, and have no desire to be maimed for the sake of securing the ball. A player of this kind is

“Like the steel of rusted lance,
Useless and dangerous at once.”



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CHAPTER VIII.

HOW TO PLAY IN GOAL.

THE question has often been raised among players, should there be any defined and stationary positions in the game of Lacrosse? If by the question is meant always staying in the same place and never leaving it, we answer certainly not; but there are certain positions for which, as a rule, it is advantageous to practise players, and in which, with certain exceptions, it is advisable to keep them. Of course no one would for a moment entertain the idea of keeping players in one position; as for example, in the game of *cricket*, it would entirely destroy the freedom of action, which is the principal beauty of the game. But what we would particularly advise is this, that certain positions ought only to be occupied by men qualified by previous training, and who shall, except on extraordinary occasions, remain somewhere in the vicinity of their posts. The positions which should be in this sense stationary are *goal*, *point*, *cover-point* and *home*; and we purpose taking up the various methods of play suited to each in the order named.

GOAL-KEEPING.

In a good Lacrosse match the game is all excitement; but this at no period reaches a greater intensity than when either goal is seriously menaced. With varying success the ball may have sped backward and forward over the field, one side now having the advantage, again the other—partial success has been loudly encouraged and individual effort cheered by bursts of

applause ; but let the ball be brought face to face with the goal, and there be any possibility of its being sent through, and so intense becomes the excitement that not a whisper can be heard ; even

“The boldest hold their breath.”

Let the goal-keeper for a time skilfully save his flags from the threatened danger, and the pent-up feelings burst forth with increased vigour, and shouts of “ Well done, goal-keeper ; well saved,” fall like incense upon his gratified ears. If, however, he fail to avert the threatened danger, and the game be lost, the exclamations of reproach are hardly drowned by the more joyful shouts of victory. People forget that the goal-keeper, being only a mortal, cannot possibly stop every ball—if he could, the match might last to the end of time ; neither side could possibly win, and thus the game would be shorn of half its interest. Even players forget this fact, and probably the hardest thing he has to encounter is the reproach or jeers of his own side, even of players who have not done their duty half so faithfully as himself. At such times is it any wonder that he resolves he will be maimed or killed at his post (fortunately there is no occasion for either) rather than let the ball again through his flags.

The goal-keeper has so much more responsibility than any other man on the “twelve,” that he ought to be judged leniently, and always receive the sympathy—never the reproach—of his fellow-players. The only exception we would make to this rule is, when a goal-keeper wilfully or carelessly allows the ball to pass ; then the reproaches he so well merits may have the effect of spurring him on to the future faithful discharge of his onerous duties. If a home-man or fielder miss the ball it matters but little ; even if cover or point lose it,

it may be recovered; but let the goal-keeper "pass it," the game is totally and irretrievably lost; he gets no chance to try over again—the die is cast, and like the laws of the Medo-Persians, the decision is irrevocable. A great many players labour under the impression that any one will do for goal-keeper. There never was a greater mistake made; if any man on the team requires to be a thoroughly trained man it is the much-abused and underrated goal-keeper. For ourselves although we have had experience in every part of the field, we can safely say that we have a dread of it—not that we may get hurt—we see little danger of that; but the fear of losing games. Whenever we go into the flags the ball seems to take an insane notion to come in our direction, and generally manages somehow or other to get through. We would rather play a dozen matches in any other position, than one in the flags—goal-keeping is evidently not our forte.

Goal-keeping is not chance work: it is a *science* that can only be acquired by long practice, careful study, and minute attention to the details of the game. Probably no position on the whole team offers more room for scientific development than keeping goal. It is true that a goal-keeper may not be a good general player: he may be unable to execute any of the brilliant dodges or little feats of a fielder, or make a shot with the precision of a trained "home;" but if he thoroughly understands his duties, and creditably discharges them, we have no hesitation in saying that he is one of the most useful men on the "twelve," and that the team had better go into a match minus one of the best fielders than to have goal occupied by a novice. If experience and practice are useful to the fielder, who has but a small portion of responsibility, *of* how much more value must it be to the goal-keeper, upon whose coolness

and decision depends the success of the whole team. Surely if any man needs special training for a special position it is the one on whom devolves so much responsibility. We would advise all clubs who wish to be a success, to pick out a couple of players and train them for goal, the same as other players are trained for home or defence men, and keep them at it: the longer they practise the more perfect and reliable will they become. A trained man in goal greatly strengthens the confidence of the fielders, just as the presence of infantry supports that of cavalry. A long throw from defence or centre-field may almost instantly change the face of the game, and give the home-men such an advantage that if the goal-keeper have not resources within himself, he cannot possibly get assistance from others in time to save the game. How needful, then, that he should thoroughly understand the art of stopping the home-men's tips or shots.

To make a successful goal-keeper a player requires to possess a good eye, steady nerve, and any amount of pluck—the more the better. He is a kind of target for the balls of the home-men, and if he cannot receive them without flinching he can never expect to be a success.

Although a goal-keeper does not require to be a crack player, he is all the better if well up in the different branches of the game. There are three things however, which he should excel at, and which, if he would but practise thoroughly, would make his services much more valuable to his side. He should be able to make a quick dash of 30 or 40 yards, be able to pick up while going at full speed—and also be able to make a good long throw. If he is able to do these three things well, he can often materially assist the other defence players when they are hard pressed. Dodging he need not much mind; the only dodges

that are really of service in his position are those that will help him to get his throw, such as "short stop and turn," as described in the previous chapter on dodging.

Requisites.—The goal-keeper's crosse should be made of light wood—good second-growth white ash is the lightest and strongest, and for his purpose probably answers better than any other. In width he should avail himself of the extreme limit of the law, and make it if possible twelve inches wide. It should be double netted with the very best clock-gut, and should be made impervious to any ball: looks should be considered as secondary to strength. It should not be made so long as to be unwieldy: probably the best gauge of length is to have the handle come a little below the arm-pit. His dress should also differ slightly from that of his comrades. In addition to the usual tights and socks, he should have a thick pair of woollen stockings reaching above the knee. Some goal-keepers wear regular cricketer's leggings: but however effective these may be in protecting his legs, we consider them altogether too heavy and cumbersome if he intends to do any running at all. He should also wear shoes instead of thin rubbers or moccasins: they afford better protection to his feet when stopping grounders;—also he should have a peaked cap, so as to completely shade his eyes should he be so unfortunate as to be compelled to play facing the sun. He should always study the ground in the vicinity of his goal: if there be any unevenness or inequalities he ought to notice them carefully, and see how they are likely to effect shots coming toward the flags; and if there be any lumps or loose stones lying around he ought to tramp down the one and remove the other. If the wind be blowing so strong as to flutter the flags, and cause them to annoy him, secure them by passing rubber bands around them. A very good plan is to draw three lines

out in front of goal with his crosse—one from each of the flags, and one from the centre—their advantage is, that when his back is turned to the goal he can tell his exact position without being compelled to turn round.

Position.—The goal-keeper should never stand directly between the flags ; he should always stand at least two feet in front. The reason for this is, that if while standing in the flags he makes a slip after partially stopping the ball, the game is lost ; but if he stands a couple of feet forward he can often secure it before it has crossed the winning line.

When stopping balls, always keep both hands on your crosse, right hand at the butt, left hand above the collar, the side with which you play always facing the front. This position should always be maintained when the attack is towards or nearing your flags. Never sit nor lie down between your flags during a match. "Ready, aye ready," should be your motto. Keep your eye constantly upon the ball, and do not allow your gaze to wander amongst the spectators—a few seconds of inattention may lose you the game. As a rule the best position for general play is to assume an erect, easy attitude ; but for close, crowded play, when the ball keeps below waist-height, and is more apt to be kicked or swiped in between player's legs than thrown through, stoop down, or half sit on one knee, as in the "Hythe" position for riflemen, and take a short firm hold of your crosse. The best goal-keeper, without exception that we have ever seen, was the one who kept the flags in the matches played by Beaver's team of Six Nation Indians : he always made a practice of squatting down on his haunches whenever his goal was menaced. We have seen him stop a score of shots in a match ; indeed it was almost impossible to get the ball past him, so coolly and dexterously did he use his crosse.

Guards.—The variety of guards used in defending goal is not very extensive; the ones principally used are the *cut* and the *block*, and by their judicious use the goal-keeper will be enabled to stop almost any ball.

The cut is the guard by which you at once stop the ball and propel it in any required direction. It is performed simply by drawing the crosse slightly back the instant the ball touches the netting, and then by a quick forward motion cutting it in any direction required. Balls may be cut equally well with either side of the netting; this, however, depends upon the direction and the kind of a ball thrown. As a general rule, any balls thrown above waist-high are better stopped with the reverse side; those below, with the front side of the netting. Balls thrown exactly waist-high from either side should be met with the side of the crosse which will bring the wood toward the flag pole past which the ball is coming; if thrown from a point at right angles to the pole on your right, meet it with the left side of your netting, and *vice versa*. The principal advantage of the cut is, that when the goal is crowded and you have not time to manœuvre the ball, or get a throw, you can at once place it with any particular man of your side. If properly done, it is the neatest and most effective way of stopping medium or high balls thrown to goal. Great care must be taken, however, not to retreat the crosse too far, else you may make a mistake, and put it through the goal yourself. On the other hand be careful not to cultivate the *slashing* style, so common to many goal-keepers: it does not look well, and is very hard on the crosse. If not properly executed the cut easily degenerates into swiping. The goal-keeper should at morning practice always make it a point, when cutting, to do so to one of his own side, and endeavour to make

his cuts with as much precision as a fielder does his throws. In matches it is generally safer to cut to either side than to your immediate front, unless you can by doing so place the ball with one of your own side who is uncovered. If you have time, cut to the man *least* checked; but if the goal be crowded, do not hesitate to slash it to your immediate front, regardless of who may be in front of you.

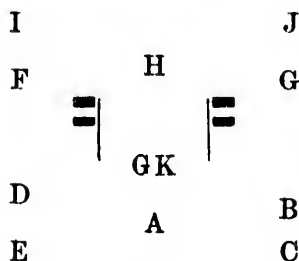
The *block* is the most common guard for all balls, especially short, quick throws or tips. If the object of the goal-keeper is to block the ball and retain it for a throw, it is really catching, and although performed under somewhat disadvantageous circumstances, is done in a somewhat similar manner. If his object is merely to stop the ball, then it is a similar operation to blocking a ball at cricket, and when it is stopped, he can either tip it to one of his comrades, or, if he has time, secure a throw. If a ball, as it sometimes does, slips in blocking, hook it quickly towards the front, or stop it as in the cover check; above all things in a dilemma of this kind keep cool, and you will generally succeed in stopping it, but if you get excited you will in all probability knock it through. We have seen this done several times in matches, and we do not know of any time that a goal-keeper feels more humiliated than when, instead of saving his goal, he has put the ball through himself.

The instant you block at either side spring quickly to that side, so as to bring your legs in line with your crosse; if the ball slips sideways you have the extra guard of your legs to aid your crosse. The perfection of goal-keeping is always to have as much possible surface either of netting or body—netting is always preferable to the goal-keeper's feelings—to oppose the ball, and that always in the right place. The goal-keeper's crosse and body, side by side, will not fill up the goal; but

even in quick, short shots, if properly manipulated, they will succeed in stopping nine out of every ten. In stopping grounders, or very swift, low shots, a very good plan is to close the legs together, and hold the crosse directly in front ; if the ball should happen to force its way through the netting, it is almost certain to be stopped by the legs.

Although goal-keeping is a science, and should always be performed in a scientific manner, yet there are occasions when the feet are found to be very useful coadjutors of the crosse ; and even the most perfect goal-keepers, in an emergency, do not hesitate to stop the ball or kick it out with their feet. The hands, which the goal-keeper (see Rule XII) is alone allowed to use, are also very useful in stopping or patting away balls, especially those which come directly in line with the body or face. The old goal-keeper of the Ontario club of Toronto was particularly good at stopping balls in this way, and in matches we have often seen him save his flags when such a thing seemed almost impossible, by stopping and patting the ball away with his hand. He was an exception, however, and we would not recommend the substitution of the hand for the crosse, except under very peculiar circumstances. Although allowed to stop or pat away, the goal-keeper should always remember that he is not allowed to catch or throw in this way. In regard to the different ways of stopping the different kinds of balls, such as grounders, hoppers, straight and curved balls, tips, kicks, swipes, etc., we can only say that we have not space to enumerate them ; every variety of ball requires a corresponding variety of position to counteract it, and this can only be acquired by experience and practice. With the *cut* and *block* every variety of ball can be stopped ; it only requires that the goal-keeper should know how to use them. For this reason, if a

club want to have a "crack" goal-keeper, and one thoroughly up to his business, they should make it a point to give him special practice. The best way of doing this is for the goal-keeper and seven or eight of the best throwers to assemble half an hour before the rest, and placing the flags about the centre of the field, take up their positions at different distances, as seen in the accompanying diagram :

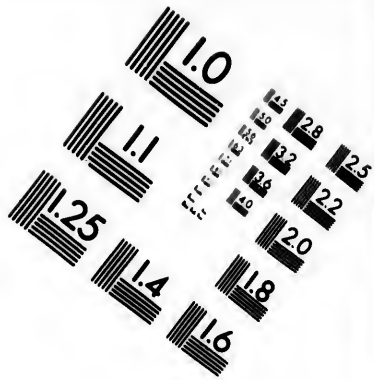
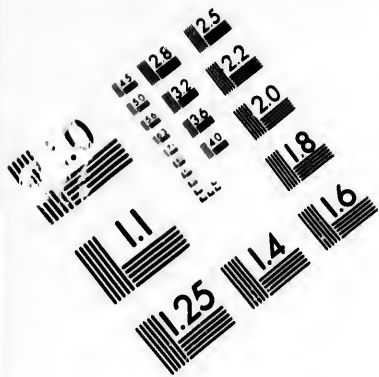


and pepper away at him as hard as they can. If the throwers have two or three balls so much the livelier practice ; if not then take turns, alternately throwing from front and rear, right, left, and centre. In this way the goal-keeper has within the space of a few minutes every possible variety of shot, and at every possible angle. The ball should be thrown in every variety of way, and with varying degrees of force: he should be treated to grounders, straight and curved balls, hoppers, and in fact every kind of shots that are puzzling or effective. We have often tried this plan, and can personally testify to its success ; and we are sure if a goal-keeper has half an hour's work of this kind every practice morning for a couple of weeks before a match you need feel no anxiety on his account. We have often been asked the question, Should the goal-keeper ever leave his place ? The opinion and practice of a good many are that he should not : on the contrary, however, we think that he

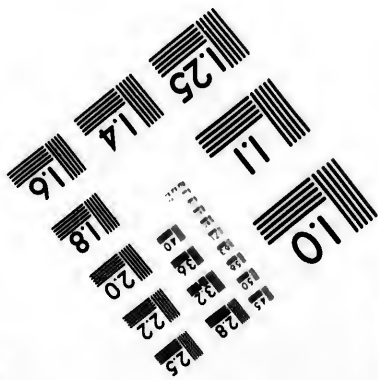
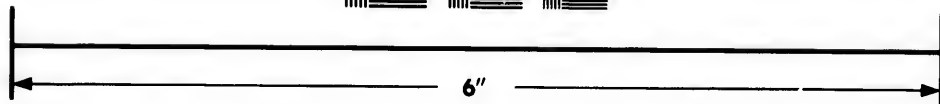
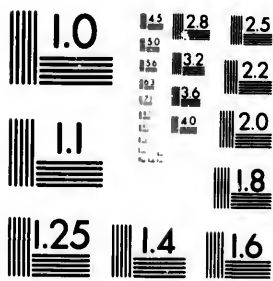
should. By this we do not mean that he should desert his flags for the purpose of playing in some other part of the field—for where there was only one trained goal keeper this would be simply ridiculous ; but that there are often occasions when, by a reasonable desertion of his place, he may save the game. For example—suppose the ball be thrown over the flags, or to some point much nearer to him than to any one else : in such a case as this it would be his duty to dash out and get it. Again, if the ball was thrown towards the goal, and landed between an opponent and himself, he might dash out and secure it, or else swipe it to one of his side before his opponent reaches it, but he should never try an experiment of this kind unless he is perfectly certain of getting the ball. The goal-keeper in this way can often relieve point when hard pressed. The goal-keeper and the rest of the defence players should have the utmost confidence in each other, and play into each other's hands in preference to trying individual play. If goal has the ball and is hard pressed he should tip it at once to any unchecked defence player in preference to running any risk by dodging in order to secure a throw.

