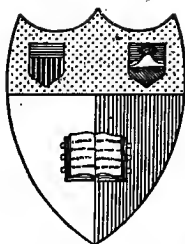


CORNELL UNIVERSITY LIBRARY.

This book is not to be taken
from the Reading Room.

WHEN DONE WITH, RETURN AT ONCE TO

SHELF 21. E. 1



Cornell University Library

Ithaca, New York



FROM

.....

.....

.....



by E

3 1924 029 943 374

olin



Cornell University Library

The original of this book is in
the Cornell University Library.

There are no known copyright restrictions in
the United States on the use of the text.

HANDBOOKS OF ATHLETIC SPORTS.

EDITED BY ERNEST BELL, M.A., TRIN. COLL. CAMB.

VOLUME I.

- CRICKET.** By the Hon. and Rev. E. LYTTELTON, Cam. Univ. Eleven, 1875-8, Headmaster of Haileybury College. *With 9 Illustrations.*
- LAWN TENNIS.** By H. W. W. WILBERFORCE, Barrister-at-Law, Secretary All England L.T.C., Four-handed Champion (with Hon. P. B. Lyon), 1887, with a CHAPTER FOR LADIES by Mrs. Hillyard (Miss Bingley), Lady Champion, 1889.
- TENNIS.** By JULIAN MARSHALL, author of "The Annals of Tennis." *With Plans.*
- RACKETS.** By Major JAMES SPENS and JULIAN MARSHALL. *With 4 Illustrations.*
- FIVES.** By Rev. J. A. ARNAN TAIT, of Charterhouse School.
- GOLF.** By W. T. LINSKILL, Hon. Sec. and late Capt. of the Cambridge University Golf Club. *With 5 Illustrations.*
- HOCKEY.** By FRANK S. CRESWELL, Hon. Sec. to the Hockey Association.

VOLUME II.

- ROWING AND SCULLING.** By W. B. WOODGATE, Barrister-at-Law, Oxford University Eight, and Winner of the Diamond and Wingfield Sculls. *With 8 Illustrations.*
- SAILING.** By E. F. KNIGHT, Barrister-at-Law, Author of "The Cruise of the Falcon," "The Falcon on the Baltic." *With 54 Illustrations.*
- SWIMMING.** By MARTIN COBBETT and JOHN RACSTER COBBETT. *With 60 Illustrations.*

VOLUME III.

- BOXING.** By R. G. ALLANSON-WINN, Inns of Court School of Arms, Winner of the Middle Weights, Cambridge, 1876-7; Heavy Weights, 1877-8. With Prefatory Note by Bat Mullins. *With 31 Illustrations.*
- WRESTLING.** By WALTER ARMSTRONG ("Cross-buttock"), late Hon. Sec. Cumberland and Westmoreland Wrestling Society in London. *With 26 Illustrations.*
- FENCING.** By H. A. COLMORE DUNN, Barrister-at-Law, Inns of Court School of Arms, Winner of the Medal at the German Gymnasium. *With 17 Illustrations.*
- SINGLE STICK AND SWORD EXERCISE.** By R. G. ALLANSON-WINN and C. PHILLIPPS WOLLEY, Inns of Court School of Arms. *With numerous Illustrations.*

VOLUME IV.

FOOTBALL—RUGBY GAME. By HARRY VASSALL, Treasurer of the Rugby Football Union, late Captain of the Oxford University Football Club.

FOOTBALL—ASSOCIATION GAME. By C. W. ALCOCK, Secretary to the Football Association, and the Surrey Cricket Club; Editor of the "Football Annual."

CYCLING. By H. HEWITT GRIFFIN, London Athletic Club, N.C.U., C.T.C.; author of "Bicycles and Tricycles of the Year." With a CHAPTER FOR LADIES by Miss L. C. Davidson. *With 45 Illustrations.*

SKATING. By DOUGLAS ADAMS, London Skating Club. With a CHAPTER FOR LADIES by Miss L. Cheetham, and a CHAPTER ON SPEED SKATING by a Fen Skater. *With 125 Illustrations.*

VOLUME V.

GYMNASTICS. By A. F. JENKIN, Inns of Court School of Arms, Winner of the German Gymnastic Society's Challenge Cup, 1887-8-9. *With 19 Illustrations.*

CLUBS AND DUMB-BELLS.

The different Sections of the above Volumes may be had in 17 separate Volumes; price One Shilling each, with exceptions.

HANDBOOK OF GAMES, in Two Volumes.

VOLUME I.

BILLIARDS. With Chapters on *POOL, PYRAMIDS, AND SNOOKER*, By Major-General A. W. DRAYSON, F.R.A.S., author of "Practical Whist." With a Preface by W. J. Peall. *With 29 Illustrations.*

CHESS. By ROBERT F. GREEN, editor of "The British Chess Magazine." *With 47 Illustrations.*

BAGATELLE, DRAUGHTS, BACKGAMMON, DOMINOES, SOLITAIRE, REVERSI, GO BANG, ROUGE ET NOIR, ROULETTE, E.O., HAZARD, AND FARO. *With numerous Illustrations.* By "BERKELEY."

VOLUME II.

WHIST. By Dr. WILLIAM POLE, F.R.S., author of "The Philosophy of Whist," etc.

SOLO WHIST. By ROBERT F. GREEN.

PIQUET, ÉCARTÉ, AND EUCHRE. By "BERKELEY."

ROUND GAMES, including *NAPOLEON, POKER, LOO, VINGT-ET-UN, NEWMARKET, POPE JOAN, SPECULATION*, etc., etc. By BAXTER-WRAY.

The different Sections of the above may be had in 10 separate Volumes; price One Shilling each.

BOHN'S LIBRARY OF SPORTS AND GAMES.



ATHLETIC SPORTS.

VOLUME I.

HANDBOOK
OF
ATHLETIC SPORTS.

EDITED BY
ERNEST BELL, M.A.,
TRIN. COLL. CAMB.

VOLUME I.

CRICKET — LAWN TENNIS — TENNIS—
RACKETS—FIVES—GOLF—HOCKEY.

LONDON: GEORGE BELL & SONS, YORK STREET,
COVENT GARDEN.

1890.



LONDON :
PRINTED BY WILLIAM CLOWES AND SONS, LIMITED,
STAMFORD STREET AND CHARING CROSS.

P R E F A C E.

IN a sport-loving country like ours, it is needless to enlarge on the advantages to be derived from the encouragement of athletics. The love of enterprise and the restless physical vigour of the race, demanding an outlet, have long since made our love of athletic games a national characteristic. Both physically, as an antidote to the unnatural and sedentary lives which so many of us have to lead, and morally, as a means of cultivating the more manly qualities of endurance, pluck, and self-control, the pursuit of athletics must be acknowledged to be worthy of our encouragement, and there is probably no better safeguard for boys and young men against indulgence in vicious amusement than a healthy interest in outdoor games.

The appearance of a new series of handbooks on the most important of our national sports does not therefore seem to demand any apology. It is indeed a matter of no small wonder, considering their recognized importance as a means of education, that the literature on the subject has hitherto been so scanty. Except for one notable series—which, however, both from the treatment of the subjects and the price, appeals mostly to the veteran athlete and the moneyed class of readers—there has hitherto been no systematic attempt to supply any handbooks at all worthy of the subjects.

The object of this series, the different sections of which are appearing concurrently as separate volumes under the title "All England Series," is to give in concise form, by writers whose eminence in their respective branches enables them to speak with authority, a clear description of each game, with practical instructions and hints, such as will be helpful both to the beginner and the more advanced player. In all cases where there is an authorized and accessible code of laws they have been given.

It is sometimes urged that games must be learnt by practice, and not from books; but while it may be admitted that theory without practice is of no use, it is equally true that practice, without proper guidance, is often worse than useless. Many a young player wastes countless hours in vain efforts to surmount some difficulty or attain some power, when a hint from one who has already gone through the same experiences might have put him on the right path at once, and averted the acquisition of a bad habit which it is afterwards impossible to overcome.

With regard to the scope of the series, it may be mentioned that the original idea was to issue one volume, treating of the chief of our outdoor sports, as a companion volume to Bohn's well-known "Handbook of Games," which describes only indoor games. The promise of co-operation from two or three well-known authorities soon, however, suggested the idea of increasing the size of each section and also the number of games to be included, and the one volume has now grown into five, and it is hoped, before the series is pronounced complete, to add a sixth one, dealing with Riding and Driving.

THE EDITOR.

CONTENTS.



CRICKET. By the Hon. and Rev. E. ^{Lowell} LYTTELTON, Cam. Univ. Eleven, 1875-8, Headmaster of Haileybury College. *With 9 Illustrations.*

LAWN TENNIS. By H. W. W. WILBERFORCE, Barrister-at-Law, Secretary All England L.T.C., Four-handed Champion (with Hon. P. B. Lyon), 1887, with a CHAPTER FOR LADIES by Mrs. Hillyard (Miss Bingley), Lady Champion, 1889.

TENNIS. By JULIAN MARSHALL, author of "The Annals of Tennis." *With Plans.*

RACKETS. By JULIAN MARSHALL and Major JAMES SPENS, Instructor, Sandhurst R.M.C. *With 4 Illustrations.*

FIVES. By Rev. J. A. ^{Andrews} ARNAN TAIT, of Charterhouse School.

GOLF. By W. T. ^{Andrews} LINSKILL, Hon. Sec. and late Capt. of the Cambridge University Golf Club. *With 5 Illustrations.*

HOCKEY. By FRANK S. CRESWELL, Hon. Sec. to the Hockey Association.

CRICKET.



E. LYTTTELTON.



CONTENTS.



	PAGE
CRICKET IN SCHOOLS 	I
BOWLING 	27
FIELDING 	43
BATTING 	54
APPENDIX 	95

CRICKET.



CHAPTER I.

CRICKET MANAGEMENT IN SCHOOLS.

THE subject of this chapter is the problem of planting and keeping alive cricket in schools. Since schools differ *toto cælo* from each other in numbers and system, it will hardly be expected that any observations will be comprehensive enough to embrace all. Still, it is hoped that, by keeping in view such questions as most naturally arise wherever boys play together, some hints may be given not unworthy of their attention.

The first essential in the fostering of cricket in schools, it is generally thought, is to have some one on the spot whose authority is considerable, and whose judgment in the game is universally respected. In many schools this is a master; in others, an outsider interested in the place pays frequent visits, and gives the boys the benefit of his experience and coaching. Another alternative is to maintain a professional on the spot, who, invested with almost plenary powers, manages the order and arrangement of games, matches, and practice, as he thinks best. Of these different plans, it is difficult to say which is the best, unless the

qualities of the individuals are known beforehand; but, *cæteris paribus*, a master seems on the whole to be in a better position than any one else to handle the many delicate questions that arise concerning the amount to be left to the captain's own decision, the relation between play and work, the managing of professionals and grounds, and so forth. Certain it is that a professional bowler engaged at a school, if he be a man of good manners, and willing to speak dogmatically, will have a strange influence over the young cricketers, which would be very absurd were it not somewhat injurious. Not only cricket, but many matters, some of them tinged with the associations of low life, will the boys look at through the professional's eyes; and it seems undesirable that this functionary should be invested with an even larger influence than the possession of a peculiar gift, and of strong, though ill-balanced, opinions will inevitably secure for him.

Supposing, then, that a satisfactory "coach" is secured, it remains to inquire into the scope and limits of cricket coaching. What is to be expected from it? Excessive hopes are often entertained by young cricketers of the good they will get from the advice of an experienced teacher; and just as sick people often repose in a doctor, whom they must know is very much in the dark as to the nature of their complaint, the most unhesitating confidence, which, though ill-grounded, is by itself beneficial, so it would be unwise to seriously undermine the faith that boys have in coaching, since it acts upon them as a useful stimulus, and, like the doctor's advice, it ought to be obeyed, because it is the best thing of the kind to be got. Still it is well to point out that neither as to batting nor bowling can a great deal be done. Fielding is another matter. But suppose a batsman is being coached, and

gets bowled out, the best teacher in the world can very often say nothing beyond that he put his bat on one side of the ball; or that he played back instead of forward. But an instant's reflection will show largely the correction of these grave faults depends on the boy's eye, and how little real help he gets from being told what he has done wrong. Of course he ought to be told it; but the stress of the struggle only then begins for him. But in the department of fielding an immense deal might be done, and it is to the consideration of that important fact that we must now address ourselves.

It is, I believe, pretty generally admitted that a tradition of good fielding may be established in a school, and that there are one or two schools, such as a Winchester, where good fielding has for years been the rule rather than the exception. It would be well to state clearly what this admission implies. It implies that fielding is more or less an acquired art; certainly more so than batting and bowling. No one has ever seriously spoken of a batting or bowling tradition existing in any school or institution. This clearly is because we know too well that, even if a school be blessed, as Uppingham once was, with the simultaneous appearance of four first-rate batsmen, there is absolutely no reason to suppose that the next generation will be able to maintain their high standard, however eagerly they may emulate their example. Again, we all know that there is something in base-ball which imparts a remarkable power of fielding, but no results at all comparable to this have been observed in batting and bowling. It is true that the Australians, when they first came over to England, were much inferior in batting to what they subsequently became, and their progress was ascribed to the influence of the English example. This may be granted; but the

fact is that the 1878 eleven was composed of men of unusual batting capabilities, who were singularly ignorant of the most important rules, and could not fail to profit by watching and imitating the greatest English players. But that soon came to an end, whereas a tradition of fielding is to some extent a permanent phenomenon, and acts upon boys at one school so that they manifest year by year their superiority to other boys who presumably begin their school-life in no way less fitted to run, stoop, and throw. That is to say, a certain stimulus, which resides, so to speak, in the atmosphere of one school, produces this result on this one department of the game, and not to any appreciable degree on any other.

This inference, moreover, is corroborated by other considerations. Unless some special efforts are made, or some special stimulus exists to maintain a good tradition of fielding, it is pretty clear that the standard will be below what it ought to be, simply because it is to a good many players the dullest part of the game—that is to say, the particular department of fielding where stimulus most tells, viz. the ground-fielding, including running after the ball, is to any but a really good fieldsman a tamer affair than batting or bowling. Catching is another matter. At present I am only treating of ground-fielding. In addition to this patent fact, it is to be noted that at most schools very little fielding practice, strictly speaking, is insisted on, whereas a great deal of time and real energy is given both to batting and bowling. Again, even if an hour or so is now and again given to fielding, it should be remembered that each individual boy gets far less to do than if he were expending the same time on batting or bowling. A cricket practice in most schools means hard-work in batting and **bowling**, and very easy work indeed in fielding. The same

thing exactly might be said of an ordinary game or match. I hope that the reader will find no difficulty in granting these propositions when he has read on a little further.

To sum up, then we find that though apparently a good fieldsman is born, not made, yet, owing to certain influences, a tradition of good fielding exists in certain schools, proving that boys who are not above the average in cricket ability can be got to field better than others; that, moreover, in other schools so little fielding training is carried on, as to make it easy to understand why the standard in this, the least exciting department of the game, should be lower than it ought to be. It remains now to investigate what the nature of this fielding stimulus or tradition is, how it may be brought into operation, and what its effect might be expected to be.

In the first place, we may be quite sure that in teaching boys to field, imitation must be an important agent. Hence it comes that a fielding tradition is much more easy to maintain than to set going. A good cricketing master can show boys what good batting and good bowling is; but, alas! he can in fielding very seldom do more than tell what it ought to be, or perhaps, in his own case, what it used to be. *Eheu! fugaces*, and the subtle bodily change, known as ossification of sinews, is enough to account for a certain reserve of demeanour on the part of masters in the field. Hence, if an example is to be set, it must be set by the boys to each other. The most sensible thing to do is to select the most promising field and train him. It is worth remarking that, however supple his limbs are, unless he has seen some first-class fielding (and if he has seen any he is better off than most) he will have no idea what is expected of him. The acrobatic movements of a fine cover-point do not come by nature, though there may be a

native aptitude for them. A boy will accordingly stand at cover-point and watch a ball go past him which he genuinely believes to be out of his reach; when all the time, if he had really gone at it with a will, and lost no time at the start, he might quite well have secured it.

Again, unless strong measures are taken, the school-fieldsmen will stand on their heels, while the ball is being hit; and this is generally the cause of that heart-sickening want of life—that imperturbable middle-aged decorum which is so often to be noticed among boy-cricketers of seventeen, eighteen, nineteen years of age, and is enough, when seen, to make old cricketers weep. But not to stand on the heels requires effort and stimulus; and it is astonishing how often you may make the effort, and reap no reward; the ball doesn't come. But when it does, what a change! The leap, the determination that the batsman shall not score, the racing after the ball, are all part of the same *dash* which must begin from the toes, not from the heel. Now some of these early principles can be taught to a boy by taking him singly, and throwing or hitting the ball, not too hard, either at him or to one side just within his utmost reach; and, by constant encouragement and exhortation, the trainer may induce him again and again to do violence to his propriety, in the first place, and then to stretch his sinews and curve his backbone till he finds himself capable of a brilliancy which he never before suspected. The exercise is terrific, and ten minutes *per diem* are amply sufficient. It is best to take only one at a time. No one can guess the improvement that is sure to ensue if this *régime* is faithfully observed. Why should it be supposed that dash in fielding should be within the reach of only a few? Consider the years of special effort required to make an acrobat. Why, then, shouldn't a few minutes a day make

all the difference to a young fellow's joints in the cricket-field?

I assume, then, that with proper care one or two of the most lissom youngsters can be made into really good fields, and that the example will spread. But a great deal more is required. Under the head of stimulus we must consider the special influences required to induce a boy habitually to "field up," in other words, to really do his best. Now, before this can be inculcated with success, the importance of keenness in fielding must be fully realized. The reason why this part of the game requires so much attention is that a great deal of the successful fielding we hear of or see is the result of determination and resolve. A deep field is standing with his whole body ready to jump in any direction that may be required. There comes a catch, but it is very doubtful if he can get to it; only because he was ready to start he does so, and perhaps the best bat on the side walks home; or, owing to the same fact, he again and again saves a ball from going to the boundary. Now, if this is the case with a deep field, how much more with cover-point and other "save one" fields! Whenever cover-point or mid-off cover an unexpected ball, it may be that they save three or four runs at once, but it is certain that they prevent the batsmen subsequently attempting a good many which they could certainly run, were they not afraid. The aggregate of runs thus saved is considerable; and the covering of balls only just within reach is largely dependent on the being ready to start.

If any one doubts this let me ask him if he starts for a hundred yards' race leaning forward, with his muscles braced, or standing still like a sentry or a policeman. Everybody knows that a really good start in a short race means a yard or two to the good; and in fielding it would

mean a good deal, though not so much, as the direction in which to move is not to be ascertained previous to the moment of starting. Again, nothing is more common than for mid-off, short-leg, third man, and cover-point to have to race after a tolerably strong stroke, which goes between the fields and is worth two or three runs. In every long innings there are very many of these. I will venture to say that the difference between an active man's greatest speed and average running would mean one run saved on each of seven such hits out of ten. In other words, instead of scoring thirty the batsman would score twenty-three; and it will be found that most of those who jeer at this assertion have a very insufficient idea of what running means, and have never reflected that the spectacle of a fieldsman running at top speed, as if a mad terrier were yapping at his calves, is none too common; and that the above estimate assumes full speed, and no merely respectable trot over the sward. But full speed means determination, resolve, eagerness to save the run; and these are just the qualities which young fieldsmen by nature are without.

How to maintain this eagerness is a tough problem. Interest in the games or matches is of course essential; and to secure this, schools adopt the plan of varying pick-up games with house or dormitory matches. A good deal might be written on this subject, but we are hardly yet in a position to give any decided opinion on the relation which one sort of game ought to bear to the other. One thing seems clear. In most schools to set house against house or dormitory against dormitory, is a sure and certain way of provoking interest. A glance at boys playing in these, and at others playing in ordinary pick-up games, will detect the difference in the zest and keenness of the combatants. But the question cannot be settled off-hand by merely instituting

house-matches *in perpetuo*. The contests for first place would be settled before the end of the season, and, even if this difficulty were obviated by the expedient of a list in order of merit—a not uncommon system,—a want of variety would be felt if the same sort of matches were continually being played. Added to which there must be games among the first twenty-two in the school, to settle the first eleven; and this would destroy the house-matches. A kind of sham house-match, with the chief representatives playing elsewhere in the “swell” game, is not uncommon, and seems to work well. Anyhow the present custom is to have a considerable number of pick-up games intercalated among house contests. These games are arranged according to clubs which represent different portions of the school, so that, roughly speaking, it may be said that games divide boys by age, house-matches by houses or dormitories.

Now, as the chief difficulty is to maintain an interest in ordinary games throughout one season, one recommendation may be made with some assurance. The players should be encouraged to compete for colours to wear, which need consist of nothing further than a cap of well-marked hue. There is no reason to underrate the power of this enticement. Human beings have ever been addicted to ornament, and some have thought that great wars have been fought for very little else than the difference between one colour and another. It is quite certain that the authorization of caps for proficiency in cricket does wonders; and it is a stimulus quite innocent enough to be worth trying. Before experiment there will be croaking and dark forebodings; but afterwards it is very doubtful if any one can prove mischief. Care must be taken to avoid expense; and much will be left to the discretion of the cricketing master as to superintending in any way the presentation of these colours. Boys will show

simply astounding want of judgment in their selection of players, and the principle of popularity will be allowed undue weight. Nevertheless, a rough justice is somehow generally attained, and it is unquestionably a valuable piece of responsibility for a young captain to be entrusted with. When flagrant favouring seems to be going on, a judicious hint to the captain of the school eleven—in whose hands the correction power ought to be—will generally set matters right.

By some such expedients as these it can be provided that a certain proportion of the ordinary club games will not be wanting in interest, nor furnish occasions for slipshod fielding and general lounging. Germane to this is the further question whether cricket should be compulsory or not, in the same sort of way as football is. This question need not, in a work like the present, be treated from the point of view of general education. It is here merely to be discussed as far as it affects cricket. Now, there is one grand distinction between cricket and football, which at once offers a practical objection to the former being compulsorily played. One game is played in cold weather, the other in hot. Further, it should be mentioned that compulsion in games exists in order to compel the unwilling, and presumably the less efficient players, to take part in the game; these being the very ones who are not stimulated by any prospect of distinction. Now, what is the comparative effect of compulsion in the two games on this class? In summer you may force them to the field, but you won't get them to play. You may fit them out with pads, bats, and balls, but they will none the less lie on the grass and eat biscuits when the sun is high; and, after all, England is a free country. But turn a pack of lethargic boys loose in a paddock, over which the March winds are gaily sweeping, and no sooner have they

taken off their coats than they must bestir themselves to keep body and soul together, and, whatever else goes on, it is unquestionable that they run here and there and generally pursue the ball in default of any more exciting quest. The upshot of which is that compulsory football attains its object while compulsory cricket is generally a failure, at least as far as the interests of the game are concerned. No other objection to the system can be urged of equal cogency; and it appears that in some schools the compulsion, after all, works fairly well, though it never can be thoroughly successful. Disciplinary and other reasons will often explain its continuance, but as far as the promotion of genuine interest in the games is concerned, it cannot be thought fit to be named in the same breath with the giving of colours, or with the due intercalation of house-matches.

