The image shows the front cover of an antique book. The cover is decorated with a traditional marbled paper pattern, often called a 'stone' or 'shell' pattern. This pattern consists of large, irregular, rounded shapes in shades of brown and tan, separated by a network of thin, dark blue and red lines. The overall effect is a complex, organic texture. In the lower-left corner, there is a small, white, octagonal paper label with black ink. The label contains the following text: 'GV' on the first line, '731' on the second line, 'U5' on the third line, and '1889' on the fourth line. The book's spine is visible on the left edge, appearing dark and worn.

GV  
731  
U5  
1889

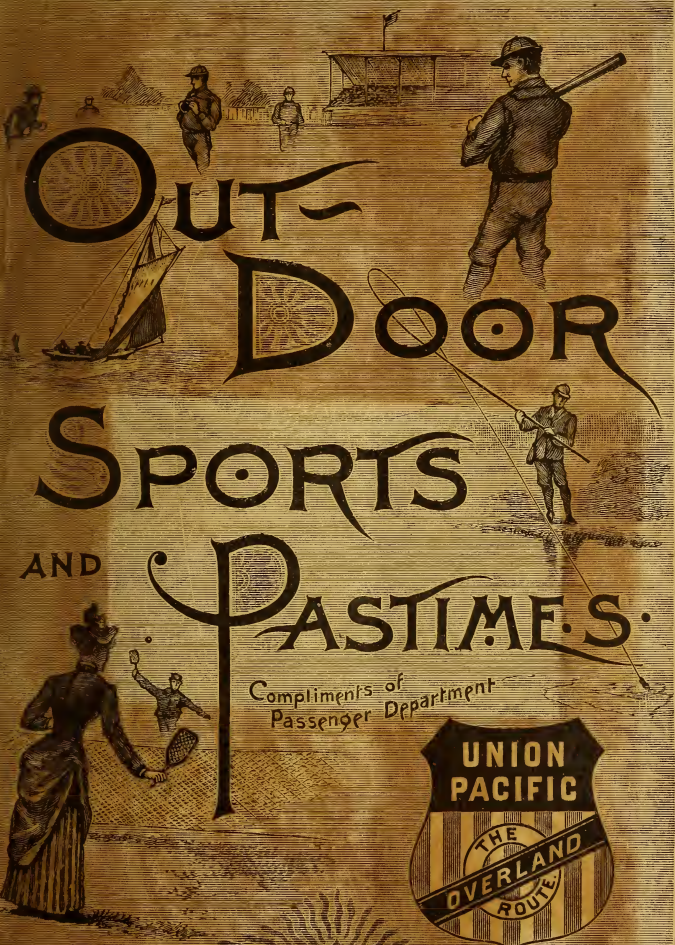
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GV731  
Chap. .... Copyright No. ....

Shelf U5  
1889

UNITED STATES OF AMERICA.

# OUT-DOOR SPORTS AND PASTIMES.



Compliments of  
Passenger Department



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General Passenger Agent.

**T. W. LEE,**  
Asst. Gen'l Pass. Agent.

**OMAHA, NEB.**

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If those who are the enemies of innocent amusements had the direction of the world, they would take away the spring and youth, the former from the year and the latter from the human life.—*Balzac.*

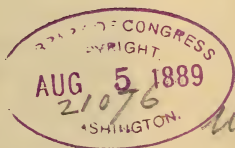


# Outdoor Sports and Pastimes.

CORRECT RULES

FOR

LAWN TENNIS,



CROQUET,

AND BASE BALL.

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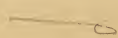
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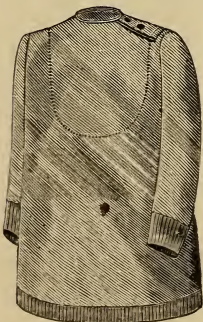
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M.W. April 11 1905

# LAWN TENNIS.

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## INTRODUCTION.

The game of Tennis is one of the ancient pastimes of England, and it was a favorite game with royalty from ancient times down to the present. But the Tennis of that day is not the Lawn Tennis of the nineteenth century, the latter really being a sort of return to the pristine days of the game when it was played out of doors in a very crude way; and therefore we need not refer to the old game of Tennis further than to state that it was a far more difficult game to play than is modern Tennis. It is not necessary to refer at length to the origin of the modern game, beyond stating the fact that it came into favor as a lawn substitute for the old court game; and from its introduction has won its way to a popularity unprecedented almost in the history of field games of ball. As for its brief history in America, it may be said that no game has been introduced in this country from England which has achieved such rapid favor in fashionable circles of American society as the game of Lawn Tennis. It is now the pet society game at all the watering places and at every fashionable summer resort in the country. Besides which, it is the only all-the-year-round game of ball now in vogue; for when the summer lawn is covered with snow, in-door Tennis is at command in any moderately-sized and smoothly-floored hall. While Lawn Tennis is a special favorite with those who cannot excel in any game requiring any special attribute of physical courage, owing to the fact that every phase of danger is eliminated from the game, it is also popular with those who are expert in such manly sports as base ball, cricket, lacrosse and football, from the fact that it necessitates lighthness of limb and activity of movement, besides affording a field for strategic skill when the game is played up to its highest point, which is quite enjoyable by way of contrast in presenting a light exercise, differing greatly from the vigorous and somewhat dangerous exercises of the other games. Then, too, Lawn Tennis is an excellent field game of ball for ladies, as it affords them the very kind of exercise they most need, and that is out-door activity, which will bring the dormant muscles of the limbs and the chest into play. There is an additional recommendation, too, for Lawn Tennis, and that is that it can be played on a comparatively small space of level ground, or on a hall floor. There is one thing about Lawn Tennis playing, as in vogue in general society, which makes it exceptional, and that is, in no field game now enjoying popular favor, are the amenities of social life so particularly observed. The game is one that "has come to stay," as it fills a void which has existed a long while, and that is, the want of a game in which ladies and gentlemen can participate, while at the same time plenty of active and not too vigorous exercise can be afforded for both, and that, too, without any element of danger to mar the pleasure of its enjoyment.

BASE LINE 36 FT.

18 FT.

18 FT.

SERVICE LINE 27 FT.

21 FT.

RIGHT COURT

LEFT COURT

21 FT.

SIDE LINE 78 FT.

21 FT.

LEFT COURT

RIGHT COURT

21 FT.

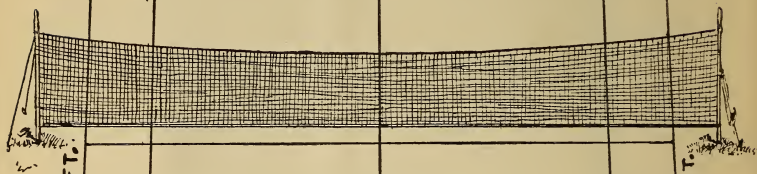
SIDE LINE 78 FT.

SERVICE LINE 27 FT.

18 FT.

18 FT.

BASE LINE 36 FT.





## RULES FOR THE GAME.

1. The choice of sides, and the right to serve in the first game, shall be decided by toss ; provided that, if the winner of the toss choose the right to serve, the other player shall have choice of sides, and *vice versa*. If one player chooses the court, the other may elect not to serve.

2. The players shall stand on opposite sides of the net ; the player who first delivers the ball shall be called the *server*, and the other the *striker-out*.

3. At the end of the first game the striker-out shall become server, and the server shall become striker-out ; and so on, alternately, in all the subsequent games of the set, or series of sets.

4. The server shall serve with one foot on the base-line, and with the other foot behind that line, but not necessarily upon the ground. He shall deliver the service from the right to the left courts alternately, beginning from the right.

5. The ball served must drop between the service line, half-court line, and side line of the court, diagonally opposite to that from which it was served.

6. It is a *fault* if the server fail to strike the ball, or if the ball served fall in the net, or beyond the service line, or out of court, or in the wrong court ; or if the server do not stand as directed by law 4.

7. A ball falling on a line is regarded as falling in the court bounded by that line.

8. A fault cannot be taken.

9. After a fault the server shall serve again from the same court from which he served that fault, unless it was a fault because he served from the wrong court.

10. A fault cannot be claimed after the next service is delivered.

11. The server shall not serve till the striker-out is ready. If the latter attempt to return the service he shall be deemed ready.

12. A service or fault, delivered when the striker-out is not ready counts for nothing.

13. The service shall not be *volleyed*, *i. e.*, taken, before it has touched the ground.

14. A ball is in play on leaving the server's racket, except as provided for in law 6.

15. It is a good return, although the ball touch the net ; but a service, otherwise good, which touches the net, shall count for nothing.

16. The server wins a stroke if the striker-out volley the service, or if he fail to return the service or the ball in play ; or if he return the service or the ball in play so that it drops outside of his opponent's court ; or if he otherwise lose a stroke, as provided by law 18.

17. The striker-out wins a stroke if the server serve two consecutive faults ; or if he fail to return the ball in play ; or if he return the ball in play so that it drops outside of his opponent's court ; or if he otherwise lose a stroke as provided by law 18.

18. Either player loses a stroke if he return the service or the ball in play so that it touches a post of the net ; or if the ball touch him or anything that he wears or carries, except his racket in the act of striking ; or if he touch the ball

with his racket more than once ; or if he touch the net or any of its supports while the ball is in play ; or if he volley the ball before it has passed the net.

19. In case any player is obstructed by any accident, the ball shall be considered a *let*.

20. On either player winning his first stroke, the score is called 15 for that player ; on either player winning his second stroke, the score is called 30 for that player ; on either player winning his third stroke, the score is called 40 for that player ; and the fourth stroke won by either player is scored game for that player, except as below : If both players have won three strokes, the score is called *deuce* ; and the next stroke won by either player is scored *advantage* for that player. If the same player wins the next stroke, he wins the game ; if he loses the next stroke the score returns to *deuce* ; and so on, until one player wins the two strokes immediately following the score of *deuce*, when the game is scored for that player.

21. The player who first wins six games wins the set ; except as follows : If both players win five games, the score is called *games all* ; and the next game won by either player is scored *advantage game* for that player. If the same player wins the next game, he wins the set ; if he loses the next game, the score returns to *games all* ; and so on, until either player wins the two games immediately following the score of *games all*, when he wins the set. But individual clubs, at their own tournaments, may modify this rule at their discretion.

22. The players shall change sides at the end of every set ; but the umpire, on appeal from either player, before the toss for choice, may direct the players to change sides at the end of every game of each set, if, in his opinion, either side have a distinct advantage, owing to the sun, wind, or any other accidental cause ; but if the appeal be made after the toss for choice, the umpire can only direct the players to change sides at the end of every game of the odd or deciding set.

23. When a series of sets is played, the player who served in the last game of one set shall be the striker-out in the first game of the next.