Never leave your goal unprotected : if you have to go out and there is the slightest danger, let point or cover take your place till you return.

Whilst it is folly for any person to say that the goal-keeper should never leave his flags, it is equal folly to act in the way some goal-keepers do—continually leaving their flags, running down the field, and endeavouring to do a fielder's work in addition to their own. If a goal-keeper keeps his goal carefully he does his duty ; that's what he is put there for, and anything he may do in addition to that should be considered as an extra, and should be performed to relieve some over-taxed player.



**IMAGE EVALUATION
TEST TARGET (MT-3)**



**Photographic
Sciences
Corporation**

23 WEST MAIN STREET
WEBSTER, N.Y. 14580
(716) 872-4503

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A very puzzling situation to a goal-keeper is when an unchecked player bears down upon him and threatens to run through goal with the ball. What will you do—stand still and meet his attack in the flags, or run out and meet him? Instinct, or perhaps fear, makes you rush out and endeavour to check him; and ten to one but half of your side will yell at you to do the same. But if you would but think for a moment you would see that this is not the proper course to pursue: if he be any dodger at all your rush only seals your fate, for he can toss the ball over your head; and, even if you succeed in body-checking him, the ball will be through the flags before you can reach it. The best plan is to stand about a foot in advance of the centre of the goal, with your body firmly braced, and your crosse at the "ready." If he sees you cool and steady, he will hardly attempt to run over you, but will almost invariably throw. Watch the ball on his crosse, and when he throws either make a quick cut or block it. In our experience the latter—remaining at goal—has invariably been the most successful way of saving the game: the main thing is to keep cool.

A few words of advice to the goal-keeper, and we have done with his important duties: Never have any fear of being hurt when you see a swift ball coming; if you are nervous it will not make the chance any less, but rather more, make up your mind to stop the ball and save your flags at all hazards. Always go into a match determined to do your best, and be sure you will succeed. Never leave your flags for the purpose of making long runs down the field: prefer rather to make a long throw, or pitch it to one of your side. When you do leave your flags, try and confine yourself to the part of the field nearest you; never go so far but that in an emergency you can regain your post. Keep both friends and opponents outside your goal crease: if

any obstinate home player refuses to keep back, swing your crosse a few times round your head—this will generally have the desired effect. Get all the practice you can ; don't be discouraged or disgusted with your position, or think it is one that any person can fill ; it is not, and if you fill it well your club will always feel proud of you. Always study to succeed, and whatever you do, try and do it well : you have the most responsible position on the " twelve "—see that you fill it with honour to yourself and credit to your club.



CHAPTER IX.

HOW TO PLAY DEFENCE.

IN order to ensure success in any well contested lacrosse match, nothing is more essential in a team than to have a well organized defence. The "defence field," which now generally consists of four players, viz: Goal, Point and two Cover Points, are in reality a small team in themselves. They are dependent in a great measure upon their own exertions, their play is purely defensive and of necessity different in style from that of either the Fielders or Home Players. This quartette, if composed of the right material and properly trained to play to each other, should become so proficient in their duties that it would be well nigh impossible to get the ball through the flags they are defending. But to do this they must have the utmost confidence in each other, and refuse to allow any rivalry or petty jealousy to interfere with their unity of action. With them unity is indeed strength.

The Goal-Keeper and his duties having been dealt with at length in our last chapter, we will in this, try to define the duties and position of the others and the general working of the whole.

POINT.

Point is probably the most important position on the whole field—he is, as it were, the key-stone of the defence, and home-men generally consider that when point has been passed, the game is as good as won. Possessing nearly if not quite as much responsibility as the goal-keeper, the qualifications for

this important post are both numerous and varied. In Lacrosse it is a very hard thing to define who is the best player ; for a person may excel in one particular branch of the game, and yet be below par in another. As regards general play, however, point should be emphatically the best man on the team, and ought to be proficient in every part of the game. He should possess a quick eye, good legs, muscular arms, sound wind, be able to handle his crosse with ease, and to stand any amount of shouldering. His position is that of protector of the flags, and is therefore one of defence—not attack. As a general rule he should stay in the vicinity of his flags, and about forty feet in front of the goal-keeper ; but of course his exact position can only be regulated by that of the opposing " Home," his entire duty being to check him and keep him from throwing on the flags. This is too often forgotten by many players occupying this position, who make a point whenever they get a chance of taking a dash down the entire length of the field. This we have no serious objection to, provided that his side has the best of the game and he is under no apprehension of the match going against them ; but if it be any way even, his object should rather be to keep himself fresh and ready to frustrate any attempts that his opponents may make to throw or dodge through the goal.

He should be an adept at picking up, and should make quickness and certainty in this the object of special practice. If point can pick up quickly, and in any position, he will find it of inestimable advantage in case the vicinity of the goal becomes crowded, as it often is when a rush is made to force the game, and the ball is shintied and knocked hither and thither. In such a position as this a slow picker-up stands a very poor chance, his crosse is almost invariably knocked out of his hand

before he can get the ball on it ; but if he be able to pick up with a quick dash, he can often succeed in getting it out of the crowd and save his goal.

He ought also to be well up in long-throwing ; this should also be made a special practice, as it is more necessary for defence-men than any others on the team. He should be able, on an ordinary sized ground, to throw from his own position down to the enemy's flags, or so that his own home-men can secure it. In the bunching attack so peculiar to Indians, a long throw, judiciously given, will be found of great advantage. In this attack they mass all the men they can around your flags, often neglecting their own defence entirely, and try to rush it through ; a long throw in this case completely disorganizes them, as the ball gets to their flags long before they can get force enough there to defend them. Even among white players we have often seen games taken by long throws, when one side seemed so much stronger than the other that they fancied they had it all their own way.

We have often been asked what style of throwing is preferable for defence play ? Our own idea is, that the regular under-shot is by far the best, because the ball can be sent farther than by any other way, and it is not so easily checked as other styles of throwing. Some, however, prefer the over-hand shot, and by dint of hard practice, they make it answer every purpose. For the general run of players, we think the under-shot will be found the most serviceable and most easily mastered. Of course, where practicable, defence-men ought to learn thoroughly both styles of throwing, and use them as their needs most require.

Point should be able to throw quickly, surely, and from any position, and, as a rule, should not run any farther down the

field than is necessary to secure a safe throw. The exceptions to this rule are, when the game is favourable to his side he may take a run down the field; or he may relieve an overtaxed fielder, and go down to help the attack. He should *never* leave his place for good without getting some reliable player to take it for him; even if going down the field for a run, the next man out should close in and take it until he return. Long throwing, although very good under certain circumstances, does not always answer; it is often overdone, and is then productive of more harm than good. For example, indiscriminate long-throwing gives your own home-men a very poor chance to secure the ball, as it is just as likely to light near an opponent as one of your own side. Under these circumstances "home" is so closely checked as to have hard work getting it at all, and if he does succeed he has perhaps to run the gauntlet of half a dozen checkers before he gets a shot. Although it must always be controlled by circumstances, point should make long throws the exception and not the general rule: his throws should depend upon the positions of the opposing checks. It would be folly to make a long throw to the home-men if they were all checked, while at the same time there were fielders uncovered, or *vice versa*. To throw in this way necessitates a cool head and plenty of practice. Many players object to play point because it does not give them a chance to show off their fancy playing. Any player that objects for this reason should never be put in the position: point should at all times be ready to sacrifice effect for the sake of solid advantage.

Although point should understand and be able to dodge well, he should be very careful when and where he does so. He should never dodge immediately in front of his own flags—it is a cri-

tical place, and the slightest slip or miss may lose the game. It is very seldom that he is compelled to dodge, as he can generally *place* the ball with one of his own side without it, and should always remember that "discretion is the better part of valour," and act as if he believed it. In stopping balls thrown at flags, the point should be guided by the position of his opponent; if he has a chance he had better catch and throw; but if not, he had better stop and cut them, as described in goal-keeping. In doing this he should either place the ball with cover point or the nearest unchecked fielder, or where he can, by a dash, get it first himself.

Above all things else point should be a good check.—As his principal duty is defence, he should make checking a study, and endeavour to become so perfect in it that it will be almost an impossibility to pass him. He should always stand and receive the dodger, and never allow himself to rush out and make the attack himself; he should always remember that if the dodger passes him the flags are unprotected, except by the goal-keeper.

On the other hand he should beware of keeping so close to the flags as to interfere with the goal keeper, and prevent him getting a chance of seeing the ball. The great fault of some points is that of *backing* in upon the goal-keeper whenever a scrimmage occurs close to the flags: this gives him a very poor chance of either seeing the ball or using his crosse, and it is no wonder that we often hear complaints from the goal-keeper on this point.

The bunching attack on the flags can only be met by cool determination and hard checking. If the ball is kept on the ground, do not hesitate to swipe it to one side, where you may get a chance to pick up. If it rises cut it to one side; only whatever you do must be done promptly, and as if you meant

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ATTACK AND DEFENCE.

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it. In connection with this we remember a laughable incident which occurred in a match in which we took part, played at Brampton, against a team of Six Nation Indians. The reds as usual bunched the goal, and tried to work the ball through with their feet. There were so many of them concentrated around the ball that our players could do nothing to stop them, and they were quickly lessening the distance between themselves and goal. What science could not effect we had to manage by a *coup-de-main*, and thus we did it: In company with our goal-keeper, and shoulder to shoulder, we made a dash directly at their centre, tumbling them over like nine-pins, and making a line clear through them, through which cover-point instantly followed and secured the ball. The Indians were probably as much astonished as ourselves at the success of our unexpected charge; any way it cured them of trying it again.

Whether should point stand in front or behind the home man he has to check? is a question often asked. This depends very much upon how they are matched; if point be an equally good player he has an advantage by standing in front, as he can always get the first chance at the ball, but he must take care that he does not get too far ahead, else home may back up and secure a ball thrown over his head before he can get near enough to check him. We hardly think it fair that a player should stand behind another and always slash down his stick as the ball approaches—it has no science whatever about it, and smacks strongly of “Donnybrook fair.” If point nuds home try this game with him, he had better keep his cross below the level of his head, and as the ball approaches make a spring forward to meet it; else try and counter him by a trial of his own game.

Should point always stick by the home man he is checking? We



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Should point always stick by the home-man he is checking? We

think not. Some point players do, but we have generally observed that games are much more easily won by a good home team against a defence that practise this style of play, than against a defence that go for the ball almost regardless of the position of the opposing home-men. The reason is simply that while the point player is almost a fixture, the home-man can roam at pleasure all over his end of the field ; if point follows him out too far from the flags both he and his side are placed at a great disadvantage if by any chance some dashing fielder should make a descent on the flags. A good home man will always endeavour to draw his check away from the flags, as it leaves the way open for himself or some of his side to make a break if they get hold of the ball. If the home player wants to wander off, point should by all means let him go—alone.

Point should always remember that in checking he should always keep on *the inside or between the home player and the goal*. He should always let home attack him, and if he puts on a bold front and keeps cool, home will generally throw to some other player, or on the flags ; a home player very rarely tries to dodge a defence player in “cold blood,” if he should it ought to result in failure for him.

A few words of advice and we have done with point and his duties: If you intend to fill this position worthily, you must make its duties the object of special practice. Always keep cool and collected ; don't allow imaginary danger or fancied success to draw you away from your position—over-confidence is almost as bad as being too timorous, and often as disastrous. Always use your body when checking—never trust to your crosse. Keep your eye on home, and don't let him get off by himself ; when he tries this there is mischief brewing, and you may be sure he means to make trouble with you.

Try and make your picking up a certainty ; your throwing accuracy ; your checking impassable, and you will soon become a "crack" point, and an invaluable member of your team.

COVER POINT.

Cover point should be about the same distance from point as point is from goal. He is the coadjutor of point, and, though allowed more liberty, should always be on hand when wanted. He should possess all the qualifications of point, but has rather more freedom in using them. He can dodge rather more, and may often make a dash down the field : when he does so his place should be supplied by the nearest fielder. As a general rule he has to stand more real hard work than point : he is a sort of human breakwater, and has always to bear the brunt of the first shock. He should thoroughly understand point's style and peculiarities of play, and always try to take advantage of them. The importance of having a properly organized defence has never yet been fully appreciated. From our own experience we can safely say that the duties of a defence player can never be thoroughly learned ; but if anything will tend to make one perfect in it, it is constant practice. The duties and combinations of defence are so entirely different from those of any other part of the field, that they require close application and perfect harmony among the players to secure the action necessary for successful play. Place a fielder or home-man at either point or cover-point, and he is like a fish out of water ; the duties and practice of his new position are entirely antagonistic to those of his former place, and he has not only to learn new duties, but also unlearn old ones.

As the colours of a regiment going into battle are always protected by a guard of picked men, whose duty it is rather to

lay down life than suffer them to be taken ; so should the goalkeeper, point, and cover-point, likewise constitute a guard that will rather suffer anything than allow their flags to be dishonoured. Just in proportion as they perfectly understand each other's play, and have *confidence* in one another, so they make a defence strong or weak.



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CHAPTER X

HOW TO PLAY IN THE FIELD.

IT would be hard to define the precise position of fielders : they are, as it were, the skirmishers of the "twelve"—the connecting links between defence and home, and as such their positions, like their duties, are both numerous and varied, Although having the utmost freedom of action, and allowed the range of the entire field, they have definite positions, nevertheless, and during the fluctuations of the game must be prepared either to aid, or, if necessary, assume the positions of the more fixed points, as occasion may require. If the defence be outnumbered, as is often the case by a sudden rush, the nearest fielders should go to their assistance : if on the contrary they have the best of the game, their endeavour should be to assist "home" in getting the ball through.

In the present manner of opening the game, by *facing* the ball between two players, *Centre-field* becomes a fixed and definite point, his position being exactly midway between the goals: but this position lasts no longer than the face, and as soon as that is accomplished he becomes as moveable as the rest. Many players think that *facing* is not scientific—that any one can do it as well as another—but let them face with an "old hand," and to their surprise (it's very strange, and they can't tell how it is done) their opponent invariably gets the ball. As a general rule most "centres" when facing, aim more to *get* the ball, than to send it in any particular direction. If there is science in facing at all—and we claim that there is—they should strive to perfect themselves in it, and not only *take* the ball away from

their opponent, but place it with one of their own side. We have often observed that short games, lasting from ten to thirty seconds, or perhaps a minute, are invariably the result of *centre-field* getting the ball and passing it at once to *home*. If it is at all important for a side to get possession of the ball during the game, surely it is doubly so when they are all fresh and ready for work. To enable centre to do this, we purpose giving a few of the best methods of facing we know of—there are many others which he may easily find out himself (the more he can learn the better), but let him not be satisfied with simply drawing his *crosse*, and trusting to luck.

Position.—In regard to position, centre should choose that which is easiest and most natural to him: but should avoid getting down on his knees, or any other position which will interfere with his movements when completing the face. The best position we know of, and the one used by more good players (both Indian and white) than any other, is to grasp the *crosse* with the left hand an inch or two above the collar, the right hand at the butt; the left leg is advanced, and the body inclined forward. The advantages of this position are, that he has an easy and perfect control of his limbs and body, is not in any way cramped, and is ready at once to try any ruse he may premeditate. In all “faces,” it must be remembered, that practice is the only thing that will ever make you perfect: theory is very good in its place, but it cannot compete with practice. Combine the two and you strike the happy medium. It is also premised before starting that every “centre” has a slight ridge or sharp edge on the upper side of the woodwork of his *crosse*: it will be found very useful, and if he has not got it on his *crosse* ought to secure one having it.

Up and over.—This is the most common of all faces, and is

merely a feat of strength. The ball is lifted up and over the opponent's crosse by the above mentioned ridge, being firmly pressed against his netting. The worst fault that this has—if it can be called a fault—is that it is so common that almost every one knows it.

The draw and hook is a great favourite with Indian facers, and is almost invariably used by them. It is done by drawing the crosse, and along with it the ball, quickly toward you, and *hooking* it from your opponent with the side of the bend, at the same time making a backward spring from the left foot. The surest way when hooking the ball is to turn the handle of your crosse slightly outward so as to prevent your opponent hooking it from you.

Flat face may be done either of two ways, and will be found equally successful with either. At the last sound of the word "play," give your crosse a quick turn from right to left, or *vice versa*, pressing the side firmly into your opponent's netting, and by a quick, downward motion, cover the ball with the head or centre surface of *your* netting. When in this position you can either, by a quick jerk, draw it towards either side, or send it between your legs.