But fielding is not to be learnt only by individual training combined with regular games. It ought to be possible to devise a means of a social practice of fielding, which, without involving the waste of time of ordinary match fielding, would insure to each individual something to do, and some stimulus to do it. Before making suggestions we may consider some prevailing methods of trying to fulfil the idea of social fielding practice. There are three.

The first is the combination of fielding practice with batting, which consists in those boys who are unemployed in either batting or bowling standing vaguely here and there, and returning the ball to the bowler whenever it is hit in their direction. This, however, is not really practice at all, but more like a lounge, and may be dismissed without further remark.

The second is the attempt to train each fieldsman in his own place, by placing the eleven round a double-wicket pitch exactly as if a game were being played. Two batsmen then

go in, and hit as far as they can to each in turn, running tip-and-run fashion, so as to practice the quick return to the wicket-keep. This is an honest but very ineffectual attempt to meet the difficulty. The fields are being taught something when the ball goes to them; but in real life it is found that this is just what it won't do. Since a skilled batsman cannot command the ball sufficiently, each man gets far too little to do, and often the strokes have something artificial about them, and unlike the real thing. Still, for fields favourably placed, such as cover-point, mid-off, and mid-on, the tip-and-run plan is undoubtedly useful, and should be occasionally practised. But the real objection is that only eleven boys can be employed at once, and very likely there is not room for another such costly expenditure of space as would be required to provide for the next batch of players, the second and third elevens.

The third method is for some one who can give the ball a good larrup to stand a long way off from a semi-circle of fields, and hit balls to them in succession. Here, again, while they are receiving each ball they are learning something, and good is done; but (1) the hits off the hand are not like hits off bowling; (2) all the fields are reduced to an unnatural uniformity, cover-point and short-slip being made to stop the sort of hits which only the deep fields get; (3) the objection again holds good that each man gets too little to do; (4) there is no practice for throwing-in; (5) in most grounds, while this is going on, the batting practice is seriously interfered with.

In short, if combined fielding practice, *i.e.* that kind of practice which exercises a whole eleven, at least, together, is to be arranged at all successfully, certain conditions must be fulfilled which the above-named methods violate.

In making the following suggestion I have kept these conditions in view throughout.

It is quite possible for the first two or even three elevens of the school to practice together, so that either two boys are batting side by side at two nets, or four, two back to back with two. Probably the arrangements at most schools would not require more than two wickets to be going at a time. Now the ordinary usage is for each batsman to be enclosed by an off-net and leg-net, or, at least, to play with one net behind the stumps and one between him and the next player; the only fielding that is done is by a few casuals who pick up the ball when it comes their way. Supposing, then, that only the net between two wickets were retained, the necessity would arise for fieldsmen behind each wicket. One wicket, moreover, requires all the off-fields, the other all the on-fields. On these simple facts depends the whole arrangement. As early in the season as possible those players who will probably occupy certain definite posts in the first eleven should accustom themselves to occupying those posts during the time their comrades are practising batting: the off-fields ranging themselves with reference to the off-wicket, the on-fields with reference to the on-wicket. Behind each wicket there would be a long-stop as well as, if thought advisable, a wicket-keep.

If the batting practice continued for a long time, to prevent monotony the fieldsmen would, after an interval, change to the place they would occupy in a match in alternate overs, *e.g.* long-leg would move across to mid-off, or the country and the country fields come over to short-slip and third man. But in general it would be well not to confine the boys too strictly to their allotted posts, since a well-trained cricketer ought to be able to field well

anywhere. But there are one or two places where scarcely any one can field really well, except by dint of constant familiarity and practice—notably point, short-slip, and third man. So, naturally, the school representatives chosen for these places would be careful to occupy them in practice. Others might interchange at more or less frequent intervals. But the great desideratum must always be secured, that, instead of loafing about in purposeless *ennui*, the onlookers should be *doing* something, occupying a definite place in the field; and it would be to their interest to keep their attention fixed on the ball, to learn its motions, to anticipate its sinuosities,—in short, to show zeal, and field properly, since by doing so they would improve day by day.

Especially in regard to the three difficult places above named would the advantage of this system appear. For short-slip, for instance, familiarity is enormously important; and the benefit of turning any bad or timid field into a long-stop *pro tem.* would be considerable. An hour at that, with the prospect, in case of carelessness, of either being rapped on the tibia, or of running after a bye, would turn many a poor sievelike mid-off into a good robust field; and, of course, whoever was managing the practice would be careful to temper the wind to the shorn lamb.

Another advantage that might then be secured would be the opportunity offered to various players to learn wicket-keeping. The prevailing neglect of wicket-keeping is a gross folly. First as regards those who are to be regular wicket-keepers, why do they never practise? Their art is every whit as difficult as batting, and it is astonishing how its supreme importance to the efficiency of an eleven is overlooked. There is probably no hope of getting a really good man out on a good wicket, which can be compared to the chance of his sending a catch to the wicket-keeper before his eye is in.

Sometimes these chances are missed, and no one notices anything ; but even of those noticed the number is enormous, far greater than that which any other single field either holds or drops,—indeed, on hard smooth wickets, almost as great as that of all the other fields put together. And yet an eleven will go smiling into the field without a wicket-keep! Everybody thinks it will come right somehow ; so it does, but the match is lost first.

Of course the regular wicket-keeper's *practice* of his art must be limited by consideration for his hands. Even allowing for this, it is probable that he would gain if he devoted some time every day merely to taking the slow balls, and watching the fast ones. I repeat that familiarity with the motion of the ball is enormously important. But every member of any team would gain if he were taught how to keep wicket in early youth. In the first place it certainly helps the eye in batting. The problem of judging pace, pitch, and break is exactly the same in both cases. Next, it teaches sureness of hand in fielding. A field who has learnt wicket-keeping must find any catch, especially if it does not involve running, mere child's play compared with a chance behind the sticks. It is impossible that any such continuous exercise of hand and eye of the most subtle description could be anything but valuable to the general quickness and sureness both of fielding and batting. Lastly, even if all the eleven do not learn how to keep wicket, there ought always to be one or more ready to take the place of the regular man, in case of injury or absence.

It remains to notice a possible objection or two. First, there is no provision made for throwing-in. This is true, though at times the fields could throw in as if in a match, but certainly this could be only occasional. The truth is, that throwing-in must be practised specially by two or

three players together in a remote corner of the field, and it must not be forgotten that the above proposal is not to be regarded as supplementing such individual practice, but only as a means of utilizing for fielding purposes the large amount of time now devoted to batting practice by itself. More serious by far is the difficulty that in many schools the exact number who may be practising at any given time cannot be fixed, and the symmetry of the system breaks down unless the precise requirement of men is obtained. But the system suggested is not only symmetrical; it is elastic to any extent. Supposing there are eight boys present (and short of this any social fielding becomes impossible), one will be batting, two will be bowling. The remaining five, instead of trying to cover all the ground, will be given, say only the off-side places, the net covering the on-side. Or two nets could be used, and there would be three or four fields behind the wicket, and one overhead: and so on. The elasticity consists in the use of more nets where necessary to reduce the number of fields. On the other hand, where more than seventeen or eighteen have to be provided for, another practice-wicket would have to be set up at a distance, with one, two, or three nets, according to the number of the overflow. Of course, if it is quite impossible to provide for this space, there is nothing to be done but agitate for more playground. Cricket can neither be played nor learnt without good large stretches of green grass, and if such are not provided it is not the fault of this suggestion.

A few words only will be necessary on the subject of catching. The usual method of hitting big high catches to a pack of fieldsmen a long way off is not bad fun, and is of some use to those who are to be deep fields. It ought to teach them how to judge high hits, and how best to hold

their hands, since it seems that each person must settle this for himself. But as to ordinary catching, it is pretty plain from the example of the American base-ball players that we have a good deal to learn. It may be doubted whether a real increase of agility, consequent on standing ready for a leap in any direction, would not materially increase the number of brilliant catches every year. If the difference between the two classes of players is due to any other cause, I would hazard the conjecture that the base-ball being very different from the cricket-ball as to the distribution of its weight and the nature of its flight, may partially account for the certainty and brilliancy of the American catching.

English players of the present day are, moreover, under special disadvantages in the matter of catching. Everybody knows that a long innings means a frequent recurrence of this position of affairs—batsmen growing keener and more confident, fieldsmen losing heart and vigour; as was pathetically put into words by one long since dead, who had scouted out for some three hundred odd runs, and towards the end observed, "I am very tired, and very 'ungry, and wish I was 'ome." Now, when things are like this, the batsman is learning new strokes, gaining experience and improving as a player every ten minutes; but all the fieldsmen are learning how to field badly; they are losing spring, they can't keep up their pluck, and when a catch comes they drop it. Beyond question, this is a frequent cause of missing catches. The worst of it is that a player who has missed one catch in an important match will very likely miss another, since this art is largely dependent on nerve. Hence it is not only when a fieldsmen "wishes himself 'ome" that he is likely to drop catches, but at other times also.

The captain of a side can do something to help this

state of things by removing for a time a country field to some place nearer in, where his unsettled nerves will be less taxed. Again, something may be done by getting young fieldsmen to see that, as long as they are playing in cold weather, they are sure to miss catches. When a ball is certain to sting, the hand is certain to flinch, and the very least reluctance to endure the impact will cause a miss. Therefore, young players should never be out of heart if they miss catches when they are either cold or very tired; and if they can miss a ball now and then without losing heart, they are useful men to the side. On the whole, however, there is little to be said and much to be done in this matter. Constant practice, hardening the hands, keeping up pluck, these things do some good; but still, when a high spinning catch comes to some youngster in an important match, no mortal voice can help him. He is alone with his destiny, and the fleeting moments are big with great and momentous issues for him. All the cricketer within him is being put to a terrible test; but it is part of the grandeur of the game that each man must bear his own burden, and fight his own way on through weal and woe, and where the valiant fall only to rise again with new experience, the chicken-hearted give up in despair.

This brings to a conclusion what we have to say on the subject of fielding-training in schools and elsewhere. The question has demanded a good deal of attention because of the reason given above, that, whereas batting and bowling are, comparatively speaking, arts independent of external influences, fielding depends largely on such influences. In schools, the sources of stimulus are mixed; in the universities, however, the standard depends almost entirely on the captain. No one knows without experience the extraordinary power of answering to stimulus that exists in a team

of young men. In schools boys are nervous, and as to fielding many of them have shambling legs and ill-set sinews, which demand two or three years' growth to be fit for real agility. But the university elevens consist of men in the very pink and prime of youth ; fielding ought to be to each member of each team a pleasure and a pride. Again and again it has happened that the matches played by them have been lost by bad fielding ; and as often we have seen a loose slipshod fielding team braced up to become first-rate, all because the captain really meant business. It is, of course, impossible for all the fieldsmen to go through a season without missing anything ; but there ought unquestionably to be that unmistakable dash and vigour which belongs to the magic years twenty to twenty-five, and the absence of which at that time is a grievous indication of half-heartedness or timidity in the captain. The public have a right to demand brilliant fielding in the Oxford and Cambridge match, and the elevens ought to look upon themselves as the models to all other teams in the country, of a beautiful and truly scientific art. It is upon them that our hopes mainly rest of raising by degrees the standard of English fielding. At present, taking everything into account, we cannot deny the existence of many and woeful deficiencies.

We now pass on to consider other important questions in the training of young players. An obvious difficulty presents itself in the early stages. Small boys cannot possibly use full-sized bats. The mischief that results if they do is fatal. It is impossible for them to play straight, because the end of the bat smites the ground and the stroke comes to nought. Besides which, the excessive weight makes them late for all the hits. The way out of the difficulty is sensible and simple : a young player should use an under-

sized bat ; and at the period when *he* begins to feel conscious of growing power, and scents the battle from afar, care should be taken to see that he doesn't order a full-sized bat before his time, and get his father to pay for it. He wants to be a man, and he thinks the first step, after donning stick-up collars, is to use a full-sized bat. With this exception the difficulty may be said to be no longer troublesome.

The next question arises from the fact that boys of ten to fourteen or fifteen cannot bowl a cricket-ball with ease or for any length of time at twenty-two yards. Hence a movement which is now being made for reducing the distances in preparatory-school matches to twenty yards. But this is far from being so sensible or so simple as the modification of the bat. The shortening of the distance alters the character of the bowling. Everybody ought to know that it makes the difficult balls easier to judge. This is a most material fact, and generally ignored. Secondly, a full-sized bat is meant to correspond to a full-sized ball, but an under-sized bat ought to correspond with an under-sized ball. Why in the world is it that little boys are made to play cricket with the same sized ball as Dr. Grace and Mr. Bonner use? What a ludicrous piece of mischievous uniformity this is! The only hope of making cricket as really attractive and useful to young boys as it might be, is to reduce the size of the ball as well as the size of the bat, and keep the full distance. At present a diminutive brat pummels the big ball with all his might, and it barely reaches cover-point ; his best half-volley drive goes meekly into mid-on's hands—or, rather, it would, if the ball were not too big to get there. Not only is his hitting spoilt, but the catching is spoilt, the fielding is spoilt, the throwing becomes painful, and the bowling in spite of the short distance strains the shoulder. The game is out of propor-

tion because the fields never need occupy their proper place, and the ball never travels to them as it will hereafter, nor can they be expected to stop it clean when it does reach them. The fact must be insisted on, that it is all important to make cricket thoroughly attractive to young players, or they will probably give it up.

The great moment for a batsman is seeing his hit fly free and far; the climax of a fieldsman's day is making a good catch; the glory of a bowler is to be able to keep up on end without fatigue, and give his whole attention to his pace and pitch. Now all this is prevented by the indefensible anomaly of making little boys play with full-sized balls. It is merely a waste of time to consider the probable rejoinder to these arguments, that good cricketers have grown up under the present system, and that very few people ever seem to think it necessary to do more than shorten the distance. This is not the question. What is wanted is that every possible discouragement to the game, which may, for all we know, be quenching the early hope of many a gifted young player, should be, as far as is possible, removed. Among every ten boys who are led to think cricket a nuisance, there may well be one who has some genius for bowling or batting which only wants time and care to develop; and the total loss to the game that is due to making it unattractive in early life must be considerable. We hear a great deal of tall talk about the difficulty of keeping school-boy bowlers from overworking themselves, and yet no one seems to think of lightening their labour by lightening the ball. Nor are the practical difficulties which stand in the way worth making a fuss about. It would be necessary to provide balls two sizes smaller than the full for quite young boys up to twelve years of age, then a slightly larger size for the years twelve to fourteen. If, however, the difficulty of house-matches at a

public school was thought fatal to this proposal, then let the preparatory schools use a smaller ball, and the public schools begin at once with the full-sized. This, without being perfect, would be ever so much more rational than the present method.

The chief trouble, of course, is that, however reasonable a proposal may be, it often leads to nothing because a certain unanimity of action is requisite to start it; and unluckily English schools rather pride themselves on never being unanimous or uniform in their various systems. If the Minister of Education in Prussia were to see the sense of any such proposal, two orders would be rapidly draughted in his study, one to be sent round the schools, the other to the shops to order the manufacture of the balls. But alas! though they are far enough from any such consummation there, we are perhaps still further away from it here. If it be a fact that truth is great and will prevail, then we may rest content; but the proverb does not go on to say whether it will take a long or a short time, or whether many cricketers will be discouraged in the process.

Among all young players a great deal can be done by bringing the imitative faculty into play. We are told that a child learns to speak not only by the ear, but by fixing his eyes on the inside of the adult's mouth, so as to assist his investigation of what is going forward. But a problem soon has to be faced. It has been said of Carlyle, that many writers may imitate his straining gestures without imparting any of his genius to their own lucubrations. Macaulay, too, chuckled with pleasure at the thought that the merits of his style were exceedingly difficult to reproduce, though the mannerisms might easily be caught by any hack publicist. Again, in another field of effort, Philip

Brooks records how he once went to hear a great preacher in America in company with a clerical friend, and, after listening to a noble and inspiring discourse, they were, coming out, pondering on what they had heard, when suddenly the friend exclaimed, "I have it! Yes, that is the secret of it all! Did you not observe how he used his right hand? When he wished to excite our feelings he raised it aloft, and when he wished to calm and subdue our emotions he lowered it." Philip Brooks listened, inly forecasting his poor friend in the future unceasingly raising or lowering his right hand as he preached, not without wonder at finding his congregation's emotions were neither stirred nor subdued. So in cricket. Care should be taken to give young players a pattern to watch in the shape of some good batsman of chaste simple style. A school might be named where the mannerism of some former champion was rapidly developed into a flourish which has survived for nearly thirty years, through succeeding generations, and has certainly worked mischief. By a simple style, I mean one where the batsman merely makes the required motion for each stroke, and eschews ornament. Some ornament is innocent enough where it comes quite naturally, but it is nearly always ugly and mischievous when it has been copied.

But such matters as these concerning the training of batting are connected with the difficult and important question of providing good wickets for the boys.

In many schools, especially in such as enjoy the advantage of being near to a town, cricket is carried on under the disadvantage of want of space. This is a grievous state of things. A few years ago a German schoolmaster came over to England to inspect the public-school system of athletics, and determine, on behalf of the high educational authorities of his own country, how it was that "in England

the boys play so many games, and do so much work." Nothing struck him so forcibly as the beautiful stretches of bright green grass which are the precious possession of our educational centres. The undisguised admiration which he expressed was a reminder to his hearers of the immense value of the green sward of our cricket-fields. If we realized this fully, there would never be a school cramped in its area of play-ground, any more than in the amount of food and sleep allowed to the "students." But still it is a fact that as grim winter succeeds to summer, so football takes the place of cricket, and in very many places has to be played on the same pieces of ground. This is a bad business. During the autumn the cricket pitch requires attention and relaying and doctoring generally. If this cannot be done at the right time it must be done in the spring. But the golden opportunity has gone. Nothing more than some poor tinkering is possible after December's days are done. Moreover, it is not uncommon to find football continuing merrily into the Lent term, so that even the time for putting in a few necessary patches is sadly curtailed. Now the result of this is that, except for the first eleven, the pitches throughout the summer are rough.

Time was when small boys used to accept a rough pitch as one of the ills which flesh is heir to, or rather they played on them without noticing whether they were rough or not, merely evading a blow on the ribs by a timely and prudent withdrawal towards short-leg. But nowadays these young heroes come to the larger schools after having been trained on superb wickets at the preparatory schools, and their critical instinct is fully developed. Hence grumblings and disaffection. These, however, would matter little if it were not that their previous teaching goes to the wall. The forward play which was taught to them with such

laborious care, and had just become a source of pleasure and profit, is now found to contain contusions on the knuckles, sore ribs, and a general depression of spirit, without at the same time securing runs. Hence it is given up, not all at once, *nemo repente fuit turpissimus*, but little by little the confidence is undermined, the reach forward is checked, and at last the old pull takes the place of the smooth graceful drive, and the ruin is complete,—a grievous instance of what scientific people call reversion to the original type.

It cannot be too often insisted on that this state of things prevents a certain class of cricketer from ever reaching his prime—those namely who are not gifted with the best nerves, or the best padded ribs, and have no unusual love for the game to start with. It is no use our lamenting that there should be any young Englishmen who can be so described; but the fact is undeniable, and the problem of giving them good wickets ought to be solved, or these players will be lost to the game. Certain it is that the more robust geniuses will contrive to struggle on and finally emerge as good players. But they would not lose, if this epoch of hazardous rough-and-tumble cricket were obliterated from their lives. In after life they will be called upon to habituate themselves to just the amount of variation in the wickets which is produced by the climate, and very little more, since good wickets are becoming the rule everywhere. Why, then, during the most delicate time of their cricket education, should their development of style be seriously and inevitably interrupted? There is no answer to this; all that happens is, that while their progress is hindered, others are prevented from learning the game at all.

But it is none the less difficult to suggest a remedy. As

regards practice, one precaution may be, and indeed is, taken in some schools with good effect. A piece of ground is carefully laid down with chalk mould, or gravel, according to the nature of the soil, in the shape of a strip some ten yards wide and a hundred long, in some outlying quarter of the playground, which is untouched by the rout of football players. This strip is jealously protected from harm, and remains as good and smooth as possible throughout the season. At the beginning the practice wickets are pitched along a chalk line drawn a little outside the hindmost edge of the strip, *i.e.* the one nearest the outside of the field. The batsmen then stand with the whole breadth of the smooth ground before them, so that the balls pitch on it, bowled by bowlers from the rougher ground beyond. After a time these pitches get cut up, and the wickets are then advanced a foot or two forward, so that the balls then pitch on a fresh piece of ground, always inside the strip. This can be repeated at suitable intervals during the season, and, if strict obedience in the matter of keeping the ranks is enforced, there is no reason why the practice should not be very respectable all the summer term through. But as to the pitches on which the games are played, here, alas! there is bound to be trouble and vexation of spirit.

The only suggestion that seems possible to make is that the boys should be encouraged to roll the ground themselves. No light roller is any good for a hot season, and of course a heavy one will not cure bumps on a dry ground; but still it will be of some use, and would probably prevent the surface from getting desperately bad. In addition to which it should be remembered that it is a distinct gain to get young gentlemen to take trouble, and to acquire some idea of the dignity of the labour involved in subduing nature to man's use. Nor is it found that the human boy is averse

to effort in the open air after some hours spent in cheerless class-rooms. All this is encouraging, but at best it will amount to nothing more than a palliation of the evil. Given the conditions of somewhat curtailed space, and the trouble will make itself felt. At present, like the phylloxera, it awaits its remedy.

CHAPTER II.

BOWLING.

THE training of bowlers and bowling is indeed a subject which might daunt a stout-hearted author. It would not be very difficult to describe good bowling; to write pages on the special subtlety of some one's twist or pace or pitch; or to give soul-stirring narratives of great achievements in days of yore. It is well that these things should be done. But to attempt, in conformity with the design of this little book, to give suggestions how a young aspirant is to follow in the steps of bygone heroes, and how he is to give the ball the same living stealthiness of flight which batsmen now and then discern,—in short, to tell any one how to learn to bowl, is well-nigh a hopeless task. There is something that baffles the keenest observation, either of telescope or microscope, in a really first-rate bowler's motions; or, rather, it would be truer to say that no amount of inspection reveals the secret sufficiently clearly to enable any one else to acquire it. Men of similar build have been known to copy each other's actions till a strange similarity was noticeable; but there always remains a certain difference in the flight and bound of the ball. Again, when we first saw Alfred Shaw

bowl, who was there who did not think to himself that there, at last, was the simplest thing in the world to go and do,— simply to take three or four steps, move the arm at its most natural angle without any fuss or swagger, and it was bound to send the ball straight to the right spot : how could it go anywhere else ? Yet of all the number who went home and practised that action, not one ever attained to the same degree of precision, or could combine it with the same amount of break-back. Others have bowled as well, but with their own action, not his. Indeed, it may safely be said that those who tried the hardest to reproduce the artist's delivery were wanting in the original gift, and ended their cricket career as very poor bowlers.