24. The referee shall call the game, after an interval of five minutes between sets, if either player so order.

25. The above laws shall apply to the three-handed and four-handed games, except as below :—

26. In the three-handed game, the single player shall serve in every alternate game.

27. In the four-handed game, the pair who have the right to serve in the first game shall decide which partner shall do so ; and the opposing pair shall decide in like manner for the second game. The partner of the player who served in the first game shall serve in the third, and the partner of the player who served in the second game shall serve in the fourth ; and the same order shall be maintained in all the subsequent games of the set.

28. At the beginning of the next set, either partner of the pair which struck out in the last game of the last set may serve, and the same privilege is given to their opponents in the second game of the new set.

29. The players shall take the service alternately throughout the game ; a player cannot receive a service delivered to his partner ; and the order of service and striking out once established shall not be altered, nor shall the striker-out change courts to receive the service, till the end of the set.

30. If a player serve out of his turn, the umpire, as soon as the mistake is discovered by himself or by one of the players, shall direct the player to serve who ought to have served. But all strokes scored and any fault served before such discovery shall be reckoned. If a game shall have been completed before such discovery, then the service in the next alternate game shall be delivered by the partner of the player who served out of his turn, and so on in regular rotation.

31. It is a fault if the ball served does not drop between the service-line half-court line, and service side line of the court, diagonally opposite to that from which it was served.

32. In matches, the decision of the umpire shall be final. Should there be two umpires, they shall divide the court between them, and the decision of each shall be final in his share of the court.

### ODDS.

A *bisque* is one point which can be taken by the receiver of the odds at any time in the set except as follows :—

(a) A *bisque* cannot be taken after a service is delivered.

(b) The server may not take a *bisque* after a fault, but the striker-out may do so.

One or more *bisques* may be given to increase or diminish other odds.

*Half fifteen* is one stroke given at the beginning of the second, fourth, and every subsequent alternate game of a set.

*Fifteen* is one stroke given at the beginning of every game of a set.

*Half thirty* is one stroke given at the beginning of the first game, two strokes given at the beginning of the second game ; and so on, alternately, in all the subsequent games of the set.

*Thirty* is two strokes given at the beginning of every game of a set.

*Half forty* is two strokes given at the beginning of the first game, three strokes given at the beginning of the second game ; and so on, alternately in all the subsequent games of the set.

*Forty* is three strokes given at the beginning of every game of a set.

*Half court*: The players may agree into which half court, right or left, the giver of the odds shall play and the latter loses a stroke if the ball returned by him drop outside any of the lines which bound that half court.

*Owed odds* are where the giver of the odds starts behind scratch.

*Owe half fifteen* is one stroke owed at the beginning of the first, third, and every subsequent alternate game of a set.

*Owe fifteen* is one stroke owed at the beginning of every game of a set.

*Owe half thirty* is two strokes owed at the beginning of the first game, one stroke owed at the beginning of the second game, and so on alternately in all the subsequent games of the set.

*Owe thirty* is two strokes owed at the beginning of every game of a set.

*Owe half forty* is three strokes owed at the beginning of the first game, two strokes owed at the beginning of the second game, and so on alternately in all subsequent games of the set.

*Owe forty* is three strokes owed at the beginning of every game of a set.

# CROQUET.

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## INTRODUCTION.

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

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

When introduced in this country it was characterized as a game, simple and almost devoid of opportunities for the display of any very great skill. The game was also modified; the number of arches increased, their positions changed, and the size of the grounds diminished.

The finest playing at that time, and till within a few years, was upon lawns with closely mown grass and generally level surface; but now, the scientific player prepares a ground better adapted to his needs, and the exhibition of his skill.

Although much genuine pleasure and excellent exercise can be obtained from a so-called sod ground, yet for delicacy and accuracy of play and exercise of sometimes marvelous skill, the modern ground is made a perfectly level, hard-rolled, sanded field.

All Tournament games must be played on a ground of this kind.

We would by no means discourage lawn-croquet. It is from the ranks of excellent lawn players that our best scientific players have come, and lawn-playing will foster a love for the game, which after all is the principal thing. Very few people, comparatively, have ever seen a really scientifically made ground. Those who believe themselves to be expert lawn players, are greatly surprised at the greater opportunity for pleasure and skill afforded upon a nicely sanded, level field.

There is no other field game that can compare with Croquet as a test for good temper, forbearance and that prince of manly qualities, fairness.

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

Croquet needs no special dress. The absence of excessive physical exertion is suited to those who would, if compelled to change suits, take no exercise at all, and they can return to business or any avocation after an hour of Croquet with linen and clothes none worse for their effort, and with an exhilaration that out-door exercise invariably secures.

Croquet is as scientific as billiards. There is a greater field (literally as well as otherwise) for strategy, the exercise of deliberate judgment, nerve, coolness

and boldness of play in Croquet than in billiards, much as some may question the truthfulness of the assertion. The eye and the hand become trained.

The high degree of skill of which the game by the introduction of narrow arches, hard rubber balls, and the most approved implements of play has been made capable, prevents it being regarded as only fit for children.

The chief points of excellence in Croquet may be enumerated as follows :—

*First.* Accuracy in croqueting or making one ball hit another from the blow of the mallet. Here the accurate eye and the trained hand are needed, for at a distance of 80 feet a ball  $3\frac{1}{4}$  inches in diameter subtends a very small angle, and a very small divergence of the line of direction of the impinging mallet will cause the struck ball to go wide of its desired course.

*Second.* Ability to take position in front of Arches so as to pass through them successfully, for the Arches being only  $3\frac{1}{2}$  inches wide give little chance of passing through to a ball of  $3\frac{1}{4}$  inches when in a "wild position."

*Third.* "Wiring" or "staking" an adversary's ball so as to leave no ball "open" or "exposed." This is done sometimes from a distance of fifteen or twenty feet; and fourth, and greatest of all, is good generalship, for without this all excellence attained in the three preceding points will be manifested in vain in a hard-fought game. Closely associated with the first, is the ability to "drive" or "block" the ball at a certain angle to reach a position desired. This will be attempted only when balls are near together, for at a long range roquet only is attempted. It is possible also that "jump shooting" ought to be added to these, for this, at first thought seemingly impossible method of play, is a special feature with some players, and not infrequently they are relieved from an otherwise inextricable position by a timely jump shot by which a ball from a peculiar downward stroke of the mallet may be made to pass over one or more intervening arches and "capture" a ball supposed to be safe from all danger.

The game of Croquet should be played on ground as nearly level as possible, in size 80x45 feet. The surface should be well-rolled dirt, lightly sanded to hold the balls. While the game may be played on turf, all national, match, or tournament games shall be played on a dirt or "made" ground. The WICKETS shall not be more than four inches in width and eight to ten inches above ground.

The wickets should be sunk into the ground six or eight inches, or set in blocks of wood, buried under the surface, to insure stability. When the ground will admit of it, the STAKES should be placed seventy feet apart; the first arch seven feet in front of the starting stake; the second seven feet from the first, the third, fourteen feet to the right of, and one foot in advance of the second; the fourth on a line with the first and second, and twenty-one feet in advance of the second. The remaining five at the same relative distances; thus there will be five arches in line between the stakes, and four wing arches. Play is from right to left.

### SUGGESTIONS.

In this, as in every other game, there are certain general principles which should guide one in his play. Before referring to these we will notice first mallets, and second the position taken in the use of the mallet. A mallet should be from seven to eight inches in length, by about two and a fourth inches in diam-

eter, with handle from twelve to eighteen inches long. The size and weight should be that which, after trial, the player likes the best.

As regards position in striking, let every man be a law unto himself. My way might not suit you, and yours would not suit me; yet while occupying very different positions, we may aim and execute with equal accuracy. Do not be too long in your aim; a quick stroke often getting your line between two balls is generally the most accurate, but there is one point that all must observe if the ball is to hit the mark, after getting your line of aim, and your mallet resting ready for the stroke, keep your eyes fixed on your own ball. Any deviation from this rule, either for short or long shots, will end in failure.

And now as to a few general principles to be observed:—

*First.* Keep your own balls together, and separate those of your adversary.

*Second.* Keep with you or your partner the “innocent” or last played ball of your adversary.

*Third.* Keep the “guilty” or next playing ball of your adversary wired as much as possible.

*Fourth.* When you can make no further run, give your partner the best set up you can.

*Fifth.* Do not play for the guilty ball when if you miss you give him a chance better than he has before.

*Sixth.* If you have but a poor chance to make a run, set up the balls for your partner.

*Seventh.* In making a run, provide as much as possible for points ahead. Do not leave balls behind you if you can avoid it.

## RULES.

### INTERFERING WITH PLAYERS.

RULE 1.—No player or other person shall be permitted to interfere with the result of a game by any word or act calculated to embarrass the player, nor shall any one speak to a player while in the act of shooting, except a partner.

### ORDER OF COLORS.

RULE 2.—The order of colors shall be red, white, blue, black.

### MALLETS.

RULE 3.—There shall be no restriction in kind or size of mallet used— one or two hands may be used in striking.

RULE 4.—No player shall change his mallet during a game without permission of his opponent, except in case of accident, or to make a “jump shot.”

RULE 5.—Should a ball or mallet break in striking, the player may demand another stroke with a new ball or mallet.

### CLIPS OR MARKERS.

RULE 6.—Every player shall be provided with a clip or indicator, the same color as his ball, painted on one side only, which he must affix to his arch next in order in course of play, before his partner plays, with the painted side showing the direction in which he is going. Should he fail to do so his clip must remain upon the arch it rested on before he played, and he must make the

points again. Should he move his marker beyond or back of the point he is for, his attention must be called to such error before he plays again, otherwise it shall be allowed to stand. Should a player put a ball through its arch, he must at once move the corresponding clip.

#### OPENING OF GAME.

RULE 7.—The game shall be opened by scoring from the upper border for an imaginary line drawn through the middle wicket.

RULE 8.—The first play with each ball shall be made after placing it on a line half-way between the starting stake and the first arch, and play may be made for the arch on any ball that is in play, or in any direction the player may choose.

RULE 9.—A ball shot for the first arch failing to make it, must remain where it rests. It can be roqueted, roquet-croqueted, and can, in its proper turn, roquet and roquet-croquet any ball on the field the same as though it had run the arch.

#### BALLS—HOW STRUCK.

RULE 10.—The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the player cannot strike them unless the ball is struck at the same time, and if the ball is moved, without being struck by the face of the mallet, "it shall remain where it rests, and should a point be made, or hit, it shall not be allowed, except by the decision of the umpire as to the fairness of the shot."

RULE 11.—When making a direct shot (*i. e.*, roquet), the player must not push or follow the ball with his mallet; but when taking croquet from a ball (two balls being in contact), he may follow his ball with the mallet, but must not strike it twice.

RULE 12.—If a player strikes his ball before his opponent has finished his play, the stroke shall stand, or be made over, at the option of the opponent.

RULE 13.—Should a ball rest against or near a wire, and the umpire or other person agreed on, should decide that in order to pass through the arch less than half the ball would be on the far side when impinging on the opposite wire, it shall be considered a push shot and shall not be made.