Back catch.—This is a very simple and ingenious face, and is invariably successful if properly managed. It is performed by raising your crosse so as to clear the ball, and pressing the bend firmly into your opponent's netting; force it over and your crosse downwards, until the woodwork gets between his crosse and the ball; then draw quickly to your right.

Before centre commences to face, he should quietly inform the nearest fielder to which side he intends taking the ball, so that the latter may regulate his position so as to take advantage of it. He should also remember that the simplest methods

of facing need practice, and that, if he would be a successful facer, he should have more than one way of taking the ball.

As the early fortune of each game in a great measure depends upon the way the ball is sent at the start, it will be seen that the responsibility of the centre is much greater than that of any other fielder, and offers more than ordinary scope for displays of skill. It should always be his endeavour therefore to get the ball and send it down to his opponent's flags: it greatly encourages his own and disconcerts his opponent's side, and there is always the chance of its being put through. Facing over centre becomes an ordinary fielder, although as a general rule, he is allowed more latitude of range than the rest.

The *fielders* should be expert in every part of the game already detailed, especially so in *picking up*, *short-catching* and *pitching*. Their *personnel* should be lithe and wirey, not overburdened with flesh, but having enough to withstand the shock of a body check, with good wind and running capabilities; they might easily answer the description of the ancient warrior:

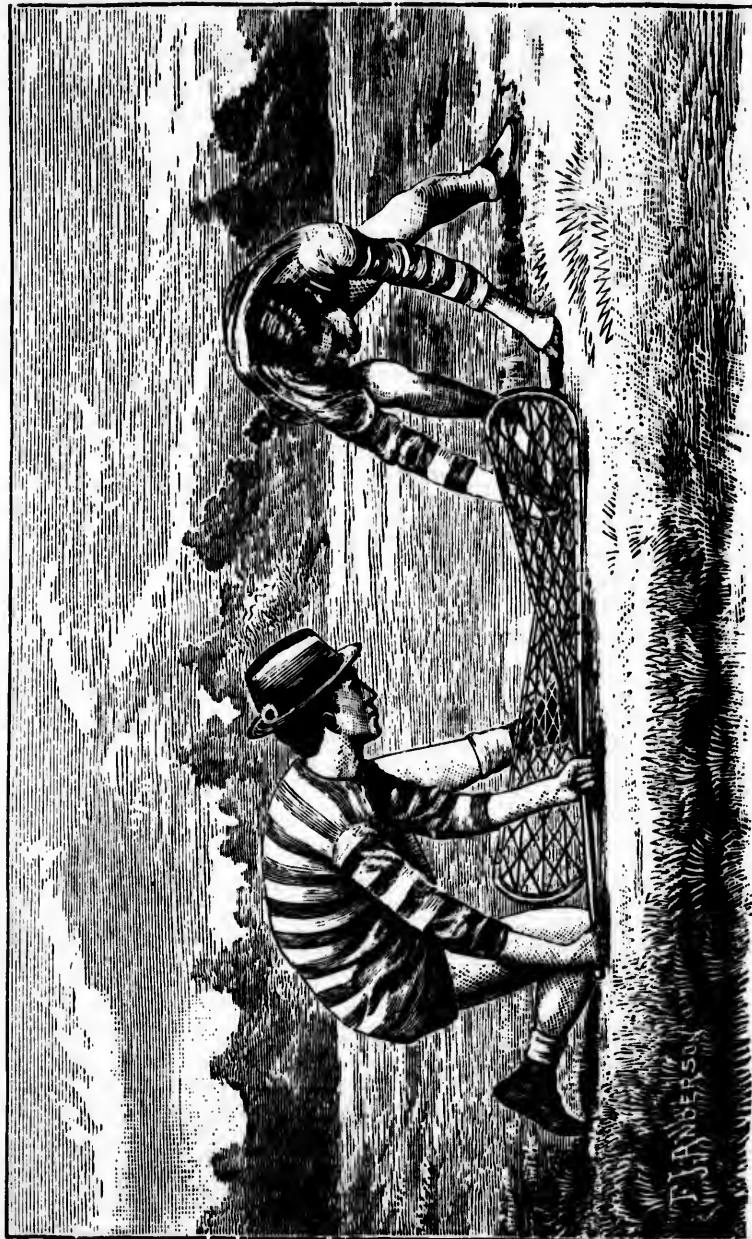
" Whose square-turned joints and length of limb,
Showed him no carpet knight so trim,
But in close fight a champion grim."

A fielder may or may not be a "crack" runner. As a rule crack runners do not make the best players. In our experience we can safely say that we never knew a crack runner to make a *crack* player. Whether it is that they have too much confidence in their own fleetness, or are unwilling to devote the time and labour necessary to be proficient, we cannot say; whichever it is, the result is invariably the same—they are not a success. Of course we do not mean to decry the advantages

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of rapid running in a player over one who does not possess an average amount of speed. If the two can handle the ball equally well, the best runner has an *immense* advantage. But what we would wish to impress is, *do not trust to your running*—it is played out—it looks very pretty to see a player scour along the edge of the field, taking the ball with him, but the end is generally a failure; he cannot once in a thousand times send the ball through the flags, and generally gets so fagged out and useless that it is easily taken from him or secured as he attempts to throw.

When the game was in its infancy the rule was for every player as he got the ball to charge down the field, and endeavour to take the game or do all the playing himself. Every one else on his side was entirely ignored— to him they were as if they were not—in his own imagination he was “charging an army while all the world wondered;” but the result generally proved that if he had not the heroism of the “noble six hundred,” he had at least shared in the stupidity of their commander, and had blundered enough to render his exertions useless, or worse than that. *Individuality* was then the prominent characteristic of the play, and although certainly more beautiful to look at, yet it lacked almost entirely the science and success of the game of to-day. This is why at first our best “twelves” were so easily defeated by the Indian teams with whom they ventured to compete. They (the Indians), although probably no better players than the whites, had a unity of aim and purpose, and worked so harmoniously into each other’s hands that success to them was nothing less than a certainty. Of late years, however, white players have begun to recognise the importance of playing to one another, and success, as a consequence has crowned their efforts.



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A great many white players make the mistake of taking the Indian player for a model, and endeavour to conform their style of play to his. That he possesses special characteristics, well worthy of imitation, no one would attempt to deny ; but it is an absurdity to take him for a model in all parts of the game, as he is far from being perfect, and the very characteristics which make him a successful player are more a proof of his superior physical nature than of any superior skill he possesses. For example, their motive principle is always to have as many men as possible at any critical point, whether it be defence or attack. This explains the reason why they invariably bunch when hard pressed or likely to be successful ; for every Indian instinctively feels that where the ball is he should also be. Of course this entails a vast amount of running, which no white player could possibly stand, or which, if it were attempted, would soon disorganize the side, and leave it "so mixed up" as to be incapable of effecting anything. If the Indians of to-day have been compelled to modify their ancient game to suit their less hardy constitutions, how much more should we whites modify it to suit ours, and endeavour to make science and skill take the place of force. The more that fielders bear this in mind, and endeavour to put it into practice, the easier it will become, and the more successful will they be. Good fielding is obtained by *individual proficiency*, and a "crack twelve" is always the result of such proficiency properly directed.

As fielders must be left much to their own control, they should make it a part of their practice to cultivate confidence in each other by "*tacking*," as it is called, or playing into each other's hands. This is a peculiar characteristic of Indian play : it is a simple, effective, and, if properly managed, an almost certain way of carrying the ball down on the enemy's flags. It is done by

carrying the ball as far as safe, and when in danger of being checked, pitching it to the nearest unchecked player who is in a position to carry it on. This is the general principle of the science of "taking": its practice of course varies according to the fluctuations of the game. No general rule can ever be binding in every case, and often in practice we find that circumstances may so alter the face of the game that it is desirable to break a rule and adopt some other method more suitable to the emergency. For example, long-throwing is inadvisable in a fielder; but if the defence be drawn out, and the goal left unprotected, a long-throw to home may secure the game. Of course in a case of this kind, where the object is to gain time—and seconds are valuable—tacking the ball would only defeat the end in view—to get the ball to the flags before the players can get there. Again, it would be unreasonable to say that you should, in tacking, always play to the nearest unchecked player: he might be the worst player on the team, or you might have no confidence in him. True, there are times when by doing so you might win the game; but these seasons are best judged by the captain or player himself. Rules are good for guidance in a general way, but in emergencies nothing can supersede individual judgment. If fielders thoroughly understand, and have confidence in one another, it materially alters their play, and makes them much more formidable opponents than if they adopted the opposite system, and each played on his own responsibility.

If there is any one thing more vexing than another in fielding, it is to see a player persistently carrying the ball past checker after checker, until he either loses it or places it where it is of no possible advantage to his side. Where there is any thing to be gained by extra personal effort of this kind we would be

the last to deprecate it ; but the fashion of trying to individualise one's self, so much in vogue to-day, is one of the greatest drawbacks to the advancement of the game. Indeed we have often heard players bitterly inveigh against those who have this habit, and we are sure that if the aforesaid individuals could only hear other people's opinion about their play it might have the effect of altering it considerably. It really amounts to sacrificing the interests of their side for a little applause, for the object in nine cases out of ten would have been more surely and easily accomplished by a judicious throw, leaving the player unblown and ready to direct his energies in some other direction. The amount of hard, useless running, made in this way can hardly be estimated. A certain amount is necessary, and if fielders could only strike the medium they would find that the labour of the game is materially lessened, and that the science would be proportionably increased.

We would not wish to be understood as opposed altogether to hard running—it is often necessary. If a player on getting the ball can *get away* from his checker, and go for the flags, he may often have a clear sweep, or if checked, it is sure to leave one of his side uncovered, to whom he may pitch the ball. In a case of this kind he had better push on for the flags at once, and augment the number of the attack. It disorganizes their opponent's defence, as they cannot possibly check all the men near the flags, and in the confusion the ball may often be shot through. In our own experience we have often seen the defence-men so anxious to check their opposing home-men, or so afraid to leave them, as to allow the adventurous fielder a clear road to the flags, and lose the game as the result. Indeed so dangerous are these dashes at the flags by unchecked fielders that, if they are properly supported by the home-men, success

is almost certain. While here we may remark upon the unreasonable jealousy with which some home-players regard any attempt of a fielder to put the ball through : they look upon their's as a sort of divine right, and any interference or attempt of a fielder to do so as an insolent and unwarranted presumption on his part.

If a fielder carry the ball up and even have a good chance for a throw, they fancy that instead of attempting to do so he should give 'Cæsar his due' by placing it with them. This jealousy is not only unreasonable but ridiculous. If a fielder is in a position and has a chance to throw, he should be, for the time being, a home man, and treated as such ; and he would be a simpleton if he would for a moment entertain the idea of allowing another person to throw for him.

Every fielder should practise quick, straight shots, for the flags : they often have chances, and should always take advantage of them. If the goal-keeper had only to stop the balls thrown by the home-men, they would have an easier time of it, as they would always know in what direction to look, and have some idea of the kind of ball likely to be thrown. We would say to fielders, however, do not always try to force your way into the flags—it is not necessary that you should : if you find yourself checked, you may be certain that one of your home-men is uncovered and waiting for the ball : give it to him, and then go for position yourself. Without this confidence and harmony between fielders and home, the attack will degenerate into a mere scrimmage, in which every man acts on his own hook, and little is really effected.

A great many otherwise good fielders, have this very bad fault of always allowing their opponent to go ahead of them and get the ball, and then after he has secured it, of trying to

take it from him. This is the very worst policy that any one could possibly pursue, for the player side who has the ball has half a dozen of chances of keeping it to one the checker's has of getting it. The holder of it, may run with it, may dodge his checker, or may throw to one of his side who is uncovered. The only thing the checker can do is to try and dislodge it from his stick, and even if he succeeds, which is not always the case, the man in possession has by far the best chance of getting it.

The axiom that 'possession is nine-tenths of the law,' holds as good in lacrosse as in legal matters, and our advice to fielders is, always make a bold dash for the ball, and never, if you can possibly help it, play 'second fiddle' to any one.

A great many good fielders have the very bad habit of dodging too much. It is well to be thoroughly master of the art, and, when necessity compels, be able to do it neatly and surely, but such cases are fewer than many fielders try to make out.

Good fielding is not alone the art of playing well—there is also necessary a combination of mental and physical qualities which no rule can define. It is the knack of being always in your right place at the right time—of checking the right man in the right way—of assisting your friends, and outwitting your opponents: it requires plenty of brains and a cool head to know how to use them to advantage.

Fielders should never *dog* or continually follow an opponent; if he is inclined to wander away from your position, let him go, and get some other player on your side to look after him, while you take charge of the one who supplies his place. While speaking of this, we would like to impress upon fielders the desirability of checking as closely as possible the men playing against them. *When the opposing side has the ball stick close to*

your man, and do not let him wander off by himself : this will spoil their chance of tacking the ball.

When your own side gets it, get as far away from your check as you can, so as to allow your man to play to you. If your opponent is half as sharp as he ought to be, he will see that you do not have any little game 'all by yourself.' Do not hesitate about whom you will check, and stand looking around for any particular man ; take the nearest unchecked opponent, and if all your side do likewise, you will frustrate any little game they may attempt. If you should happen to be the nearest check to the person getting the ball, do not let him run off by himself ; follow him up, and do not leave him until you see what has become of the ball. It is not uncommon to see a player thus persistently followed lose the ball through sheer nervousness, or if he succeeds in getting a throw, it is done so hurriedly as to be of little benefit to his side.

One checker is enough for any one dodger ; but two opponents tacking should always be checked by two players. We do not know anything more disheartening than to find yourself outnumbered and compelled to check two men—they make a fool of you by playing pitch and catch over your head, laughing at you all the while, and you cannot help yourself.

Another thing that mars the fielding of many white players is their lack of foresight in anticipating the place where a thrown ball will light. If they see a ball thrown where there is no fielders, they don't seem to have any idea that it concerns them at all, but simply wait to see where it lights before making up their mind whether they are going for it or not. It is this lack of foresight and decision, in many cases, that makes the difference between good and bad fielding, and between success and failure. Fielders have often remarked to us that in an Indian

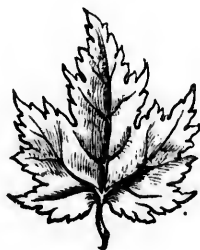
match, wherever the ball would light, there was sure to be an Indian waiting for it. It is almost an instinct with an Indian when he sees the ball thrown to tell, by the curve that it is describing, where it will fall. The moment it leaves the crosse he prepares to follow it, and generally succeeds in getting the start of his white opponent. This is a valuable habit, and can easily be acquired by observation and practice.

Fielders should never make a habit of roaming round from one end of the field to the other: although they are the skirmishers of the twelve, they should be careful not to get bunched together, nor yet leave any part of the field unprotected. This roving disposition is not conducive to good play: and, although it is often well to give centre-field, and perhaps one or two other fielders *carte-blanche* in this respect, as a general rule, when used promiscuously, it leads to over-exertion. Fielders should never use themselves up by hard running if they can possibly avoid it: always try to keep fresh and strong for the last game.

In reference to the field Captain—fielders should always remember that although left largely to their own resources, and the exercise of their individual judgment, yet there are often times when by prompt implicit obedience to his orders, success may be secured. As he cannot possibly tell them his plan, they should take it for granted that he has sufficient reasons for giving them the order, and obey it at once. Never hesitate when your captain tells you to do anything, and look around as if endeavouring to find out his reason; if you intend obeying at all, it is to your advantage to do so at once.

A few general hints and we have done with fielders: Strive to be *proficient* in all branches of the game; always cultivate *confidence* in your side; prefer *tacking* the ball to hard running

or dodging ; always be *ready* to help either defence or attack ; when *your opponents* have the ball, check closely the nearest opponent ; when *your own side* gets it, always uncover ; always warn players who straggle ; one checker is enough for one dodger ; *two opponents tacking* should be checked by two men ; obey your captain's orders promptly. Last, but not least, don't try to individualize yourself either by play or dress, one man of this kind will often spoil the play of the entire team. *Remember that the strength of any team consists in its combined proficiency rather than in the individual excellence of its players.*



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CHAPTER XI.

HOW TO PLAY HOME.