The fact is, bowling is a special endowment of nature, totally unlike anything else. It is easy to see that batting and fielding largely depend on nature ; but some of the strangest facts about bowling are not in the least true about other departments of the game, or indeed of any game. For instance, who can explain the mysterious evanescence of some boys' bowling ? We know of cases where, for a few months it may be, the ball was delivered with just that peculiar spin and facility which denotes the heaven sent gift. Winter comes in the usual way, and lo ! at the return of spring the bowler is a bowler no more. Some inspired person puts it down to overwork. We all hear a great deal of boys being over-bowled ; and it is sometimes insisted that, if proper care were taken of young boys at public schools, we should see a large supply of bowlers at the universities, and the lamentable inferiority of the gentlemen as compared to the players would soon be rectified. But who ever tended and nursed the Freemans, the Shaws, Morleys, and Lohmans when they were young ? Does any one come up and tell the lads on the Nottinghamshire greens that they have been bowling

enough for the day, and must go home and have some gruel?

It seems reasonable to suppose that the numerous professional bowlers have in their boyhood been exposed to the dangers of a more thorough neglect than even the lower boys in schools, though it is not pretended that these latter are in all cases adequately fostered to their maturity. The question demands investigation, but till the contrary is proved, we are surely barred from attributing the skill of the professionals to more careful precautions against over-bowling. If there is anything in their boyhood which stands out in contrast to the boyhood of the public-school players, it is that they are not more, but less looked after. And this fact seems to place this mysterious art on a different footing at once from several others. The standard of good professional billiard players is enormously above that of good amateurs. This is plainly due to weeks, months, and years having been given by the professionals to patient and terribly monotonous practice, so monotonous that no one who has not to live by it could endure it. In a less degree the professional singer puts the amateur in the shade; this is because he has given much more time to practice, but not so much more as the billiard-player. And so in other arts, early training and constant coaching brings its reward. And yet the best bowlers are those who have been trained the least.

Now, there is a great deal that is very baffling in all this. And it would be a poor confession of weakness merely to say that bowling is like music or divination, something inspired and inexplicable, which it would be almost profane to scrutinize too closely. The story is told that Mr. Ruskin in his young and most enthusiastic days was walking with the great painter Turner, and descanting with his own

inimitable eloquence on the mysteries and principles of painting; and after some twenty minutes his companion, whose genius was artistic, not dialectic, replied, "Yes, painting is a rum job." It is incumbent on us to set forth as far as we can, not indeed with Mr. Ruskin's eloquence, but with something more than Turner's brevity, some explanation of this phenomenon, the difference between professionals and amateurs in bowling, with a view to drawing a practical lesson.

The fitfulness of bowling, above alluded to, is chiefly noticeable among boys. This must be for one of two reasons. Either the muscles are weak, and the work therefore too hard for them, or else, owing to the rapid change in their physical conformation, the arm moves in the right way one year and wrongly the next. Whichever of these two reasons be the true one, there appears to be a process of sifting going on from early boyhood to about eighteen years old, a survival of the fittest. Now, during this period the same sifting must be continuing among young players on the village green as among public-school boys. Some will overdo the practice; others, who were good bowlers at thirteen, will be useless at nineteen. In spite of the care taken at public schools, the career of a boy bowler in one place is very similar to that of one in the other line of life. There is anyhow less difference then than afterwards.

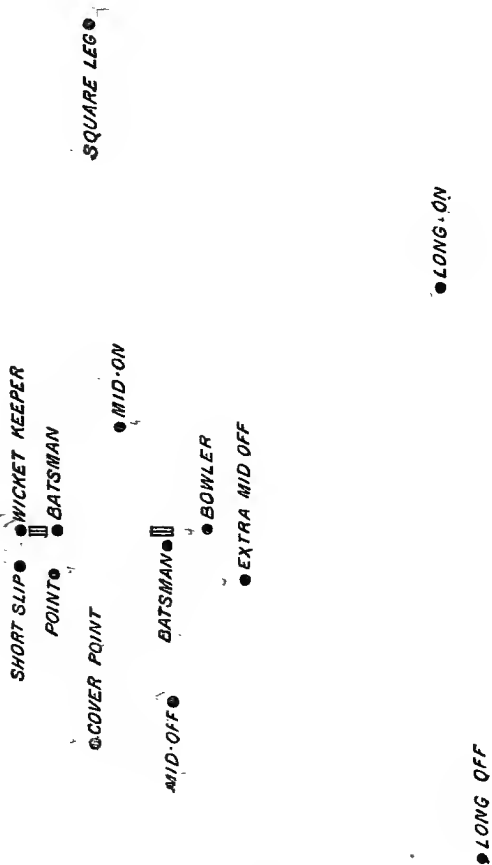
What, then, happens after a bowler leaves the public school? and is it the same as happens to a young professional of eighteen or nineteen years of age? At the universities, it may be confidently asserted, the bowlers are left very much to themselves. An idea which, though wholly erroneous, prevails widely, is that they are past the age when coaching and careful practice will be of any use to them; that they are, in short, fully formed cricketers, and to be treated as such.

The result is that bowling is not practised at all. If the public-school boy does not go to a university, this is even more certainly the case. Matches at irregular intervals, careless living, constant batting, especially at nets, which seems to have a deleterious influence on the bowler's muscles, and antagonistic interests generally, cause in most cases a deterioration in the power of the right arm. With the professionals these difficulties need not, and generally do not exist. At about eighteen a young bowler begins to be talked about, and finds it worth his while to take pains, and get engagements. If he is successful, he treats himself as a bowler, and doesn't trouble his head about batting. Day by day he is at it, and never bowls carelessly, and, if he is fully grown, his muscles can stand it, and he steadily advances. And this improvement is due, not to any particular supervision, but to the time-honoured fact that a man to live must eat. The young man perceives his chance of making a livelihood, takes the requisite pains, and succeeds.

This seems a more reasonable account of the fact than that which is ordinarily advanced, viz. that school-boys overbowl themselves, and professionals do not. The truth seems to be that the professional bowls better, not because he bowls less, but more; and also at the right time of life. It is surely an absurdity to talk of undergraduates as fully formed cricketers, any more than complete scholars, or models of common-sense and sobriety. All these things are in process of growth. By eighteen or nineteen most lads are strong enough to stand a great deal of bowling; but they are certainly young enough to improve enormously if they take pains. And this gives us a practical suggestion for the future. The one thing which has never yet been tried at the universities and elsewhere is steady daily practice.

If some of those flashy persons who are to be seen fre-

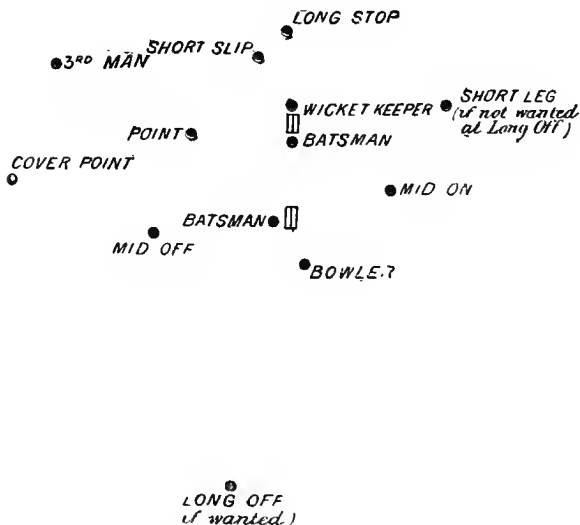
quently disporting themselves at the nets, paying large sums to the ground-men to bowl at them for an hour at a time, were to devote their energies to working at bowling, instead of making exhibitions of themselves for three shillings a day, they might be of some service to the community. Very moderate bowling at fifteen, might become really useful at twenty-five. But it needs patience and work. Bowling is, after all, pretty much like other arts. It depends to some extent on the capacity for taking pains. There is, perhaps, no fact which causes a truly patriotic cricketer so much dismay as the prospect which is now opening before us, of a long vista of professional victories over the gentlemen. Many other things in modern cricket, *e.g.* the length of the innings, inspire some anxiety as to the future; but if the professionals are to have it all their own way, we can hardly expect to keep the game clear of the terrible dangers which already beset football, and have done so much to ruin baseball in America. If their superiority to-day is due to the fact that they have learnt to bat as well as bowl, the balance must be restored by the gentlemen learning to bowl as well as bat. It is therefore not without purpose that the causes of the difference between the bowling of the two classes has been thus discussed; and it is satisfactory to find that the remedy lies (since bowling is not magic) in something so simple as that our young gentlemen should give themselves some trouble between eighteen and twenty-three years of age. Simple enough to say, it undoubtedly is. But we can hardly expect that it will be carried out by any but the small and perhaps dwindling minority who have the interests of the game so much nearer their hearts than their own pleasure, that they will endure a somewhat thankless labour in order to promote them. It is now necessary to examine the nature of this labour, the learning how to bowl.



Position of the field for lob bowling.

Dividing bowling, then, roughly into two classes, slow and fast, we may say at once that there is very little in the way of well-established principle to which we can appeal in any investigation of this question. Not only is bowling to a great extent a gift of nature, but even those men who have

LONG LEG



Position of the field for fast bowling.

attained to excellence by dint of careful practice, have failed to bequeath the method of their practice to posterity. Indeed, it seems almost certain that the best fast bowlers

have developed no one knows how, not even themselves. But among slow bowlers there have been a few who have trained themselves and others, and who could testify to the good of patient work. So we will confine ourselves for the present to slow bowling, especially to the humble, but not to be despised art of bowling lobs.

Good lob-bowlers are and always have been very few in number. This is due less to the inherent difficulty of lob-bowling, than to the proneness of young cricketers to discouragement. A lad of fifteen thinks he can bowl lobs, and tries ; of course, at first, with small success, for the simple reasons that the batsman is not afraid of him, his field cannot hold catches, and, if they could, he has no notion where to put them. After one or two attempts at this, he retires to fielding long slips, conscious that he has not yet found his vocation. And yet it may well be that, though he starts with nothing more than a certain power of twisting the ball, he has the makings of an effective lob-bowler in him, which some pertinacity could not fail to bring out. If he could be induced to give a little time to practising at a stump every day, and then resume his attack of some batsman in a game or match, something might come of it. It is quite certain that most of the wickets which even a really good lob-bowler gets are got by the folly of the batsman, more than by the skill of the bowler. Very rarely is a decent player really beaten by a lob. Far oftener than not, some fit of excessive timidity, some fatalistic feeling, which certain players are never without, that they cannot play so-and-so's lobs, or, on the other hand, some silly bravado play to the gallery, is at the bottom of a lob's success. Now, a young bowler who perseveres is almost sure to get some wickets in this way before long, and, after that, he makes his attempts under new conditions ; that is to say, any nervous batsman thinks there

is some strange "devil" in his bowling to which he must succumb : and a bad lob-bowler has a very good chance of doing something if the batsmen are nervous. There is a deal of waste in nature. If other bowlers, who have promise in them, come to nought in the hurly-burly of public-school cricket, or are for ever ruined by the sloggers on the village green, how much more the gentle and sensitive "lobster," whose success depends so largely on facts he is ignorant of and conditions he cannot control. A little discouragement at the outset, and he tries no more. Nay, even in the case of an older bowler, how often it happens that, after an honest but ineffectual effort, he is only sneered at for his pains ! Perhaps he does what is perfectly right, and tries an over or two against a batsman who is thoroughly set in an important match : and since lobs are but poor things at best, he gets hit about rather freely on a good wicket.

He has done what any sciolist in cricket knows to be strictly right and sensible, and yet some of those very clever persons who spin out fancy anecdotes about the match in some daily paper, will deride the bowler, and the captain who put him on, and the whole side for not being able to do better themselves. A cricketer who plays much in public must expect quaint and scanty justice. Now belauded, now decried, he must make up his mind to go on unheeding, or he will never make a lob-bowler. Meantime, it can hardly be denied that many and many a decent bowler might become far more accurate and formidable, if only he would constantly practice ordinary good plain lobs at a stump, without a batsman, and with nothing but a friend behind the wicket to return the ball, and a piece of paper whereon to pitch it. It will require patience and perseverance, since no trace of improvement will be visible for many days—a characteristic which this art shares with golf, tennis, and one or two other games.

Now, since some lob-bowlers acquire a fair control over the ball but seem not to know what to do with it when they have got it, a hint or two as to some simple tricks may not be out of place : though it must be repeated that dodginess is no use till accuracy is learnt ; and that for one accurate plain bowler who lacks ideas, there are twenty who are full of them, but who in their most cunning moments bowl their worst balls.

The following principles, however, are sound. Watch the batsman. It may be that you have before you a dashing driving bat, who will long to get your balls on the full pitch or half-volley. Of course, the object is to get him to run out to a ball that is too short. So you first bowl him some steady low balls without much twist ; then a high, very slow one, dropping short on the off-side and twisting away. If he is a very nimble man he may get to the place and drive the ball for three or four ; but if he lacks resolution he will perhaps only get halfway, and be stumped, or very nearly there, to be caught at cover-point ; and mind, if the field drops the catch, go on exactly as if nothing had happened.

Or the batsman may be fast-footed, and playing lobs as if they were fast balls forward and back. The best ball to puzzle him with, is a fast one pitching straight and twisting away, rendering a catch at point possible, or a very slow twister far up, which may tempt the player from a mere sense of shame to do something violent. This style of play, however, if maintained for long is very wearing to the bowler, and on a good hard wicket will generally be difficult to overcome, unless the lobs are bowled with an unusual twist.

Lastly, there is the over-cautious batsman, who thinks he can play every ball back. For him you should have ready a really fast ball on the leg-stump without any twist. This may induce him to step back in the hope of gaining time, and so

hitting his wicket. If the previous balls have all been slow and curly, and he has got to feel himself thoroughly secure with them, the fast ball is very likely to be effective. But you must learn how to increase the speed of the ball without letting every one see what is going forward.

There are various ways of doing this. One is to increase the speed or length of your run. It is a plain truth that the pace of the ball depends on the run, as well as on the swing of the arm : as can be verified by observing the impetus given to projectiles thrown from a railway-carriage window. Now, the pace of the run up to the crease *before* the ball leaves the hand is of small importance ; the difference depends on the ball being propelled by a body in fast motion or by one hardly moving at all. So you can run fast up to the crease, and, just at the moment of bowling, stop dead. This will give the ball a slow flight, even though your arm moves through the air at its ordinary rate. Or you may take your usual number of strides, but each a little longer than usual. This gives extra speed to the run, and consequently to the ball, but the batsman can hardly perceive the reason why. His eyes are fixed on the bowler's arm. Lastly, there is a trick of giving the ball a forward spin with the tips of the fingers as it leaves the hand, which causes a fast bound from the pitch. Combined with a fast run, this spin makes a ball come along at a surprising pace, without the arm doing anything out of the common. Certain it is that very few lob-bowlers study the run up to the wicket sufficiently. It ought not to be mechanically uniform. When things are going really badly, and two good men are in, and the wicket quite smooth, and you feel that you are nearing your last over, try a slow high full pitch at the batsman's person. It is by no means every player who can prevent himself from sending a plain catch to square leg. He will put the whole

of his muscle into the blow; but if the ball be dropping slower than usual, so that it is about the height of his waist when he hits it, up it will go. The sensation of innocent triumph in the bowler's breast, as he sees the catch secured,



The bad catch.

and a really formidable scorer dismissed early, "was never said in rhyme." It must be felt to be understood.

In a general way, then, it may be said that no eleven is ever quite complete without a lob-bowler, for the simple

reason that no one ever knows what batsman may fall a victim to a momentary carelessness, or want of nerve, nor how bad a ball a successful lob may be. Let the bowler remember that the worst possible lob, which very rarely gets a wicket, is a long hop on the legs; to be a respectable bowler he must send very few of these. Next, that the slower his ball is the more twist there ought to be; and, as a rule, the slowest balls should be on the off-stump, or outside, the fast ones on the leg-stump. Audacity in the bowler, and pluck in the fields are important. If a batsman is very aggressive and seems perfectly at home, don't suppose that he is so necessarily. Very often a running-out player has secret misgivings which he tries to hide under a display of daring. Lastly, the worst folly which a captain can well commit is to possess such a bowler and not to put him on when runs are coming fast.

Some of the above remarks apply to other kinds of bowling. There remains, anyhow, little that can be said in the way of practical advice, excepting perhaps as to the interesting trick that some bowlers have of changing their pace.

With a very few exceptions, it may be said that this art was unknown among our fast and medium pace bowlers previous to the first visit of the Australians in 1878. It then became manifest that in the colonies it was practised far more generally than in the mother-country. Probably the hot seasons and smooth wickets in Australia make it necessary that ordinary bowling should be seasoned with some spice of difficulty of this kind, for the game to prosper. Anyhow it seems quite clear that the knack is not necessarily confined to slow bowlers, though it is curious that in England it is universal among slow bowlers and almost non-existent among fast. On the other hand, we may infer that it is more difficult of attainment in fast bowling, but not impos-

sible, even for a large number. As to the benefits of it, they are indubitable. However long a batsman may stay in, as long as the balls come at different speed he cannot afford to relax his vigilance. He never reaches the condition of that



The safe catch.

peaceful security, free from thought and anxiety, which only requires an almost automatic mechanical style of play to be maintained. If the player plays without unusual vigilance, a perfectly simple ball may bowl him clean out

any moment, simply because he fails to note the change of pace. To those who have played, or even watched Mr. Spofforth in his later years, further disquisition on this subject is needless. Now, how is this trick acquired?

Many authorities would say that no sort of hint could be given likely to be useful. But some years ago a statement was reported to have been made by Mr. Spofforth himself to the effect that he habitually held the ball differently according to the pace required—not loosely for the fast and tightly gripped for the slow, as might be conjectured, but *vice versâ*. For a slow ball he would hold the ball poised very loosely about the bottom of the fingers, so that it would not be carried forward for the whole time that the arm is swinging, but would be detached from the hand, at the moment of maximum velocity, and begin its flight deprived of the full impetus which it would gain if held more tightly. That is to say, the hand swings just as fast as usual, and the whole action is identically the same with that used for a fast ball; but, owing to the ball being very loosely poised on the palm, the hand slips from under it just before the ordinary moment, with the result that the full violence of the swing is expended on the air, not on the ball.

The principle may be illustrated in this way. Supposing a man takes a racquet and holds it out flat, and on the strings places a racquet-ball; then, if he makes a swift horizontal stroke through the air, the ball will fall off behind the racquet. It slips off behind, because it rests too loosely on the strings to stand the violence of their motion. Now, in bowling this may be done, though it requires time and practice before it can be combined with precision of pitch. It is, anyhow, obvious that up to a certain point the ball must be gripped fast if it is to be thrown or bowled with great speed. Hence, if this grip

varies, we may suppose that the ball will in varying degrees answer to the impetus given by the arm. In other words, without a change of action, the pace will change. Whether Mr. Spofforth ever made this statement or not, it is pretty clear that here is a possible way of acquiring a very scientific refinement of the bowler's art. If bowled overhand, the ball will also be affected by the fingers in succession sweeping down one side as the hand quits it; and this of course results in a break from the off in the case of a right-hand bowler. Whether difficult or not to all, and impossible to some, this trick ought to be practiced by every fast bowler. Many would do no good with it, but a few would; and anything that improves bowling even a little is to be looked upon as an unmixed boon to the game. The number of bowlers who have hitherto made an honest attempt to acquire the knack is extremely small, so that we need not forecast from the past what the future might be.

CHAPTER III.

FIELDING.

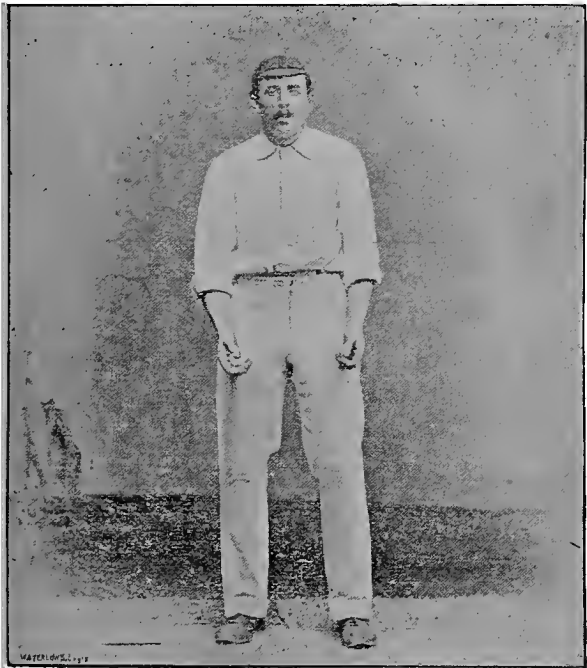
ENOUGH, perhaps, will have been urged in the chapter on Cricket in Schools as to the general importance of the beautiful art known as "fielding," and the possibilities which exist of great improvement in it, if sufficient care is taken by young players. The subject of the present chapter will therefore be simply some recommendations to be observed by the different fieldsmen in their respective places in the field. It might be supposed that directions as to such matters as stopping a ball, or throwing in straight, would be superfluous. A dialogue was overheard, in a brisk game

of football not long ago, between an energetic and outspoken captain and an unsuccessful half-back. Captain, repeatedly: "Now, then, take it on the volley, drop it just over the forwards, kick it before they charge you," etc. Half-back, pathetically: "It is easy to see what *ought* to be done; the difficulty is to do it." To a large extent this discriminating formula will be applicable to all fielding. But yet there are places in the field where something more than a supple back-bone and a capacious pair of hands is wanted, namely, knowledge, particularly as regards the place to stand, how to back-up, and to which wicket to throw. On these points a few remarks may be found useful.

SHORT-SLIP.

Of all the stations in the field which are rendered less difficult by knowledge, the scientific and much-neglected post of short-slip is the one that first claims attention. The reason is, that nowhere is even a good field so lost if he does not know where and how to stand. It is a fact not easy to explain that, whenever a short-slip is placed wrong, he is too square, and probably not far enough out. No captain errs in the reverse sense. It is a mere matter of experience that the commonest snick off fast bowling does fly exceedingly fine, and very sharp from the bat. Now, if short-slip is standing too wide and too near, he gets a catch which not only comes faster than it need, but also is directed to his left hand; in short, a catch such as is frequently missed. It is supremely galling to a captain to see a difficult chance missed, when he knows that, had the field obeyed his directions, it would have been a very easy one. For no matter how fast the bowling be, a short-slip catch is a very easy one, provided the field be in his right place.

Even then, one more condition is necessary; he must be keenly attentive, and really expecting the ball to come. Now this sounds a trifle, but in a long innings it is not so. It means that whenever a straight ball or one to the off is



The bad short-slip.

on its way—and that with some bowlers means every ball—short-slip has not only to have his hands out, but his knees well bent, after the fashion of a wicket-keeper. If he does this every time, it means that he is a keener cricketer than

many who might be named. One alleviation may be allowed. If the ball goes at or outside the batsman's legs, he need not put himself out. The ball won't come to him, or, if it does, it will come fairly high and slow. Further, he must be on the look-out for the uncanny twist given by a snick. If the ground is hard, that twist will not act unless the ball comes very slowly; if the ground is soft and sticky, the twist will act: there remains, therefore, a condition of ground when it sometimes will act, sometimes not. No short-slip will find it easy to stop the snicks on days of this sort. It is one of the tasks set to people towards the performance of which no advice is of the least service, though in case of failure there will be no lack of blame.

COVER-POINT, MID-OFF, AND MID-ON.