#### BALLS—WHEN NOT TO BE TOUCHED.

RULE 14.—A ball must not be touched while on the field, except after a roquet, when it is necessary to place it beside the roqueted ball for the purpose of croquet, or to replace it when it has been moved by accident—except by permission of the opponent.

#### ROQUET AND CROQUET.

RULE 15.—A ball roquets another when it comes in contact with it by a blow from the player's mallet, or rebounds from a wicket or stake, also when it comes in contact with it when roquet-croquet is taken from another ball; but not when rebounding from any obstacle that marks the limit of the field; and should a ball be thus moved, it shall be replaced before play can proceed.

RULE 16.—A player after making roquet, shall not stop his ball for the purpose of preventing its hitting another. Should he do so his play ceases and all balls shall be replaced as before the stroke, or remain, at the option of the opponent.

RULE 17.—Loose croquet, or roquet-croquet, is striking a ball when it is in contact with another where it has been placed for the purpose of croquet, after roqueting it.

RULE 18.—Roquet gives to the player the privilege of roquet-croquet only and play must be made from the roqueted ball.

RULE 19.—If a player in taking a roquet-croquet from a ball fails to move it, such stroke ends his play, and the ball must be returned, or left where it stops, at the option of the opponent.

RULE 20.—A player, in each turn of play, is at liberty to roquet any ball on the ground once only before making a point.

RULE 21.—Should a player roquet-croquet a ball he has not roqueted, he loses his turn, and all balls moved by such play must be replaced to the satisfaction of the umpire or adversary. Should the mistake not be discovered before the player has made another stroke, the play shall be valid, and the player continue his play.

RULE 22.—In taking roquet-croquet from a ball, if player's ball strikes another that he has already roqueted, such stroke does not end his play.

RULE 23.—If a player roquets two or more balls at the same stroke, he must use the first ball roqueted only.

#### MAKING OF POINTS.

RULE 24.—A player makes a point in the game when he runs an arch, or strikes a stake in his proper play.

RULE 25.—If the player makes a point, and afterwards at the same stroke roquets a ball, he must take the point and use the ball. If the roqueted ball is beyond the arch, as determined by rule 46, and playing ball rests through the arch, the arch is held to be first made.

RULE 26.—If a ball roquets another, and afterwards at the same stroke makes a point it must take the ball and reject the point.

RULE 27.—A player continues to play so long as he makes a point in the game, or roquets another ball to which he is in play.

RULE 28.—A ball making two or more points at the same stroke, has only the same privilege as if it made but one.

RULE 29.—Should a ball be driven through its arch, or against its stake by roquet-croquet or concussion, it is a point made by that ball, except it be a rover.

#### PLAYING ON DEAD BALL.

RULE 30.—If a player play by direct shot on a dead ball, all balls displaced by such shot shall be replaced in their former position, and the player's ball, placed against the dead ball on the side from which it came; or all balls rest where they lie, at the option of the opponent.

RULE 31.—If the player, in making a direct shot, strike a ball on which he has already played, *i. e.*, a dead ball, his play ceases. Any point, or part of a point, or ball struck, after striking the dead ball is not allowed. And both balls must be replaced in accordance with Rule 30.

But if, playing ball in passing through its arch, strike a dead ball that is beyond the arch, as determined by Rule 46, the ball shall not be considered a dead ball if playing ball rests through its arch, and the point shall be allowed.



### BALLS MOVED OR INTERFERED WITH BY ACCIDENT OR DESIGN.

**RULE 32.**—A ball accidentally misplaced, otherwise than as provided for in Rule 37, must be returned to its position before play can proceed.

**RULE 33.**—If a ball is stopped or diverted from its course by an opponent, the player may repeat the shot or not as he chooses. Should he decline to make the shot over, the ball must remain where it stops, and, if playing ball, must play from there.

**RULE 34.**—If a ball is stopped or diverted from its course by a player, or his partner, the opponent may demand a repetition of the shot if he chooses—should he decline to do so, the ball must remain where it stops, and, if playing ball must play from there.

**RULE 35.**—If a ball while rolling, is stopped or diverted from its course by any object inside the ground, not pertaining to the game or ground, other than provided for in Rules 33 and 34, the shot may be taken over, or allowed to remain, at the option of the player. If not taken over, the ball must remain where it stops, and, if playing ball play from there.

### BALLS IN CONTACT.

**RULE 36.**—Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then has subsequent privileges the same as though the balls were separated an inch or more.

### FOUL STROKE.

**RULE 37.**—Should a player in making a stroke move with his mallet any other than his object ball, it shall be a foul and his play ceases, and all balls moved shall be replaced as before the stroke, or remain where they rest, at the option of the opponent. See Rules 10, 11 and 12.

### BOUNDARY LINES.

**RULE 38.**—A ball shot over boundary line must be returned at right angles from where it stops before play can proceed.

**RULE 39.**—A ball is in the field only when the whole ball is within the boundary line.

**RULE 40.**—No play is allowed from beyond the boundary line, except when a ball is placed in contact with another for the purpose of roquet-croquet.

**RULE 41.**—If a player strikes his ball when over the boundary line, he shall lose his stroke, and the balls shall be replaced or left where they stop, at the option of the opponent.

**RULE 42.**—If a player roquet a ball that is off the field, either by direct shot or from roquet-croquet, the stroke shall not be allowed ; and such roqueted ball shall be placed in the field opposite the point where it lay before being thus hit. And if such roquet ball is made by a direct shot, the play ceases.

**RULE 43.**—The first ball driven over the boundary line into a corner must be placed on the corner at the intersection of the two boundary lines.

**RULE 44.**—If a ball, having been struck over the boundary line, is returnable at the corner, another ball being on or entitled to the corner, it shall be placed on that side of the corner on which it went off.

**RULE 45.**—If two balls having been shot over the boundary line, rest directly behind one another at right angles with boundary line, they shall be placed on

the line alongside of each other in the direction from whence they were played off. This can occur only when the centres of the two balls rest directly behind one another, at right angles with the boundary line.

#### BALL—WHEN THROUGH AN ARCH.

RULE 46.—A ball is not through an arch when a straight edge laid across the two wires on the side from whence the ball come, touches the ball without moving the arch.

#### BALL—WHEN IN POSITION.

RULE 47.—If a ball has been placed under an arch, for the purpose of roquet-croquet, it is not in position to run that arch.

RULE 48.—If a ball be driven under its arch from the wrong direction, and rests there, it is not in position to run that arch in the right direction.

RULE 49.—If a ball shot through its arch in the right direction, rolls back through or under that arch, the point is not made, but the ball is in position if left there.

#### HITTING BALL WHILE MAKING WICKET.

RULE 50.—Cage wickets may be made in one, two or more turns, provided the ball stops within limit of the cage.

RULE 51.—Any playing ball within, or under, a wicket, becomes dead to advancement through the wicket from that position, if it comes in contact with any other ball by a direct shot.

#### ROVERS.

RULE 52.—A rover is a ball that has run every arch and hit the turning stake in its proper turn of play.

RULE 53.—A rover has the right of roqueting and roquet-croqueting every ball on the ground once during each turn of play, and is subject to being roqueted and roquet-croqueted by any ball in play.

RULE 54.—Rovers must be continued in the game until partners become rovers, and go out successively, and a rover that has been driven against the stake cannot be removed to make way for the next rover.

#### PLAYING OUT OF TURN, OR WRONG BALL.

RULE 55.—If a player plays out of his proper turn, whether with his own or any other ball, or in his proper turn plays the wrong ball, and the mistake is discovered before the next player has commenced his play, all benefit from any point or points made is lost, and his turn of play forfeited. All balls moved by the mis-play must be returned to their former position by the umpire or adversary. If the mistake is not discovered until after the next player has made his first stroke, the error must stand.

#### POINTS RE-MADE.

RULE 56.—If a player makes a point he has already made his marker not being on that point, and the mistake is discovered before the next point is made, the play ceases with the shot by which the wicket was re-made, and the marker remains where it stood at the beginning of this play. All balls shall be left in the position they had at the time the wicket was re-made. If not discovered before the next point is made, the points so made are good and play proceeds the same as if no error had been made.

### ERROR IN ORDER OF PLAY.

**RULE 57.**—If an error in order is discovered after a player has struck his ball, he shall be allowed to finish his play, provided he is playing in the regular sequence of his partner's ball last played. In case of dispute as to proper sequence of balls, it shall be decided by the umpire; if there is no umpire, by lot. No recourse shall be had to lot unless each party expresses the belief that the other is wrong.

**RULE 58.**—At any time an error in order is discovered, the opposite side shall follow with the same ball last played (the proper sequence); but before playing, their opponents shall have the privilege to demand a transposition of adversaries balls.

**EXAMPLE.**—Black plays by mistake after Red—the error is not discovered—Blue plays in the proper sequence of his partner Red, and seeing that Black has just played, is thus led to believe it the innocent ball, and upon concluding his play leaves Black by Red. Now if error in order is discovered the player of Red and Blue can demand that the position of Black and White be transposed.

### CHANGING SURFACE OF GROUND.

**RULE 59.**—The surface of grounds shall not be changed during a game by either player, unless by consent of the umpire, and if so changed at the time of playing, the shot shall be declared lost.

### CORNER PIECES.

**RULE 60.**—In all subsequent construction of grounds a corner piece eighteen inches in length shall be inserted, leaving the boundary of the grounds inside, however, square at the corners.

### PENALTY—GENERAL RULE.

**RULE 61.**—If a rule is violated, a penalty for which has not been provided, the player shall cease his play.

The following rules were adopted for the government of the croquet tournament, August, 1885.

**RULE 1.**—The tournament games shall be played in accordance with the rules of the National Croquet Association.

**RULE 2.**—Each club shall be entitled to enter one player, who shall play one game with each of the other players.

**RULE 3.**—No player shall be allowed to enter after 8 o'clock Wednesday morning.

**RULE 4.**—All players are expected to remain to the finish and play all games assigned to them.

**RULE 5.**—The order of play shall be determined by lot, names being drawn each evening by the secretary for the following day till all are drawn. Should the drawing for the day be exhausted the secretary shall make extra drawing.

**RULE 6.**—Should any player fail to be present when his turn comes, the next in order shall play, and the former's game be forfeited, unless excused by a two-thirds vote of the contestants.

**RULE 7.**—Should any player leave before he has played all his games, his name and games shall be stricken from the list.

**RULE 8.**—All disputed points shall be referred to an umpire, to be chosen before play by the contestants, and in case of his inability to decide, to three referees, to be chosen by the committee of arrangements.