THE position of home is one of the utmost importance, and in many cases its duties and responsibilities have never been properly understood. In newly organized clubs the idea is but too prevalent that any player is good enough for or can play "home," while the fact is that the position of home requires specially trained men as much as any of those already mentioned. The rest of the team may be perfection itself, but if home be inefficient or inexperienced their chance of winning the match is very small, and instead of their efforts culminating in success, as they should do were home efficient, they generally end in disaster.

It looks very simple, and almost any player can throw the ball through the flags, or perhaps score a game at practice ; but in the excitement of a match, whilst pitted against and closely checked by a vigilant opponent, it becomes a different matter altogether. Then it needs experience to dictate what is best to do, and science to be able to put it into execution.

Home may be played by either one or two or three players : if with one, he should stand about ten or twelve feet in front of, and at the same time to either right or left of the goal. The laws of the game prohibit home from approaching nearer than the goal crease (six feet from the flag poles—see Rule IV), until the ball has passed cover-point. If home be played by two players, one ought to occupy the place above named, and the other take up his position at a slightly increased distance upon the opposite side of the flags. If played by three players, as is

often the case, and which we think the better way, one man, "close home," should remain within a few feet of the flag-pole directly in front, and the others, "right" and "left home" as they are generally termed, should occupy positions about thirty feet in front and the same distance on either side of the goal. Of course these positions are not fixed, nor can any position in Lacrosse properly be termed fixed; but they are fixed so far as this, that they should always stay in the vicinity of the enemy's flags.

One of them, "close home," should always maintain his position close to the flags; the object of this is that when the ball is thrown to him, or at the flags, he can easily close in, and either catch and throw, or else alter the direction of the ball and swipe it through. It oftentimes happens also that a ball is dropped inside of point, and remains there for a few seconds untouched before any one can reach it, and he may thus have a chance of swiping it through. In fact while in this position the style of play he must use to be a success is so peculiar as to be entirely different from that of any other player on the field. Whether the ball comes to him by a straight shot which passes point, high shot which goes over his head, grounder, skipper, from whatever direction, or in whatever form, he must have the knack of utilizing them upon the spur of the moment. "Close" or "inside" home should be an unailing catch, and *never* rather than hardly ever, miss getting the ball when thrown to him. He should be able to throw straight and swift, from any position, without having to look about and consider the situation. He has no time to think, and delays are extremely dangerous in his case. If he can play this game he is an invaluable man, and should practice playing in this one position.

If he cannot do this he has yet much to learn, and the sooner he puts himself into practice for it the better for his side.

There is no chance work about home, as some would have us believe ; but its science consists in knowing how to take advantage of any favourable chances which may occur. Probably every person who ever witnessed a lacrosse match can call to mind games lost by chances not being taken advantage of, and others won for the opposite reason.

The principal qualifications necessary for a successful "home" are *certainty* and *quickness* in catching, and *rapidity* and *precision* in throwing. We have often seen games lost by home being unable to catch the ball. Catching with him should be a *certainty* ; if it is not fielders may well be pardoned for trying to put it through themselves when they are afraid of "home" missing it if they do throw to him.

Throwing should be made a special study, especially any new method which he can devise which may puzzle the goal-keeper. The various kinds of throwing for him to practice such as the "overshot," "undershot from the reverse side" it is unnecessary to more than mention here, as we have already exhausted them in the section on throwing, but there are several auxiliaries which, although they cannot properly be termed throws, will yet be found useful.

The most effective of these are *sweeps*. These are executed by catching the ball on the wing and driving it into the goal. It is neither a catch, nor a throw proper—it is simply changing the direction of the shot so as to make it effective. Such shots are probably the most deceptive with which a goal-keeper can be tried, as the original direction is so quickly altered that before he can prepare to meet it, it may be past him. They should be specially cultivated by close-home who should make

them the subject of special practice. This practice will not only be of great benefit to himself but also to the goal-keeper on his own side who ought to assist him.

Tips and kicks often win games. Tipping is generally used for grounders, or when the ball is upon the ground and there is no time to pick up and throw. It is done with one motion, and is very effective at short distances. *Kicking* is generally useful when you get "mixed up" and have no room to use your crosse. It smacks more of football than of Lacrosse: but, if the ball can be sent through by it, the home-men need have no scruples about using it. Hoppers, if caught on the ground, should be tipped; if on the rise, swept into goal.

Striking down curved balls into goal is very good and effective play, but should never be used when there is any danger of striking the goal-keeper. It is very much used by Indian home-men, and in their play is very successful.

Of late years this "drop shot" game on the flags and swiping in by close-home or a rush of fielders, has been very much practised and with a tolerable measure of success, but in spite of its present popularity we would venture to predict that it will not last, but must eventually give way to the older and more orthodox method of dodging and throwing formerly in vogue. Our reason for saying this is that however successful it may at present seem to be, its success is owing more to the weight and endurance of the men engaged than to any science it possesses; as a rule the heaviest and best trained team win, but they do it often at an expense of hard knocks and bruises that do not tend to elevate the game or add to its science. In the chapter on field Captain's duties we may discuss these different styles of home play at greater length.

Another very useful method employed by them, especially when two play home, is, as the ball approaches, for one of them to retire behind the flags; instead of a throw at goal, as might naturally be expected, a curved ball is thrown over it, caught by the home-man in rear, and immediately sent back through the flags or thrown over the top, so as to light within the goal-crease, when it is either hit down or swiped through. To do this properly the home-men should be well acquainted with each other's play, and have some signal by which either may know what is about to be tried. We have been long of the opinion that two or three signals, which could not be understood by opponents might be profitably introduced into the game, and would often make success more certain. We have always considered that one great advantage Indians have always had over white players was the facility with which they could communicate their intentions without being understood by their opponents; most of them speak English slightly, and understand enough of it to know anything that is said among the whites; while their opponents, on the contrary, are entirely in the dark as regards their "lingo," and can only judge of what is said by the results which follow. Several clubs in Ontario have club signals, which are used by unchecked players when they want the ball thrown to them. The idea is a very good one, and we suggest the propriety of perfecting this system of signals more fully, and instead of one have three or four simple, distinct sounds, with each of which should be connected some act of the game, such as throw, dodge, catch, uncover, &c. If this idea were fully carried out, we have no doubt that it would be a great advantage to a "twelve" in matches—"*forwarned is to be forearmd.*" In connection with this subject of club-cries, we remember a very laugh-

able incident in a match played in a town not a thousand miles away from Toronto. In that match our team had adopted the club-cry of a western rival, and whenever it was called it was to be the signal for the player carrying the ball to throw it to the person calling. Such a thing was something new to the unsophisticated inhabitants, many of whom were present to witness the match, and one polite bystander, a Yankee, more curious than the rest, stepped up to our umpire and blandly asked him to point out the player on whom everyone seemed to be calling. The umpire, who by the way was very fond of a joke, after gravely looking over the field for a few moments, as if in search of some one, quietly pointed to the centre of the field, where a severe struggle was going on, said, "There, sir, that's him with the scarlet cap on!" As the whole twelve had caps of precisely the same colour, the astonished querist quickly replied, "Why! they all have scarlet caps, and I can't tell one from another!" "Can't you?" replied the urbane umpire: "That's the very man!" The verdant retired amidst roars of laughter from those who heard the colloquy.

In throwing into goal whether using side shots, over or under, throw from the reverse side, or any other kind of shot, home-men should make *quickness* and *precision* their special object. A great many games are lost by the home-men having their sticks knocked down before they have time to get a shot. A good home-player ought to be able to throw from any position in which he may happen to find himself, if he has to work for a position suitable for his style of throwing, his usefulness as a home-player is very much impaired. He should endeavour to cultivate the art of straight, hard, instantaneous throwing from any position. The main thing is *precision*; when that is attained, practice then to deliver the ball as quickly as possible; but pre-

cision should never be sacrificed for speed. As a rule *curved balls* are harder for the goal-keeper to judge than any other ; they are much used by Indian fielders, especially when home is near the goal-crease or in position to swipe them in. *Straight shots* that do not touch the ground till after they pass the flags, are more effective when thrown from either side than straight from the front, and, as a rule, the farther they have to travel—no matter what is their speed—the easier for the goal-keeper to stop them. The difficulty of stopping balls thrown to goal is always increased in proportion as the ball meets the goal-keeper's centre, thus : 1st, below ; 2nd, the knee ; 3rd, head or above it ; 4th, chest ; 5th, stomach.

Balls thrown in line with the goal-keeper's stomach are much harder for him to stop than any other, for the reason that he cannot quickly bring any great surface of netting to oppose it. Home-men should pay attention to this, as it is the goal-keeper's most vulnerable point. They should never neglect an opportunity of throwing. We have often seen games won by persistent, resolute throwing, and as often seen home-men lose their chance of getting game by endeavouring to get into a better position. Some goal-keepers have serious objections to home-players driving hard, swift shots directly at them, and think it unfair that such a style of play should be allowed. For our own part we cannot see any serious objection to the practice provided the goal-keeper gets fair play and is allowed to defend himself. We do decidedly object, however, to the practice now so common, of "close home" swiping down the goal-keeper's stick whenever there is any chance of a ball going through ; as the law at present stands it is legal, but this can never make it fair. It seems cowardly to us, as it gives them no chance whatever, either to stop the ball or protect his person from injury.

You might almost as well tie his hands behind his back and ask him to use his body as a preventive to the ball going through, as to knock his stick out of his hands every time a shot is made at goal. If this practice of knocking down the goal-keeper's crosse were made illegal, we are satisfied that it would help not only to make home play more scientific but also to render the position of the much abused goal-keeper one of less hardship. It is un-British in its nature, and its abolition would not only be an act of charity to the goal-keeper, but would be as fair to one side as the other.

To the home-men *dodging* is a necessity ; their energies are all directed to a given point—the enemy's flags—and brilliant play is with them a nonentity if it bring them no nearer or give them no better chance of putting the ball through the flags. The fault of a great many otherwise good home-men is that of trying to dodge too much : they seem to have a mania for it. If you ask them why ? they cannot give you any valid reason ; they have an irresistible desire to dodge cover-point, point, and even carry the ball through the flags : and so absorbed are they with this idea that they cannot see any chance of throwing. This kind of playing, however pretty it may look, is rarely effective ; to use a common expression, is a "one-horse way" of winning games. If any men in the team should have confidence in, and thoroughly understand each other's play, it ought certainly to be the home-men. Here "unity is strength," and individuality is weakness ; and home-men who would play so as to encourage the latter are not worthy the position. It is very pleasant to put the ball through the enemy's flags, and the ambition to have the honour of doing it is no doubt a laudable one ; but when carried to excess, as is too frequently the case, it becomes a source of weakness rather than of strength. Every home-man

ought to *sink self and play to win the game* : if this can be best accomplished by dodging, by all means do so ; but if otherwise, do not hesitate to give your comrade the benefit of the chance, and believe us you will never regret having done so. Nothing so weakens "home" as *jealousy and distrust* of your comrade : if you have no confidence in them, they are likely to have about as much in you, and by this mutual distrust opportunities are often lost. As a rule the home-men who have the most confidence in, and play most to each other, are the most successful in taking games. It really does not matter a button who puts the ball through : if your side be defeated you all share alike in the disgrace ; if your side be successful you share alike in the honour. We consider that home deserves no more credit for putting the ball through the enemy's flags than the goal-keeper for keeping it out, point or cover-point for saving the flags, or the fielders for sending it up to them. They are all worthy of honour alike, if they do their duty ; but to make one position *more* honourable than another would be ridiculous, and only have the effect of making players in other parts of the field dissatisfied with their position, and desirous of obtaining the one considered the most honourable.

With such a state of affairs it would be impossible to keep any order or system during a match—we would see the defence men or even the goal-keeper dashing down the field, exclaiming "Are we not all *honourable* men?" and trying to make their boast good by putting the ball through the flags. Every player should remember that

"Honour and fame from no *position* rise ;
Act well *your* part, there all the honour lies."

And whether they be home, fielder, defence or goal-keeper, stick to their own position and endeavour to fill it worthily.

Another great fault with home-men is that they cannot be got to keep their places, but will persistently wander down the field in order to carry up the ball. This is injudicious, for if "home" does not succeed in securing it down the field, he is generally winded before he can get within throwing distance of the flags. It is hard to define the exact position of "home" —it is changeable and dependent upon so many contingencies; but one of them ought always to remain close to the goalcrease. If your side can hold its own, or have a little advantage, you will have enough to do without wanting to go down the field after the ball; if, however, your side is the weakest, one may, with advantage to the side, play further down the field; but the other should always remain in the vicinity of the flags, and be on hand to turn to account any casual advantage.

The style of home-play has a good deal to do with its success, and we are not unfrequently asked, "What is the proper style of play for the 'home team'?" Opinion is divided upon this subject. The "*drop-shot and swipe*" is at present considered "the game," but we dislike it, because it relies principally on brute force, and we have generally noticed that the side that can mass the greatest number of players around the enemy's goal, and stand swiping and rough play the longest, invariably wins the game. In short, it is brutal, but effective; especially when the home team is heavier than the defence pitted against it. It requires but little science to play it, and probably for that reason more than any other it has become popular amongst players who prefer the excitement of rough, untrained play to the scientific game that requires long and careful practice to make it certain of success.

Our idea of a perfect home game is one in which the home men endeavour as much as possible to draw the defence men

away from the goal, and then by skilful dodging, or sharp uncovering and catching, succeed in getting a good shot on the flags. This style of play is much more scientific than the "drop-shot" game, and more effective, if the home men are properly trained and practised together. If the home players can succeed in separating the defence men, and enticing them fifteen or twenty yards from each side of the goal, the way is often left open for some adventurous fielder to make a dash on the flags. If, while the defence men are thus drawn out, a fielder succeeds in getting away from his checker, and dashes in amongst the home players, the balance of power is very much in favour of the attacking side. In such a case, the home players ought at once to uncover, so as to give him a chance to place the ball if he should be checked. If the defence stick too close to the home players, as they often do, the fielder gets a good chance to get right into the flags, and have his throw unmolested; if they check him they must leave one of the home men uncovered, who will be almost certain, if the ball is properly played to him, to get a good chance to shoot on the flags. On whichever horn of the dilemma the defence men choose to impale themselves, the result will be equally unsatisfactory if the home players are up to their work and thoroughly understand the game. The fielders should endeavour to place the ball with the home players by short throws, the moment they find them uncovered. If a home player gets the ball in this way, and his opponents are properly enticed away to each side of the goal, all he has to do is to dodge his own checker, and he has a clear road to the flags without having to run the gauntlet of half a dozen determined defenders. To be effective, this style of home play requires not only plenty of practice, but also the utmost confidence and harmony amongst the players. Skill avails but


little without mutual confidence, and is productive only of brilliant individual dashes at the flags, which almost invariably result in failure. If properly played, however, it is almost certain of success. Years of careful watching have convinced us that the style of play just described, if well played, is infinitely superior to the drop shot and swipe game, and must ultimately supersede it in all first-class clubs.

Lack of directness and force seem to be the fault of very many home players; they make brilliant play occasionally, but it does not amount to anything, because it is misdirected. There is no method whatever about their play; every man acts on his own responsibility, and if they should by chance happen to get a game, it is more the result of accident than skill. Random home play, no matter how good the individual players may be, is seldom successful. Every home player should have one definite purpose—to put the ball through the flags; and to that point all his energies should be directed. He should have plenty of vim and dash about him, and always be on the alert for any chance to score a game. Although he should never lose his independence of action, he should remember that combined play is always the strongest and most successful.

In conclusion, we would say to all home-players, study to cultivate a fair and scientific style of play; make *skill* take the place of brute force. Try and encourage *confidence* in each other—this is the only way to success.

CHAPTER XII.

HOW TO ACT AS FIELD CAPTAIN.

NE of the principal men in any well organized Lacrosse Club is the Field Captain, and on his force of character and ability depend in no small measure the position that their representative team will occupy when pitted against competitors.

At the regular practices of the club he should have a general supervision over the entire field, direct the style of play, keep close watch upon the different members to note their peculiarities of style and various capabilities ; without in any way interfering with the Captains who usually choose sides, he can find plenty of work to keep him profitably employed. He should know each individual player thoroughly, especially those on the "first twelve," and make their capabilities and style of play so much a study as to be able to tell in what part of the field their services will be of the most value. He should arrange the positions of the various players eligible for "the team" beforehand, and make them play in them during practice so as to accustom them to the work that will be required of them during matches. Although he does not select the twelve that represent the club in matches, he ought, and generally has, a good deal to say about the material of which it shall be composed.