In these positions the fieldsman has a plain task, though not always an easy one. That is to say, it consists in the main of stopping balls and throwing them in. There is less doubt about where he is to stand than is sometimes the case. But still there are some refinements which a good field will hasten to practice. In the first place, the question of where to stand does not vary with the batsmen or the bowlers so much as with the state of the ground. When it is hard, stand well out, because the ball will come easily to you; when it is dead, come in closer. This is plain enough. But it might be objected that if you stand far back the batsmen will steal a short run. True, perhaps; but better risk that than lose all the hardish hits that are made in your direction, which a yard or two further back you might cover. But there is no reason why you should lose these short runs. A man who is active on his legs, and endowed with that precious faculty of being able to start at once, has a grand chance of running

a man out, especially at mid-off. Not long ago a rare fine cover-point, after running out a venturesome batsman, remarked quietly, "When I see a man trying that on, I feel like a spider with a fly." A noble sentiment, showing a real



The good short-slip.

cricketer! His method was simply this. When a new player came in, he would retreat further off, and stand with a gentle lack-lustre appearance, so as to lead the striker to suppose that he had to deal with an ordinary hard-run

cover-point, who lacked interest in the game and didn't know where to stand. There are shoals of such fieldsmen to be met with, and any one may be excused for thinking that one more of the genus is before him. Soon a gentle hit is made towards cover. The field trots very slowly towards it, but on his toes, and eyeing the batsman meantime, till he hears the welcome words "Come on" uttered after a short but fatal hesitation. Then, with a startling change of motion, he pounces on the ball and lodges it in the wicket-keeper's hands before the men have crossed between the wickets, or while a hasty but fervid protest is being muttered by the further batsman in the middle of the pitch. Mid-off is even more favourably placed. Very often the ball is hit quietly towards him, and as he stands full in view of the striker, he can easily tempt him by assuming an otiose demeanour and by standing far out, to risk a short run. Moreover, when he picks up the ball everything is in his favour for throwing in straight, as the wicket stands broad and inviting before him. There are few more perfectly satisfactory moments in our chequered lives than when one of these innocent frauds is quietly conceived and fairly accomplished.

As regards the question closely connected with this, of "backing up," some remarks will be made later.

THIRD MAN.

This is a very scientific place, which gives opportunities of running out similar to those of cover-point and mid-off, but is complicated with some difficulties connected with the wicket to be thrown to, and with the peculiar spin of the ball. The puzzle about the latter is that on a hard ground it doesn't act at all; and a young fieldsmen who

first takes to the place, full of warnings about the twist, will find that though the ball is cut with great severity and glances off the bat, yet it comes hissing along the grass in a straight line. This is embarrassing, and particularly so to boys who come up to Lord's to play a school match in dry weather, after playing through a season on a softer ground at home. No advice can be given. The native genius for the game is nobly tested, since the ball will sometimes twist and sometimes not, as explained above.

Now, when a short run is attempted, third man has a choice of wickets to throw at. If he selects the nearer, he runs less chance of an overthrow, and can better trust the wicket-keeper to be in his place than if he threw to the bowler. On the other hand, the batsman is more likely to be in his ground.

It is common for the striker to be called to, not to call, when a cut is made, and be this right or wrong, third man must take account of the fact. The caller knows his danger, and hastens accordingly, but the striker has to start after hitting, without backing-up, and cannot exactly estimate his danger, unless Parthian-wise he turns his head while running, which diminishes his speed. So if third man is a strong thrower, he certainly ought to throw to the bowler's wicket, a long hop, and, if the bowler is in his place behind the sticks, he will make it very dangerous for the batsman. In short, third man, the bowler, and the backer-up have it in their power to accomplish a really valuable service to the side. They can, by one brilliant and conscientious piece of combined fielding, deter all the following batsmen on the side from attempting to run these common strokes, and the ultimate difference in the aggregate of runs is very considerable indeed. Hereon rests the foundation of the statement that such-and-such a match was

lost by fielding. It is often true, but seldom in the exact sense meant by the newspapers. A brilliant field will stop so many runs from being attempted, that he may well save the match. Whereas he may or may not secure a difficult catch. Such things are not in man's power ; but this kind of ground fielding is. Therefore it is exceedingly important that the near fields, mid-off, cover, and third man, should be not only safe fields, but brilliant fields with quick returns : and even if they lose a run or two now and then by an excess of dash, the side can afford it. What no side can possibly afford is to have these scientific positions assigned to heavy, safe, lumbering fieldsmen, who never save a run, and never lose one. Such men allow the batsmen to see exactly what they can do, and they do it without the slightest risk of molestation ; and the worst of it is, that very few captains will have an idea that there is anything wrong. It is not only that brilliancy is beautiful, but it is useful as well, and something of it is within the reach of very many more players than ever attempt to learn it.

Third man and cover-point should work till they become quick, not in order to win the indiscriminating applause of the mob, but to save runs—a far more important matter. And if it be objected to this that safety in fielding is a very important quality, and that the tendency of these remarks is to put a premium on brilliancy even though combined with uncertainty, it may truthfully be answered that for many a young cricketer the working to secure brilliancy is the only hope of his ever becoming safe in the field. It is exceedingly common for wiseacres to speak of some slow bad field as if he were necessarily safe, whereas his uncertainty is nearly as bad as his sluggishness ; in the same sort of way as people often think a hard hitter has a bad defence, for no other reason than that he can punish a loose

ball. If a field teaches himself brilliancy, he need never lose his safeness, and though many cannot ever become brilliant, all can try, and in trying they will grow to be safer.

LONG-LEG.

When a hard leg-hitter is in, and one of those old-fashioned good bowlers on, who gives a reasonable proportion of leg-balls, there is scarcely anything in any game that can surpass the delight of fielding long-leg. Of course, the field ought to be a very strong thrower, and a fast runner ; but quickness of throwing is almost as important as strength, and even an average runner, if he really runs his hardest, will anyhow begin to be a good field. An experienced long-leg will never be bored, so long as the batsman will only hit now and then to him. He has the great interest of watching the swing of the striker's bat, and judging, from his attempt to hit, where the ball is likely to go; and again, if he is a strong enough thrower, he can indulge himself in innocent frauds, such as are described above, by pouncing on the ball, and hurling it to the bowler's wicket a swift skimming long hop, after enticing the two players to a second run. To take the first point, he ought to notice whether the batsman swings his bat vertically or horizontally, because in the one case the ball will be hit square, in the other sharp.

Then, again, the field must be ready for the miss-hits, which slide off the side of the bat and go sharp, and according to these different considerations he will take up his position. In spite of all precautions it is certain that such balls will go wide of him, and give him a weary trot before the day is over. But he can always remember that if he stirs his legs with real zest throughout a long innings, he will certainly save a great many runs; and

no man ought to require more stimulus than this. Again, should it be necessary for him to go sharper, he ought to move nearer to the wicket as well; that is to say, in a line at right angles to that between the two wickets produced. The reason of this is that the snicks and hits which go sharp, are not so hard as the square hits; and the fieldsman ought to save two by standing near in. Then, again, he should naturally observe where the clean hits of each batsman go; especially if they are in the air. Some players hit ball after ball in the same place, and yet a vacuous-minded long-leg will return cheerfully to his original position, twenty-five yards away from the right spot, and wonder to find himself tired by the evening, and the match lost.

As to running the men out, the best chances consist of the gentle strokes *played* towards him by a batsman who is sharp enough to know that if he runs fast he may score two, and irritate the field. Long-leg's business, then, is to swoop down on to the ball as fast as he possibly can run, and send it either a smart catch to the wicket-keeper or a long hop to the bowler, who of course ought to be ready behind the stumps, with mid-off backing up behind him. Even if the effort fails, long-leg will probably fluster the batsmen sufficiently to prevent their trying such a run again. And then, supposing his side win the match by a few runs, how great and serene his satisfaction at the end of the long day! What pleasure, should he lie awake at night, to recall his unnoticed vigilance and persevering zeal in the humdrum part of the day's work! These are the memories which gladden a cricketer's heart for many a year to come.

In short, taking one thing with another, it is impossible to ponder on the beauties of long-leg fielding as it used to be, without heaving a sigh over the change which the prevalence of smooth wickets has introduced into the game. Time

was when, at Lord's, a goodish fast bowler, not absolutely straight, would give even a first-class batsman plenty to think of, simply because the turf helped his well-pitched balls and made them really difficult to play. Here was a fine incentive to defence. And then the loose balls! Probably once every two overs came a rich half-volley to leg, and unless a batsman could hit it properly he could hardly be reckoned first-rate. But if he could, there the spectators were regaled with the rewarding sight of a combination of crashing hits and stubborn defence such as never can be shown in the same degree of perfection on modern wickets. The defence is, as a rule, a comparatively simple affair, and, as for the leg-hitting, alas and alas! it is well-nigh a dead art in first-class matches, simply because leg-balls are no longer bowled.

The chance for a batsman to display his powers to the full is no longer allowed him; and no matter whether good scores are made, or whether boundary rules are altered, or extra time allowed, or what reforms are made, there is the gravest reason to fear that the great game has received a deadly blow from the levelling and taming of many grounds. The evil of long scoring is a serious one: that of boundaries is also serious, but in a less degree; but the truth is, a spurious excellence in batting is encouraged, grievously unlike the real greatness that used to be shown, simply because it is not complete but very partial. To be a first-class batsman now, a man need have no idea how to play a shooter. This is a misfortune. Nor need he have any power of on-hitting or leg-hitting. He must have a straight bat, good off-strokes, and great patience; but let him exercise these gifts as he will, he will never display the same combination of strength and science as did the great players of twenty years ago. This is the centre of the

mischief—neither the player himself nor the spectators can fully imagine what has been lost. The innings were short and full of brilliancy, like the ancient Athenian history; and while they lasted, every cricketing gift in the batsman was taxed to the uttermost, and the bowler was never without hope.

The time has passed apparently for ever when a player could know the exquisite satisfaction of playing a dead shooter, and hitting the next ball out of the ground, and show what enormous variety and ceaseless interest is contained in the noble game. It has now become a partial revelation only of a man's physical gifts, and this alone, apart from the evils enumerated above, would justify the opinion that the change in the character of the turf at Lord's, from 1875 to 1876, whereby shooters were for ever banished, was a deadly injury to the game. It is a grievous and somewhat allegorical history of the dangers to a country of an advanced and increasingly luxurious civilization.

CHAPTER IV.

BATTING.

It is not because batting is a less important branch of the game than fielding and bowling, that we come to consider it last of the three. Indeed it might plausibly be argued that the batsman makes runs, and that without some runs no match can be won. The reason is that the interest of batting has always secured it more than its fair share of attention, and the position of the subject in this handbook is only a mild protest against this want of proportion. And

yet it is not surprising that it should monopolize public observation and private effort. It requires a skilled cricketer to appreciate good bowling, which, on a good wicket, apparently does little but spoil the spectators' fun; but an ignoramus can take pleasure in watching batting. Again, a brilliant fieldsman is only one of a party, and perhaps gets few opportunities of display: but a batsman is the cynosure of all eyes; the game is arranged with a view to him, and as long as he is at the wickets, he is the prominent figure. Moreover, while the fieldsmen may be regarded as representing defence, and the bowler as the type of attack, the batsman combines both. And in fulfilling his task, he manifests perhaps the most subtle and perfect working of hand and eye together, that can possibly be seen anywhere on the surface of the globe. It is impossible to make twenty runs in decent style without giving evidence of bodily pluck, readiness of resource, patience, health, strength, and training. But the finished artist who can master first-class bowling, shows the possession of greater endowments than these. Not only physical qualities of the highest order, but moral ones as well are among the ingredients of first-rate batting. We hope to make good this assertion in the following pages.

It will be useful to consider first what is the ideal set before a young batsman. What is it that in buoyant moments he faintly hopes to be able some day to achieve? We may answer this by saying that it is the finished cultivation of certain natural gifts, and that the cultivation of those gifts means simply the gradual formation of certain habits which do not at first come naturally. To take one instance. The natural motion of two arms holding an object like a bat, is a kind of pull to the on. A pull is the primitive hit of the natural man; but to bat well a man

must play straight. This is a most artificial, laboriously acquired motion; but learning to bat involves the gradual exercise of this motion, till it becomes a second nature. This is for art to triumph over nature, till art becomes natural. And be it remembered that to play with a straight bat, is only one among many things which a good batsman has to do. But however numerous they be, they must be done with lightning quickness. To stop a good ball, or to hit a bad one well, is to put the body into a certain posture—by no means a natural one—before the real crisis has begun. After the posture is adopted, comes the stroke, and the stroke takes all a batsman's powers to make well. But if there is anything wrong with the posture, the stroke is spoilt. The grammar of the science is unsound. The posture must be correct, but it must be adopted unconsciously.

Now, from these principles, which some might call truisms, a very important practical maxim proceeds. *All sound rules of batting should be practised by a young cricketer without the ball as well as with it.* The grammar of the science can be partly learnt in the bed room; the application of the rules must be made on the green sward. Many a finished batsman has tried this plan. Five minutes devoted every night by an aspiring cricketer to a leg hit or cut, or forward play at a phantom ball, will gradually discipline his sinews to the required posture, besides sending him to bed in a right frame of mind.

I think it was Harry Jupp who used to ascribe his astonishingly good defence to a habit of this kind. He used to place a large-sized mirror on the floor—not for purposes of personal vanity—but to show if the bat moved in a straight line. To make the test better, a line was drawn along the floor from the centre of the mirror, along

which line the bat was to move. The least deviation was then manifested, not only at the end of the stroke, but while it was being made. What he owed to this careful toil, *Testis Metaurus flumen*, etc., and even though a choleric fellow lodger may now and then have wished him further, the training was sound and the result admirable. The truth must be insisted on; many a cricket match has been won in the bedroom. And even with the ball a good deal can be done. I could name two eminent batsmen who used, as boys, to wait after the day's play was over, and the careless crowd had departed, and in the pavilion give ten minutes or a quarter of an hour to practising a particular style of defence, about which more anon; the one bowled fast sneaks along the floor to the other, at about ten paces distance. This, too, yielded fruit in its time. Like all other great achievements, the getting a score against good bowling is the result of drudgery, patiently, faithfully borne. But the drudgery of cricket is itself a pleasure, and let no young cricketer suppose that he can dispense with it, though some few gifted performers have done great things with apparently little effort.

Again, drudgery should be supplemented by the imitative faculty. Here, as before, we recommend a certain amount of effort, which in itself is pleasurable. It is a great satisfaction to watch good play; but it ought to be an instruction as well.

So, if drudgery and imitation are fairly employed, and combined with a fair natural gift, the result will be a good style. What is a good style? If a young cricketer is aiming at such a thing he ought to know what it is. A good style then may be defined as the easy exercise of those motions which experience has shown to be effective. By motions I mean posture adopted as well as movement

of arms. There is no such thing as beauty of style which involves faulty play, though it is true that there may be faultless play which is not beautiful. The reason is that it may manifest effort or uneasiness, and spectators like to behold a batsman at peace with himself and his surroundings. But the first of these axioms is sometimes forgotten. A young player may aim at a showy style by neglecting the fundamental maxims of batting. If he is a well-made young man, he may attain to a graceful motion of his arms and shoulders, but, before the ladies have had time to admire him, he will be out. He will only swell the already large class of batsmen, who would bat very well if there were no ball.

Effective play is the only really good style. But here a question arises. We all know that some players have freely adopted what is known as the pull, against which young cricketers are sternly cautioned, and they continue to pull with such success that a hundred runs are sometimes registered to their names. And yet this is said to be bad style. The reason is that a pull is an excessively difficult stroke, which can never be made with safety, except by a finished batsman, and then only on a very good wicket. We call it bad style, because if it were generally adopted it would spoil the effectiveness of batting as well as its appearance. The partial adoption of it nowadays is the result of the prevalence of absurdly easy wickets. Perhaps if all wickets were perfect, and remained so for a hundred years, the ideas about style would undergo a change, just as some things are frequently done now by very good players which raise the choler of a veteran critic, unless he is unusually young in mind. So that this is no more than an apparent objection to our assertion that a really good style means effective batting.

The object, then, of a serious-minded young cricketer being to achieve a finished or effective and graceful style, we find that his principal task may be described as learning certain motions till they become habits. But before enumerating these motions in detail, we are brought face to face with a widely prevailing objection to the idea that young cricketers ought to be taught rules. The objection runs something as follows :—

It is thought that just as great players of yore reached eminence without being subject to coaching in early youth, or indeed in some cases after being completely self-taught, so boys of the present day would stand a better chance if they were less drilled than they sometimes are, and were left to find the use of their limbs by a vigorous, if unkempt, style of hitting. The Englishman's instinct, said a Frenchman, is to go out of doors, and hit or kick something as hard as he can. This being so, why not let boys learn to hit as they please till they are sixteen or seventeen, and then perhaps a few rules might be taught them? But if taught beforehand, they only cramp the style, and take away the enjoyment of the game. Nature must be the best teacher; etc., etc.

Now, without denying the plausibility of this view, we may remark that if cricket rules are not to be taught till sixteen, the game differs essentially from every other scientific game. It is a truism to say that tennis ought to be taught young, and racquets and golf and billiards; or, at least, taking the greatest exponents of these games, both amateur and professional, we should find that a large majority had been trained almost from the cradle, certainly from the nursery. Is there any reason to suppose that cricket is an exception? The truth is, that in this vexed question we must remember that the days of rough pitches

are apparently numbered. As long as boys are taught on bad wickets, only the most naturally gifted come to the fore : rules are at a discount ; the young player depends almost entirely on nature. But the more the plantain is expelled, the more exact a science batting will become. Without debating the respective shares of nature and teaching in producing a Grace, this we may certainly expect.

In the next place, no one proposes that teaching should take the place of nature, or that a youngster should be cramped in his style. The hope is that he may learn to make runs, and if certain motions are to be learnt, why not begin them very young? It is pretty clear that nature will be left plenty to do. Nor, on the other hand, should we venture to propose that all the refinements of the game should be taught to a boy hardly in his teens. It is not difficult to see what is really necessary to quite a beginner. He ought to be taught how to play forward, how to stand up to the bowling, how to put his left leg across. Let it be remembered that till he does these things he will not make runs, and, though cricket is a grand game, it is unfortunately true that many a devotee has been lured into less noble pursuits simply because he cannot score. There are a few notable exceptions, but patience does not sit on the monument for ever, nor does grief permanently endure being smiled at. Therefore it seems reasonable to infer that these primary principles ought to be taught very early, especially if there is a prospect of the boy continuing his training on respectable wickets.

This leads us to the consideration of the primary rules.

POSITION.

It would appear at first sight as if every one were, as regards position, his own master. A spectator arriving on the ground can generally identify a batsman by his position. How can it be maintained, then, that there is one correct position, and one only? For instance, Dr. Grace adopts a position such as no one except a feeble imitator would naturally adopt, and which is totally different from that of other great players. The answer to this is simple enough. It matters little in what posture you put your body while the bowler is beginning to deliver the ball: the question is, what are you doing as it comes at you? The Spartans combed their hair before the battle, but during the onslaught behaved unlike dandies. So, as the ball is coming you will notice good batsmen behave very much alike. (a) They make the best of their height. The reason is that the taller a man is the easier it is to judge the pitch of a ball; hence we all prefer to see a stumpy bowler advancing to the attack rather than a tall man like Mr. Spofforth. (b) They stand with their weight equally balanced on both legs. This is eminently a wise thing to do, because you cannot tell beforehand where the ball will pitch, and the use of both legs is required to enable you to play forward or back properly. There are other precautions taken by some first-rate batsmen which would be antecedent to the above. They draw a line carefully from the leg-stump out towards the crease, in order to keep their right toe either clear or nearly clear of the leg-stump. The necessity of this is, however, open to question. If you take your usual guard you ought to know accurately where your big toe is. Moreover, there is an objection, perhaps of a

somewhat sentimental kind. If you occupy the time of the umpire, the spectators, the bowler, etc., while drawing your lines of fortification, and then get bowled first ball, the effect is that of a bathos. You seem to have made that long pilgrimage from the pavilion only to show how great is your science before the ball arrives on the scene; and this fact makes the return journey still longer, whereas every decent cricketer thinks it too long already. Still we should be loth to throw ridicule on the practice, if any one gains comfort from it in a trying moment.

Among other preliminaries, most players would advise that the block be taken just inside the crease, and the two feet turned slightly outwards, a line drawn between the heels being at right angles with the crease.

So much for the measures to be adopted before and while the bowler delivers the ball. There is one caution to be given to young players to be observed while the ball is in the air. Raise your bat ready for action, but don't brandish, twirl, or flourish it in any way. You would do well if from time to time you besought some candid friend—and everybody has one somewhere—to tell you in truthful and unvarnished language if you are beginning this habit. It has been said that the flourish which Charles Dickens used to make after his signature was a sign of physical vigour. So perhaps is a flourish in batting, but it produces more disastrous effects; and if you are checked in it, and transfer it to your autograph, you will be the gainer. A flourish in batting is not simply a silly motion of the bat before the ball comes; it is a certain formula of motion which, having been begun, must be finished, no matter what is going on. Now, when you come to play Lohmann and others, you will find that one of the many difficulties that beset you is to gauge the *pace* of the ball. No two balls

are quite alike. So picture yourself with a ball coming at you a good deal faster than you at first supposed; instead of being ready to bring your bat out at once to meet the ball, you are obliged to hurry over your regular two or three motions in the air, and then try to play. Result: ignobly bowled while apparently scaring flies with your bat from the wicket-keeper's nose. But fortunately this inane piece of show, though easily learnt, is easily unlearnt too, and no cricketer ought to reach maturity without having been told of it. Some good styles, it is true, are slightly ornamented; but if the ornament interferes, however slightly, with the straightness or promptitude of the play, it becomes a bit of cricket foppery, and, as such, to be generally abhorred.

The ball is now at you. Your impulse is to jump backwards towards short-leg, so as to diminish the chance of the ball impinging on your person. M. Taine, in his book on England, remarks that the ball at cricket *s'élançe avec une vélocité terrible*. How is this innate tendency to be overcome under such circumstances? Any teacher of young batsmen ought to see carefully that the bowling is not too swift, or delivered from some disproportionate height, and that the wicket is respectable. If after these precautions have been taken the player still shifts, a drastic remedy may be employed, by fastening the right leg firmly to a peg, and bowling at it. The great object is to get the boy to see that by standing quite firm on the right leg, and using his bat as a protection, he is quite as likely to escape bruises as by running away. And except on very bad wickets this is the truth. But it certainly is a difficult power to acquire in early youth, that of standing quite still, when a hard sphere is hurtling on its direct road to the kneecap. Resolution and good wickets are the best

remedy. Till you have attained to a firm right leg you have hardly begun to bat at all.

It may be remarked, parenthetically, that this natural instinct of self-preservation is the reason of the extreme difficulty of *planting* cricket among adults, who begin by knowing nothing of the game. An energetic curate, perhaps, finds himself in a very rural parish, and tries to teach the yokels the game. Unless he is very careful, what happens? Hodge, furnished with the new ball, bowls at Nick, who wields the new bat. After a few minutes it becomes apparent that Hodge has less to learn in his art than Nick has in his. It is easy to bowl straight enough to hit the batsman now and again, but for the batsman to repel the danger is an affair of years. So Nick, after a few ugly knocks, announces his preference for skittles, and the progress of the village cricket is seriously checked. Precisely the same trouble dogs the steps of some well-meaning pioneers of the game in France and Germany, and unless steps are taken to get English players to teach it in schools among quite little boys, it is hard to see how the difficulty will ever be surmounted, since the game has to contend further with a native inaptitude in the people. But to proceed.