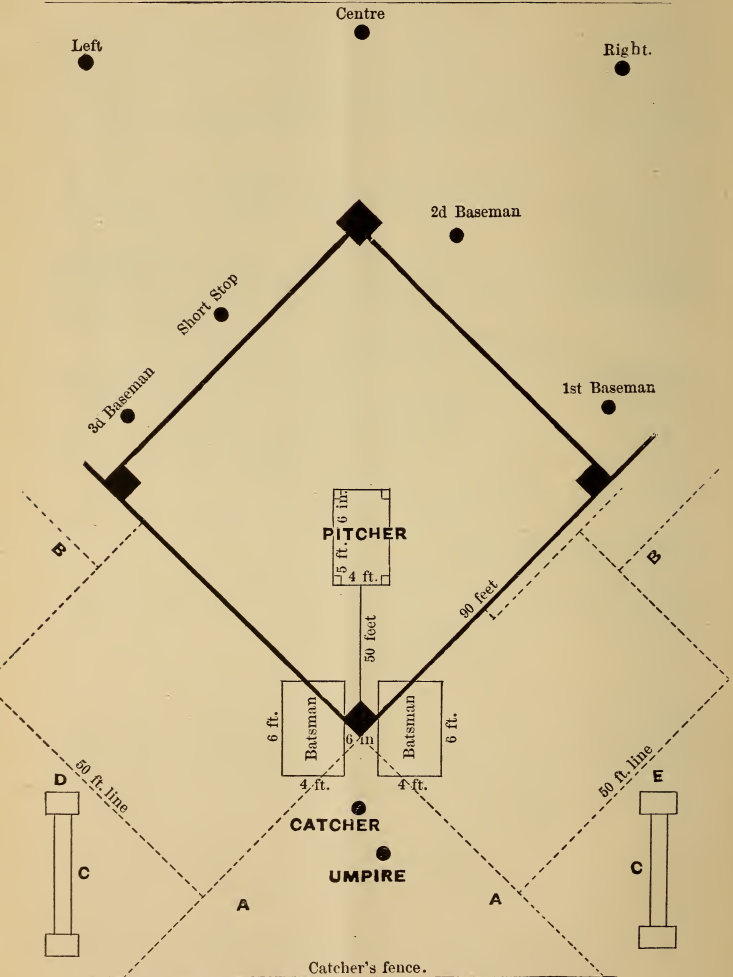
**RULE 9.**—Games shall be called by 8 a. m., and no game shall be begun after 6 p. m.

**RULE 10.**—All ties shall be played off in accordance with the above rules.

**RULE 11.**—In case of darkness coming on during a game, the umpire shall decide when the game shall stop, and if stopped, shall be continued first in order the next morning.

The social tournament games will be governed by the same rules as the prize tournament games.

# CORRECT DIAGRAM OF A BALL GROUND.



A. A. A.—Ground reserved for Umpire, Batsman and Catcher.  
 B. B.—Ground reserved for Captain and Assistant.  
 C.—Player's Bench. D.—Visiting Players' Bat Rack.  
 E.—Home Players' Bat Rack.

# BASE BALL.

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## National Playing Rules of Professional Base Ball Clubs,

AS ADOPTED JOINTLY BY THE NATIONAL LEAGUE AND AMERICAN ASSOCIATION, 1889, AND GOVERNING ALL CLUBS PARTIES TO THE NATIONAL AGREEMENT.

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### THE BALL GROUND.

Rule 1. The ground must be an enclosed field, sufficient in size to enable each player to play in his position as required by these Rules.

Rule 2. The Infield must be a space of ground thirty yards square.

### THE BASES.

Rule 3. The bases must be—

Sec. 1. Four in number, and designated as First Base, Second Base, Third Base and Home Base.

Sec. 2. The Home Base must be of whitened rubber twelve inches square, so fixed in the ground as to be even with the surface, and so placed in the corner of the infield that two of its sides will form part of the boundaries of said infield.

Sec. 3. The First, Second and Third Bases must be canvas bags, fifteen inches square, painted white, and filled with some soft material, and so placed that the center of the second base shall be upon its corner of the infield, and the center of the first and third bases shall be on the lines running to and from second base and seven and one-half inches from the foul lines.

Sec. 4. All the bases must be securely fastened in their positions, and so placed as to be distinctly seen by the Umpire.

### THE FOUL LINES.

Rule 4. The Foul Lines must be drawn in straight lines from the outer corner of the Home Base, along the outer edge of the First and Third Bases to the boundaries of the Ground.

### THE POSITION LINES.

Rule 5. The Pitcher's Lines must be straight lines forming the boundaries of a space of ground, in the infield, five and one-half feet long by four feet wide, distant fifty feet from the center of the home Base, and so placed that the five and one-half feet lines would each be two feet distant from and parallel with a straight line passing through the center of the Home and Second Bases.

Each corner of this space must be marked by a flat iron plate or stone six inches square, fixed in the ground even with the surface.

**Rule 6.** The Catcher's Lines must be drawn from the outer corner of the Home Base, in continuation of the Foul Lines, straight to the limits of the Ground back of Home Base.

**Rule 7.** The Captain's or Coacher's Lines must be a line fifteen feet from and parallel with the Foul Lines, said lines commencing at a line parallel with and fifty-five feet distant from the catcher's lines, and running thence to the limits of the grounds.

**Rule 8.** The Players' Lines must be drawn from the Catcher's Lines to the limits of the Ground, fifty feet distant from and parallel with, the foul lines.

**Rule 9.** The Batsman's Lines must be straight lines forming the boundaries of a space on the right, and of a similar space on the left of the Home Base, six feet long by four feet wide, extending three feet in front of and three feet behind the center of the Home Base, and with its nearest line distant six inches from the Home Base.

**Rule 10.** The Three Feet Lines must be drawn as follows: From a point on the Foul Line from Home Base to First Base, and equally distant from such bases, shall be drawn a line on Foul Ground, at a right angle to said Foul Line, and to a point three feet distant from it; thence running parallel with said Foul Line, to a point three feet distant from the First Base; thence in a straight line to the Foul Line, and thence upon the Foul Line to point of beginning.

**Rule 11.** The lines designated in Rules 4, 5, 6, 7, 8, 9, and 10, must be marked with chalk or other suitable material, so as to be distinctly seen by the Umpire. They must all be marked their entire length, except the captain's and Player's Lines, which must be so marked for a distance of at least thirty-five yards from Catcher's Lines.

### THE BALL.

**Rule 12.** The Ball—

**Sec. 1.** Must not weigh less than five nor more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference. The Spalding League Ball, or the Reach American Association Ball must be used in all games played under these rules.

**Sec. 2.** For each companionship game two balls shall be furnished by the Home Club to the Umpire for use. When the ball in plays is batted over the fence or stands, on to foul ground out of sight of the players, the other ball shall be immediately put into play by the Umpire. As often as one of the two in use shall be lost, a new one must be substituted, so that the Umpire may at all times, after the game begins, have two for use. The moment the Umpire delivers the alternate ball to the catcher or pitcher it comes into play, and shall not be exchanged until it, in turn, passes out of sight on to foul ground.

**Sec. 3.** In all games the ball or balls played with shall be furnished by the Home Club, and the last ball in play becomes the property of the winning club. Each ball to be used in championship games shall be examined, measured and weighed by the Secretary of the Association, inclosed in a paper box and sealed with the seal of the Secretary, which seal shall not be broken except by the Umpire in the presence of the captains of the two contesting nines after play has been called.

Sec. 4. Should the ball become out of shape, or cut or ripped so as to expose the yarn, or in any way so injured as to be—in the opinion of the Umpire—unfit for fair use, the Umpire, on being appealed to by either captain, shall at once put the alternate ball into play and call for a new one.

### THE BAT.

Rule 13. The Bat—

Sec. 1. Must be made wholly of wood, except that the handle may be wound with twine or a granulated substance applied, not to exceed eighteen inches from the end.

Sec. 2. It must be round, except that a portion of the surface may be flat on one side, but it must not exceed two and one-half inches in diameter in the thickest part, and must not exceed forty-two inches in length.

### THE PLAYERS AND THEIR POSITIONS.

Rule 14. The players of each club in a game shall be nine in number, one of whom shall act as Captain, and in no case shall less than nine men be allowed to play on each side.

Rule 15. The players' positions shall be such as may be assigned them by their Captain, except that the Pitcher must take his position within the Pitcher's Lines, as defined in Rule 5. When in position on the field, all players will be designated "Fielders" in these rules.

Rule 16. Players in uniform shall not be permitted to seat themselves among the spectators.

Rule 17. Every Club shall be required to adopt uniforms for its players, and each player shall be required to present himself upon the field during said game in a neat and cleanly condition, but no player shall attach anything to the sole or heel of his shoes other than the ordinary base ball shoe plate.

### THE PITCHER'S POSITION.

Rule 18. The pitcher shall take his position facing the batsman, with both feet square on the ground, one foot on the rear line of the "box." He shall not raise either foot, unless in the act of delivering the ball, nor make more than one step in such delivery. He shall hold the ball, before the delivery, fairly in front of his body, and in sight of the Umpire. When the pitcher feigns to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat.

### THE BATSMEN'S POSITION—ORDER OF BATTING.

Rule 19. The batsmen must take their positions within the Batsmen's Lines, as defined in Rule 9, in the order in which they are named on *the score*, which must contain the batting order of both nines, and be submitted by the Captains of the opposing teams to the Umpire before the game, and when approved by him **THIS SCORE** must be followed, except in the case of a substitute player, in which case the substitute must take the place of the original player in the batting order. After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who has completed his turn—time at bat—in the preceding inning.

Rule 20. Sec. 1. When their side goes to the bat the players must immediately return to and seat themselves upon the players' bench and remain

there until the side is put out, except when batsman or base runner. All bats not in use must be kept in the bat racks, and the two players next succeeding the batsman, in the order in which they are named on the score, must be ready with bat in hand to promptly take position as batsman; provided, that the Captain and one assistant only may occupy the space between the players' lines and the Captain's lines to coach base runners.

**Sec. 2.** No player of the side at bat, except when Batsman, shall occupy any portion of the space within the Catcher's Lines, as defined in Rule 6. The triangular space behind the Home Base is reserved for the exclusive use of the Umpire, Catcher and Batsman, and the Umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in the hands of, or passing between, the Pitcher and Catcher, while standing in their positions.

**Sec. 3.** The players of the side "at bat" must occupy the portion of the field allotted them, but must speedily vacate any portion thereof that may be in the way of the ball, or of any Fielder attempting to catch or field it.

#### PLAYERS' BENCHES.

**Rule 21.** The Players' Benches must be furnished by the home club, and placed upon a portion of the ground outside the Players' Lines. They must be twelve feet in length, and must be immovably fastened to the ground. At the end of each bench must be immovably fixed a bat rack, with fixtures for holding twenty bats; one such rack must be designated for the exclusive use of the Visiting Club, and the other for the exclusive use of the Home Club.

#### THE GAME.

**Rule 22. Sec. 1.** Every Championship Game must be commenced not later than two hours before sunset.

**Sec. 2.** A Game shall consist of nine innings to each contesting nine, except that,

(a) If the side first at bat scores less runs in nine innings than the other side has scored in eight innings, the game shall then terminate.