In matches, he is the central figure of the team, and although seldom a player, one of its most important members. Not only is he the "officer in command," but also the spokesman in any controversy about disputed games, fouls, etc. In many

cases games are won or lost according to the ability of the Captain to represent or misrepresent his club.

He should be thoroughly conversant with the laws of the game, and see that they are not infringed upon by the other side.

He should be ready witted, full of resource, and able to take advantage of any circumstances which will benefit his own side. Although affable and pleasant, he should be a strict disciplinarian with his men, and insist on being instantly obeyed in whatever orders he may give. Such a Captain will have almost as much to do in winning matches as any player in the team. As a rule, players take their tone from their Captain, and if he is fainthearted and spiritless, it is not likely that his men will be over sanguine of victory. Even if the game is going against his side, he should show a bold front to the enemy, and do all that he possibly can to encourage his team. It is wonderful how much confidence a cool, resolute Captain can inspire in his men if he handle them properly. The difference between Field Captains in this respect is often the difference between defeat and victory. We have seen a team thoroughly demoralized by losing the first two games of a match, become so reanimated by the cool confidence of their Captain in their ability to win, that they have gone to work with a will, and by sheer courage and tenacity of purpose, turned the tables against their apparently victorious opponents ; of such a Captain it might almost be said that, like Clan Alpine's chieftain,

“ One blast upon his bugle-horn
Were worth a thousand men.”

In choosing a Field Captain a great mistake is often made : it is supposed that because a person has made his mark as a player he

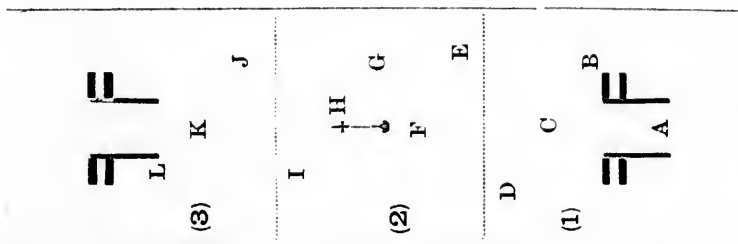
must necessarily make a good Field Captain. The conclusion is altogether unwarranted : a man may not be able to play at all and yet make a much better captain than the best player in the club. The reason is, that directing the different combinations of defence and attack is a purely mental faculty ; and even were he the best player on the team, he cannot both direct others and do justice to himself. It is better, therefore, to have a captain entirely independent of the "twelve" who play, so that his energies may be directed solely towards directing the men, and taking advantage of any favourable circumstances which may arise during the game. The player engaged in the excitement of the game is like the soldier in the din and confusion of battle: he has his own part to play, and if he does that well cannot be expected to do more. His general, however, removed from the immediate presence [of danger, and overlooking the whole field, can at once detect the designs of the enemy, and concert measures to defeat them. Without participating in the actual conflict, his are the energies which unite all together—aiding here, checking there, and keeping a judicious supervision over the entire field. So with the captain on the lacrosse-field—without actually playing, he can find plenty to do in directing the evolutions necessary to aid defence or attack. A captain should know the name of every player on his side, their special characteristics of play, and be able to judge pretty accurately when they get the ball what they are likely to do with it.

In posting the players he should see that each one occupies the place best adapted for him. As a rule, light active men are best for fielding and attack ; heavy men for defence. The disposition of the men at the commencement of the game can only be controlled by circumstances, such as the number of players, size of

the ground, strength of your opponents, &c. Every man should understand his position, and practice in it for sometime previously. In a match he should take up his ground somewhere in the vicinity he generally occupies at practice. Nothing disorganizes a team so much as to find themselves new to their positions. A very good plan is for the "twelve" about to play a match to play all the rest of the members who attend practice. This gives them good practice, and uses them to play together as a team. If there be not players enough to afford them good practice, let the defence half of the team play against the attack half, and the rest of the "field" be chosen as in ordinary practice.

We give three diagrams showing the different arrangement of the players on the field. Either may be selected, but, whichever it is, should be used in matches as well as practice :

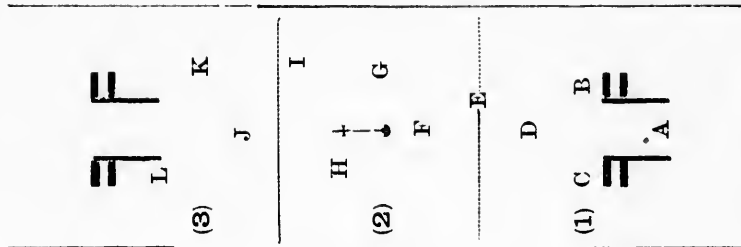
No. I.



KEY TO NO. I.

- | | |
|----------------|----------|
| A—Goal Keeper. | G—Field. |
| B—Point. | H—Field. |
| C—Cover Point. | I—Field. |
| D—Field. | J—Field. |
| E—Field. | K—Field. |
| F—Centre. | L—Home. |

No. II.

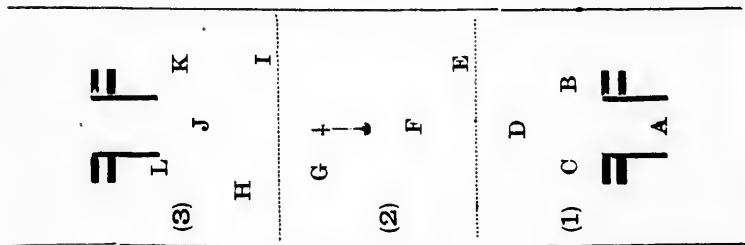


KEY TO NO. II.

A—Goal Keeper.
 B—Point, right.
 C—Point, left.
 D—Cover Point.
 E—Field.
 F—Centre Field.

G—Field.
 H—Field.
 I—Field.
 J—Field.
 K—Home, right
 L—Home, left.

No. III.



KEY TO NO. III.

A—Goal Keeper.
 B—Point, right.
 C—Point, left.
 D—Cover Point.
 E—Field.
 F—Centre Field.

G—Field.
 H—Home.
 I—Home.
 J—Home.
 K—Home.
 L—Close Home.

The dotted lines which divide the field into three sections, are intended to show the space to which each player ought to confine himself. As a rule the defence-players should confine themselves to No. 1, and home to No. 3, fielders to No.

2 or centre section, except when in case of emergencies already described they may have to assist either defence or attack. If wanted at defence, F and E should assist, and G, H and I extend the distance between them, so as to cover the ground and maintain the connection with home. If wanted to attack, I and J should assist the home-men, while G, H and F extend, as in the former case. As a general rule it may be laid down that *in no case* should all the fielders rush to either defence or attack: three of them should be sufficient in any emergency, and these should be the three nearest the point wanting aid—the remainder of the fielders always extending their distance in order to keep the chain of players unbroken.

The arrangement in diagrams 1 and 2 are generally used by Montreal and Toronto clubs in match games, and are intended for similar styles of play. The game now generally in use by these clubs is the "tacking" game, which is done by each player carrying the ball as far as he conveniently can, and when checked or hard pressed, placing it with one of his own side; in this manner it is carried up the field until it reaches the home. In this style of game the defence do not make long throwing the rule, but rather the exception. This game is a very effective one, and when well played is almost sure of success. In both of these diagrams it will be seen that the field plays a very important part, and is intended, as described above, to assist either defence or home, as necessity may determine. The arrangement in diagram 3 is by Mr. J. R. Flannery, of New York, Secretary of the National Amateur Lacrosse Association of the United States, and is used by the club of which he is a member. It differs essentially from the others in that the field is almost entirely ignored, the idea being to have a strong defence and home, and cover the intermediate ground by long

sections,
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rs to No.

throwing. By this system the three fielders would have but little hard work to perform, as the battle would be fought out in the vicinity of the goals. If the defence are steady, reliable, and excel in long throwing, and the home team are well up in catching long throws, and thoroughly posted as to the manner of winning games, there is no doubt but that this will be a hard game to meet. In our opinion the hardest worked players on the team will be the home men, H, I, and J, as upon them devolves the duty of receiving the ball when thrown up by the defence, and changing the "long throw" game into a "tacking" game in order to make it available for effective home play. Its strength lies in the small amount of running it entails, and the number of men massed where the play is most wanted; its weakness, is the fact that each band of players is not only independent of each other, but in a crisis isolated from effective aid.

To be worked effectively, it must be played by men who are thoroughly up in every branch of the game, and trained by experience to rely on themselves in every case of emergency.

The captain should always give his orders with brevity and distinctness: as "brevity is the soul of wit," so is it also the main thing in giving orders. He should not be always calling to his men, or they will soon get used to it and not mind him: when he speaks it should be *short, concise, and to the point.*

When his side has the advantage, he may find it useful to put more men on the attack, and spread the connecting links of fielders over more ground; but however easy a thing his side may have, he ought never allow the defence to be deserted: he should at least keep point, cover-point, and the goal-keeper, there.

If they want a run he may change them with hard-worked

players from the centre or the other end of the field, and by so doing, at once invigorate the attack and secure the defence. A skilful general always secures a safe retreat, so that in case of reverse he may be able to extricate his army: a skilful captain should likewise make this a part of his policy, so as to be prepared for any emergency. Both at practice and in matches the captain governs the team, and *his word* should be law. The team should render him implicit obedience; if they have not confidence in his ability they should select one in whom they have.

Captains may either be players or not in a match—if players they must form one of the twelve; but for reasons given before it is better that they should be non-combatants. If they are not players, they must not be dressed in Lacrosse uniform (see Rule VII), nor may they carry a *crosse*.

Before commencing a match the captains should toss up for choice of direction in which to play; they should also arrange the number of games to be played, time for stopping, &c. It always saves trouble and often dispute, to have these things thoroughly understood before commencing the match. He also should secure the services of reliable men who understand the game to act as Umpires and Referee. During the game any infringement of the rules must be reported by him to the Referee.

When one of his side has been fouled he should immediately cry "*foul*," so as to be heard by the Referee, and see that the game is at once stopped by the Referee calling "*time*." In *disputed games* he should see that "*time*" is called, and the game at once stopped. If any dispute should unfortunately arise, the captain must represent his team and state their case. He should also see that the umpires and referee are not sway-

ed by outside influence, and allow none of his opponents to hold communication with them, except through their captain. Whether the case go for or against him, he should always keep his temper—getting angry will not alter the referee's decision ; but it *does* produce a bad impression among the spectators.

It is the Captain's place to see that the team are in proper training for a match. By training, we do not mean the systematic attention to the details of diet and exercise usually given by professionals. Such training is altogether unadvisable for any ordinary match ; but he should see that they avoid all excesses, and exercise their legs enough to give them a fair share of wind. During a match he should see that his men are properly looked after. He should appoint some one to supply thirsty players with drink during the game ; the best thing we know is a mixture of oatmeal and water, about the consistency of very thin gruel ! He should also see that a supply of spare crosses are placed in charge of some one on the field, so as to replace those broken during the fray. This is a very important thing, and if not attended to, may put one of the best players "*hors de combat*" at a time when he is most wanted.

Of late years some of our clubs have adopted the habit of using Cuco leaves during matches. Cuco is probably the best conserver of strength ever discovered, and its use has been of decided benefit to lacrosse players by enabling them to play through hard matches without feeling fatigued.

Although it cannot be considered as a substitute for training, it is one of the best helps we know of.

He should also see that they attend practice regularly, and all play as a team for some weeks previous to an important match. If it can possibly be managed the team should have afternoon practices before every important match. The reason for this is

that the field will be in the same condition for play as it is during the match, and as a consequence the style of play must be slightly altered to suit the difference in the ground. During morning practice the grass is generally wet and slippery, in the afternoon it is dry, and the feet have a better hold, thus enabling the players to turn shorter and move about with greater ease and security.

When at all practicable the club should have Saturday afternoon matches, if not with other clubs, then among themselves. One such game is worth more to a team about to play a hard match than a week of regular practice. It shows them their weak points as a team, and gives them a chance to remedy them; it also gives the team a feeling of self-reliance which no amount of individual play could ever establish. In fact it is the difference between drill and active warfare.

He should make a point of looking after the style of play not only of the "team," but of the entire club. In conjunction with the Committee of Management, he should adopt some certain style of play which he should see was carried out at the club practices. He should check all tendency to rough or individual play, and make the players learn to rely more on team play than individual prowess. We think nothing demoralizes a club so much as individual play. He should also see that every member of the first twelve is thoroughly up in all the rudiments, such as picking up, catching and throwing; these are necessities, and although less brilliant than dodging are much more effective in matches. Although it is well to have good dodgers on a team, he should make this kind of play the exception rather than the rule.

In matches he should follow the game as closely as possible. This will entail a good deal of hard work, but it animates the

players and keeps them better up to their work. If a Field Captain's manner has the repose "that stamps the caste of Vere de Vere," it is hardly probable that he will succeed in infusing any great amount of enthusiasm into his men. We are not lovers of fussy Captains who are always puffing about and yelling at the top of their voice, but we do admire the Captain that is on the spot whenever he is wanted, and can by a few concise words inspire his men with a little of his own energy and determination.

The Captain should make a study of quickly massing his men, so as to throw as many men as he possibly can on the attack whenever there is the slightest chance of getting a game. During the fifteen years we have been connected with the game, we have noticed that whenever the teams were at all evenly matched, the playing has mostly been done where the greatest number of men were congregated. If one side put on a strong defence and neglected its field and home, the defence men generally had to do the bulk of the playing ; and if the opposing Captain had any perception of how to handle his men, it became on their part merely a defensive game. From our experience we are satisfied that (other things being equal) we could win more games with a weak defence and strong home than *vice versa*.

We don't think that the defence should be left weak, on the contrary, it should be made compact, self-reliant, and if possible invulnerable, but that in preference to putting all the best men on the defence, as is often done, and letting the field and home trust to luck, we should prefer putting our strongest and most dashing players at "home," and try to make our game one of attack. Apart from the moral advantage that the attacking side always possesses, we know of nothing more dishearten-

ing to a side than to find its flags constantly menaced by the enemy ; be the defence ever so perfect, they will make slips which will prove fatal to the game. We think the results will generally bear out the truth of our statement above that where the best men in the team are, there will the bulk of the playing be done.

A Captain's duties, both at practice and in matches, are so onerous and important that his office is far from being a sinecure ; he is the soul of the club, and on him depends, in a very great measure, its standing and success. To make it prosperous he must leave no stone unturned to induce the members to attend practice regularly. The interest of the club should be his interest, and its success will be his success. Nothing is more interesting to a club than to be able to trace, by authentic records, the various matches in which they have participated, and in which they have been either vanquished or victorious. We often think that old lacrosse players are very much like old soldiers, they love to "fight their battles o'er again ;" it is a theme of which they never tire, and even the most *modest* among them can recount personal feats of which he is "not a little proud," or successful matches in which he bore a prominent part. Like the veterans of "Merrie England," each can strip his sleeve and shew his scars and say,— "These wounds were had on Crispin's Day."

For the benefit of clubs, we give here two forms of club registers, the first by Mr. W. G. Beers, of Montreal ; and the second by John Horn, jr., of the Knickerbocker Lacrosse Club of New York. That of Mr. Beers will be found a very useful and simple register, and for all ordinary purposes sufficiently minute. That of Mr. Horn is much more complicated, but when once mastered, is, for reporting matches, the most com-

plete and concise register we have ever seen. Although copyrighted, Mr. Horn kindly placed it at the disposal of the National Lacrosse Association of Canada, who unanimously agreed in recommending it to the notice of all clubs throughout the Dominion.

The register of the club should be kept by the Field Captain, who should consider it part of his duties to made a special record of foul play, suspensions from play, &c. It might have the effect of curing some rough players, if they knew that all such actions were scored against them :

FIRST REGISTER. —CLUB *versus*

Match played at Date 18—.

	NAMES OF PLAYERS.	POSITIONS.	FOUL PLAY DECLARED.	
			<i>Against—Club.</i>	<i>Against—Club.</i>
1	Goal Keeper.	1st Game.	1st Game.
2	Point.	2nd do.	2nd do.
3	Cover Point.	3rd do.	3rd do.
4	Home.	4th do.	4th do.
5	Centre.	5th do.	5th do.
6	Fielder.	SUSPENSIONS.	
7	Do. Club. Club.
8	Do.
9	Do.
10	Do.	UMPIRES.	
11	Do.
12	Do.	REFEREE.....	
RESULT.			REMARKS.	
1st Game won by	Time	
2nd do do	do	
3rd do do	do	
4th do do	do	
5th do do	do	

How to Act as Field Captain.