FORWARD AND BACK PLAY.

You have now learnt to stand up to the ball, and give your undivided attention to playing it properly. Supposing it is straight, fairly fast, and just a little over-pitched; you must play forward to it. Indeed, in your young days, even if the ball be not over-pitched, but just the right length, you had better play forward. Now, how is this done? Advance the left leg, without losing

balance ; keep head and shoulders well over the bat, but erect ; keep the left shoulder turned almost towards mid-off, and move the bat firmly forward till it meets the ball close to your left foot. Above all things, be quite sure that you



Bad forward play.

do all this in the same motion. If you move the leg before the arm, or *vice versâ*, you lose the weight of your body, which, of course, is wanted for the stroke ; and this loss partly explains the extraordinary difference of power

in some men's forward play compared to that of others. You will see from these directions that it is a very complex action, far from easy to do all at once, or by the light of nature. *You must first learn to do it properly without the ball*, then with it. Establish the motion as a habit before the stress of the crisis begins. The chief faults to be avoided are, first, the crooked movement of the bat; that is to say, instead of bringing it down like a pendulum, you will easily get into the way of playing from the on- to the off-side, *across the line of the ball*, or, more rarely, in the other direction. If you do this, the least miscalculation as to the pace of the ball will be fatal to you. Take warning about this, as it is an exceedingly common fault. Ask your candid friend again, and if he reports mischief, have recourse to Jupp's tactics in the bed-room.

While on the subject we may notice a common delusion. Some of those clever fellows who are to be met with everywhere, criticize the play of an eleven of boys who have been taught to play forward, and finding them fall victims to some good bowling, go about the country, saying, "I don't believe in that forward play." Perhaps not; but this piece of information would be more valuable if the speaker went on to say what the boys had better do instead. The question is, which method a young cricketer had better begin with—too much back play or too much forward play, since he is almost sure to err on one side or the other. Now, it has been found that too much forward play on modern wickets is, though a bad thing, less fatal to scoring than too much back play; and it ought to be the aim of all advice in batting to help a young player to get runs, *quocunque modo* runs, otherwise he will not learn the game. Therefore, if you learn to play forward correctly, you have made a great step forward in the new science. You will,

however, not be able just yet to distinguish accurately when to do one thing and when another. Practice and patience must teach you that. A few recommendations may, in the meantime, be made as to dealing with that awkward problem, a good-length straight ball.

Give your mind to making the bat *meet* the ball. It is useless to try and stop a fast ball by hanging before it a loose dangling bit of wood. Grip the handle of your bat firmly with the right hand—the left is not nearly so important,—and then never play back behind the right foot. This rule is frequently transgressed because a batsman is naturally desirous of gaining time before he acts, and he thinks he will see more of the ball if he steps back or plays near the stumps,—a great mistake; the faster the ball is, the more in front of your right foot the bat should be. In fact, notice a player defending his wickets against very fast bowling indeed. You will find that he plays quite a short ball by advancing his left foot, and meeting the ball between his two feet, about a foot in front of the crease. In your young days you will probably not have to face any bowling so fast as this. The first time you do, your knowledge of life will be materially extended; but you will best prepare yourself against that day by playing back, as it is called, close to the right foot, but never behind it.

So much for the ordinary tactics to be pursued in playing straight balls. Remember that these rules apply to bowling which is not slow. As to playing lobs, you will find rules of very little use indeed. In a general way, notice if the lob-bowler makes the ball twist, not only in the air but on the ground. It is remarkable how some lob-bowlers make the ball spin as it is coming towards you, till you might almost hear it hum; and when it pitches, lo! it deviates not an inch from its course. So watch the bowler before you go in,

if possible. If the balls are twisting there are certain things to avoid. Don't play forward to slow balls, but either run out and hit them, or play quite gently back. Don't put your shoulders into playing hard back on to any lob that is not a monstrous long hop. It often happens that the batsman thinks he can score by so doing, and all he does is to misjudge the blow, and lift the ball peacefully to mid-on or mid-off. The fields are so placed as to make scoring in this way very difficult, and the attempt is risky for young players.

Again, when balls are twisting, beware of running out to the off-balls, especially if they are slow. As to running out generally, there is little to be said but this: when you run out at all, do so with a hearty good-will, and an utter forgetfulness of the wicket behind you. How many scores of wickets have been lost by a half-hearted sort of lurching out of the ground just far enough for the victim to be stumped, and not far enough to get near the pitch of the ball! It is a good plan to run out as if hoping to hit the ball full-pitch, and then you will be far enough for the half-volley. But though this mode of scoring is most effective when adopted by a bold hitter with some nerve, it is most disastrous for a batsman to attempt who is not by nature fitted for the task. There are many good bats who play lobs tight-footed, and a great nuisance they are to the bowler. So make clear to yourself what you are born to do, and do it. Meanwhile there are so-called lobs which are plain fast under-hand balls, and as such ought to be played forward. Be on the look-out for these, as well as for the slower ones, which give great promise of twist, and then bound straight on. In short, lobs test the native gift of a young player very well, as he cannot play them by rule. Perhaps the best piece of advice you could get would be simply this: as long as you are an unfinished batsman, play

very steadily at all decent balls, and wait quietly for some of the rascally bad ones which every lob-bowler has in his *repertoire*, and which, if you are patient, he is certain sooner or later to produce. The above remarks apply also to playing some very slow round-hand bowling, such as is seldom seen in good matches, but is effective against boys, and is known by the contumelious designation of "donkey-drops."

OFF-HITTING.

It is now time to treat of the punishing of crooked fast bowling. We will deal first with off-hitting. If you look attentively at some good batsmen, you will see that they adopt different motions according as the off-ball is short or well picked-up. In the latter case they advance the left foot; in the former the right. Now, if you wish to adopt the former course, you will abandon all idea of cutting with the right foot, unless you have quite naturally fallen into the way of doing so, and are advised not to change it. If this is however the case, you will find some advice on the subject below. At present we will suppose that you have an open mind on the question, and are ready to do what is generally thought to be safest. Advance the left leg, then, well out, and across the wicket till it is in front of the off-stump. Further than this is very seldom necessary. On the other hand it is often right not to step so much across. The object is to command the ball, and if it be coming only a little wide of the off-stump, you will do enough if you merely advance the leg towards the bowler. The left shoulder meantime must be pointing towards mid-off, and the left foot also. Avoid pointing the left foot at point, as the manner of some is. It destroys your balance. Of course your eye has been coldly fixed on the ball all this while, so that the final position of the left leg ought to be determined

by the exact distance the ball is from you. And mind that, as in forward play, your step forward and across should be made exactly as you deliver your blow from the shoulders with the bat. This brings the weight of your body into the



The off-hit, showing the common mistake of bending the right knee.

stroke, as is explained below. The stroke is from above, slightly downwards. Now, with all these directions, you ought to get on pretty well, but yet the off-balls are often to young batsmen a source of lamentation, mourning, and

woe. It very often happens that some lengthy assailant is put on to bowl steadily overhand outside the off-stump, for no purpose whatever except to get catches sent to short slip, point, and wicket-keep, and if there is the slightest unevenness in the ground, a great number of bad scratchy hits are made before each batsman has got his eye in. Of course if the balls are kicking, and the batsmen are not very tall, there will be trouble. Something may be done by a policy of masterly inactivity, and letting some of the balls go by; but this is a miserable device unless the ground is playing very difficult. You may, however, do it with advantage before your eye is in, for a few minutes, because the danger is one of hitting late for the ball, and so snicking it.

Again, when the ground is uncertain, you may play for safety by stepping well across and meeting the ball with a full face of the vertical bat, instead of hitting horizontally. But this only applies to balls a little way outside the stump. There is, besides, a danger to which you are exposed in changeable weather. Suppose the wicket has been true and dry, and then comes a slight shower. The players retire, and, on resuming, the batsman forgets that the surface of the ground is faster than it was. Many a good player has been dismissed owing to mistiming the ball because of this, and he returns, and every one says, "Poor fellow; just got his eye out by coming in for the rain." The truth is that his eye was too well in, and that's the reason why he came out. It is best with off-balls to watch a couple before you hit at them, and then all will go well.

THE CUT WITH THE RIGHT FOOT.

This is without any exception the most fascinating stroke in the game. At no moment does the motion of the batsman seem so easy, or his force so mysterious. But it

cannot be denied that the delicacy of the stroke means danger to the striker. It is made as follows:—when the batsman sees the ball coming to the off, and not far pitched, he moves the left leg a little forward to get leverage for his stroke. Be it remembered that he would do exactly this if he were going to make the ordinary left-foot cut, or off-hit with the left foot out. But the difference is that in the latter case he ought not to bring the left foot on to the ground till he can do so simultaneously with the bat hitting the ball, on the principle of the body moving with the arms. But in the case of a right-foot cut, this motion of the left leg is made *before* the stroke proper begins. As soon, then, as the batsman has made this preparation, he raises the right foot an inch or two from the ground, holds it poised for a brief moment, then brings it down with a peculiar smart stamp close behind the block hole, or somewhere hard by, according to the exact line the ball is taking; and exactly simultaneously with this stamp, the indescribable swirl of the bat is made which sends the ball skimming between point and third man, or sometimes, off very fast bowling, to the left hand of third man.

This stroke is capable of variation. For instance, Dr. Grace, though sometimes spoken of as no cutter, delivers a very similar blow to balls just outside the off-stump, with the result of crashing it in the direction of point, or just square of cover-point. One such is in our recollection made off Emmett, which appeared to strike Barlow's horny left hand at point, full in the centre, but somehow passed on to the ropes for four, with only a slight deviation from its original course. But though made exactly on these principles, it was not called a cut, because Dr. Grace's strokes to the off are made apparently more with the shoulders than with the wrists. When seen in full perfec-

tion the cut is made evidently with the wrist, off a low bowler, so that the bat is nearly vertical. When the ball is going low and close by the off-stump, especially delivered by a left-hand bowler on a fast wicket, is the best opportunity. If well timed, the stroke gives a kind of soft creamy touch to the bat, and the whiz of the ball past the admiring third man signalizes one of those moments when a cricketer can justly say he has not lived in vain: it is a superb moment, and the memory of it is with him through life; it lives through any gloom that may brood on his declining years, long after his powers have begun to fail, as he settles with his increasing family at Eastbourne, "darkly dreaming" of gout and butchers' bills. But, reader, it has its dangers. In the first place, it is a more difficult stroke to time than even the left-foot cut, which is hard enough. And if it be made in the least too late, wicket-keep or short-slip get a most engaging catch. So it comes about that when a player is accustomed to make this stroke, and gets a little out of practice, he will succumb to the off balls more readily than to any other: especially when, having passed the first bloom of youth, he finds his wrists weak at the beginning of the season. Again, when the ground is poppy, he is in danger, but perhaps not more so than if he used the left foot. But, more serious perhaps than any, should he play a fast bowler who now and then breaks a few inches, he is liable to get ready for his late cut, and find his off-stump shot out of the ground or ever he can bring his bat near the ball. Here his rival unquestionably has the advantage of him. Lastly, there is the danger, peculiar to young cricketers, of moving the right foot, not only to off-balls, but to others also, with fatal results to defence. It is such a job to get a youthful batsman to keep the right leg firm, that it is best

to bar him from a stroke which involves its movement. Still, if a boy shows an early prepossession for this stroke, and has evidently a good turn for batting, it is best to leave him, and purge the stroke from mischievous tendencies. If he is checked, the loss to the country might be serious.

LEG-HITTING.

Really good leg-hitters are rare, but where they exist they often win a match for their side. The moment a bowler begins to lose his freshness, and sends down a few to leg, it is a terrible thing for him to see them mercilessly whacked for four or five runs. It instantly lowers his value as a bowler, and the field begin to think it is costly work waiting for that good ball to come which every bowler thinks he has in prospect. So learn to hit to leg as you have learnt the other strokes, by practising the following motion without the ball. Imagine a ball bowled outside your legs, either of a good length or further up (short of a tice), and you then advance the left leg right out, but not so that you straddle or lose balance, turning the left foot towards mid-on, and keeping both eyes sternly fixed on the ball. Then all in one motion bring the right shoulder well round, and deal a mighty blow, the bat being swung slantwise or nearly horizontally according to the pitch of the ball. There is no doubt that pointing the left foot to mid-on is an important manœuvre in leg-hitting. It gives ease to the bringing round of the right shoulder, and prevents that uneasy stumbling which is often noticeable after a hit has been made, and occasionally prevents the batsman from starting fairly on his run. But it is not at all easy to secure this habit, and therefore you should remember it carefully in your bed-room. All leg-hitting depends upon your not being afraid of the ball; it is terribly common to see some

well-made lusty lad feebly stroking outwards with his bat, his eyes being averted as from a horrid sight, and his whole body lurching uneasily towards point, plainly showing that his main idea is to save his precious person from a knock,



The beginning of the leg hit, spoilt by the left foot being too straight and the right knee bent.

rather than score runs for his side and honour for himself. There are countless leg-balls missed by good players simply from ignorance of these directions, and also many bad high

hits are made because the stroke is attempted with a nearly vertical bat, swung across the line of the ball close to the legs, instead of well out towards the pitch.

When balls are pitched short outside the legs, it is best to quickly snick them away for two or three past long-stop. It is a difficult stroke to make, but safe and effective. Many batsmen find it best to do this also to left-handed bowlers, whenever the ball is outside the legs. But if you have a good eye, you can often hit them with lucrative results. If the ball is coming *at* your legs it must obviously be checked somehow. If a short ball, draw the left leg back close to the right, keeping the left side towards the bowler, and give the ball either a little push away from you, so as to snick it, or a smart tap in front of short leg. If the ball be pitched far up, deal with it either by the hit or by forward play, as if it were straight. The latter stroke is one of the most beautiful in the game, but very rarely made, as it demands a perfect judgment of the pitch, besides utter fearlessness as to a possible contusion, and a good wicket; which three conditions are not always fulfilled at the same time.

We have now considered the chief strokes which present any difficulty, and have to be learnt. There are others which, if your batting progresses, you will come to learn, but which are best not pressed upon the attention of a beginner. They can be treated of under the head of refinements. But before entering on this part of the subject, it seems advisable to explain the reason of a direction that has more than once been given, viz. to make the different motions that belong to any particular stroke simultaneously. It is in reality a matter of style: that is to say, if fairly carried out it produces the maximum of force with the minimum of effort. Now, the force of the stroke depends on two things: first, the power that is given to the bat; secondly, the exact point

of time at which it comes in contact with the ball: the momentum and the moment of the stroke. The share taken by the legs and shoulders in the stroke affect the momentum in this way. The bat strikes the ball, not only because the arms move it, but because the striker walks towards the ball as well. Indeed the particular motion of the left leg in the forward stroke and leg hit, is much more like a leap out at the ball, and the force brought to bear on the ball is therefore enormously increased, since it is the result of a double motion. And if it be supposed that the body motion is inconsiderable, I would ask the reader to recall the nature of the impact made by his person upon an inanimate object in the dark, when he has been walking quietly and unsuspectingly along a passage or a shaded lane. Most people have experienced something of the kind, and unanimously testify that the shock is surprisingly violent. And that is only consequent upon a quiet walking motion, but the stamping forward of the left leg at cricket is a motion far more pronounced than that of a quiet walk.

So much for the momentum. Important though it is, I cannot but feel certain that the moment is more important still. The following anecdote will illustrate my meaning. Some few years ago a brawny young Englishman was watching the merry-making of a number of French country folk in what is called a forest-fair, close to St. Germain, and his eye was attracted by a small navy wielding a big wooden hammer with much effect on a small peg sticking out of the ground. This peg was connected with a tall grooved post, standing a few feet off, in such a way that at each blow of the hammer a piece of wood like a squail shot up the grooved channel of the post, and knocked open a door at the top, from which a sort of jack-in-the-box protruded his head, and a bell tinkled joyously, amid general applause.

Now the Gallic navy was about half the size of the Teuton, and as he accomplished the feat of ringing the bell at each stroke with the utmost ease, the Englishman thought he would do the same, and more also, with a mighty blow. So seizing the hammer, he smote lustily. The bit of wood mounted about three feet and a half instead of twelve. He walked away pondering sadly on this strange phenomenon. There was no doubt he had swung the hammer with greater force than the navy; still less doubt that the impact was of inferior power. The only explanation possible is that he had brought it into contact with the peg before or after (probably after) the moment of the maximum velocity of the swing.

This is unquestionably the meaning of what is called timing the ball in batting. An apparently gentle stroke with the bat swings it so that at one tiny moment of time it is moving very fast. If even a lanky youth utilizes this moment in his stroke the results are surprising. The bowler marvels, and point steps a yard further back. If a big man does so, and adds the momentum of his body, the speed with which the ball travels is more surprising still. If a giant like Mr. Bonner, the Australian, uses his huge limbs together at exactly the right moment the result is Titanic and well-nigh incredible. Hence any cricketer of some standing can look back upon wonderful experiences in his batting history when with almost no effort he has made the ball travel so as to wake the brazen throats of the spectators, and fill his own breast with a strange glee. But how rarely those are granted even to the best! It is clear that the very least conceivable miscalculation of time will affect the force of the blow till nothing is left in it but a sort of sloppy tired hit which seems to exhaust the strength of the batsman far more than any clean stroke possibly can.

Now this explanation has more than a theoretical interest;

it will give you some clue to your trouble when you find things going wrong. It will render superfluous much abuse of the bat you may be using, since no stroke can drive that is not well-timed; and it will show you why it is that some days your hitting is clean, and other days weak and uncertain. If it varies in this way it must be because something affects your eye from time to time, and it is your business to discover what that may be. If, on the other hand, it appears that your strokes habitually fail to tell as they should, it will probably be owing to your body not being properly utilized, and a spell of bed-room practice should at once be inaugurated.

ON CERTAIN REFINEMENTS.

We proceed now to the consideration of certain strokes and refinements of batting which are only for the advanced student of this science to aim at. The age at which any given player should attempt such things must of course vary with his proficiency; and it is difficult to say that any one is too young to begin the finesse of cricket, when we remember what Dr. Grace was at seventeen. It may also be that some young players are fully advanced enough to take their own education in hand with a view to becoming first-rate, who yet have not the nerve and experience to adopt some of the recommendations that could safely be made to hardened public characters. With this proviso, we begin with some discussion of the important question of running out to slow bowling.

It is an undeniable fact that many newspaper critics, as well as some of the noble army who lay down the law from the pavilion benches at Lord's, have decided completely to their own satisfaction that a batsman who runs out of his ground is doing a rash and venturesome thing, such as

merits only a very faint approval even if successful, and if not, may with safety be reprobated. On the other hand, men have been known to run out frequently in an innings to slows, and drive them along the ground, scoring one each time. These are praised, and quite justly, even by the reporters. But in the attempt to do this it will happen that the striker will get stumped, and then, for some unknown reason, he is censured more than if he gets bowled.

The reason perhaps is that tradition is in favour of this view. Nearly thirty years ago an elderly lady was quietly sitting in her drawing-room in London, when her son, the father of a celebrated cricketer, came into the room with a look of unutterable shame and disappointment in his face. He flung himself into an arm-chair and groaned aloud, "I never should have thought it possible that he could have done it—he of all men in the world." "What do you mean?" asks the old lady, seriously alarmed. "Who? What?" "Charles," was the answer, in the same grief-choked voice. "Quick, what has he done?" "Why, he ran out to a slow and got stumped." The batsman's grandmother, it must be confessed, was somewhat relieved to find it was no worse, and that she need not expect the family name to be dragged through the mire in the next day's *Police News*. But the dialogue sufficiently indicates the opinion of a real old-fashioned critic on the subject.

In addition to which it is to be remembered that the popular respect is always on the side of the safe and cautious, though their surface-affection may be given to the dashing player. Compare the tone in which two innings are spoken of: the one amounted to twenty runs obtained slowly, painfully, and at the cost of letting off a large number of loose balls; the other a brilliantly hit innings of forty, with perhaps one chance. The latter is commended, but in a

slightly patronizing tone ; the slow innings is spoken of with genuine respect. Now, looked at in the cold light of reason, the one has done twice as much as the other to win the match which, as is often forgotten, is ultimately won by the side that obtains most runs. We should deduct from this the chance, and possibly something for the extra time during which the slow batsman may have baffled the bowling. But even as regards this latter argument, it is very doubtful whether a player who lets off loose balls does not steady the bowling rather than discourage it. Certain is it that a rapidly hit innings forces a change and disturbs calculations, and slowness *quà* slowness is no recommendation. It is only gradually dawning on the intelligence of the paper critics that to let off loose balls is a fault. They still think it a venial fault, whereas it is a very serious one indeed, and constantly loses a match.

Now all this would be superfluous, were it not that many players are injuriously influenced in their style by the over partiality of the critics for steadiness, with the result that in their play they lose sight of the main object, to win the game for their side. We will suppose a common set of circumstances. A good slow bowler is trundling on a sticky difficult wicket, making the ball break dangerously. He has secured three good wickets, and there is every chance of the small score of sixty or so not being obtained by the in-side. There still remain three goodish bats, all of whom can play a fairly free game. One of them resolves on a bold game, and determines, in spite of appearances, to "give her the rush," as it is sometimes called ; in other words, to run out to the slow bowling. He knows that he is attempting a forlorn hope : that the best he can expect is to knock up twenty-five or thirty runs, giving at least three chances. He tries it, and is missed ; gets his runs

and wins the match. Now, if he had tried the alternative, what would have happened? At best he would have scored fifteen runs, in an hour perhaps, and his comrades might have followed suit, won endless credit for what really was very scientific play, and lost the match. There is no question whatever that some such choice as this is often set before a batsman. What is unreasonable is that, whereas the bold course is the *only* one that can win the match, it is habitually denounced as bad play; the truth being that, granted the above conditions, it is the only good play.

Here I will admit at once that there are many batsmen who ought never to attempt running out under any circumstances, simply because nature has intended them for other and less perilous ways of serving their country. But it is certain that in every eleven there are one or two batsmen who, under these or similar conditions, could adopt these tactics with the utmost advantage to their side; and if by chance there are no such batsmen in the team, there ought to be—the side is not fully equipped for probable emergencies. No one will ever overrate the immense strength that lay in the famous Australian eleven of 1882, owing to the fact that they had at least four batsmen who could play a resolute aggressive game against slow bowling on slow difficult wickets, making it impossible to calculate how many runs they might hit up before they were caught. It must not be forgotten that, for any but a first-class defensive bat, it is impossible to make twenty runs on a really difficult wicket against first-rate slow bowling, by so-called scientific cricket. Therefore, if a batsman is quite sure that he will be bowled if he stands still, it is his business to run out and risk appearances. He may do this with the best motives, simply for the good of his side; and yet he will only get sneered at by the press. He will be

accused of playing for the gallery, whereas he is really showing a healthy contempt for public opinion.