(b) If the side last at bat in the ninth inning scores the winning run before the third man is out, the game shall terminate, upon the return of the ball to the pitcher.

#### A TIE GAME.

**Rule 23.** If the score be a tie at the end of nine innings to each side, play shall only be continued until the side first at bat shall have scored one or more runs than the other side, in an equal number of innings, or until the other side shall score one or more runs than the side first at bat.

#### A DRAWN GAME.

**Rule 24.** A Drawn Game shall be called by the Umpire when he terminates a game on account of darkness or rain, after five equal innings have been played, if the score at the time is equal on the last even innings played; but if the side that went second to bat is then at the bat, and has scored the same number of runs as the other side, the Umpire shall declare the game drawn, without regard to the score of the last equal innings.



**A CALLED GAME.**

**Rule 25.** If the Umpire calls "Game" on account of darkness or rain at any time after five innings have been completed by both sides, the score shall be that of the last equal innings played, unless the side second at bat shall have scored one or more runs than the side first at bat, in which case the score of the game shall be the total number of runs made.

**A FORFEITED GAME.**

**Rule 26.** A Forfeited Game shall be declared by the Umpire in favor of the club not in fault, at the request of such club, in the following cases:—

**Sec. 1.** If the nine of a club fail to appear upon the field, or being upon the field, fail to begin the game within five minutes after the Umpire has called "Play," at the hour appointed for the beginning of the game, unless such delay in appearing or in commencing the game be unavoidable.

**Sec. 2.** If, after the game has begun, one side refuses or fails to continue playing, unless such game has been suspended or terminated by the Umpire.

**Sec. 3.** If, after play has been suspended by the Umpire, one side fails to resume playing within five minutes after the Umpire has called "Play."

**Sec. 4.** If, in the opinion of the Umpire, any one of these rules is willfully violated.

**Sec. 5.** If, after ordering the removal of a player, as authorized by Rule 57, Sec. 5, said order is not obeyed within five minutes.

**Sec. 6.** In case the Umpire declares a game forfeited, he shall transmit a written notice thereof to the President of the Association within twenty-four hours thereafter.

**NO GAME.**

**Rule 27.** "No Game" shall be declared by the Umpire if he shall terminate play on account of rain or darkness, before five innings on each side are completed.

**SUBSTITUTES.**

**Rule 28. Sec. 1.** In every championship game each team shall be required to have present on the field, in uniform, at least one or more substitute players.

**Sec. 2.** One player, whose name shall be printed on the score card as an extra player, may be substituted at the end of any completed innings by either club, but the player retired shall not thereafter participate in the game. In addition thereto a substitute may be allowed at any time in place of a player disabled in the game then being played, by reason of illness or injury, of the nature and extent of which the Umpire shall be the sole judge.

**Sec. 3.** The Base Runner shall not have a substitute run for him, except by consent of the Captains of the contesting teams.

**CHOICE OF INNINGS—CONDITION OF GROUNDS.**

**Rule 29.** The choice of innings shall be given to the Captain of the Home Club, who shall also be the sole judge of the fitness of the ground for beginning a game after rain.

**THE DELIVERY OF THE BALL—FAIR AND UNFAIR BALLS.**

**Rule 30.** A Fair Ball is a ball delivered by the Pitcher while standing wholly within the lines of his position, and facing the batsman, the ball, so de-

livered to pass over the home base, not lower than the batsman's knee nor, higher than his shoulder.

**Rule 31.** An Unfair Ball is a ball delivered by the Pitcher, as in Rule 30, except that the ball does not pass over the Home Base, or does pass over the Home Base above the batsman's shoulder, or below the knee.

#### BALKING.

**Rule 32.** A Balk is—

**Sec. 1.** Any motion made by the Pitcher to deliver the ball to the bat without delivering it, and shall be held to include any and every accustomed motion with the hands, arms or feet, or position of the body assumed by the Pitcher in his delivery of the ball, and any motion calculated to deceive a base runner, except the ball be accidentally dropped.

**Sec. 2.** The holding of the ball by the Pitcher so long as to delay the game unnecessarily; or—

**Sec. 3.** Any motion to deliver the ball, or the delivering the ball to the bat by the Pitcher when any part of his person is upon ground outside of the lines of his position, including all preliminary motions with the hands, arms and feet.

#### DEAD BALLS.

**Rule 33.** A Dead Ball is a ball delivered to the bat by the Pitcher that touches the Batsman's bat without being struck at, or any part of the Batsman's person or clothing while standing in his position without being struck at; or any part of the Umpire's person or clothing, while on foul ground, without first passing the Catcher.

**Rule 34.** In case of a Foul Strike, Foul Hit ball not legally caught out, Dead Ball, or Base Runner put out for being struck by a fair hit ball, the ball shall not be considered in play until it is held by the Pitcher standing in his position.

#### BLOCK BALLS.

**Rule 35. Sec. 1.** A Block is a batted or thrown ball that is stopped or handled by any person not engaged in the game.

**Sec. 2.** Whenever a Block occurs the Umpire shall declare it, and Base Runners may run the bases, without being put out, until the ball has been returned to and held by the Pitcher standing in his position.

**Sec. 3.** In the case of a Block, if the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the Fielders, the Umpire should call "Time," and require each base runner to stop at the last base touched by him until the ball be returned to the Pitcher standing in his position.

#### THE SCORING OF RUNS.

**Rule 36.** One Run shall be scored every time a Base Runner, after having legally touched the first three bases, shall touch the Home Base before three men are put out. If the third man is forced out, or is put out before reaching First Base, a run shall not be scored.

#### THE BATTING RULES.

**Rule 37.** A Fair Hit is a ball batted by the batsman, standing in his position, that first touches the ground, the First Base, the Third Base, any part of

the person of a player, Umpire or any other object that is in front of or on either of the Foul Lines, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair Ground) bounds or rolls within the Foul Lines, between Home and First, or Home and Third Bases, without interference by a player.

**Rule 38.** A Foul Hit is a ball batted by the Batsman, standing in his position, that first touches the ground, any part of the person of a player, or any other object that is behind either of the Foul Lines, or that strikes the person of such Batsman, while standing in his position, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair Ground) bounds or rolls outside the Foul Lines, between Home and First or Home and Third Bases, without interference by a player. Provided, that a Foul Hit not rising above the Batsman's head and caught by the Catcher playing within ten feet of the Home Base, shall be termed a Foul Tip.

#### BALLS BATTED OUTSIDE THE GROUNDS.

**Rule 39.** When a batted ball passes outside the grounds, the Umpire shall decide it Fair should it disappear within, or Foul should it disappear outside of the range of the Foul Lines, and Rules 37 and 38 are to be construed accordingly.

**Rule 40.** A Fair batted ball that goes over the fence at a less distance than two hundred and ten feet from Home Base shall entitle the Batsman to two bases, and a distinctive line shall be marked on the fence at this point.

#### STRIKES.

**Rule 41.** A Strike is—

**Sec. 1.** A ball struck at by the Batsman without its touching his bat; or—

**Sec. 2.** A Fair Ball, legally delivered by the Pitcher, but not struck at by the Batsman.

**Sec. 3.** Any obvious attempt to make a foul hit.

**Rule 42.** A Foul Strike is a ball batted by the Batsman when any part of his person is upon ground outside the Batsman's position.

#### THE BATSMAN IS OUT.

**Rule 43.** The batsman is out—

**Sec. 1.** If he fails to take his position at the bat in his order of batting, unless the error be discovered and the proper Batsman takes his position before a fair hit has been made, and in such case the balls and strikes called must be counted in the time at bat of proper Batsman; *Provided*, this rule shall not take effect unless *the out* is declared before the ball is delivered to the succeeding Batsman.

**Sec. 2.** If he fails to take his position within one minute after the Umpire has called for the Batsman.

**Sec. 3.** If he makes a Foul Hit other than a Foul Tip as defined in Rule 38 and the ball be momentarily held by a Fielder before touching the ground, provided it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder before being caught.

**Sec. 4.** If he makes a Foul Strike.

**Sec. 5.** If he attempts to hinder the Catcher from fielding the ball, evidently without effort to make a fair hit.

Sec. 6. If, while the First Base be occupied by a base runner, three strikes be called on him by the Umpire, except when two men are already out.

Sec. 7. If, while making the third strike, the ball hits his person or clothing.

Sec. 8. If, after two strikes have been called, the Batsman obviously attempts to make a foul hit, as in Section 3, Rule 41.

## BASE RUNNING RULES.

### WHEN THE BATSMAN BECOMES A BASE RUNNER.

Rule 44. The Batsman becomes a Base Runner—

Sec. 1. Instantly after he makes a Fair Hit.

Sec. 2. Instantly after four balls have been called by the Umpire.

Sec. 3. Instantly after three strikes have been declared by the Umpire.

Sec. 4. If, while he be a Batsman, his person or clothing be hit by a ball from the pitcher, unless—in the opinion of the Umpire—he intentionally permits himself to be so hit.

Sec. 5. Instantly after an illegal delivery of a ball by the pitcher.

### BASES TO BE TOUCHED.

Rule 45. The Base Runner must touch each Base in regular order, viz.: First, Second, Third and Home Bases; and when obliged to return (except on a foul hit) must retouch the base or bases in reverse order. He shall only be considered as holding a base after touching it and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding Base Runner.

### ENTITLED TO BASES.

Rule 46. The Base Runner shall be entitled, without being put out, to take one base in the following cases:—

Sec. 1. If, while he was Batsman, the Umpire called four Balls.

Sec. 2. If the Umpire awards a succeeding Batsman a base on four balls, or for being hit with a pitched ball, or in case of an illegal delivery—as in Rule 44, Sec. 5—and the Base Runner is thereby forced to vacate the base held by him.

Sec. 3. If the Umpire calls a “balk.”

Sec. 4. If a ball delivered by the Pitcher pass the Catcher and touch the Umpire or any fence or building within ninety feet of the Home Base.

Sec. 5. If upon a fair hit the Ball strikes the person or clothing of the Umpire on fair ground.

Sec. 6. If he be prevented from making a base by the obstruction of an adversary.

Sec. 7. If the Fielder stop or catch a batted ball with his hat or any part of his dress.

### RETURNING TO BASES.

Rule 47. The Base Runner shall return to his Base, and shall be entitled to so return without being put out—

Sec. 1. If the Umpire declares a Foul Tip (as defined in Rule 38) or any other Foul Hit not legally caught by Fielder.

Sec. 2. If the Umpire declares a Foul Strike.

Sec. 3. If the Umpire declares a Dead Ball, unless it be also the fourth Unfair Ball, and be thereby forced to take the next base, as provided in Rule 46, Sec. 2.

Sec. 4. If the person or clothing of the Umpire is struck by a ball thrown by the Catcher to intercept a Base Runner.