SECOND REGISTER. CLUB vs..... CLUB.

Played at.....18

	NAME.	POSITION.	REMARKS.		NAME.	POSITION.	REMARKS.
1	Captain	1	Captain
2	Goal keeper	2	Goal keeper
3	Point	3	Point
4	Cov. Point	4	Cov. Point
5	1st Field	5	1st Field
6	2nd Field	6	2nd Field
7	Facer	7	Facer
8	Fielder	8	Fielder
9	Fielder	9	Fielder
10	L. Home	10	L. Home
11	R. Home	11	R. Home
12	Home	12	Home

{ UMPIRES. }	REFeree.	{ UMPIRES. }
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- | | | |
|---------------------------|--------------------------------|--------------------|
| A—Accidentally lost Game. | K —Catcher | U—Rough Player. |
| B—General Player. | L—Long Thrower | V—Cover Point. |
| C—Checker. | M—Injured or withdrew | X—Out of Practice. |
| D—Dodger. | N—Taken off to equalize sides. | 1—Fine. |
| E—Put on in place of | O—Ball put through in—game. | 2—Good. |
| F—Fielder. | P—Point. | 3—Fair. |
| G—Goal-keeper. | Q—Dispatch. | 4—Poor. |
| H—Home. | R—Runner. | W—Weak. S—Strong. |
| J—Changed positions. | T—Thrower. | |

GAMES	{	1st won by.....in	H.	M.	S.
		2nd ".....in			
		3rd ".....in			
		4th ".....in			
		5th ".....in			

GENERAL REMARKS.

CHAPTER XIII.

“ Read, mark, learn, and inwardly digest.”

HINTS TO PLAYERS.

WE feel that we cannot better bring this part of our work to a close than by giving a few brief, practical hints to players, which, we trust, may prove of service to them : First, then, who should play lacrosse, and what should be his qualifications ? We unhesitatingly answer that any young man who intends to be a successful lacrosse-player *must* possess a sound constitution. There are plenty of young men that ought never to begin to play lacrosse—their constitution is too weak for any vigorous exercise, and the result is that it does them positive harm. People, judging from specimens like these, pronounce the game too violent, and altogether unsuited for *young gentlemen* of intellect and refinement ; while the truth is that the *specimens* they take would never, under the most advantageous circumstances, be fit to engage in any game harder than “ croquet ” or “ hunt the slipper.” It may be safely taken for granted, however, that *any* young man of ordinary constitution can play lacrosse—scientifically we mean—and find in it at once a healthy and exhilarating pastime.

During the years we have been connected with the game, we have known hundreds of young men in the city of Toronto alone, who were members of lacrosse clubs, and practised regularly, and out of this number we cannot recall one single instance of real injury or ill health resulting from it. Several cases have been pointed out to us, but upon rigid investigation

it has always proven that the disease had commenced after they had stopped playing, or originated from some other cause entirely disconnected with it.

A great many players complain that they feel tired after playing hard at morning practice. If they obey the following rules they will feel much relieved; our own experience is that we always feel better upon practice than the intermediate days. *Always eat something* before you go to practice in the morning—be it ever so little, take something—an apple, dry crust, or any plain eatable; it will keep the raw air off your stomach, prevent that nauseating feeling some people are so liable to when exercising before breakfast, and make you feel stronger.

Play in as light a dress as possible, and when you are through at once put on warm clothing to keep you from cooling off too suddenly. *Never sit or lie down on the damp grass when heated or excited with play*: it is almost sure to give you "cold." Always wear good tight-fitting rubbers *while you are playing*—they keep your feet dry and comfortable even when the grass is wet; when you are through playing take them off and walk home in your boots. Always wear *woollen* socks. When you get home sponge your body well with cold water, or take a bath—the former is preferable—and rub yourself into a glow with a coarse towel. Never wear all day the clothes you have on during practice; they are generally saturated with perspiration, which produces most injurious effects if absorbed again into the system. We know of no sensation more delightful than that experienced when putting on clean linen after the profuse perspiration has been removed by the bath; it is refreshing, invigorating, and makes one feel—like the celebrated "Elixer,"—as if they had taken a new lease of life.

Some of our leading clubs have gone to the expense of erect-

ing dressing rooms on their grounds, and fitting them up with shower baths for the use of their members; this is a very good thing in its way, but should be used with great caution, especially when players are over-heated, as they generally are, at the conclusion of a hard morning's practice.

Always have a good crosse.—A great many beginners at the start buy clumsy, ill-made sticks, thinking probably that anything is good enough to learn with. This is a great mistake; if any one requires a good crosse it is the beginner. Naturally they are unable to do anything like play with it, and often become disgusted with the game, when the fact is that even a "crack" player would cut but a sorry figure if compelled to use the same kind of crosse.

Keep your crosse in good order.—We know of players who are noted for always having the worst kept and most outlandish crosse in the whole club. They take no pride in them; do not seem to care whether they look well or ill, and can hardly do any really good playing with them, as they are so constituted that the ball either bounces off or falls through them. Whether by accident or design we know not, but their crosse always happens to look more seedy and be in worse condition to play with on match days than at any other time. The result is that to make it play at all it has to be tied together with any old piece of gut or string that comes handiest. A player who cares anything for his reputation or for the success of his side, should always keep his stick in the best possible trim for playing with; if there is any advantage in a good crosse over a bad or inferior one he ought to take advantage of it. What would any one think of an oarsman who came to pull a race in an old, leaky boat? or a runner who ran his race in training boots? He would certainly pronounce them the most egotistical of

fools, because they did not take even the most ordinary precautions to insure success. Well, foolish as they may seem, it is precisely similar with one who brings a dilapidated, ill-conditioned crosse to a match, and expects to play properly with it; he does not take the precautions that even common sense would dictate, and his side are accordingly the losers by it.

If you ever want to be a "crack" player, or keep your place on the "first twelve," you must be strictly *sober and temperate*. You must not only abstain from intoxicating liquors, but be temperate in all things else. Your living must be so regulated as to give you strength without obesity, your habits so regulated as to keep you cool and clear-headed. If you cannot control your appetites and passions, you will never make a successful player. One night of intemperance or debauch may undo weeks of careful training.

Without going into actual training, every player on the team should endeavour to get himself into as good physical condition as he possibly can before any important match. He should practice short spurts before practice, and after the game has been finished wind up his morning's work by taking a mile spin at good speed. This will keep him in condition and give him all the wind he needs for ordinary play. For strengthening the muscles of the arms for throwing, we know of nothing so good as regular vigorous practice with Indian clubs. They are preferable to dumb bells, because they not only strengthen the muscles of the chest and arms, but also those of the wrist; they also induce an easy, graceful motion in handling the crosse which cannot be obtained by the slow labour of raising dumb bells. If he has facilities for rowing, a few hours a week on a "sliding seat" will do him no harm, as it will not only help

his legs, but also afford good exercise for his back and arms as well.

Keep your temper.—Never allow your temper to get the better of you ; it pays to try and curb it. A quick-tempered player is always in “hot water” with somebody, and invariably loses friends and makes enemies. If you accidentally get a knock, do not try to bluster or retaliate ; it is almost sure to end in a row. Nothing looks so bad on the field as hot, angry words, and, as a general rule, they are not noted either for politeness or elegance of language. Let each player remember,

“ Who misses or who wins the prize,
Go lose, or conquer if you can ;
But if you fail, or if you rise,
Be each, pray God, a gentleman.”

Drill yourself thoroughly in the rudiments of the game. You can never make a successful player if you do not thoroughly master the first principles of the game, and they can only be acquired by practice. Make *picking-up, catching and throwing* special objects of attention ; if you are thoroughly master of them, dodging or fancy playing can be learned at your leisure—they are more ornamental than useful, and can be more easily dispensed with than any other part of the game.

Never try to individualize yourself by any peculiarity of dress. Nothing looks worse than to see a player dress differently from his companions in order that spectators may be able more readily to distinguish him. If you are a “crack” player you will come to the surface as surely as a cork floats on water, and it will need no peculiarity of dress to give you prominence. If you are not a “crack” player, your peculiarities of dress will only serve to bring your defects more prominently into notice. If you have not, and cannot afford to buy a regulation dress

for yourself, endeavour to borrow one—do anything in preference to making yourself odd.

Never attempt to individualize yourself in your play. We cannot be too severe upon any player who thinks more of individual applause than of the success of his team. He is generally a vain, selfish, egotistical upstart, who is more distinguished for muscle than brains. Try to promote confidence amongst your own side, and practice tacking the ball in preference to hard running or brilliant dodging.

Discourage by every means in your power even the appearance of rough play. If you cannot play without doing so roughly, better not play at all. There is no necessity whatever for slashing and swiping every opponent you come in contact with. As a rule rough players are rarely effective players, and we might truthfully say never scientific ones.

Aim at being the best and most scientific player in your club. If it is worth while learning to play at all, it is worth while endeavouring to excel. Nothing is productive of more good in a club than a spirit of friendly rivalry; it makes players attend practice more regularly, and gives them a greater interest in the game. Do not rest satisfied with being on either "second" or "first twelve"—when these have been attained there is still scope for your ambition.

Strive to be the model player of your club. This you can only gain by long and vigorous practice, and close attention to the science of the game. Always endeavour to maintain your position on the team by real ability; never allow your ambition to run away with your sense of justice. If you know that outside of the team there are better players than yourself, let them have a chance, and do not put forward, as a plea for keeping yourself on the team, that your services on behalf of the

club are more than an offset against their superior playing abilities.

The "*first twelve*" should always be the *twelve best men in the club*. They should be chosen without fear or favour; and any member of committee who exercises the influence his position gives, and abuses the confidence reposed in him, is a traitor to the best interests of his club. Allow others to judge of your abilities as a player rather than do so yourself: *you* are more apt to *over-estimate* them than *they* are.

Beware of demagogues. In almost every club there are members who from a mischievous desire to raise a row or sensation, or from a naturally jealous disposition, cannot bear to see everything going on smoothly. If they cannot find any *real* fault they *manufacture* something that answers their purpose equally well, and they only too often find members willing and credulous enough to believe them. The "present administration" does not work the affairs of the club properly—the "first twelve" are not properly selected—there are better players on the "second" (of course the demagogue is one, but *innate modesty*, a characteristic virtue peculiar to the race, prevents him from mentioning his own name)—the club does not have matches enough, or perhaps they have too many, but not of the right sort: these, and a hundred other complaints, he is continually circulating, and trying to make capital out of them. Probe the matter to the bottom, and you will generally find that the individual is not satisfied with his position—he is ambitious of something better: give him office, or if he has that, something higher, and the complaints suddenly die out—his end is accomplished.

Never listen to any tales against your club officers. Give them a fair, candid support, and if they do not come up to the standard, and you find that they are incapable of properly

conducting the affairs of the club, put in better men at the next election. This is the legitimate way—any other is underhand and mean.

Always give your captain a hearty support. If you do not accord your captain implicit confidence and ready obedience, it is useless for him to try and teach you anything. If you fancy that you are a better judge than he is about what you ought to do, and how you ought to do it, you might as well be without him altogether. The captain's word should be law, both on the practice ground and during matches: and even if you do not entirely agree with what he may say, do not weaken his influence by contradicting him.

Never make a practice of bragging what you can or will do. It is generally the case that those who talk loudest do the least; as the old saw goes, "their bark is worse than their bite"—their actions belie their words, and if they get beaten they are sure to become the laughing-stock of their opponents.

Always uphold order and good-feeling in the club to which you belong. Nothing weakens a club so much as jealousy or ill-feeling among its members. If any kind of quarrel should unfortunately occur while at practice, settle it amicably before you leave the field. These things are never so easily settled as immediately after they happen.

If your club happens to be unsuccessful, do not get discouraged and threaten to leave it: nothing looks more cowardly than to leave under such circumstances. Stick to the ship, and by constant and vigorous practice you may win back lost laurels, and turn the tables on your opponents. Always remember

"That no endeavour is in vain,
The reward is in the doing;
And the prize the vanquished win,
Is the pleasure of pursuing."

Do not allow success to make you indolent. Probably of the two success is worse than defeat. If a man be a man at all, defeat will only nerve him to more earnest endeavour, while on the other hand constant victory often leads to a fancied security, and consequently to neglect of the very means by which success was secured. Remember that it is only by constant training and practice you can keep your laurels from fading.

In conclusion, we would earnestly recommend every player who commences the game to give it a fair trial, judging it on its own merits, and we are confident that if they do so they will be like ourselves—supporters and admirers of what, we trust, will always be our National Game.



CHAPTER XIV.

HOW TO ACT AS REFEREE OR UMPIRE.

THE Referee is selected by the Captains, and should be a man thoroughly conversant with the laws of the game, and have a reputation above even the breath of suspicion. As the laws are at present constituted, the amount of work devolving upon him, makes his position anything but a sine-cure, and one not to be envied, especially if feeling runs high and disputed games are the rule. So much authority is vested in his person now a'days, that the Referee is really the Autocrat of the Lacrosse Field, his word is law, and from his decision there is no appeal. The laws provide that previous to the commencement of a match he shall draw the players up in line and see that the regulations respecting the ball, crosses, spiked soles, etc., are complied with (see Sec. 2, Rule vi). He should also understand distinctly from the Captains, what arrangement they have made about the continuance of the match, whether it will be stopped at a certain hour, or played out, or finished on some future occasion. An understanding on this point often saves serious trouble afterwards. He should also see that the game is properly started by facing the ball at centrefield, and after all "*fouls*," "*disputed games*," or "*balls out of bounds*," should be satisfied that the sides are both ready before he allows the players to recommence the game by again facing the ball (see Sec. 3, Rule vi). Whenever "*foul*" or "*game*" is called by either Captain, the Referee should immediately call "*time*" (see Sec. 2, Rule vi, and Rule xxv), after which the ball must not be touched by either party, nor must the players move from the

positions in which they happen to be, until he has again called "*play*." Any player in possession of the ball when "*time*" is called must immediately drop it on the ground, and no game can be won until "*play*" has again been regularly started by the Referee.

In reference to the duty of calling "*time*" in order to stop the game after "*fouls*," etc., we might remark that it is imperative on the Referee to do it *immediately he has been notified by either Captain*. In a case involving the "*Championship of the World*," which was submitted to the Council of the National Lacrosse Association of Canada in 1878, where the protesting party claimed that the neglect of the Referee to call "*time*" at once on hearing the cry of "*foul*" from their Captain, had lost them the match, the Council decided that the Referee had no option whatever in the matter and should at once have stopped the game in accordance with Sec. 2, Rule vi; they confirmed the Referee's decision, however, as to the validity of a game won after a "*foul*" had been claimed by the Captain, not because they considered it a just one, but in order to establish more fully the principle that the Referee's decision must in all cases be final. While we do not altogether coincide with the finding of the Council in this case, we think the knowledge that the Referee is vested with such supreme authority, should not only make clubs more careful whom they select for this highly important position, but also make the Referees themselves more faithful in the discharge of their duties, and comply more strictly with the letter of the law, so as to leave no room for dispute.

Besides this the Referee has to decide all "*dispute*,' games" and "*points*" whenever the Umpires or Captains disagree. He has also the power to suspend any player infringing the rules

of the game and compel his side to play the rest of the match shorthanded (see Sec. 2, Rule vi). In the event of persistent fouling, after being cautioned, he may declare the match lost by the side thus offending, or may rule the offending players out of the match entirely, as may seem best to him (see Sec. 2, Rule xxiii). The Referee should bear in mind, however, that he can take no "official" notice of any "fouls" unless his attention is called to them by one of the Captains (see Sec. 1, Rule xxiii).

His principal duty, however, is the deciding of disputed games. To enable him to do this the laws enact that "he shall take the evidence of the players particularly interested, the respective opinions of the differing Umpires, and, *if necessary*, of the Captains."

Some players maintain that the Referee *can have no opinion of his own*, but *must give his decision solely on the evidence presented to him*. They argue that he is like a judge in a law-court, there to listen to the evidence on both sides, and give his decision from that evidence. At first glance this contention seems feasible enough, but upon examination we find that it is somewhat of an absurdity—the cases are not parallel—for, whereas the judge is supposed to know nothing about the case until he hears the evidence, *the Referee must be upon the ground*, and cannot fail, if he takes any interest in the match at all, to know something about what is transpiring before his eyes. If, at the court of assize, the evidence presented to the jury is so conflicting that they are as much in the dark as they were before they heard it, and cannot possibly agree, the judge dismisses them without their rendering a verdict. The Referee, however, has no such chance of getting out of the dilemma: he is forced to decide, and, if the evidence is conflicting, upon what can he

base his decision ? what more natural or just than the evidence of his own unbiassed senses ?