But to avoid all chance of misunderstanding, I say again that such tactics are not to be safely attempted by any but a skilled batsman of resolute nerve, and fitted by nature for such play. After a careful consideration of the question, I have come to the conclusion that it is a style of play which should not be attempted by school cricketers, but only begun cautiously by some older players—say at twenty-one or twenty-two. Very rarely indeed, by a properly qualified batsman, it might be attempted on a harder wicket, provided that the bowling be breaking, so as to render defence very difficult. Under these circumstances, and when the state of the match demands it, the safest course is now and then to dash out as the ball is leaving the bowler's hand, before you can see where it is going to pitch, but too late to allow of him altering the delivery. Supposing it is against a very steady good-length slow bowler, the chances of your getting to the pitch are very good. But you must run with the greatest resolution, utterly committing yourself to the ball, and oblivious of the wicket-keeper, and above all hit straight. There is no doubt that the risk you run is very great; moreover you may, after a few well-planned strokes, become intoxicated with success, and find yourself becoming more and more like Prince Rupert till you abruptly fall.

But this need not be: I only counsel it on occasions and for some batsmen; and though it sounds heterodox and dangerous matter to put in print, I could name some very eminent batsmen who have at a pinch done great things in this way, notably Lord Harris, Mr. Hornby, and Mr. A. G. Steele; and history records the bewilderment of such bowlers as Peate the Yorkshireman, and Mr. Boyle the Australian, when exposed to such treatment. There are,

in short, occasions when the only sensible prudence consists in the most startling audacity

STALENESS.

This is no new stroke in batting, nor can it be called a refinement, as it is thought to be common enough among all classes of players. Staleness is of the nature of a disease ; and yet no doctor, as far as I am aware, has rightly diagnosed it, or invented anything like an infallible cure for it. No Holloway or Mrs. Allen has drawn a fortune from the public by professing to stem its ravages, though there are few complaints which leave their victims in such depression of spirits, or general bewilderment of mind. The fact is, the word has been often profaned, as Shelley might have sung. It has been widely and thoughtlessly used ; and a good many cricketers have been accustomed to attribute any ill luck they may have had to this mysterious staleness. Now, in such a very complicated subject as cricket, it is exceedingly difficult to say if one man or many men or few men are affected with the same thing when they fail to score time after time. And this means that any discussion of the subject must necessarily be tentative, and at present incomplete. It is more with a view of promoting inquiry than of satisfying it, that I venture to give some ideas on this difficult question. Some investigation of the nature of staleness will lead us into a kindred and interesting topic, of the chief causes of bad scoring among batsmen, and how far they are preventable.

Staleness, then, so far as may be gathered from the use of the word among cricketers, is a certain indisposition towards cricket which is supposed to be the result of an excessive amount of play. It is not the same as fatigue, though one

of its symptoms is often a kind of lassitude ; but it might be described generally as the very reverse of keenness, and, when its sensations coincide with low scoring, a cricketer is apt to tell his friends that he is stale, as if that were enough to explain everything. Moreover it is exceedingly common to hear a University or public-school eleven spoken of as stale, when they are apparently playing below their form. And if questioned as to what it means, the speaker would say that they have been playing too much, they want a rest ; and that just as a crew may be over-rowed, so cricketers may be over-played. Let us consider what there is to be said for this point of view.

It seems to be allowed that a crew may be over-trained, or a runner, or a racquet-player. In comparatively simple exercises, such as these, the exact meaning of over-training or staleness is not very difficult to seize. Certain muscles are brought into very violent motion day after day. As long as this continues, and there is no tax upon the rest of the system, the muscles of a healthy man grow stronger. But there comes a climax to this, when, consistently with his general health, he cannot give more to those muscles than he has given. He is at his best ; a further training will not improve him. Nay, it will almost certainly cause his power to deteriorate. It is well known that a judicious trainer of a boat's crew or of a race-horse will insure that the climax of strength shall just have been reached at the time of the race ; otherwise it might be argued that the more training the better.

Now, why does the set of muscles deteriorate after this point has been reached ? Simply because muscular power depends on nerve-power, and nerve-power depends on change and recreation. Monotony is the secret of the failure of nerve-power, and it is far easier for a man to reach

and overtop his prime in a simple monotonous use of certain muscles than it is in a complex exercise. This will, I think, be admitted, if we assume that any one is labouring to perfect himself in lifting heavy weights. For a time he would improve, but finding then that he ceased to improve, his instinct would persuade him to stop for fear of a decline. But the difference in respect of monotony between rowing or running and cricket is enormous. Cricket is the least monotonous game conceivable. It is really a trinity of games. Batting is a science in itself which contains more variety (if we consider differences of wickets, etc.) than almost any other game ; for instance, as compared with a game like tennis, it has the advantage of using both arms—that is, a double set of muscles,—and not a single set of muscles in one arm. Therefore I hazard the opinion, not without some confidence, that there is less chance of over-training in cricket than in any other game, especially if due and even attention is given to its three great departments, bowling, batting, and fielding. Indeed, I would go further, and express a grave doubt whether any batsman is ever affected by simple staleness, as long as he is playing matches. The only way in which the muscles can be overworked in batting is by incessant playing at a net to two or more bowlers at a time. Here the conditions are materially changed, and all in favour of monotony. The muscular effort is incessant, and there is a lack of the special stimulus given by the presence of a set of fieldsmen, and a crowd of onlookers ; and it must never be forgotten that anything which directly raises the spirits and cheerfulness of the player, indirectly lightens the strain on the muscles : similarly, dulness means fatigue.

These considerations have now paved the way for an investigation of the place really due to staleness among the causes of failure in batting. My conviction is, that its

influence is much overrated. It seems very doubtful indeed if, as defined above, it can ever be *proved* to exist at all; and if any one feels sure that he has at times been stale, he will probably find, on careful recollection of the circumstances, that he is using the word in a wider sense than it is used here, and that he is attributing to staleness various results of ill health, bad luck, etc. It frequently happens that members of a school eleven, when things have been going bad, talk as if they had been over-exerted in batting, when they have got no runs to speak of for a fortnight, and bad weather has interfered with their practice. What then is the hidden cause of their failure to score? Probably dumps: simple unadulterated sadness. Cricketers use the expressive phrase, "going in with the tail down," to indicate that the batsman's *morale* is at fault. It is roughly recognized that, to bat well, the spirits as well as the muscles must be in good trim; and a man who goes in sadly, generally comes out sadly.

Now the word staleness should not be used to express this. Gloom of spirit ensues on too little batting in the form of small scores, not on too much batting; since it is very difficult to believe that any one ever yet got either downcast or over-tired from a succession of matches in which he made runs. For though the bodily exertion is enormous, the nerve-stimulus is enormous too, and he enjoys himself too much to talk of staleness. It is ridiculous, therefore, to use the same word to denote, first, a state of things which is supposed to be the result of too much batting; and, again, a state of mind which is the result of getting no runs. Of the two influences it may reasonably be supposed that depression of spirits is a more potently malign influence than over-exertion. But be that as it may, it is at schools that the danger is greatest, because, owing to con-

tinuous practice alternating with games and matches, there is room for both evils at once.

Hence, in case of sudden failure in batting, a cricketer should consider if he has any reason to suppose that it is due to staleness, properly so called, *i.e.* over-exertion of a monotonous kind. He should beware of a tendency to ascribe it to this. There is something respectable about the sound of the word, and it seems to throw a certain decent veil over the fact that he has simply been playing badly. There may be reasons of various kinds to account for disasters, and any one would do well to think if they are preventable. His method of life may easily be injurious; he may be over-taxing himself in other ways: he may have developed a trick in his play; or simply his bad strokes may have come to hand, and out he has had to go. Analysis will often yield an explanation which each man may for himself find it useful to consider. But after all said and done, he had better not trouble his friends with all this, and he too will gain if he spares himself the delusive comfort given by the use of a word which he does not understand. The late celebrated bowler Morley, I think it was, was once (as often) coming out, after his middle stump had been uprooted, for a very paltry score. "Why, Morley," asks some sympathizing friend, "what did that ball do?" Morley, in provincial accent, "It bowled me out." Volumes could not have said more, and many of us would do well to imitate the plain speech of this natural philosopher.

Nevertheless there are causes of failure, some of which we have touched upon, which are to some extent preventable. In the first place it is clear that as the state of a man's spirits and pluck has a good deal to do with it, he may as well do his utmost to keep them as well as his muscles in

good condition. If he has made some bad scores, and can find no reason, he should remember that the chances which attend on each ball are infinite in number, and very often no explanation is needed except that a bad stroke has gone to a field and has been caught, whereas at other times just as bad strokes have escaped. It is quite undeniable that, as a test of character and temper, a good long spell of bad luck is unrivalled ; especially for a young fellow trying for high distinction, who knows that he has virtue in him. But it will be some help to him to bear in mind that his best chance is to continue constant and eager, and not to bore his friends in the street, or to fume over it in bed. And then, even if the runs do not come, he is laying up for himself a toughness of fibre for other spheres of life, which some more successful cricketers might well envy.

In the next place, he may be dieting himself foolishly. Considering the delicacy of the human eye, and its intimate connection with the digestion, it is foolish for a batsman to rave at fortune when he eats a huge dinner every night, and either goes to bed in a loaded condition, or sits up fooling till two or three in the morning. People differ about diet, but I should advise any disappointed cricketer, in default of other precautions, to begin by cutting down his dinner and try going to bed a little earlier. Next let him try getting up a little earlier, and a certain increase of abstemiousness all round, though of course a young cricketer's appetite demands generous treatment. But nowadays the rules of simple training are so accessible and so thoroughly sensitive, that it would be useless for me to insist further on any such recommendations as these.

Lastly, he may be taking it out of himself by headwork. The disorders which arise from this imprudence need not be pictured as very rampant among cricketers. Indeed

I am convinced that some headwork which is not too exciting, which is also moderate and regular, is very advantageous to cricket, as a counter-interest. But if it is allowed to interfere with sleep, or necessitates an early breakfast so that the batsman goes in hungry between twelve and two in the day, mischief will come of it.

ON A CERTAIN DELUSION.

It may not be out of place in a little book like this, to point out the strange notions which are prevalent on a very common phenomenon. When a good eleven, or one which is thought good, is got rid of for a small score, one cricketer after another who has not been present is apt to bombard those who were with the question, "I say, how do you explain that collapse the other day?" Now, a good judge of the game who has been following it carefully can often throw some light on what has happened, by describing how the wickets changed in character, or how a sudden gloom overspread the evening sky, and so forth. But in the majority of cases these collapses are not to be explained by any such reason at all. Let us consider the plain law of averages. Take any batsman and watch him through five or six matches when he is in full practice; once at least he will get out for a very small score in that time, in a way that he can't explain. He was bowled by a good ball, or caught off a bad hit, and there's an end of it. Excepting under very exceptional circumstances the above would hold good of any cricketer. Now, an eleven plays together throughout the year. Suppose there are six batsmen on whom they mainly depend; is it not clear that in all probability once or twice at least in the course of the season the bad days of those six batsmen will coincide? It would anyhow be

strange if they did not. The sort of eleven to whom it is least likely to happen is one like the Australians, if they chance to hit upon a really fine season, and play continuously on hard wickets. Then, of course, each individual continues for a longer time together without succumbing to any mysterious visitation in the early part of his innings; and the chance of collapses is diminished. Added to which, their best elevens, like some that are made up in England, consist of men all of whom are capable of knocking up fifty at a pinch, and they often do so when the front rank has been mowed down. This, of course, renders a collapse very unlikely. But it is bound to happen in the most natural possible way to any ordinary team, especially of young players who are given to having bad days; and often the best answer that could be given to the question alluded to above, would be in Morlesque language, "Some were soon bowled, some were soon caught, and so they did not make a large score."

These considerations also set the facts of so-called "rots" in a different light. It seems to be commonly held that any batting collapse, failing another explanation, must be due to fright, or nervousness, or despair, which may be thought of as seizing hold of those batsmen who go in just after the fall of one or two good wickets, and incapacitating them from playing their usual game. There is a deal of wild talk on this subject. If the records are candidly examined, it is seen in a few minutes that a so-called "rot" is just as often stopped as allowed to continue. In other words, the infection of failure after two or three good men have fallen is potent in a few cases, but quite as often fails to produce any effect at all. In short, if any one were to examine the scores of the third, fourth, fifth, sixth, and seventh men of a large number of sides, of which the first two wickets had

failed to score, he would find that those scores were every bit as large on the average, as those of a corresponding number of batsmen going in after the first two wickets had been successful. Indeed, without having made the analysis, I should be inclined to think that these scores would be larger: since there certainly are many good-plucked cricketers who are directly stimulated by the facts of their predecessors' failure. Should this test hold good, the power of this kind of nervousness, which is supposed to exist, is at once shown to be non-existent, or at any rate greatly exaggerated. It is to be added, that even if the figures told in a contrary sense, no proof of such a thing as a collapse of a side from nervousness could be deduced. When the first two or three good bats of a side go out for small scores, it is most likely that the bowling is good or the wicket bad: and either or both of these facts will amply account, in most cases, for the failure of the remainder.

This discussion of the reasons of failure will, I hope, not be considered useless. It is distinctly deleterious to young cricketers to be blinded to facts; and nothing is so potent to do so as the use of an ill-understood expression, such as a "rot" or "staleness." For though we may reasonably doubt the prevalence of such causes as are commonly designated by these names, it would be ridiculous to deny that it is of importance, even for batting alone, that an eleven should be in good spirits about itself, and able to resist despondency after defeat. The effect on individuals, also, of such despondency is that they not unfrequently are tempted to give up the game in disgust.

Now, if the above arguments are felt to be sound, a young cricketer may gradually learn to recognize what is beyond any question the true state of the case. It is this. He must expect that, according to the proficiency at

which he has arrived, he will make a certain number of bad strokes for every quarter of an hour that he bats : that this number will vary according to the state of the wicket, and the condition of his eyesight. Also that in that time he will receive a certain number of balls which to him are difficult ; which number, again, varies with the quality of the bowling. When his scoring is bad, it means simply that the difficult balls have come early in his innings, or that the bad strokes have been caught. Moreover he must be prepared, during his cricketing career, not only for times when such things will occur, but for spells of time during which they go on occurring ; and then it can hardly fail to be of some use to him to know that it is simply the alternations of fortune, or the law of averages, which are being exhibited in his case, because he may then be able to continue in robust hopefulness till a brighter day dawns. Beyond this he need not analyze, or hunt for causes, lest he gradually fall into the very despondency which he wishes to avoid.

APPENDIX.

-- ON the subject of staleness among batsmen, the opinion of three eminent cricketers may be of interest.

Mr. A. W. Ridley is sure that he himself has at times been stale, and that he has noticed others in a similar condition. He considers that it can be traced to too much consecutive play, and that rest is a certain remedy.

Mr. A. G. Steel writes :—"I have often considered the very same subject, 'staleness,' you are writing on, and though I have seen it, or something very like it, in others, I must say (with humility, be it understood, and with no boastfulness) that I never recollect having become stale at cricket. The cause of staleness is, I think, loss of confidence, probably brought about by several disastrous innings. If I am correct, this condition of a batsman is incorrectly called 'staleness,' as 'staleness' would imply some physical incapacity, whereas I think it is always a mental disease."

Mr. R. A. H. Mitchell writes :—" 'Staleness' is perhaps differently understood by different people, but I am certainly of opinion that, both at cricket and other games, men play worse at times from having had too much of it.

"As long as a man can keep in first-rate condition, with his muscles fresh, and his liver doing its duty well, he will possibly not become stale. But many men are not strong enough to play every day and keep fresh, and directly they begin to get over-tired the muscular power, the digestion, and the eye deteriorate, duck's eggs ensue, and loss of confidence. Under such circumstances, rest is required to recover bodily condition and nerve.

“The amount a man can play is in proportion, then, to his bodily strength and constitution. W. G. Grace beat other men in this ; he was never tired after the longest day’s cricket, but seemed as fresh after 150 as he was before he went in.

“In first-class cricket now, things are made very easy for the batsmen and the field ; they have nothing like the work to do they had twenty-five years ago, owing to the universal system of boundaries. The men who now play in first-class matches, six days a week, would soon be reduced to a pitiable state of ‘staleness’ if they had to play every day on Chatham Lines, run out their hits, and ‘step and fetch’ the hits of their adversaries.

“I hope this explains with sufficient clearness my view.”

It will be seen that these authorities differ materially from each other, the opinion of Mr. Steel approximating most nearly to that given in the chapter on “Batting.” It is clear that the subject is at present very imperfectly understood.

LAWS OF CRICKET.

*As Revised by the Committee of the Marylebone Cricket Club,
1884, and 1889.*

The Game.

1. A match is played between two sides of eleven players each, unless otherwise agreed to ; each side has two innings, taken alternately, except in the case provided for in Law 53. The choice of innings shall be decided by tossing

Runs.

2. The score shall be reckoned by runs. A run is scored :—

1st. So often as the Batsmen after a hit, or at any time while the ball is in play, shall have crossed, and made good their ground from end to end.

2nd. For penalties under Laws 16, 34, 41, and allowances under 44.

Any run or runs so scored shall be duly recorded by scorers appointed for the purpose.

The side which scores the greatest number of runs wins the match. No match is won unless played out or given up, except in the case provided in Law 45.

Appointment of Umpires.

3. Before the commencement of the match two Umpires shall be appointed ; one for each end.

The Ball.

4. The Ball shall weigh not less than five ounces and a half, nor more than five ounces and three-quarters. It shall measure not less than nine inches, nor more than nine inches and one-quarter in circumference. At the beginning of each innings either side may demand a new ball.

The Bat.

5. The Bat shall not exceed four inches and one-quarter in the widest part ; it shall not be more than thirty-eight inches in length.

The Wickets.

6. The wickets shall be pitched opposite and parallel to each other at a distance of twenty-two yards. Each wicket shall be eight inches in width and consist of three stumps, with two bails upon the top. The stumps shall be of equal and sufficient size to prevent the ball from passing through, twenty-seven inches out of the ground. The bails shall be each four inches in length, and when in position, on the top of the stumps, shall not project more than half-an-inch above them. The wickets shall not be changed during a match, unless the ground between them become unfit for play, and then only by consent of both sides.

The Bowling Crease.

7. The Bowling Crease shall be in a line with the stumps ; six feet eight inches in length ; the stumps in the centre ; with a Return Crease at each end, at right angles behind the wicket.

The Popping Crease.

8. The Popping Crease shall be marked four feet from the wicket, parallel to it, and be deemed unlimited in length.

The Ground.

9. The Ground shall not be rolled, watered, covered, mown, or beaten during a match, except before the commencement of each innings and of each day's play, when, unless the In-side object, the ground shall be swept and rolled for not more than ten minutes. This shall not prevent the Batsman from beating the ground with his bat, nor the Batsman nor Bowler from using sawdust in order to obtain a proper foothold.

The Bowler. No Ball.

10. The Ball must be bowled ; if thrown or jerked, the Umpire shall call, "No Ball."

11. The Bowler shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, otherwise the Umpire shall call, "No Ball."

Wide Ball.

12. If the Bowler shall bowl the ball so high over or so wide of the wicket that in the opinion of the Umpire it is not within reach of the Striker, the Umpire shall call, "Wide Ball."

The Over.

13. The Ball shall be bowled in Overs of five balls from each wicket alternately. When five balls have been bowled, and the ball is finally settled in the Bowler's or Wicket-keeper's hands, the Umpire shall call, "Over." Neither a "No Ball" nor a "Wide Ball" shall be reckoned as one of the "Over."

14. The Bowler shall be allowed to change ends as often as he pleases, provided only that he does not bowl two Overs consecutively in one innings.

15. The Bowler may require the Batsman at the wicket from which he is bowling to stand on that side of it which he may direct.

Scoring off No Balls and Wide Balls.

16. The Striker may hit a "No Ball," and whatever runs result shall be added to his score; but he shall not be out from a "No Ball," unless he be run out or break Laws 26, 27, 29, 30. All runs made from a "No Ball," otherwise than from the bat, shall be scored "No Balls," and if no run be made, one run shall be added to that score. From a "Wide Ball," as many runs as are run shall be added to the score as "Wide Balls," and if no run be otherwise obtained, one run shall be so added.

Bye.

17. If the ball, not having been called "Wide" or "No Ball," pass the Striker without touching his bat, or person, and any runs be obtained, the Umpire shall call, "Bye;" but if the ball touch any part of the Striker's person (hand excepted) and any run be obtained, the Umpire shall call, "Leg Bye," such runs to be scored "Byes," and "Leg Byes," respectively.

Play.

18. At the beginning of the match, and of each innings, the Umpire at the Bowler's wicket shall call, "Play;" from that time no trial ball shall be allowed to any Bowler on the ground between the wickets, and when one of the Batsmen is out, the use of the bat shall not be allowed to any person until the next Batsman shall come in.

Definitions.

19. A Batsman shall be held to be "out of his ground," unless his bat in hand or some part of his person be grounded within the line of the Popping Crease.

20. The wicket shall be held to be "down" when either of the bails is struck off, or if both bails be off, when a stump is struck out of the ground.

The Striker.

The STRIKER is out—

21. If the wicket be bowled down, even if the ball first touch the Striker's bat or person ;—"Bowled."

22. Or, if the ball, from a stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher ;—"Caught."

23. Or, if in playing at the ball, provided it be not touched by the bat or hand, the Striker be out of his ground, and the wicket be put down by the wicket-keeper with the ball or with hand or arm, with ball in hand ;—"Stumped."

24. Or, if with any part of his person he stop the ball which, in the opinion of the Umpire at the Bowler's wicket, shall have been pitched in a straight line from it to the Striker's wicket and would have hit it ;—"Leg before Wicket."

25. Or, if in playing at the ball he hit down his wicket with his bat or any part of his person or dress ;—"Hit Wicket."

26. Or, if under pretence of running, or otherwise, either of the Batsmen wilfully prevent a ball from being caught ;—"Obstructing the field."

27. Or, if the ball be struck, or be stopped by any part of his person, and he wilfully strike it again, except it be done for the purpose of guarding his wicket, which he may do with his bat, or any part of his person, except his hands ;—"Hit the ball twice."

The Batsman.

Either BATSMAN is out—

28. If in running, or at any other time, while the ball is in play, he be out of his ground, and his wicket be struck down by the ball after touching any Fieldsman, or by the hand or arm, with ball in hand, of any Fieldsman ;—"Run out."

29. Or, if he touch with his hands or take up the ball while in play, unless at the request of the opposite side ;—"Handled the ball."

30. Or, if he wilfully obstruct any Fieldsman ;—"Obstructing the field."

31. If the Batsmen have crossed each other, he that runs for the wicket which is put down is out ; if they have not crossed he that has left the wicket which is put down is out.

32. The Striker being caught, no run shall be scored. A Batsman being run out, that run which was being attempted shall not be scored.

33. A Batsman being out from any cause, the ball shall be "dead."

Lost Ball.

34. If a ball in play cannot be found or recovered, any Fieldsman may call, "Lost Ball," when the ball shall be "dead;" six runs shall be added to the score; but if more than six runs have been run before "Lost Ball" has been called, as many runs as have been run shall be scored.