#### WHEN BASE RUNNERS ARE OUT.

Rule 48. The Base Runner is out—

Sec. 1. If, after three strikes have been declared against him while Batsman, and the Catcher fail to catch the third strike ball, he plainly attempts to hinder the Catcher from fielding the ball.

Sec. 2. If, having made a Fair Hit while Batsman, such fair hit shall be momentarily held by a Fielder, before touching the ground or any object other than a Fielder. *Provided*, it be not caught in a Fielder's hat or cap.

Sec. 3. If, when the Umpire has declared three strikes on him, while batsman, the third strike ball be momentarily held by a Fielder before touching the ground. *Provided*, it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder before being caught.

Sec. 4. If, after Three Strikes or a Fair Hit, he be touched with the ball in the hand of a Fielder before such Base Runner touches First Base.

Sec. 5. If, after Three Strikes or a Fair Hit, the ball be securely held by a Fielder, while touching First Base with any part of his person, before such Base Runner touches First Base.

Sec. 6. If, in running the last half of the distance from Home Base to First Base, he runs outside the Three Feet Lines, as defined in Rule 10; except that he must do so if necessary to avoid a Fielder attempting to field a batted ball, and in such case shall not be declared out.

Sec. 7. If, in running from First to Second Base, from Second to Third Base, or from Third to Home Base, he runs more than three feet from a direct line between such bases to avoid being touched by the ball in the hands of a Fielder; but in case a Fielder be occupying the Base Runner's proper path, attempting to field a batted ball, then the Base Runner shall run out of the path and behind said Fielder, and shall not be declared out for so doing.

Sec. 8. If he fails to avoid a Fielder attempting to field a batted ball, in the manner prescribed in Sections 6 and 7 of this Rule; or if he, in any way, obstructs a Fielder attempting to field a batted ball, or intentionally interferes with a thrown ball: *Provided*, That if two or more Fielders attempt to field a batted ball, and the Base Runner comes in contact with one or more of them, the Umpire shall determine which Fielder is entitled to the benefit of this Rule, and shall not decide the Base Runner out for coming in contact with any other Fielder.

Sec. 9. If, at any time while the ball is in play, he be touched by the ball in the hands of a Fielder, unless some part of his person is touching a base, he is entitled to occupy: *Provided*, The ball is held by the Fielder after touching him; but (exception as to First Base), in running to First Base, he may overrun said base without being put out for being off said base, after first touching it, provided he returns at once and retouches the base, after which he may be put out as at any other base. If, in overrunning First Base, he also attempts to run

to Second Base, or, after passing the base he turns to his left from the foul line, he shall forfeit such exemption from being put out.

Sec. 10. If, when a Fair or Foul Hit ball, other than a foul tip as referred to in Rule 38, is legally caught by a Fielder, such ball is legally held by a Fielder on the base occupied by the Base Runner when such ball was struck (or the Base Runner be touched with the ball in the hands of a Fielder), before he touches said base after such Fair or Foul Hit ball was so caught. *Provided*, That the Base Runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by the Pitcher before the Fielder holds it on said base, or touches the Base Runner with it; but if the Base Runner in attempting to reach a base, detaches it before being touched or forced out he shall be declared safe.

Sec. 11. If, when a Batsman becomes a Base Runner, the First Base, or the First and Second Bases, or the First, Second and Third Bases, be occupied, any Base Runner so occupying a base shall cease to be entitled to hold it, until any following Base Runner is put out and may be put out at the next base or by being touched by the ball in the hands of a Fielder in the same manner as in running to First Base, at any time before any following Base Runner is put out.

Sec. 12. If a Fair Hit ball strike him *before touching the fielder*, and in such case no base shall be run unless forced by the Batsman becoming a Base Runner, and no run shall be scored.

Sec. 13. If when running to a base or forced to return to a base, he fail to touch the intervening base or bases, if any, in the order prescribed in Rule 45, he may be put out at the base he fails to touch, or by being touched by the ball in the hands of a Fielder, in the same manner as in running to First Base.

Sec. 14. If, when the Umpire calls "Play," after any suspension of a game, he fails to return and touch the base he occupied when "Time" was called before touching the next base.

#### WHEN BATSMAN OR BASE RUNNER IS OUT.

Rule 49. The Umpire shall declare the Batsman or Base Runner out, without waiting for an appeal for such decision, in all cases where such player is put out in accordance with these rules, except as provided in Rule 48, Sections 10 and 14.

#### COACHING RULES.

Rule 50. The Captains and Coachers are restricted in coaching to the Base Runner only, and are not allowed to address any remarks except to the Base Runner, and then only in words of necessary direction; and no player shall use language which will in any manner refer to or reflect upon a player of the opposing club, or the audience. To enforce the above, the Captain of the opposite side may call the attention of the Umpire to the offence, and upon a repetition of the same the club shall be debarred from further coaching during the game.

#### THE UMPIRE.

Rule 51. The Umpire shall not be changed during the progress of a game, except for reasons of illness or injury.

## HIS POWERS AND JURISDICTION.

**Rule 52. Sec. 1.** The Umpire is master of the Field from the commencement to the termination of the game, and is entitled to the respect of the spectators, and any person offering any insult or indignity to him must be promptly ejected from the grounds.

**Sec. 2.** He must compel the players to observe the provisions of all the Playing Rules, and he is hereby invested with authority to order any player to do or omit to do any act as he may deem necessary, to give force and effect to any and all of such provisions.

## SPECIAL DUTIES.

**Rule 53.** The Umpire's duties shall be as follows :—

**Sec. 1.** The Umpire is the sole and absolute judge of play. In no instance shall any person be allowed to question the correctness of any decision made by him except the Captains of the contending nines, and no other player shall at such times leave his position in the field, his place at the bat, on the bases, or players' bench, to approach or address the Umpire in word or act upon such disputed decision. Neither shall any Manager or other officers of either club—except the Captains as before mentioned—be permitted to go upon the field or address the Umpire in regard to such disputed decision, under a penalty of a forfeiture of the game to the opposing club. The Umpire shall in no case appeal to any spectator for information in regard to any case, and shall not reverse his decision on any point of play on the testimony of any player or bystander.

**Sec. 2.** Before the commencement of a Game, the Umpire shall see that the rules governing all the materials of the game are strictly observed. He shall ask the Captain of the Home Club whether there are any special ground rules to be enforced, and if there are, he shall see that they are duly enforced, provided they do not conflict with any of these Rules. He shall also ascertain whether the fence in the rear of the Catcher's position is distant ninety feet from the Home Base.

**Sec. 3.** The Umpire must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury, or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third man is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the fielders are in their places.

**Sec. 4.** The Umpire shall count and call every "unfair ball" delivered by the Pitcher, and every "dead ball," if also an unfair ball, as a "ball," and he shall also count and call every "strike." Neither a "ball" nor a "strike" shall be counted or called until the ball has passed the home base. He shall also declare every "Dead Ball," "Block," "Foul Hit," "Foul Strike," and "Balk."

**Rule. 54.** For the special benefit of the patrons of the game, and because the offences specified are under his immediate jurisdiction, and not subject to appeal by players, the attention of the Umpire is particularly directed to possible violations of the purpose and spirit of the Rules of the following character :

**Sec. 1.** Laziness or loafing of players in taking their places in the field, or those allotted them by the Rules when their side is at the bat, and especially any failure to keep the bats in the racks provided for them; to be ready (two men) to take position as Batsmen, and to remain upon the Players' Bench, except when otherwise required by the Rules.

**Sec. 2.** Any attempt by players of the side at bat, by calling to a Fielder, other than the one designated by his Captain, to field a ball, or by any other equally disreputable means seeking to disconcert a Fielder.

**Sec. 3.** The Rules make a marked distinction between hindrance of an adversary in fielding a batted or thrown ball. This has been done to rid the game of the childish excuses and claims formerly made by a Fielder failing to hold a ball to put out a Base Runner. But there may be cases of a Base Runner so flagrantly violating the spirit of the Rules and of the Game in obstructing a Fielder from fielding a thrown ball that it would become the duty of the Umpire, not only to declare the Base Runner "out" (and to compel any succeeding Base Runners to hold their bases), but also to impose a heavy fine upon him. For example: If the Base Runner plainly strike at the ball while passing him, to prevent its being caught by a Fielder; if he holds a Fielder's arms so as to disable him from catching the ball, or if he run against or knock the Fielder down for the same purpose.

#### CALLING "PLAY" AND "TIME."

**Rule 55.** The Umpire must call "Play," promptly at the hour designated by the Home Club, and on the call of "Play" the game must immediately begin. When he calls "Time," play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run, or run be scored. The Umpire shall suspend play only for an accident to himself or a player (but in case of accident to a Fielder, "Time" shall not be called until the ball be returned to, and held by the Pitcher, standing in his position), or in case rain falls so heavily that the spectators are compelled, by the severity of the storm, to seek shelter, in which case he shall note the time of suspension, and should such rain continue to fall thirty minutes thereafter, he shall terminate the game; or to enforce order in case of annoyance from spectators.

**Rule 56.** The Umpire is only allowed, by the Rules, to call "Time" in case of an accident to himself or a player, a "Block," as referred to in Rule 35, Sec. 3, or in case of rain, as defined by the Rules. The practice of players suspending the game to discuss or contest a discussion with the Umpire, is a gross violation of the Rules, and the Umpire must promptly fine any player who interrupts the game in this manner.

#### INFLECTING FINES.

**Rule 57.** The Umpire is empowered to inflict fines of not less than \$5.00 nor more than \$25.00 for the first offence on players during the progress of a game, as follows:—

**Sec. 1.** For indecent or improper language addressed to the audience, the Umpire or any player

**Sec. 2.** For the Captain or Coacher willfully failing to remain within the legal bounds of his position, except upon an appeal by the Captain from the Umpire's decision upon a misinterpretation of the rules.



**Sec. 3.** For the disobedience by a player of any other of his orders, or for any other violation of these Rules.

**Sec. 4.** In case the Umpire imposes a fine on a player, he shall at once notify the Captain of the offending player's side, and shall transmit a written notice thereof to the President of the Association or League within twenty-four hours thereafter, under the penalty of having said fine taken from his own salary.

**Sec. 5.** A repetition of any of the above offences shall, at the discretion of the Umpire, subject the offender either to a repetition of the fine or to remove from the field and the immediate substitution of another player then in uniform.

### FIELD RULES.

**Rule 58.** No Club shall allow open betting or pool selling upon its grounds, nor in any building owned or occupied by it.

**Rule 59.** No person shall be allowed upon any part of the field during the progress of the game, in addition to the players in uniform, the Manager on each side and the Umpire; except such officers of the law as may be present in uniform, and such officials of the Home Club as may be necessary to preserve the peace.

**Rule 60.** No Umpire, Manager, Captain or Player shall address the audience during the progress of a game, except in case of necessary explanation.