Another argument against this idea is, that when a disputed game is referred to the Referee, it is generally a pretty ticklish thing to decide, else the Umpires would have decided it themselves. Each side gets the idea that if it were not a very close thing, and as likely to go for as against them, the Referee would never have been called in ; and he will find that in taking the evidence of the players concerned (or in fact those who were not concerned), that each is equally positive and ready to swear that *their* side is right. Of course we would not for a moment wish it to be inferred that all who thus give their evidence are not giving expression to their honest convictions, but it is a somewhat singular fact that no player ever sees anything happen that is at all prejudicial to the interests of his own side. This phenomenon might be explained by oculists, but we are not in a position at present to offer any solution of it. In cases of this kind the Referee should carefully sift the evidence presented, *compare it with his own convictions*, and then give an impartial judgment to the best of his ability. He should remember that "*he can express no opinion*"—he may think as he chooses, but *any expressed opinion must be taken as his decision*. His *first* expressed decision *must be considered as final*, both as regards himself and those interested (see Sec. 3, Rule vi). Even if his decision be based upon the evidence of the Umpires, and one of them afterwards changes his opinion (as has been the case), it matters not—*his decision is irrevocable*, and any side rejecting it by refusing to continue the match (see Sec. 3, Rule vi), shall be declared the losers. Seeing then that there is so much resting upon *his* decision, the Referee should always endeavour to give an impartial one : when he has made up his

mind which side is right, he ought not to be swayed by any personal considerations, but give it without fear or favour, regardless of the consequences.

The law provides that the Referee shall be upon the ground during the match, and the custom now is for him to follow the game as closely as he possibly can. This involves a considerable amount of running, and may, perhaps, hardly suit the dignity of some very worthy gentlemen who sometimes occupy the position, but if he be at all anxious to dispense even-handed justice, it will be found of very great assistance, especially in disputes, where the evidence is at all conflicting. A considerable amount of time is also saved by this method when there are many stoppages from fouls, balls out of bounds necessitating much facing during the game.

Our own opinion is, that as the law at present stands, the Referee has altogether too much power placed in his hands, considering the means he has of gathering information on which to decide whether disputed games are lost or won. If he cannot be on the spot in person to watch the attack—and that is not always possible, although he may strive ever so hard to accomplish it—he has to depend entirely upon the evidence of players and Umpires, who, as we have previously shown, can hardly be considered disinterested parties, and whose evidence is generally so conflicting as to be of little or no service in helping him to a just decision. In such cases where he has not had the benefit of the evidence of his own senses, he has to work pretty much in the dark, and his decisions are, therefore, the result of guess work on his part, and may or may not be just. For our own part, although we have very often occupied the position of Referee, and have always tried to do our level best in the cause of justice, we have never been able to get over this feature of

the situation. In the cases where the evidence has been so conflicting and evenly balanced, that we have been utterly at sea how to decide, our general rule has been to "choose the least of two evils," and decide "*no game*;" but this has always been done with the feeling, that we could not get rid of, that it may have been a very unjust decision to the attacking party for anything we knew to the contrary.

The only cure we can see for this state of affairs is to divide the responsibility between the Referee and the Umpires; making the Umpires responsible for the decision of all disputed games, and leaving to the Referee the deciding all other points connected with the game.

The deciding of disputed games is the weak point in the present game of Lacrosse, and if we devote more space to the discussion of this point than may seem necessary, it is because we are deeply impressed with the conviction that if some more speedy and equitable method could be devised than the present haphazard way, the game would not only become more interesting to spectators, but more fascinating to a large class of players who prefer winning indisputable victories with the crosse to those obtained by wordy encounter.

We think this could be accomplished in two ways; either by having *three* Umpires at each end, or by reducing the number to *one* instead of two, as at present.

The principal objection to having three Umpires around each goal is that they would interfere very materially with the action of the players; and this objection has a great deal of force. There is no doubt whatever that a much fairer decision could be had in that way than is obtained under the present system; because the third Umpire would in reality be a stationary Referee, who, being cool, collected and watchful, could hardly fail

in meting out more even justice than a Referee who was either not present, or had to make a sharp run in order to enable him to get near enough to see what was going on.

Our own idea would be to have but one Umpire at each goal, and have him a person of such undoubted character and knowledge of the game that both sides would be fully satisfied of his integrity of purpose. The objections that might be made against the crowding of the goals by the employment of three Umpires, could not be urged against this arrangement, which in itself would be no small recommendation in its favour. The most weighty objection that could be urged against it would probably be, that the wisdom obtained by the multitude of council would be wanting in this case ; but when the whole of the facts are taken into consideration and fairly weighed, we hardly think that this will be held as a valid objection.

The only games that there could be any disagreement about, would be those that would be disputed even if there were two Umpires, as is at present the case. As the opinion of one Umpire is as good as that of the other, and as in their evidence they flatly contradict each other (else there would be no dispute) under the present law, the tie is decided by a Referee who may or may not, as chance happens to favour him, have seen the ball thrown at the flags, and is compelled to form his opinion mainly upon the contradictory evidence supplied to him by interested parties. If there were three Umpires, as we have already shown, the tie would be decided by a Referee or Umpire, who had been present at the time, and for this reason highly competent to give a calm, dispassionate decision, but still, on account of the disagreement between the other two Umpires, his decision would of necessity be the judgment of a single individual. Under the proposed plan of one Umpire,

there could be no disputes whatever, and the case would be decided by the same kind of Referee and on the same principles as in the other method of the three Umpires ; he would have the additional advantage of settling the affair at once by himself, without being compelled to listen to the violent disputes so common on such occasions, or having his judgment biassed by any of the plausible arguments that clever Captains are in the habit of advancing.

The settlement of all disputed games has to come finally to the decision of one individual, and we take the ground very strongly that it had better be done in this way first as last, especially when under the proposed plan the person giving the decision is on the spot and has every chance in his favour of being able to give a fair and impartial judgment.

In the game of Cricket where just as much is often involved as in Lacrosse, the decision of all such disputed points is left to the judgment of one man, and the plan seems to have worked satisfactorily, else it would long ago have been changed. The fact that Cricketers still adhere to the one Umpire system seems to us to be a very strong argument in favour of the adoption of some such principle in the settlement of disputed games in Lacrosse matches. The only thing would be to get men for the position, as capable and upright as those now chosen for the position of Referee, and from the facilities they would have for giving an honest judgment we are certain that its adoption would be a long stride in advance of our present system.

It would effectually put an end to all disputed games, for the Umpire having to decide the thing himself would have no one to differ with ; there could be no disputing amongst the players, because there would be no necessity of them saying anything either pro or con in the matter ; it would save a great deal of hard

feeling and prevent quarrels between teams by removing the cause of most of the disputes in matches ; it would save a great deal of valuable time, and would certainly be appreciated by the spectators if not by the players themselves ; and last but not least it would be appreciated by none more than those who have acted as Referee under the old order of things.

Under the present *régime*, it is almost an impossibility for a Referee to act through a match and keep the confidence and good will of both sides, especially since home play has degenerated into a kind of general *mêlée* around the flags and short swipes have taken the place of throws. Be he considered ever so square a fellow at the outset, he is almost certain before he gets through to give a decision adverse to one side or the other, and the losing side very often not only look upon the decision as unjust, but take no trouble to conceal their opinion. It is almost impossible to satisfy both parties, and he often ends by pleasing none.

A Referee should, at least, be entitled to the respect of the clubs who have selected him to fill the delicate and honourable office he occupies, and we can conceive of no more uncomfortable position than that of a person holding this position, and striving conscientiously to do what is fair between both parties, having, as is sometimes the case, to listen to the taunts and innuendos of those who, although they may differ from him in opinion, ought still to give him credit for honesty of purpose.

Under the system we are advocating, the Referee would have all he wanted to do in looking after the play and seeing that it was carried on in a fair and gentlemanly manner. He would still decide all disputed points, fouls, etc., see after the facing of the ball as at present, and in addition, would have the responsibility of selecting Umpires in the event of the Captains

not putting forward men eligible for the position. We trust that at the next meeting of the National Association this subject will receive special attention, and that the present laws will be so altered as to do away with the disputes now so common in matches.

A few words as to the position the Referee should assume in the settlement of all disputes, and we have done. He should make a point of keeping his own counsel, and never allow himself to get so excited as to commit himself. He should always bear in mind the fact that he has no right to express an opinion, and that any such expression will be used against him by the side from which he differs. In all disputes, even though he may have been an eye-witness himself, he should make it a rule to hear all that is said on both sides of the question, before expressing any opinion. His opinion should always be given as his decision. If he is injudicious enough to make any remarks which may possibly be construed as an opinion, they are sure to be taken advantage of by some shrewd Captain, and are almost certain to place him in an awkward position. Even if the Referee has the knack of talking common sense, the less he says the better, until he is prepared to give his decision. In his case while "speech may be silver, silence is gold." When, in accordance with the law, he has heard both sides of the question, he should at once give his decision, and it should be made known in such a decided manner that there can be no misunderstanding about what is meant. He should never go back on his decision, it should be like the laws of the Medes and Persians, unalterable. If he should afterwards change his opinion let him keep it to himself, as no good purpose can be served by letting others know about it. Finally, in everything he does, let him act honestly, and suffer no consid-

eration, however it may be presented, to influence him in any degree from doing what he believes to be right. If after this he cannot command the confidence and respect of the clubs he is acting for, he will at least retain his own, and have the satisfaction of knowing that in his case "virtue is its own reward."

UMPIRES.

The duties of Umpires are so fully explained in the Laws of Lacrosse that one would almost imagine that comment was unnecessary ; but however fully detailed, they seem to be but imperfectly understood, and for this reason we purpose giving a few remarks.

Umpires have a very responsible position, and to discharge its duties aright they should thoroughly understand them. Many Umpires consider that their duties consist merely in standing near the flags and judging whether the ball goes through or not. Although this is the most important, it is but a small part of their duties, as a careful perusal will show. They ought to be thoroughly acquainted with the game. It would be considered folly to ask a person who never saw the game to act as Umpire at a billiard match ; yet players often think that because a man is a "square" fellow he has qualifications enough for an Umpire ; although at the same time he knows nothing of his duties or of how the game is played. The laws of the game very properly forbid any person becoming an Umpire who is, *either directly or indirectly*, in any *bet* upon the result of the game. In fact (laying aside betting), no person being a member of either club, or having any interest in either side should ever accept the position. He is apt to be biassed by his inclinations ; and even if he does give a fair and impartial judgment, it will be often received with distrust.

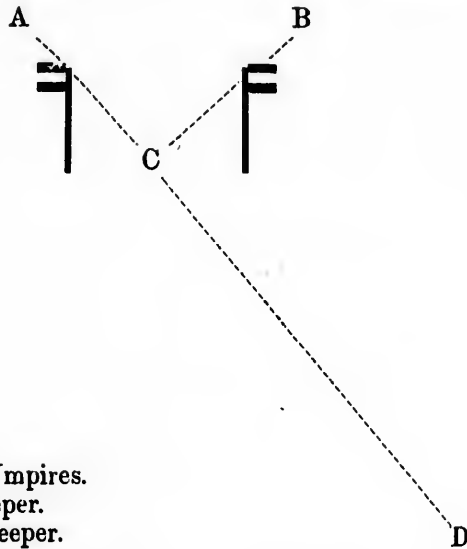
Before the match commences they should see that the goals are properly pitched in accordance with Rule iii. ; they should also find out from the Captains the number of games to be played, time for stopping, etc.

When the game commences they must take up their position in rear, and yet close to the flags, so as to get the best possible view of the game. When "foul" or "game" is claimed by either side, they must step out in front of the flags, and cry "time." Whenever this is called they should see that the game is at once stopped, and the players kept in whatever position they may happen to be in, until the claim has been settled and the game again started by the Referee.

The principal duty of the Umpires, however, is to decide when game is claimed, whether the ball has fairly passed through the goal. This is the point, however, where they generally differ, and we have observed that although they are entirely unprejudiced, each Umpire manages to see things favourably for the side he represents. In an experience of fifteen years we have never in a single instance found the Umpires were opposed to each other and to the side they represented. We have also noticed that the only occasion whereon Umpires agree, are those where the game has been won so fairly as to be beyond a peradventure.

This is, perhaps, natural, and we shall not comment on it further than to say, if it does nothing else, it forms a very strong argument against the present system of wrangling and disputing, and the substitution therefor of one good, reliable Umpire at each end, who can be depended upon to administer impartial justice between the contending parties, as between man and man. We assume that the Umpires are honest in their intentions, and we know from experience that some of their differ-

ences of opinion arise from their difference of position at the time when the ball is thrown at the goal. The rules provide that the Umpires shall stand behind the flags when the ball is near the goal, their usual position, therefore, is one on each side, and a few feet in rear of the flag poles. Now it is quite evident that when an angle shot is thrown by a home player, as shown in the diagram below, the two Umpires are not in equally good positions to judge of the result. The Umpire A has the centre of the flags in a direct line between the player



throwing the shot and himself, and the ball cannot possibly go through without his knowing it. The Umpire B, on the other hand, is standing almost at right angles to the direction of the

shot, and as a consequence cannot be expected to tell to a certainty whether the ball has gone through or not. Yet in a dispute he is generally as positive in his opinion as the other Umpire, and his evidence has equal weight with the generality of Referees. Any one that ever tried the experiment will know that, from the position of Umpire B, it is utterly impossible to do more than guess at the result of the attempt. For the past three years, when acting as Referee, we have invariably made it a rule to explain this fact to the Umpires before the match commenced, and tell them that in case of any dispute, we should attach more importance to the evidence of the Umpire who was in a direct line with the ball than that of the other ; not because he was likely to be any more conscientious, but because we considered that his position entitled his opinion to greater weight. A very safe rule for the Umpires, is to stand close together, a few feet in rear of the centre of the flags, and whenever the goal is menaced, to keep the flags in a line between themselves and the ball. For all shots, whether straight or at an angle, this position gives the Umpires the great advantage that they have never to move more than a few feet to align themselves with the ball, and there is less danger of their disagreeing if they stand close together than if they remain farther apart.

An Umpire should *never* give an opinion until it is asked ; when the game is claimed it is time enough to make his convictions public. Nothing looks worse than to see an Umpire shout "game" at every opportunity, just as if he was the party who was most concerned by it.

When any dispute arises, the Umpires should always try and decide the matter themselves, without the aid of the Referee ;

as a general rule their decision gives more perfect satisfaction to both parties.

Be an Umpire ever such a "square fellow," or his intentions ever so honourable, he can never give an impartial judgment, nor properly discharge the trust reposed in him by the side he represents, if he do not continually keep his eye upon the ball. Even with the most vigilant watching it is sometimes hard to decide whether or not it is game; how much harder, then, when he does not give the necessary attention?

In conclusion, we would simply say to all Umpires, remember you are not placed in your position to further the interest of the club appointing you, but to decide honestly whether games are, or are not won.

In deciding a game you are expected to give your honest conviction, no matter whether it be for or against your friends. No matter whether it suits them or not, do what is right, and never under any circumstances lend yourself to anything that you do not conscientiously believe to be just.



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LAWS OF LACROSSE.

Revised and Adopted at the Reorganization of the National Lacrosse Association of Canada, Toronto, 4th May, 1876, and amended at Montreal, August 3rd, 1877, Toronto, June 7th, 1878, Montreal, June 6th, 1879.

RULE I.

THE CROSSE.

SEC. 1. The crosse may be of any length to suit the player woven with cat-gut, which must not be bagged. ("Cat-gut" is intended to mean raw-hide, gut, or clock-strings; not cord or soft leather.) The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. A string must be brought through a hole at the side of the tip of the turn, to prevent the point of the stick catching an opponent's crosse. A leading string resting upon the top of the stick may be used, but must not be fastened, so as to form a pocket, lower down the stick than the end of the length strings. The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes.

SEC. 2. No kind of metal, either in wire or sheet, nor screws or nails, to stretch strings, shall be allowed upon the crosse. Splices must be made either with string or gut.

SEC. 3. Players may change their crosse during a match.

RULE II.

THE BALL.

The ball must be India rubber sponge, not less than eight, nor more than nine inches in circumference. In matches it must be furnished by the challenged party.

RULE III.

THE GOALS.