35. After the ball shall have been finally settled in the Wicket-keeper's or Bowler's hand, it shall be "dead;" but when the Bowler is about to deliver the ball, if the Batsman at his wicket be out of his ground before actual delivery, the said Bowler may run him out; but if the Bowler throw at that wicket and any run result, it shall be scored "No Ball."

36. A Batsman shall not retire from his wicket and return to it to complete his innings after another has been in, without the consent of the opposite side.

Substitute.

37. A substitute shall be allowed to field or run between wickets for any player who may during the match be incapacitated from illness or injury, but for no other reason, except with the consent of the opposite side.

38. In all cases where a substitute shall be allowed, the consent of the opposite side shall be obtained as to the person to act as substitute, and the place in the field which he shall take.

39. In case any substitute shall be allowed to run between wickets, the Striker may be run out if either he or his substitute be out of his ground. If the Striker be out of his ground while the ball is in play, that wicket which he has left may be put down and the Striker given out, although the other Batsman may have made good the ground at that end, and the Striker and his substitute at the other end.

40. A Batsman is liable to be out for any infringement of the Laws by his substitute.

The Fieldsman.

41. The Fieldsman may stop the ball with any part of his person, but if he wilfully stop it otherwise, the ball shall be

“dead,” and five runs added to the score; whatever runs may have been made, five only shall be added.

Wicket-Keeper.

42. The Wicket-keeper shall stand behind the wicket. If he shall take the ball for the purpose of stumping before it has passed the wicket, or, if he shall incommode the Striker by any noise, or motion, or if any part of his person be over or before the wicket, the Striker shall not be out, excepting under Laws 26, 27, 28, 29, and 30.

Duties of Umpires.

43. The Umpires are the sole judges of fair or unfair play, of the fitness of the ground, the weather, and the light for play; all disputes shall be determined by them, and if they disagree, the actual state of things shall continue.

44. They shall pitch fair wickets, arrange boundaries where necessary, and the allowances to be made for them, and change ends after each side has had one innings.

45. They shall allow two minutes for each Striker to come in, and ten minutes between each innings. When they shall call, “Play,” the side refusing to play shall lose the match.

46. They shall not order a Batsman out unless appealed to by the other side.

47. The Umpire at the Bowler’s wicket shall be appealed to before the other Umpire in all cases except in those of stumping, hit wicket, run out at the Striker’s wicket, or arising out of Law 42, but in any case in which an Umpire is unable to give a decision, he shall appeal to the other Umpire, whose decision shall be final.

48. If the Umpire at the Bowler’s end be not satisfied of the absolute fairness of the delivery of any ball, he shall call, “No Ball.”

48a. The Umpire shall take especial care to call, “No Ball” instantly upon delivery; “Wide Ball” as soon as it shall have passed the Striker.

49. If either Batsman run a short run, the Umpire shall call, “One Short,” and the run shall not be scored.

50. After the Umpire has called, “Over,” the ball is “dead,” but an appeal may be made as to whether either Batsman is out; such appeal, however, shall not be made after the delivery of the next ball, nor after any cessation of play.

51. No Umpire shall be allowed to bet.

52. No Umpire shall be changed during a match, unless with the consent of both sides, except in case of violation of Law 51; then either side may dismiss him.

Following Innings.

53. The side which goes in second shall follow their innings, if they have scored eighty runs less than the opposite side.

54. On the last day of a match, and in a one-day match at any time, the in-side may declare their innings at an end.

ONE-DAY MATCHES.

1. The side which goes in second shall follow their innings if they have scored sixty runs less than the opposite side.

2. The match, unless played out, shall be decided by the First Innings. Prior to the commencement of a match it may be agreed :—that the Over consist of five or six balls.

SINGLE WICKET.

The Laws are, where they apply, the same as the above, with the following alterations and additions.

1. One Wicket shall be pitched, as in Law 6; with a Bowling Stump opposite to it, at a distance of twenty-two yards. The bowling crease shall be in a line with the bowling stump; and drawn according to Law 7.

2. When there shall be less than five Players on a side, Bounds shall be placed twenty-two yards each in a line from the off and leg stump.

3. The ball must be hit before the Bounds to entitle the Striker to a run, which run cannot be obtained unless he touch the bowling stump or crease in a line with his bat, or some part of his person, or go beyond them, and return to the popping crease.

4. When the Striker shall hit the ball, one of his feet must be on the ground behind the popping crease, otherwise the Umpire shall call, "No Hit," and no run shall be scored.

5. When there shall be less than five Players on a side, neither Byes, Leg Byes, nor Overthrows shall be allowed, nor shall the Striker be caught out behind the wicket, nor stumped.

6. The Fieldsman must return the ball so that it shall cross the ground between the wicket and the bowling stump, or between the bowling stump and the bounds; the Striker may run till the ball be so returned.

7. After the Striker shall have made one run, if he start again he must touch the bowling stump or crease, and turn before the ball cross the ground to entitle him to another.

8. The Striker shall be entitled to three runs for lost ball, and the same number for ball wilfully stopped by a Fieldsman otherwise than with any part of his person.

9. When there shall be more than four Players on a side, there shall be no bounds. All Hits, Byes, Leg Byes, and Overthrows shall then be allowed.

10. There shall be no restriction as to the ball being bowled in Overs, but no more than one minute shall be allowed between each ball.

LAWN TENNIS.



H. W. W. WILBERFORCE.

CONTENTS.



CHAPTER	PAGE
I. INTRODUCTORY	1
II. THE HISTORY OF THE GAME	4
III. THE DEVELOPMENT OF THE PLAY	9
IV. THE COURT	12
V. THE IMPLEMENTS OF THE GAME	15
VI. THE STROKE	19
VII. THE VOLLEY	24
VIII. THE HALF-VOLLEY	27
IX. THE LOB	28
X. THE SERVICE	29
XI. THE SINGLE GAME	33
XII. THE FOUR-HANDED OR DOUBLE GAME	41
XIII. LADIES' AND GENTLEMEN'S DOUBLES	47
XIV. LADIES' CHAPTER. BY MRS. HILLYARD,	50
XV. PRIZE MEETINGS... ..	53
XVI. HANDICAPS	57
APPENDIX :—	
THE LAWS OF LAWN TENNIS	61
REGULATIONS FOR THE MANAGEMENT OF PRIZE MEETINGS	66

LAWN TENNIS.



CHAPTER I.

INTRODUCTORY.

To that anomalous individual, the thoughtful observer, the success of lawn tennis, unprecedented alike in extent and rapidity, cannot have been a matter of surprise. *A priori* it is just the game to fill a want in human nature, or at any rate in the nature of English men and women.

Croquet was all very well in its way, but it gave no exercise ; its social advantages are equally shared by lawn tennis ; and it fostered (and for this reason principally it fell) the ascendancy of the curate.

Cricket, on the other hand, requires more time than many people can give to a pastime, it takes a larger number of players, and even the best man can never be sure whether it will be his lot to spend the day in the most violent exertion or in lounging in the pavilion. To my mind this element of uncertainty is most unpleasant : there are times when one is possessed with a frantic desire for running about, and then it is very trying to have to sit still and watch the activity of others ; equally annoying is it to be called on to go out and field in the hot sun just when one wants to "sport with Amaryllis in the shade."

However, whether these feelings are shared by others or not, the result has been that not only are England, Ireland, and in a less degree Scotland, white with lines of lawn-tennis courts, but in all the colonies, in America, in the south of France—everywhere, in short, where two or three Englishmen are gathered together, the game flourishes and tournaments abound.

Some places, in truth, seem to have been designed for the delectation of the lawn-tennis player. Let him go, for instance, to the Beau Site Hotel at Cannes. There he will find the most perfect courts of sand, where the ball bounds as true and as straight as the heart can desire. He can leave the fogs of a London Christmas behind him, and find himself in brilliant sunshine. He plays in a lovely garden, surrounded by a semi-tropical vegetation; the blue of the Mediterranean is beneath him, and a few miles to the West rise the heights of the Esterells. People say that good Americans when they die go to Paris; of a verity the Paradise of lawn-tennis players is Cannes.

Or if he pants for the struggle of a tournament, where can he spend a more pleasant week than at Dublin, in May? Let him stay at Kingstown, in a room looking over the quiet waters of the bay, with Howth lifting itself gently out of them in the distance. Twenty minutes by train and five on a car will bring him to Fitz-William Square, where the courts are a sight to see. He will be received with truly Irish hospitality, and Master Courtenay will anticipate every possible wish, whether it be for refreshment for a thirsty soul or a partner in the mazy whirl at one of club's delightful dances. The only danger he will encounter will be that of impairing his "form" by a surfeit of kindness. He will play surrounded by hundreds of Ireland's fairest daughters; and, when he leaves, it will be with the regret that a week

is so short and that it is so long to next year. And so it is that lawn tennis in Ireland is even more popular than in England : there is very little cricket, the rivers are unsuited to boating, and the roads generally too bad for bicycling ; but, above all, there is the great advantage of a club like the Fitz-William, which occupies a position and enjoys a reputation in Ireland superior even to that which the All England Club has held in this country ; and, in fact, most of the best English players are found willing, year by year, to attend the Dublin tournament despite the waves of St. George's Channel.

Not that there is any lack of tournaments on this side : far from it. Why, from the beginning of June to the end of September there is a series of these contests at all the more important towns and watering-places ; at the seaside the season is incomplete without one ; and they are becoming as potent in the cause of charity as bazaars and black bishops. Nay, there are to be found people who deplore the fact that so many tournaments are held, as being likely to lead to professionalism—a taint from which the game has hitherto happily remained free—and betting, which only exists to a very limited extent.

All I can say is that I see nothing which warrants such a conclusion ; undoubtedly the increase in the number of tournaments has very much raised, and is still raising the standard of play, and it would in my view be unwise to sacrifice so substantial an advantage for what I believe will prove a merely visionary danger.

CHAPTER II.

THE HISTORY OF THE GAME.

LAWN tennis, though in its present form a very modern creation, has had its prototypes in comparatively distant ages. In France, in particular, there existed hundreds of years ago, a very similar game called *la longue paume*. It was played over a bank of earth, 2 ft. high, with a cork ball struck by the hand. Subsequently, some ingenious person devised an instrument of wood and gut, which received the name of a racket, and in this shape the game penetrated to England. The scoring was by fifteens, for some obscure reason which no one, as far as I know, has been able to discover. So played, the game became very popular in this country, but died out completely some considerable time ago, and practically did not reappear till the year 1874, when a pastime closely resembling it was introduced by Major Wingfield, under the name of "sphairistikè."

The game, as the major played it, took place in an hour-glass court, 60 ft. by 30 ft., narrowing to 21 ft. at the net, which was 7 ft. high at the posts and 4 ft. 8 in. in the middle. The service was from a service-box in the middle of the court, and the scoring was the same as in the game of rackets. The disadvantages of the service-box were so obvious, that it was shortly abolished, and then the game daily became more and more widely played. But this curious state of things arose, that every player made laws for himself, and I have before me now a set of laws issued by George Lambert, which, among other oddities, contains a suggestion that in handicaps "a cord may be stretched between the posts at a height of 7 ft. or any other height

agreed upon" (the normal height of the net being 5 ft.), "and the giver of odds shall play every ball over the cord, or lose a stroke."

It was not, in fact, until the year 1877, when the first championship was held under the auspices of the All England Club, that a code of laws in any respect satisfactory was issued; and it was owing to the energy and foresight of one man alone, Mr. Henry Jones, that the championships ever came into being: to him lawn tennis-players owe a debt which can never adequately be repaid.

The laws of 1877 were drawn up by Mr. Henry Jones, Mr. C. G. Heathcote, and Mr. Julian Marshall (who, for so long and with such success, managed the affairs of the All England Lawn Tennis Club), and established the following important changes:—

1. The court was made rectangular.
2. The service-line was brought in to 24 ft. from the net (it is now 21 ft.).
3. The net was lowered to 4 ft. 9 in. at the posts and 3 ft. 3 in. in the middle.
4. Tennis scoring was adopted.

These laws, with some few alterations (several of which failed to stand the test of use) were republished in 1878, by the Marylebone and All England Clubs jointly, and endure almost unchanged to this day. The only amendment which demands any notice is the lowering of the net at the posts, in 1883, to 3 ft. 6 in.—a thing which greatly changed and, I believe it is generally admitted, improved the style of play. For this we have mainly to thank Mr. H. F. Lawford.

In addition, the All England Club drew up "Regulations for the Management of Prize Meetings," which were universally adopted; and until almost the other day that club

was, in right of its services, the sole arbiter of the game. It is not so now, and I am indebted to Mr. Chipp, the able and energetic honorary secretary of the new Lawn Tennis Association, for the following account of the genesis and constitution of that body, which it is to be hoped will preserve unimpaired those traditions which have been handed down to it by its predecessor.

THE LAWN TENNIS ASSOCIATION.

Towards the close of the year 1887, the desire to see a Lawn Tennis Association instituted begun to assume definite shape. The idea was not a new one. Some years previously an attempt to form an association had been made, but the times were not then ripe, and it came to nothing. Now, however, it was felt that the game had become so popular—one might, indeed, without exaggeration say, so national—that a more truly representative governing body than yet existed was needed. The All England L.T.C., to whom the game owes much, had, up to the time referred to, been tacitly recognized as the leaders in lawn-tennis matters; but the cry now arose for a new king, who should be invested with more ample authority and power. Accordingly, the first steps towards a new order of things were taken in November, 1887, by Messrs. H. S. Scrivener (then President of the O.U.L.T.C.) and G. W. Hillyard. These gentlemen issued a circular inviting support for the scheme, the result being, that on January 26, 1888, a very large and representative gathering of players and supporters of the game assembled at the Freemasons' Tavern, with the avowed object of forming a Lawn Tennis Association. The proposition to carry out this design met with almost unanimous support, and, in spite of a few dissentient voices, it was evident that the object of the meeting was attained.

A provisional committee was then and there formed, and, before the next meeting was held, those who had in the first instance opposed the idea were found to have allowed better counsels to prevail, and to have joined the ranks of the Associationists, the complete success of whose undertaking was thus assured.

For this result the lawn-tennis world is mainly indebted to the President of the Hyde Park L.T.C., Mr. Daniel Jones, who is also a prominent member of the All England L.T.C. This gentleman, whose name, in connection with the game, is "familiar in our mouths as household words," by his influence and tact was enabled to bring to a successful issue that which, in the hands of any one else, would probably have proved a well-nigh hopeless task. Much as Mr. Jones has done for the game in years past, it may well be doubted whether any service he has yet rendered it can be looked upon as so entirely beneficial to all parties concerned as this, his successful reconciliation of what at one time appeared to be divergent interests; for that which would almost inevitably have ensued—a division of the lawn-tennis world into two hostile factions—was thereby happily averted. All lawn-tennis players are under a deep debt of gratitude to him for having preserved them from such a state of things, and by none is the debt more freely and fully acknowledged than by the writer of these lines. Further, be it here recorded, in simple justice to the members of the premier club, that they, having once made common cause with the association, lost no time in promoting the success of the movement by making over to the governing body any claim they possessed to the copyright of the laws and regulations of the game—a not inconsiderable concession.

The first work of the council was to issue a set of rules, and

this body has also recently drawn up a very careful and comprehensive code of regulations for prize and other meetings.

The council, which is elected annually, consists of the officers (a president ; six nominative and six elective vice-presidents ; honorary secretary ; and honorary treasurer), and of 36 members who are representative of the six divisions into which the United Kingdom has been divided. These divisions are : (1) North of England ; (2) South of England ; (3) Midlands ; (4) Wales and Monmouthshire ; (5) Scotland ; (6) Ireland ; and they return respectively 8, 10, 6, 2, 4, and 6 representatives to the council.

All the leading English clubs have joined the association, which numbers on its council nearly all the prominent players of the day.

Besides the single championship, a four-handed or double championship was started in 1879 by the Oxford University Club, who, however, handed it over in a most disinterested way, in 1884, to the All England Club, who thereupon established in addition a ladies' single championship, which however has not commanded that favour which might have been expected. An All-England ladies' and gentlemen's double championship was last year started by the Northern Lawn Tennis Association. The only other championship it seems at all necessary to mention is that of the covered courts, instituted by the Hyde Park Club in 1884. Originally a success, the entries have dwindled year by year until this year they only numbered three—a result no doubt owing to the peculiar characteristics of the court, to achieve familiarity with which requires long and patient practice. Whether any remedy for this unfortunate state of things can be found in the magnificent new courts recently erected at the Queen's Club it would be improper for me to conjecture.

CHAPTER III.

THE DEVELOPMENT OF THE PLAY.

FOR the first few years that lawn tennis was played, and before it had time to originate a style of its own, those people who excelled at the kindred game of rackets naturally found the new game came comparatively easy to them, and had things more or less their own way. Mr. Gore, champion in 1877, Mr. Hadow, champion in 1878, Mr. Hartley, champion in 1879 and 1880, Mr. Lawford and Mr. Gould were all accomplished racket-players.

At that time the only object of a player was to return the ball over the net, and he necessarily remained nearly entirely indifferent to considerations of pace or placing. Volleying was a thing well-nigh unknown; in fact some people considered it an ungentlemanly thing to do; and I well remember playing in a club match in the country where one of the players threw down his racket and refused to go on playing against a low fellow who insisted on volleying his best stroke, a heavily cut tennis stroke, which had up to then been regarded by his fellow club-men as unreturnable. The result of this was that a match resolved itself into a trial of patience and endurance; the rests were of enormous length: in particular I recall a match at Prince's between Mr. Lawford and Mr. Lubbock in which there occurred a rest of no less than eighty-three strokes. With the net 4 ft. 9 in. at the posts, there was, of course, not much opportunity for severe strokes off the ground, but when, in 1880, the height was reduced to 4 ft. the play became much faster.

That year was a memorable one in the annals of lawn tennis. It marks the adoption of the volley as a winning

stroke—first, I think by Mr. Woodhouse, and then by the Messrs. Renshaw, with whose name that stroke has been chiefly and deservedly associated: and it also marks the beginning of that rivalry between the style of the Messrs. Renshaw on the one hand and that of Mr. Lawford on the other, the result of which can hardly yet be estimated.

The essential difference between these styles may be summed up in this way: there is always a spot in the court where a player is most at ease; a point from which he thinks he can best attack and also defend; a sort of stronghold to which he invariably returns as soon as possible after having for the moment been compelled to leave it. The spot selected by Mr. Renshaw was about a foot behind the service-line, that chosen by Mr. Lawford about the base line.

It follows that one style was formed principally on volleying and the other on back play, and from that time lawn-tennis players were divided, broadly speaking, into two classes, one adopting one style and the other the other; and it became a matter of controversy as to which style was the winning one.

For some little time it seemed as if volleying from the service-line would be the game of the future. The height of the net at the posts (4 ft.) prevented the base-line player from making anything like a certainty of passing the volleyer along the side lines: he was obliged to hit so gently that the chances were greatly in favour of the volleyer reaching and returning the stroke. If no change had been made in the laws of the game, it appears probable that hard back play would have gone out entirely; and I, for one, think that the game would have lost immensely in interest and variety.

Fortunately, however, as I have already stated, in 1883 the net was lowered at the posts to 3 ft. 6 in. The effect of this alteration became manifest in a very brief space, and

it shortly was patent to every one that volleying from the service-line could not by itself stand against good back play. The proof was supplied by the succession of victories obtained by Mr. Lawford over Mr. Ernest Renshaw in the first rank of players, and by the supremacy of Mr. Grinstead in the second class.

That Mr. William Renshaw maintained as he did his position is owing to his appreciation of the changed conditions; he succeeded in acquiring a stroke off the ground, hardly, if at all, surpassed by any one, which in combination with his, at that time, unrivalled powers of volleying made him the finest all-round player we are likely to see for some time to come. His unfortunate accident the year before last was a loss to the game, and it is to be hoped that the effects of it which were still traceable in his play last year may now have vanished.

It is a curious circumstance that for some years there was a group of players—Messrs. W. and E. Renshaw, Lawford, Richardson, and Browne—who could concede the odds of fifteen to any other player. There is much less difference between, say, the best twenty players now, and matches are much more open things than they used to be. The entries for the championship, at one time, I think in 1880, as numerous as sixty-four, shrank to about twenty a couple of years ago, but are again increasing in number; and there are several players, notably Mr. Lewis and Mr. Hamilton, who have risen to the first class.

The game is, in fact, it seems to me, in rather a transitional state at the present time. There is the present champion, Mr. Ernest Renshaw, who really, I think, attained his place by his wonderful skill in tossing. There is Mr. Lewis, now, in the opinion of many, the finest volleyer of the day; his game is volleying from quite close

to the net, a position from which that stroke is most deadly.

Again, there is Mr. Hamilton, who relies on his great activity and certainty to return nearly every ball.

Now, whether any of these styles, and, if so, which, is to be the style of the future, no one can venture to say. For my own part I shall be very sorry if it turns out that tossing is to become a predominant feature, as the game must in that event prove much less attractive both to players and spectators.

Further on I propose to examine more in detail what I conceive to be the advantages and disadvantages of the various styles here alluded to.

CHAPTER IV.

THE COURT.

ONE thing is absolutely necessary for a good court, and that is sufficient space.

Not only do the players actually run very far beyond the limits of the court, and require plenty of elbow-room for that purpose, but the imagination must also be taken into account. When a man is running towards, say, a wall with his head turned partly away from it, he is very apt to fancy he is much nearer than he really is. One often sees in a covered court a player putting out his left hand to save himself, as he thinks, from dashing against the back wall, when, in fact, he is perfectly safe; and this feeling of insecurity is responsible for the loss of many strokes.

The larger margin there is round the court the better; but at least there should be 12 ft. clear on each side, and 21 ft. at each end.

Open-air courts should run north and south, so that the sun may be as much as possible across the court.

The back-ground is a thing not to be neglected. The best thing to have is a wall of some colour not lighter than the grass, or else a dense mass of shrubs. High trees are very objectionable; they cast shadows over the court, and the light comes through the leaves and branches in patches, which is most trying to the eyes.

It is hardly necessary to say that the court should be perfectly level, with no suspicion of slope; hard open-air courts—that is, of asphalt or other similar material—are generally made with a crown to allow for drainage, and this I presume is unavoidable; but with grass it is not so. For purposes of draining, a foundation of about a foot of cinders, gravel, or chalk answers very well; above this, about six inches of soil and then the turf.

It is well to remember that it is far better to have turf too dry than too wet; there is no difficulty about watering a dry ground, but if it is insufficiently drained there is nothing to do but to take it up.

It would be beyond my province to enter into details about laying down courts, but a few words about keeping the ground in order may not be out of place.

Playing on a court is far better for it than mere rolling, but there should be no hesitation about resting it if it begins to get worn; trifling inequalities may be redressed by rolling when the ground is damp. Plantains and other weeds should be cut out with a knife. In the early spring the grass will be much strengthened by spreading some kind of manure over the ground; if stable manure is used it should be thoroughly rotten.

If worm-casts appear they should be bush-harrowed, which is much preferable to rolling.

Bare patches should be sown with a little grass seed.

When marking a court, it is useful to remember that in a single court the diagonal from the net to the corner of the court is about 47 ft. $5\frac{1}{4}$ in. ; in a double court it is about 53 ft. $\frac{3}{4}$ in.