**Rule 61.** Every Club shall furnish sufficient police force upon its own grounds to preserve order, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the Visiting Club may refuse to play further until the field be cleared. If the ground be not cleared within fifteen minutes thereafter, the Visiting Club may claim, and shall be entitled to, the game by a score of nine runs to none (no matter what number of innings have been played).

### GENERAL DEFINITIONS.

**Rule 62.** "Play" is the order of the Umpire to begin the game or to resume play after its suspension.

**Rule 63.** "Time" is the order of the Umpire to suspend play. Such suspension must not extend beyond the day of the game.

**Rule 64.** "Game" is the announcement by the Umpire that the game is terminated.

**Rule 65.** "An Inning" is the term at bat of the nine players representing a Club in a game, and is completed when three of such players have been put out as provided in these Rules.

**Rule 66.** "A Time at Bat" is the term at bat of a Batsman. It begins when he takes his position, and continues until he is put out or becomes a Base Runner; except when, because of being hit by a pitched ball, or in case of an illegal delivery by the Pitcher, as in Rule 44.

**Rule 67.** "Legal" or "Legally" signifies as required by these Rules.

### SCORING.

**Rule 68.** In order to promote Uniformity in Scoring Championship Games, the following instructions, suggestions and definitions, are made for the benefit of scorers and they are required to make all scores in accordance therewith.

## BATTING.

Sec. 1. The first item in the tabulated score, after the players' name and position, shall be the number of times he has been at bat during the game. The time or times where the player has been sent to base by being hit by a pitched ball, by the pitcher's illegal delivery, or by a base on balls shall not be included in this column.

Sec. 2. In the second column should be set down the runs made by each player.

Sec. 3. In the third column should be placed the first base hits made by each player. A base hit should be scored in the following cases:—

When the ball from the bat strikes the ground within the foul lines, and out of reach of the fielders.

When a hit ball is partially or wholly stopped by a fielder in motion, but such player cannot recover himself in time to handle the ball before the striker reaches First Base.

When a hit ball is hit so sharply to an infielder that he cannot handle it in time to put out the batsman. In case of doubt over this class of hits, score a base hit, and exempt the fielder from the charge of an error.

When a ball is hit so slowly towards a fielder that he cannot handle it in time to put out the batsman.

That in all cases where a base runner is retired by being hit by a batted ball, the batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the Umpire, as defined in Rule 37.

Sec. 4. In the fourth column shall be placed Sacrifice Hits, which shall be credited to the batsman, who when but one man is out advances a runner a base on a fly to the outfield or a ground hit, which results in putting out the batsman, or would so result if handled without error.

## FIELDING.

Sec. 5. The number of opponents put out by each player shall be set down in the fifth column. Where a striker is given out by the Umpire for a foul strike, or because he struck out of his turn, the put-out shall be scored to the Catcher.

Sec. 6. The number of times the player assists shall be set down in the sixth column. An assist should be given to each player who handles the ball in assisting a run out or other play of the kind.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who should complete the play fails, through no fault of the player assisting.

And generally an assist should be given to each player who handles the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly and in such a way that a put-out results, or would result if no error were made by the receiver.

## ERRORS.

Sec. 7. An error shall be given in the seventh column for each misplay which allows the striker or base runner to make one or more bases when perfect

play would have insured his being put out, except that "wild pitchers," "bases on balls," "bases on the batsman being struck by a pitched ball," or case of illegal pitched ball, balks and passed balls, shall not be included in said column. In scoring errors of batted balls see Section 3 of this Rule.

### STOLEN BASES.

Sec. 8. Stolen bases shall be scored as follows:—

Any attempt to steal a base must go to the credit of the base runner, whether the ball is thrown wild or muffed by the fielder, but any manifest error is to be charged to the fielder making the same. If the base runner advances another base he shall not be credited with a stolen base, and the fielder allowing the advancement is also to be charged with an error. If a base runner makes a start and a battery error is made, the runner secures the credit of a stolen base, and the battery error is scored against the player making it. Should a base runner overrun a base and then be put out, he should receive the credit for the stolen base.

### EARNED RUNS.

Sec. 9. An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side.

### THE SUMMARY.

Rule 69. The Summary shall contain:—

- Sec. 1. The number of earned runs made by each side.
- Sec. 2. The number of two-base hits made by each player.
- Sec. 3. The number of three-base hits made by each player.
- Sec. 4. The number of home runs made by each player.
- Sec. 5. The number of bases stolen by each player.
- Sec. 6. The number of double and triple plays made by each side, with the names of the players assisting in the same.
- Sec. 7. The number of men given bases on called balls, by each Pitcher.
- Sec. 8. The number of men given bases from being hit by pitched balls.
- Sec. 9. The number of men struck out.
- Sec. 10. The number of passed balls by each Catcher.
- Sec. 11. The number of wild pitches by each Pitcher.
- Sec. 12. The time of game.
- Sec. 13. The name of the Umpire.

### AMENDMENTS.

Rule 70. No Amendment or change of any of these National Playing Rules shall be made, except by a joint committee on rules, consisting of three members from the National League and three members from the American Association. Such committee to be appointed at the annual meetings of each of said bodies to serve one year from the twentieth day of December of each year. Such committee shall have full power to act, provided that such amendments shall be made only by an affirmative vote of the majority of each delegation.

# HEALTH AND PLEASURE RESORTS

ON THE LINE OF THE

## UNION PACIFIC, THE OVERLAND ROUTE

### CLEAR CREEK CAÑON.

Clear Creek Cañon is one of the wildest gorges in Colorado. Through the solid rock of this gorge has been blasted the road-bed of the Union Pacific. It is the most accessible gorge of any in the State. In the days of stages and freight-wagons, it was used as a thoroughfare. The cañon is only about one hour's ride from Denver, and it is reached from that city, via Golden, by the Colorado Central Division of the Union Pacific. This division, until it reaches the foot-hills, runs through fields as green and past farm-houses as pleasant as any of which the older States can boast.

Leaving Denver Union Depot the road winds along past Argo and Arvada to Golden, a pretty and thrifty place just fairly in the mountains. Its site is the bed of an ancient lake, which has left its smooth-washed boulders and water-marks, the latter high in the air along the buttes. The road enters the cañon a few miles west of Golden, and continues on up to Forks Creek, where the passenger trains divide; one section hurries onward up to Central City, along a branch of Clear Creek Cañon, while the other continues along the cañon proper to Idaho Springs, Georgetown, and over the celebrated "Bow Knot Loop" to Silver Plume and Graymont at the foot of Gray's Peak.

The cañon is a marvelous cliff, worn through the solid rock by Clear Creek, dashing and roaring near the track, which crosses it at short intervals. Its sides, timeworn in a thousand grotesque forms, rise from 500 to 1,500 feet, making the sky look like a narrow strip. In places there are intersecting gullies, through which rivulets come silvering down, and the sunlight strikes across the sombre cañon. Trees grow thick in places, and crown a portion of the heights.

From Forks Creek the road branches off to Black Hawk and Central City, two towns really merging into one. They are but little over a mile apart in actual distance, yet to reach Central City from Black Hawk the train passes over four miles of marvelously constructed track called the "Switch Back," passing, as it rises, the dumps of famous mines, and above crushing and grinding mills. From Central City there is a good stage line to Idaho Springs, so that these springs are also accessible from Central City, and the journey affords a view seldom surpassed.

From Forks Creek the road winds along the main cañon, through Idaho Springs to Georgetown. This town is built on silver-bearing soil, and is surrounded on three sides by the mountains. It is strange to see this town of 4,000 people, an animated gem in the setting of the Rockies, with long, roomy, stoneless streets and handsome residences. It has an altitude of 8,476 feet—considered an ideal height by many. Georgetown seems at first to be the end of Clear Creek Cañon, but there is an opening beyond, and through it the road has forced its way.

Green Lake is an emerald gem, sparkling in the sunlight, two miles away from Georgetown and 2,000 feet higher. The lake is as clear as crystal, but the basin that holds it is green, the sand in it is green, and the moss festoons it like a green veil. In places its depth is unknown, and its feeding springs have never been found. In its depths the gaunt limbs of skeleton trees, dead but erect, beckon from below the ripples on its surface, while trout glide through the branches where once the songster of the forest plumed its wings. At one end of the lake is the Battle Ground of the Gods, where, according to Indian legends, great boulders lie where the wrath of warring deities hurled them. Some of the largest of these have formed the Cave of the Winds, through which the breezes dolefully sigh.

After leaving Georgetown, the chief point of interest is "Bow Knot Loop," familiarly called "The Loop," and here it is that the real glories of the trip are

## HEALTH AND PLEASURE RESORTS

ON THE LINE OF THE

# UNION PACIFIC, THE OVERLAND ROUTE.

appreciated. The mind can readily understand how a train may wind through a chasm. It is less easy, however, to realize how, beginning to rise along the side, the elevation continues until the tourist looks down upon a town, as it were, in miniature. Continuing on its tortuous course, the train worms its way up a steep grade, carved and blasted through the rock, and skirts the sides of the mountains that lose their crests in snow. In the valley flows the little stream of Clear Creek. Past Devil's Gate and Bridal Veil Falls the engine curves and climbs. Looking directly above, a railroad track is seen on a high iron bridge over-spanning the track almost at right angles, but in the form of a crescent. The tourist wonderingly inquires, "What road is that above, and how did it get there?" For a little way the track is comparatively straight; then it varies to the right, crosses the creek, and starts down the valley, but still going up grade. For perhaps a quarter of a mile this continues. Then the creek is crossed again on a high iron bridge. Looking directly down, a track is seen below. Then the tourist wonders what track that is and how it got there. He looks again before satisfying himself that it is the same track he just passed over. He is now on the bridge up at which he was looking but a moment ago. From the top, six pieces of track, apparently detached, can be seen. He then realizes that he has just ridden over an immense loop—one of four in existence. There is one on the Southern Pacific Railroad, one in Switzerland, and one in the Andes of South America, but this is the most complex of them all. The bridge just crossed is 300 feet long and 86 feet high. From Georgetown it can be seen one way nestled in the mountains; looking at it from the other way there seems to be nothing but a confusion of tracks.

It is a remarkable climb from here to the Big Fill, which is 76 feet high, but too sharp a curve to admit of a bridge, and comes nearer being a duplication of the "Bow Knot Loop." Georgetown is still in sight beyond the three parallel tracks of the "Bow Knot Loop." Looking down the final curve there is a wealth of track, but it dodges hither and thither, no portion seemingly having any special relation to its neighbor; occasionally the entire track-age comes into view at once.

After passing the "Bow Knot Loop" and Silver Plume, Graymont, the terminus of the railway, is reached. The tourist must not neglect to make this trip, and be sure to see sunrise from Gray's Peak, as it is one of the most celebrated in America.