The goals must be at least 125 yards from each other, and in any position agreeable to the Captains of both sides. The top of the flag-poles must be six feet above the ground including any top ornament, and six feet apart. In matches they must be furnished by the challenged party.

RULE IV.

THE GOAL CREASE.

No attacking player must be within six feet of either of the flag-poles, unless the ball has passed cover-point's position on the field.

RULE V.

UMPIRES.

SEC. 1. There must be two Umpires at each goal who shall be disinterested parties, they shall stand behind the flags when the ball is near or nearing the goal. In the event of "game" being called, they shall decide whether or not the ball has fairly passed through the goal; and if there be a difference of opinion between them, it shall be settled as provided for by Rule vi. They must not be members of either club engaged in a match; nor shall they be changed during a match without the consent of

both Captains. They must see that the regulations are adhered to respecting the goal. They must know before the commencement of a match the number of games to be played.

· SEC. 2. No Umpire shall, either directly or indirectly, be interested in any bet upon the result of the match. No person shall be allowed to speak to the umpires, or in any way distract their attention, when the ball is near or nearing the goal.

SEC. 3. When "*foul*" has been called, by either Captain, the Referee or any Umpire shall cry "*time*," after which the ball must not be touched by either party, nor must the players move from the position in which they happen to be at the moment until the Referee has called "*play*." If a player should be in possession of the ball when "*time*" is called, he must drop it on the ground. If the ball enters goal after "*time*" has been called, it will not count. The jurisdiction of Umpires shall not extend beyond the day of their appointment.

RULE VI.

REFEREE.

SEC. 1. The Referee shall be selected by the Captains ; and, in the case of "*Championship*" matches, must be appointed at least one day before the match. No person shall be chosen to fill the position who is not thoroughly acquainted with the game, and in every way competent to act. In the event of the Field Captains failing to agree upon a Referee the day previous to a match, it shall be the duty of the President of the National Lacrosse Association, or in his absence the Vice-President, upon being duly notified, to appoint a Referee to act during the match, such Referee, however, not to be one of the number proposed by either of the competing clubs.

SEC. 2. Before the match begins, he shall draw the players up in lines, and see that the regulations respecting the ball, crosses, spiked soles, &c., are complied with. Disputed points, whereon the Umpires or Captains disagree, shall be left to his decision. He shall have the power to suspend at any time during the match, any player infringing these laws, the game to go on during such suspension. In disputed games which are left to his decision, he shall take the evidence of the *players* particularly interested, the respective opinions of the differing *Umpires* and, if necessary, the opinions and proposals of the Captains in cases where the discontinuance of the game is threatened. He shall immediately call "*time*," when "*foul*" has been called by either Captain.

SEC. 3. The jurisdiction of the Referee shall not extend beyond the day for which he is appointed, and he shall not decide in any matter involving the continuance of a match beyond the day on which it is played. The Referee must be on the ground at the commencement of and during the match. At the commencement of each game, and after "*fouls*," "*disputed games*," and "*balls out of bounds*," he shall see that the ball is properly faced, and when both sides are ready shall call "*play*." He shall not express an opinion until he has taken the evidence on both sides. After taking the evidence, his decision in all cases must be final. Any side rejecting his decision by refusing to continue the match, shall be declared the losers.

SEC. 4. When game is claimed and disallowed, the Referee shall order the ball to be faced for from where it is picked up, but in no case must it be closer to the goals than ten (10) yards in any direction.

RULE VII.

CAPTAINS.

Captains to superintend the play shall be appointed by each side previous to the commencement of a match. They shall be members of the club by whom they are appointed and no other. They may or may not be players in a match ; if not, they shall not carry a crosse, nor shall they be dressed in Lacrosse uniform. They shall select Umpires and Referee, and toss for choice of goals, and they alone shall be entitled to call "*foul*" during a match. They shall report any infringement of the laws during a match to the Referee.

RULE VIII.

NAMES OF PLAYERS.

The players on each side shall be designated as follows : "Goal-keeper," who defends the goal ; "Point," first man out from goal ; "Cover-point," in front of point ; "Centre," who faces ; "Home," nearest opponent's goal ; others shall be termed Fielders.

THE GAME.

RULE IX.

MISCELLANEOUS.

SEC. 1. Twelve players shall constitute a full field. They must be regular members in good standing of the club they represent, and of no other, for at least thirty days before becoming eligible to play in a match for their club. No

member shall be allowed to change clubs more than once during the season, except in *bona fide* change of residence.

SEC. 2. The game must be started by the Referee facing the ball in the centre of the field between a player of each side ; the ball shall be laid upon the ground between the sticks of the players facing, and when both sides are ready the Referee shall call play. The players facing shall have their left side toward the goal they are attacking.

SEC. 3. A match shall be decided by the winning of three games out of five, unless otherwise agreed upon.

SEC. 4. Captains shall arrange, previous to a match, whether it is to be played out in one day, postponed at a stated hour in the event of rain, darkness, &c., or to be considered a draw under certain circumstances ; and, if postponed, if it is to be resumed where left off.

SEC. 5. If postponed and resumed where left off, there shall be no change of players on either side.

SEC. 6. Either side may claim at least five minutes' rest, and not more than ten, between each game.

SEC. 7. No Indian shall play in a match for a white club unless previously agreed upon.

SEC. 8. After each game players must change goals.

SEC. 9. No change of players must be made after a match has commenced, except for reasons of accident or injury during the game.

SEC. 10. Should any player be injured during a match and compelled to leave the field, the opposite side shall drop a man to equalize the teams.

SEC. 11. When a match has been agreed upon, and one side is deficient in the number of players, their opponents may

either limit their own numbers to equalize the sides, or compel the other side to fill up the complement.

RULE X.

SPIKED SOLES.

No player must wear spiked soles or boots, and any player attempting to evade this law, shall be immediately ruled out of the match.

RULE XI.

TOUCHING BALL WITH THE HAND.

The ball must not be touched with the hand, save in cases of Rules xii. and xiii.

RULE XII.

GOAL-KEEPER.

The Goal-keeper, while defending goal within the goal-crease, may pat away with his hand, or block the ball in any manner with his crosse or body.

RULE XIII.

BALL IN AN INACCESSIBLE PLACE.

Should the ball lodge in any place inaccessible to the crosse, it may be taken out with the hand; and the party picking it up must "face" with his nearest opponent.

RULE XIV.

BALL OUT OF BOUNDS.

Balls thrown out of bounds must be "faced" for at the nearest spot within the bounds, and all the players shall remain in their places until the ball is faced. The Referee shall see that this is properly done, and when both sides are ready shall call play. The "bounds" must be distinctly settled by the Captains before the commencement of the match.

RULE XV.

THROWING THE CROSSE.

No player shall throw his crosse at a player or at the ball under any circumstances.

RULE XVI.

ACCIDENTAL GAME.

Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking that goal. Should it be put through a goal by any one not actually a player, it shall not count.

RULE XVII.

BALL CATCHING IN NETTING.

Should the ball catch in the netting, the crosse must immediately be struck on the ground to dislodge it.

RULE XVIII.

ROUGH PLAY, &C.

No player shall grasp an opponent's stick with his hands, hold with his arms, or between his legs; nor shall any player hold his opponent's crosse with his crosse in any way to keep him from the ball until another player reaches it. No player, with his crosse or otherwise, shall hold, deliberately strike, or trip another, nor push with the hand; nor must any player jump at to shoulder an opponent from behind while running for or before reaching the ball; nor wrestle with the legs entwined, so as to throw an opponent.

RULE XIX.

THREATENING TO STRIKE.

Any player deliberately striking another, or raising his hand to strike, shall be immediately ruled out of the match.

RULE XX.

DELIBERATE CHARGING.

No player shall charge into another after he has thrown the ball.

RULE XXI.

CROSSE CHECK.

The check commonly known as the "square" or "crosse" check, which consists of one player charging into another with both hands on the crosse, so as to make the stick meet the body of his opponent, is strictly forbidden.

RULE XXII.

INTERFERING.

No player shall interfere in any way with another who is in pursuit of an opponent in possession of the ball.

RULE XXIII.

FOUL PLAY.

SEC. 1. Any player considering himself purposely injured during play, must report to his Captain, who must report to the Referee, who shall warn the player complained of.

SEC. 2. In the event of persistent fouling, after being cautioned by the Referee, the latter may declare the match lost by the side thus offending, or may remove the offending player or players, and compel the side to finish the match short-handed.

RULE XXIV.

INTERRUPTED MATCHES.

In the event of a match being interrupted by darkness or any other cause considered right by the Umpires, and one side having won two games—the other none—the side having won the two games shall be declared winners of the match. Should

one side have won two games, and the other one, the match shall be considered drawn. This does not apply where special arrangements have been made by the Captains, as in Rule ix., Sec. 3.

RULE XXV.

"CLAIMING GAMES."

When "*game*" is claimed by the side attacking a goal, the Referee or either Umpire shall immediately call "*time*," and then proceed to give their decision. Until their decision has been given no game can be taken. The players shall keep their places, nor shall they leave them (unless the game be decided as won) until the game has again been started by the Referee.

RULE XXVI.

SETTLEMENT OF DISPUTES.

In the settlement of any dispute, whether by the Umpires or Referee, it must be distinctly understood that the Captains, with one player to be selected by them, have the right to speak on behalf of their respective clubs; and any proposition or facts that any player may wish brought before the Referee must come through the Captains or the player selected by them.

RULE XXVII.

FLAG POLE DOWN.

In the event of a flag pole being knocked down during a match, and the ball put through what would be the goal if the flag pole were standing, it shall count game for the attacking side.

RULE XXVIII.

CHALLENGES.

SEC. 1. All challenges must be sent by post, registered, addressed to the secretary of the club intended to be challenged.

SEC. 2. Any club receiving a challenge from another club, shall, within one week after its receipt, notify the challenging club of the time and place at which they are prepared to play. The place named shall be at either of their places of residence, or some intermediate place; and the time mentioned shall be within three weeks from the reception of the challenge.

SEC. 3. On the day selected, if one club only put in an appearance, it shall be entitled to claim a victory by default. If its opponents refuse to fulfil their engagement, or do not appear upon the ground at the specified time, the club complying with the terms agreed upon shall be declared the winners of the match.

SEC. 4. If at the time of the reception of a challenge a club has on hand any other regular challenge undisposed of, the time for its acceptance shall be extended within a period not exceeding six weeks; and if it should have more than one regular challenge undisposed of, then within a period not exceeding an additional three weeks for every such challenge. Challenges shall not lapse with the end of the season, but shall continue in force until played off. Challenges so carried over shall date from the 10th May of the new season into which they have been carried.

SEC. 5. A club must accept challenges in the order of their reception. Challenges can not be sent earlier than the tenth of May nor later than the ninth of October, inclusive, and no match shall be played earlier than the 24th of May, unless mutually agreed upon. The season shall be from the 24th May to the 31st October inclusive.

RULE XXIX.

CHAMPIONSHIP RULE.

PREAMBLE.—In order to create a greater interest in our

national game, the National Lacrosse Association of Canada invite all clubs to compete for the Championships, for which purposes the Association offer a Senior Championship Pennant, and a Junior Championship Pennant, the winning clubs to hold the same under the annexed rules, and also subject to the rules of the game. The holders of these pennants to be recognised as the Senior and Junior Champions of Canada.

SEC. 1. The club holding the "Championship" can not be compelled to play any club competing therefor, more than twice in any one year, and an intervening space of two months must elapse between such matches.

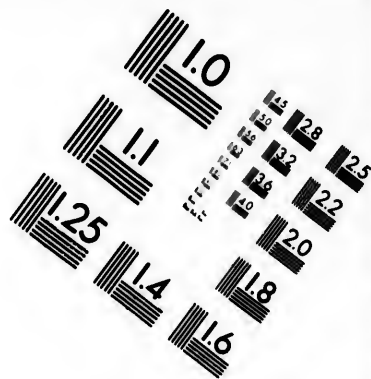
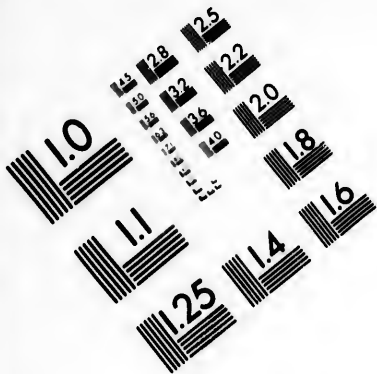
SEC. 2. In the event of the holders losing the "Championship," their secretary shall, within one week furnish to the secretary of the winning club, copies, certified by their President, of all challenges for the "Championship" at the time undisposed of, and at the same time give up the champion pennant to the winning club.

SEC. 3. The club winning the "Championship" shall take up these undisposed challenges, and treat them as their own, in accordance with and subject to Rule xxviii. (Challenges.)

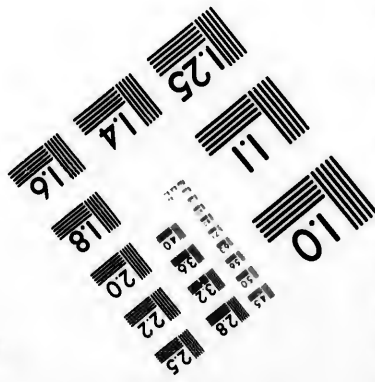
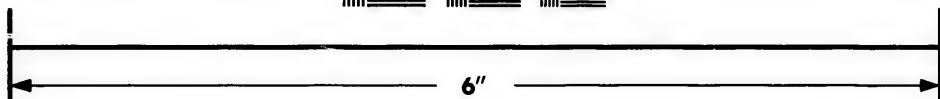
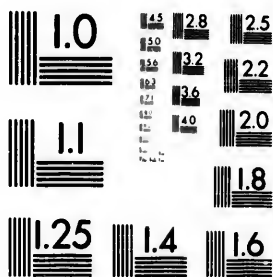
SEC. 4. Should the Champion Club be challenged by a club belonging to another city or part of the Dominion, half of the net proceeds received from such match shall go towards defraying travelling and hotel expenses only of the visiting team and its captain.

SEC. 5. Should half the net proceeds amount to more than the actual expenses of the visiting team, they shall receive their expenses only—the balance belonging to the Champion Club.

SEC. 6. A statement, signed by the President and Secretary



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of the Champion Club, given to the competing club, shall be evidence of the amount of net proceeds taken at such match.

SEC. 7. Any club holding either of the Championships shall furnish security for the sum of \$200, to the satisfaction of the President and Sec.-Treasurer of this Association, that the Champion Pennant will be given up to the winning club upon the adjudication of the game by the Referee, or as provided by Sec. 2 of this Rule.

SEC. 8. Upon the Pennant being surrendered to the winning club, the President and Secretary-Treasurer of this Association shall return or cancel the security given by the losing club.

SEC. 9. No club shall be entitled to hold both Championships, or play for the Senior Championship while holding the Junior Championship.



SEC. 10. City clubs competing for the Junior Championship, shall not have upon their teams any players over 21 years of age. Other than city or Indian clubs, shall be allowed to have players of any age upon their teams.

SEC. 11. Indian clubs shall be allowed to compete for these Championships, under the rules of this Association ; but in that case they will be debarred from the privilege of playing for money, given them in Article xi. of the Constitution.

RULE XXX.

AMENDMENTS.

Any amendment or alteration proposed to be made in any part of these laws, shall be made only at the Annual Conventions of the National Association, and by a three-fourths vote of the members present.

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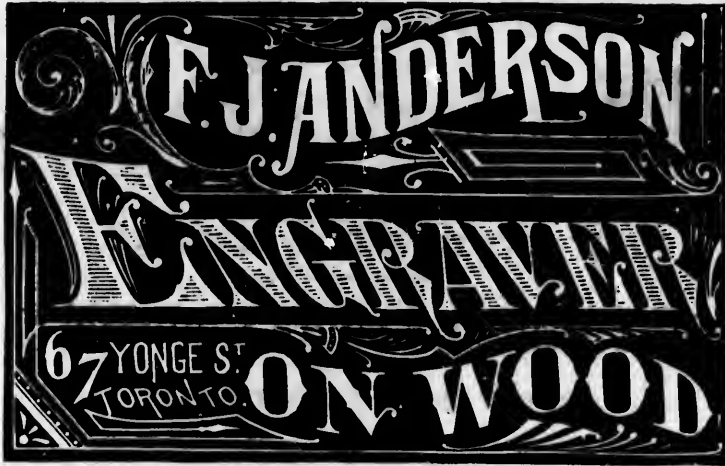
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