### ECHO CAÑON

Is on the main line of the Union Pacific, and is entered upon soon after leaving Evanston, Wyoming. "Echo Cañon," says a celebrated English traveler, "is a superb defile. It moves along like some majestic poem in a series of incomparable stanzas. There is nothing that I know of on the earth like it." This masterpiece of Nature is some thirty miles long, and its wonderful diversity of contour, its beauty and its grandeur, are astounding. It has every feature of impressiveness, strong, sharply-defined color, and groupings of majestic forms—temples, towers, colonnades stretching out in long perspective, and supporting the weight of mighty cornices, striking objects whose vast proportions show them to be the work of Nature alone, and yet their symmetrical forms are as true as if fashioned by the hand of man. Geologists tell us that this section is undoubtedly among the most anciently exposed portions of the American continent. Among the wonders of this marvelous defile the tourist will note "Hanging Rock," "The Steamboat," "Gibraltar," "Monument Rock," and "Pulpit Rock," famous the world over. Pulpit Rock is so called from its shape, and from the supposition that Brigham Young preached from it his first sermon on Utah soil, addressed to the pioneers then on their way to the Salt Lake Valley, in 1847.

### WEBER CAÑON

Is on the main line of the Union Pacific. Between the little town of Echo and the head of Weber Cañon there are several miles of the Weber Valley, luxuriant in meadows and dotted with farm-houses. Weber Cañon is not simply a long defile through the mountains, but it is a majestic succession of true mountain scenery; mighty gateways, long, narrow valleys, visions of great peaks, holding in their ravines eternal snow, heights crested with pine and aspen, and towers

HEALTH AND PLEASURE RESORTS  
ON THE LINE OF THE  
UNION PACIFIC, THE OVERLAND ROUTE.

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and domes of rock. Says an eloquent writer: "As on the Rhine, the long stretch of the river from Mainz to Cologne has been for years by acknowledgment 'The River,' so that portion of the Union Pacific which lies between Wahsatch and Ogden in this northern part of Utah will some day be that part of the journey across the centre of the continent which will be regarded by the tourist as necessary to see beyond all others. And long after the Pacific journey is as hackneyed to Europeans and Americans as the Rhine tour is now, Weber Cañon will keep its freshness among the most marked scenes of the journey. It is a place which cities and settlements cannot destroy." Among the many points of interest the traveler will note "Wilhelmina Pass," "Devil's Slide," the "One-thousand Mile Tree" (from Omaha), and the "Devil's Gate."

GREAT SALT LAKE.

When Great Salt Lake was discovered, it was out of the world, but it is now isolated no longer. Everyone taking the transcontinental trip on the Union Pacific is afforded a détour free of charge to Salt Lake City, and once in Salt Lake City, the great lake must be seen, and this lake, as a special feature, is becoming better and better known every year. It is called the "Dead Sea of America."

The first mention of Great Salt Lake was made by the Baron La Hontan in 1689, who gathered some vague knowledge of its existence from the Western Indians. Captain Bonneville sent a party from Green River in 1833 to make its circuit, but they gave it up on striking the desert on the northwest, lost their way, and finally wandered into California. Until Colonel Frémont visited it in 1842, on his way to Oregon, it is probable that its dead waters had never been invaded, or the solemn stillness of its islands broken by the pale-face, although mention is made of the "Great Salt Sea" in the writings of other explorers. Brigham Young and the Mormon pioneers in '47 were the first settlers along its shores. From this time this region ceased to be a *terra incognita*.

The Jordan River carries into the Great Salt Lake ten grains of salt per gallon of water. Great Salt Lake has no outlet, and its fluctuating level is determined by the balance between in-flowing springs and solar evaporation. On the surrounding mountains are water lines rising in steps to a thousand feet above its surface, showing that in ancient times a great body of water occupied its basin. This ancient body, which was known as Lake Bonneville, was 345 miles long from north to south, and 135 miles broad, and its vestiges are on so grand a scale that they have attracted the attention of not only geologists, but of every observant traveler. The principal islands are Antelope and Stansbury, on which are rocky ridges ranging north and south, and rising abruptly from the lake to an altitude of 3,000 feet. The view from the summit of Antelope is grand and magnificent, embracing the whole lake, the islands and the encircling mountains covered with snow—a superb picture set in a frame-work of silver. The scenery on the eastern side of Stansbury is fine. Peak towers above peak, and cliff beyond cliff in lofty magnificence, while, crowning the summit, the dome frowns in gloomy solitude upon the varied scene of bright waters, scattered verdure, and boundless plains of the western shore, in the arid desolation below. Descending one way from the dome, a gorge, at first almost shut up between perpendicular cliffs of white sandstone, opens out into a superb, wide, and gently sloping valley, sheltered on each side to the very water's edge by cliffs, effectually protected from all winds except on the east, and covered with the most luxuriant growth of bunch grass. Of the minor islands there are Frémont, Carrington, Gunnison, Dolphin, Mud, Egg, Hat, and several islands without a name.

Great Salt Lake covers an area of 2,500 square miles, and its surface is higher than the average height of the Allegheny Mountains. Its mean depth probably does not exceed twenty feet, while the deepest place, between Antelope and Stansbury Islands, is sixty feet. The water is of a beautiful aquamarine hue, and so clear that the bottom can be seen to the depth of four fathoms. Great Salt Lake is one of the greatest curiosities of America. Its extreme dimensions are about eighty miles in length by about fifty miles in width, and its elevation about 4,000 feet. Great Salt Lake is a wonderful place, and to be appreciated must be seen.

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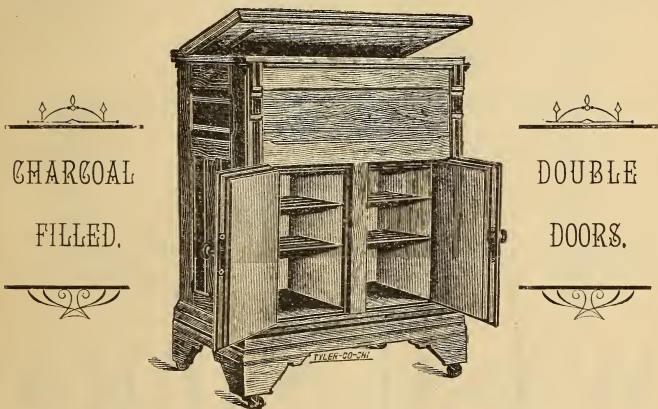
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**By the word "tourists"** is designated that large class of people who grow restless as summer weather approaches, and feel an irrepresible desire for change—change of scene, of climate, of natural and social environments. The man of the East with his family eagerly scans the list of cool retreats, lakes, trout streams and sanitary resorts in Colorado, Minnesota, or the remoter Northwest, to ascertain in what locality his and their season of rest and recreation can be most profitably spent. On the other hand, those who live in California, or most any of the Pacific coast states, longingly turn their eyes Eastward, to Niagara Falls, Saratoga or the Atlantic watering places. They are surfeited with the grandeur of the Sierra Nevada, the imposing stature of the "Big Trees," tired of the everlasting "seals" in the bay of San Francisco, and utterly weary of their too familiar seaside resorts. Old "chestnuts" everywhere have grown stale. A radical "change of base" is the only cure of ennui, and will in the end prove most conducive to health and happiness. Fortunately, the **ROCK ISLAND** is admirably situated to accommodate this migratory class in the best possible manner, and it cordially invites one and all to avail themselves of the superior facilities, comforts, conveniences and luxuries it has provided for their enjoyment while "en route."



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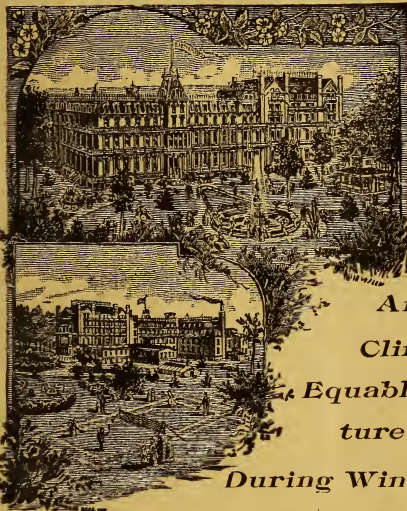
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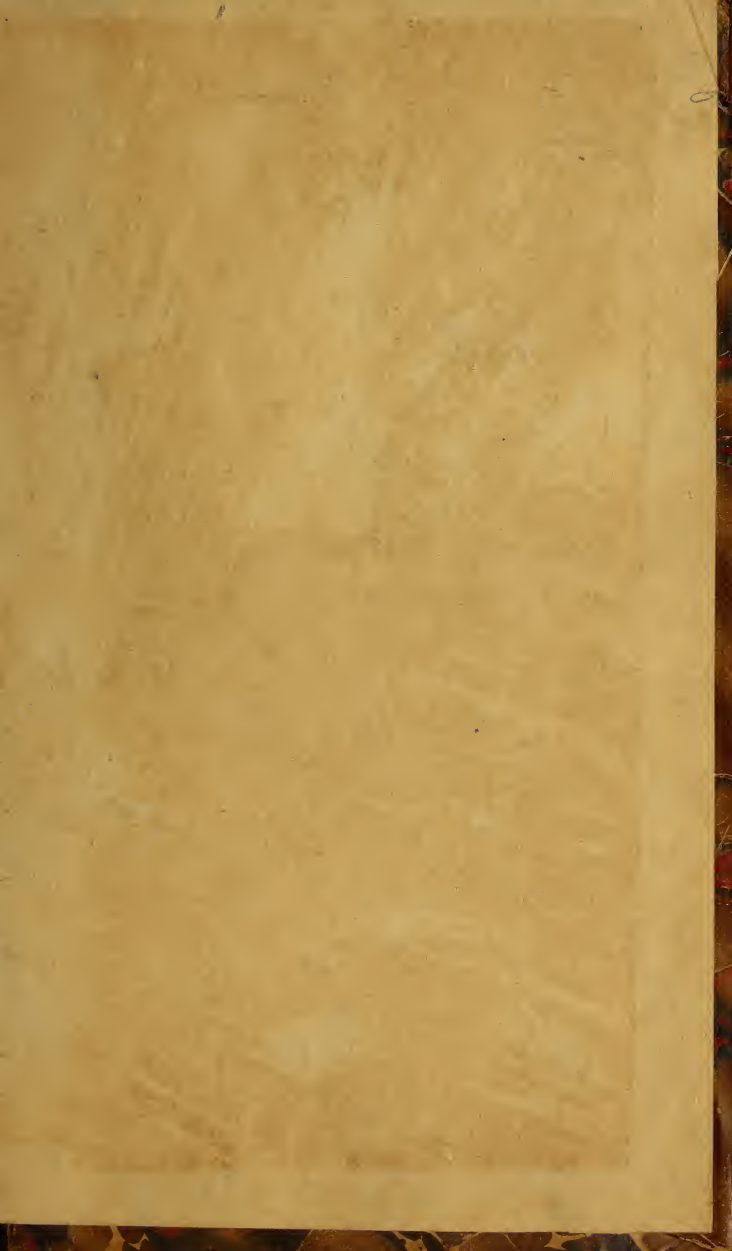


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