The worst form of hard court is the ash or cinder court. It is very difficult to keep in order ; a frost upsets it for days ; and, besides, it is dirty to play on, it ruins both balls and rackets, and fine particles of cinder, getting into the player's shoes, drive him to distraction.

A gravel court is good as a cheap court, and has the merit of drying very quickly after rain ; but if expense is no object, black asphalt is far the pleasantest court to play on.

I am told that tar-pavement forms a very good surface, being about the same pace as grass and not getting slippery with wet ; but of this I have no personal experience.

Brick-dust courts are generally too slow.

Round every court there should be a stop-net, 7ft. high if possible.

So much for open-air courts.

There are three well-known covered courts in or near London.

The Wimbledon court has a perfect floor of black asphalt, and, except on very dark days, the light is very good. Unfortunately there are serious drawbacks. There is not enough room either at the back or sides, nor is the court high enough to admit of tossing ; and, lastly, in damp warm weather the floor "sweats," and renders play impossible.

The Hyde Park Court is loftier and lighter. There is also a little more room, though not nearly enough. But as against these advantages must be reckoned the floor, which is far from satisfactory. It is composed of boards laid on

joists ; the result being that the bound of the ball is untrue, and cannot be relied on. On the other hand, however, wood does not "sweat."

The new Queen's Club Courts are everything that could be wished for in the way of space and light. The only doubt with regard to them is whether the floor can be made quite true. At present the wooden blocks of which it is composed stick up in places—slightly, it is true, but enough to make a difference in the bound of a ball hitting one of these projecting edges. If this difficulty can be surmounted, there will, I think, be no fault at all to find.

CHAPTER V.

THE IMPLEMENTS OF THE GAME.

THE ingenuity of man has been exercised to an alarming extent in devising various kinds of posts. I have no wish to say anything against any of them except this : I would advise every one to steer clear of posts which require guyropes : they are, it is true, cheaper than others, but the difference in price is dearly purchased at the expense of constantly having to adjust the net. Another point that should be attended to is that the posts must stand upright in any soil. One often sees in wet weather the posts leaning over, owing to the pegs, or whatever else they are secured by, not having a firm enough hold on the ground. Lastly, the posts should not be more than the regulation height, viz. 3 ft. 6 in. One does see occasionally little ornamental erections on the top of the posts, which, though perhaps pleasing to the eye, may cause a stroke to be lost by intercepting the ball.

There are two sorts of posts of which I have had a good

deal of experience, and both of them have satisfied every reasonable expectation. They both have the most convenient contrivance for adjusting the net, namely, the handle and ratchet, the cord of the net passing over a groove or pulley at the top of the post.

One is called the Cavendish post (made by Ayres), and has a long foot on the inside of the post : it is kept fast by either T-shaped pins, or, what is better for a light soil, a big screw with a very thick worm.

The other, Gardiner's club post, has a socket, like a piece of gas-piping rather over a foot long, in the ground, and the bottom of the post fits into this. One advantage is that the post may be lifted out and the ground mown without moving the socket.

The net should be tarred to keep it from rotting, and it is most essential that there should be along the top a binding of white canvas about two inches broad.

There should be a stay in the middle to keep the net at the right height (3 ft.) ; the best kind, I think, is a band passing over the top. Iron rods were formerly used, but not only did they tear the net, but a ball hitting the top would go in all sorts of directions.

It is most important to have the very best balls : to play with a bad ball is no practice at all, except for the temper, and certainly no pleasure : and yet it is the commonest thing in the world for people at lawn-tennis parties to produce without a blush articles which can only by courtesy be called balls at all. I confess, I feel somewhat strongly on this subject, and I pen these lines with the hope that they may meet the eyes of some of these, from whose malpractices so many lawn-tennis players have suffered, and may stir up resolutions to sin in this way at any rate no more.

Balls must be treated with some consideration; they must not be kept in cold damp cupboards, and if they are once touched by the frost, they are useless. As a rule, balls of a previous season are no good. The only balls now used are undersewn, and it is only just to say here that the credit of effecting this improvement is due to Ayres. There has lately been a controversy as to the comparative merits of the balls of various makers, into which I do not propose to enter; I merely record my own experience, which is that I have never tried any balls which I liked so well as Ayres'.

Uncovered balls are an abomination.

As regards rackets there are many snares cunningly baited for the unwary purchaser. There are rackets with doubly or even trebly twisted gut; with square heads and oblong heads; with fluted handles, cork handles, and leather handles; with grips for the hand, and with little machines for marking the score. Let him eschew all such.

It is essential that the gut should be good, the handle plain wood either round or octagonal, the splice well fitting, and the hoop free from knots, with the grain going all round. Just above the splice is where a racket generally goes first, and it is wise to see that that part is not too thin. Then sometimes one sees, instead of the splice fitting exactly, there is an interval between it and the body of the racket, filled up with something which looks like putty. Such a racket will be nearly certain to spring after the first few hard strokes. A racket should not be strung too tightly; one can generally tell at once whether the stringing is too loose, but it is necessary to play with a racket half a dozen times or so before one can feel whether there is sufficient "give" in the strands to make it a good driver. There is one maker in particular I have in my mind—it would be

hardly fair to mention his name—whose rackets are and remain like boards, so tight are they, and not an ounce of drive can one get out of them.

As far as weight goes, I think myself $14\frac{1}{4}$ oz. to $14\frac{1}{2}$ oz. is heavy enough for any one; very few good players play with a racket heavier than $14\frac{1}{2}$ oz. Of course it is less exertion to hit a ball hard with a heavier racket, but the extra strain on the wrist in wielding it, and the difficulty in manipulating it quickly turn the scale the other way. A racket lighter than $14\frac{1}{4}$ oz. would not stand the test of severe play.

The balance is an important factor; a badly balanced racket has the disadvantages of a much heavier or lighter racket without its advantages. Some players like their rackets to balance at the screw, but as different makers (and sometimes even the same makers) put the screw in different places, this is not an infallible test. The way I have always found to work well, is to hold the racket loosely by the but, and jerk or swing it up and down; if it comes up with difficulty, the head is too heavy; if too easily, it is too light.

This may be considered rather a rule-of-thumb method, but I am really unaware of any better plan.

A racket ought to be kept in a press in a dry place, if preserving it is any object; for my own part, although it may be fancy, a racket of the previous season never seems to me to be quite what it should be.

In shape, rackets have changed wonderfully in the past few years; and nowadays rackets are generally straight or very nearly so. A curve on the inner or lower side of the racket may perhaps assist the swing and keep it steady, but it must be very slight, so as not to materially change the position of the middle, which is always the part that should meet the ball.

For the last nine years the best players, almost without exception, have got their rackets from Tate ; and I am bound to say that, having tried rackets from many other makers, I have never found any as good. At the same time, there are makers, whose rackets are sound, serviceable articles, who do not charge so much for them.

Most people on a dry ground or a "hard" court use brown leather or buck-skin shoes with thick, smooth, red rubber soles. They last an immense time, give a sure foothold, besides being not uncomfortable. I must own a preference for the ordinary canvas shoe with a ribbed sole, on account of its extreme lightness. It is, however, not ornamental, and some people find it too thin.

If the grass is at all wet or even damp, steel points should be used. They are short nails driven in so that only the square heads protrude. With steel points some find it preferable to wear boots, as being less tiring to the ankle and not really very much heavier than shoes.

The remaining articles of attire may be left to the discretion and taste of the individual player.

CHAPTER VI.

THE STROKE.

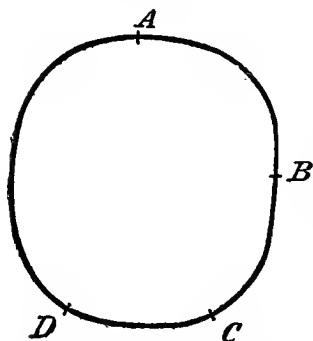
THE importance of possessing a good stroke cannot easily be overrated ; a man may have great agility, powers of endurance, and a good eye, and yet if he has a bad stroke he may never become anything more than a moderate player.

The first thing, of course, is to know how to hold the racket. Dr. Dwight, in his work on lawn tennis, has expressed the opinion that it is very necessary so to hold the racket that the grip may be the same for forehand and

backhand strokes. In this I am bound to say I do not agree with him. The time taken up by changing the grip is infinitesimal, and with practice becomes purely mechanical. There is, I think, only one well-known player who does not change his grip; and I am firmly persuaded that with an unchanged grip there is less power of hitting, and moreover the racket is prevented from meeting the ball full, that is to say, without causing a twist. To put twist on a stroke is to sacrifice power without obtaining any corresponding advantage, those strokes only excepted where it is desired that the ball should drop close to the net.

For these reasons I strongly recommend that when the racket strikes the ball it should do so without any horizontal movement from side to side; and, with this view, the way I would suggest that the racket be held is as follows:—

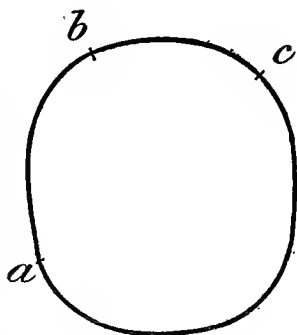
Take the racket in the left hand by the splice, the blade



being *vertical* and the handle *horizontal*; then, for the forehand stroke (the figure being a vertical section of the handle), the base of the right hand will just overlap the but; the knuckle of the thumb will be at A, the knuckle of the forefinger at B, the bend of the first joint of the forefinger at C, and of the second joint at D; the first joint will

slope towards the blade, the other joints away from the blade; the thumb will slope very slightly towards the blade, its last joint jutting out from the handle; the first joints of the other fingers will lie across the handle at right angles.

For the backhand stroke, the knuckle of the thumb will be at *a*; the knuckle of the forefinger at *b*; and the bend of the first joint at *c*: the slope of the fingers will be exactly the same as in the forehand stroke: in fact the change from the forehand to the backhand stroke is simply turning the hand back in the direction of the body, through rather more than a right angle.



The racket should be grasped as firmly as possible if it is intended to make a severe stroke: it may be held more loosely for a gentle one.

When about to make a forehand stroke, the feet should be apart, the left foot being slightly in front; the racket is swung back behind the shoulder to an extent varying with the strength of the stroke intended to be made, the weight of the body being on the right foot; in the act of striking the weight is transferred to the left foot, the body is bent forward, and the left knee is bent. Sometimes a step forward is taken with the left foot, but I am inclined to think that the stroke is more accurate without it.

For the backhand stroke the right foot is in front; the body is turned sideways to allow a clear swing for the arm; the weight is first on the left foot, and then transferred to the right.

The left arm should be kept quiet, and not waved about in the air.

The ball may be, and sometimes must be taken at all sorts of different heights, but the one which lends itself

best to a good stroke is from about two feet to a foot and a half from the ground, when the ball is falling. The position of the arm and racket will, of course, vary with the height at which the ball is taken.

I think it was Mr. Lawford who invented the form of stroke now most in vogue and which gives the happiest results for the striker. The ball is struck at such a height that the head of the racket is not above the shoulder; and instead of a plain blow being given to the ball, the racket, as it were, takes hold of the ball by moving along its surface in a vertical direction. This is done by a slight turn of the wrist.

The result is two-fold. The ball revolves forward on a horizontal axis, thus leaving the ground at a greater velocity and an acuter angle than if it had received an ordinary blow. Also it is possible to strike the ball with much more force, and to drive it much nearer the top of the net.

In making this stroke, the arm must be rather stiff.

After knowing how to strike the ball, the next point is to acquire what is known as a good length—that is to say, the power of propelling the ball to a point as near the opposite base-line as possible.

The advantages of this are enormous.

If a ball struck with a certain force drops, say, within a foot of the base-line, it is almost impossible for a man to make a stroke off it which his opponent will be unable to return: not only is there the difficult task of making the ball travel a long distance, but the time which must elapse gives the opponent a very good chance of reaching his return. One may often see a player who goes plodding on, returning every ball into the back of the opposite court, defeat another whose style is far more brilliant and taking to the eye, but whose strokes fall comparatively short.

Good length is the most important branch of the art of

placing ; which consists of putting the ball in that part of the court which is most inconvenient for the opponent to reach, and which he least expects.

And now arises the question, What is the best way to learn the stroke ?

Fortunately or unfortunately there are no professionals at lawn tennis, or at any rate they are so few in number that they may be left out of account, so that there is no chance of regular teaching of the game ; and in a general way it is picked up at haphazard. The inevitable result is that habits are formed which it will take much trouble and more time to get rid of.

The truth is, that if any one wants to do a thing well, he must make up his mind to undergo a certain amount of drudgery and discomfort ; and lawn tennis is no exception to this rule.

Some people, when they begin the game, find it difficult to hit the ball with the racket at all. In such extreme cases I agree with the advice that has been given before by writers on the game, namely, to play against a wall until there is no more mere beating of the air. I do not, however, think that, beyond this, much advantage can be got from this recipe, and I attach much importance to the familiarity with the length of the court and the height of the net, which can only be obtained by actual play or attempts to play. The wholesome feeling of emulation, too, which is caused by playing some one better is a considerable stimulus ; but it is well to bear in mind that it does not follow that, because the other player is better, his style is perfect or one which can safely be copied. Watching really good play is a great assistance, and also inviting criticism, (which will be freely given) from people who understand the game.

Of course a beginner must not be too ambitious ; he must at first confine his efforts to merely getting the ball over the net : afterwards he may awake to considerations of pace and placing.

CHAPTER VII.

THE VOLLEY.

IT is so much more attractive to most people both to volley and to watch volleying than to play a stroke off the ground or to look on at back-play, that it is here necessary to emphasize the fact that a man must learn back-play thoroughly before he attempts to volley at all, otherwise he will be led to restrict himself entirely to the latter. The temptation is the greater because bad volleying is at once easier and more effective than bad back-play.

The volley has infinite varieties, but one rule applies equally to all—a step forward should always be taken, if the volley is forehand, with the left foot ; if backhand, with the right. It should also be stated that it may be necessary to slightly alter the grip by sloping the thumb and forefinger more towards the blade.

Roughly speaking, volleys may be divided into two classes—pushes and hits. An example of the former is the volley of a ball coming down the backhand line just above the net where it is desired to return it down the same line. The racket is held horizontally across the body, and is moved out in that position and in the same plane to meet the ball, the elbow being well out from the body, the forearm horizontal, and the wrist stiff. There is a similar stroke on the forehand side. On the other hand, if the ball is a little higher the racket is swung back, the blade moving

faster than the hand, and a stroke like an overhand off-the-ground stroke is made. This I should call a hit-volley.

With these push-volleys a great accuracy of placing can be obtained both along the lines and across the court, but occasion for them arises comparatively seldom. All volleys which are made with the blade of the racket below the shoulder are much easier backhand than forehand, except those which are very low down in front of the body, and there is no time to step aside. Generally speaking, there is a longer reach backhand than forehand. When taking a low volley backhanded it is necessary to stoop considerably, otherwise it is impossible to lift the ball over the net.

Perhaps the most useful volleys at the present day are those short across the court from close to the net, either fore- or back-handed. The blade of the racket is a little higher than the hand, and by a sharp turn of the wrist meets the ball at an angle. They are very difficult strokes to keep in court, but when successful are most deadly. Any one who wishes to see them done to a nicety should watch the play of Mr. Lewis.

A form of volley which is peculiarly associated with the name of Renshaw is the smash. It consists of volleying a high ball with a very free arm and a considerable swing; the whole motion of the arm is very like that which takes place in throwing a cricket-ball. It is a very showy stroke, but can only be used with any safety quite close to the net. Sometimes it is necessary to leap into the air with both feet off the ground, and strangely enough when this is done the stroke is nearly always successful, though I hope it will not be inferred from this that I mean to suggest leaping into the air as a policy to be vaguely adopted in general. But commonly, indeed, an equally good stroke can be made with much less expenditure of strength and far less risk

by volleying the ball to one side-line or the other fairly hard and within the service-line if the opponent is at the back of the court, or far back if he is close up. These hard overhand strokes are very difficult to make backhanded with any degree of certainty.

Another very useful form of volley, but which one very seldom sees, is an underhand volley from the back of the court of a falling ball. The ball is struck very hard, the arm being stiff, just as in the underhand drive. The wrist must be kept very stiff, otherwise the force of the blow will force the blade of the racket down. It can, I think, only be attempted forehand with any hope of success.

There is another somewhat unusual volley, but one very useful on an emergency or to save time, which may be called lob-volley. The ball is volleyed gently up into the air either when the opponent is close up to the net or when time is required to get back into position.

Lastly must be mentioned a volley which was extensively used by that very fine player, Mr. Chatterton, now unfortunately lost to the ranks of lawn tennis. It may be called the drop-volley. It is made within three yards of the net, and, if successful, the ball drops dead just on the other side. The blade of the racket is vertically upwards, and immediately before contact with the ball it is drawn back, the wrist being perfectly stiff. I have never seen it done except on the forehand, but there is no reason that I can see why it should not be done on the backhand also.

CHAPTER VIII.

THE HALF-VOLLEY.

To half-volley a ball is to take it just as it is leaving the ground. It is a somewhat uncertain not to say fluky stroke, and therefore great care must be taken in using it. As a rule it is better either to go forward and volley the ball or to step back and take it off the ground; sometimes, however, there is either no time for either of these courses or the advantage to be obtained by a successful half-volley is so great that it is wiser to run the risk. If it is desired to send the ball up high—for instance, if the opponent is at the net—the blade of the racket should be in front of the hand; that is, the racket should lean from the ground away from the net: but if it is wished to keep the ball down, there should be a very slight slope the other way.

If a ball has passed the player on the forehand side, he may return it with a half-volley by stooping down low, balancing himself on his left foot with arm outstretched and racket horizontal; if on the backhand side, he should step across with his right foot, turning his back to the net. The position of the racket will vary with the place where the ball strikes the ground (*i.e.* either some distance from, or close to the body) from horizontal to vertical, the latter being an exceedingly difficult stroke.

The half-volley, too, is very useful occasionally in a rest of volleys where one drops short; a quick low half-volley to one line or the other will often win the stroke.

Akin to the half-volley is the rising ball—also a stroke not entirely to be relied upon. The ball must almost be allowed to meet the racket if it is going hard, as if more than a

slight impulse be given the ball will infallibly fly out of court. This is a useful stroke sometimes, as it takes the opponent by surprise. It is not quite so uncertain as the half-volley, for, the ball having completed part of its bound, its direction may be more accurately conjectured. No rule can safely be laid down as to how to hold the racket for either of these strokes: the position of the fingers and the tightness or looseness of the grip must be left to the inspiration of the moment, and will be governed by the attitude which the player will find himself obliged to assume. At times, indeed, to gain an extra inch of reach in a half-volley, the little finger will be outside the but, and the handle will only be grasped by three fingers and the thumb. In such circumstances, however, the stroke is evidently a sort of forlorn hope.

CHAPTER IX.

THE LOB.

THE lob is strictly speaking a slow stroke, and it follows that to travel any distance it must rise higher in the air than a fast stroke.

Till within the last two years it was only used for two purposes—either to pass over the head of the man at the net, in which case it was not necessary that it should go very high into the air, or, secondly, to gain time when in a difficulty; in the latter case the higher the ball is sent, of course, the more time is gained, and, besides, the more difficult is it to volley.

High lobbing in a wind requires exceptional judgment.

If the sun is in the opponent's eyes, he will generally be obliged to take the ball off the ground. As it is much more

difficult to volley a high lob backhanded than forehanded, where there is a possibility of choosing, it is better to volley into the backhand corner. Some people find it easier to lob forehand, and some backhand.

As I have mentioned before, however, there is now a distinct lobbing game. If the opponent is a man who plays back very well, if he has a severe stroke off the ground, the tactics the lobber follows are simply to keep on returning the ball gently to the back of the court. The opponent may, perhaps, be making very fine strokes, but if the lobber has agility and certainty he will be able generally to return them, and the result, too often, as I think, is that the hard hitter kills himself, so to speak, by hitting the ball into the net or out of court.

This form of game was rampant during the season of 1888. It has been said, and it may be so, that this arose from the very wet and dead state of the courts throughout the summer, and that this game would not succeed on a fast dry ground. Time alone can tell. Possibly, too, another remedy could be found in volleying the lob hard underhand—a stroke which, I believe, will some day be considerably developed.

CHAPTER X.

THE SERVICE.

It is a curious thing that the service generally is so very bad. The number of players who have a good service can be counted on one's fingers, and even to them it is very often a disadvantage to serve: their service varies far more than the rest of their game. One day a player may really make many strokes by his service, and the next day he will hardly

have one first service which is not a fault. And, in spite of this admitted fact, one hears of some people who want to abolish the first fault. They forget that, nominally even, there is only about a quarter of the court to serve into, and that in fact the space where a fast service can drop is limited to a strip of certainly not more than two feet broad along the service-line. Fortunately, however, there does not seem the least chance of such a change being made in the laws of the game.

No doubt the feeling that if one fails with one's first service one has another to fall back on, tends to make one somewhat careless, and to lead one to attempt a much harder service than there is much probability of succeeding with: and also the present system causes a certain expenditure of time; but then there is no occasion for playing the game at railroad speed, and every one who has played a severe match remembers how, at some period of the game, he snatched at every excuse for a short pause. I confess that I do not myself think that there is the smallest ground for discontent with the present state of things, nor have I heard any single player of any experience express a different view.

The form of service almost universally used is the overhand service; but, like most other strokes, it may be played in a variety of different ways. Some players serve with a twist, others without; some with rackets raised to the full stretch of the arm, others with the arm half bent; some swing their rackets up and down before striking, after the manner of a pump-handle. In fact so much does taste in service vary that doubtless a philosopher could tell from a particular service what manner of man he was who delivered it.

In all of them alike, the first thing to be done is to put

the toe of the left foot on the line; and there it must be kept until the ball has been struck.

Some little preliminary swing is generally necessary before the racket is brought back to strike. The ball is then thrown up to the height at which it is desired to strike it, rather to the right of the body and on a level with it—that is to say, not in front of it. If one analyzes one's motions while serving, it appears that the weight of the body passes from one foot to the other several times, swaying as if in a balance until just before the moment of striking, when it is finally thrown over to the left foot to give impetus to the blow; the right foot is then generally lifted up, there being now no rule to prevent this.

It is a moot point whether a player will find it worth his while to serve with all his strength or not. My own idea is, that the vast majority of players never get a sufficient number of very fast services over the net all right, that is without being faults, to repay them for the trouble and exertion; besides which they, having to recur to the second service, start the rest at a disadvantage in most instances. What I would therefore suggest is, that any player who honestly feels that his chance of serving a very fast service right is slender, should try and cultivate a moderate service with a good length, a quality which is as important in service as in other strokes. The result will be that although his service will never be such that a good player ought not to return it, yet it will be comparatively difficult to make a stroke off, and he will find his second service immeasurably improved, owing to the greater similarity there will be between them. It will be found advisable to strike the ball from as high a point as possible, so that it may bound far back into the court. Also it is better to serve, as a rule, to the opponent's back hand, especially from the

backhand court ; from the other court a fast service in the forehand line drives the opponent some way out of the court, and gives a chance of placing the ball out of his reach down the other line at the next stroke. A service down the middle of the court sometimes may take the opponent unawares, and thus win a stroke.

A form of overhand service which is recommended by Dr. Dwight, and which I have heard favourably mentioned by some players, is called the reverse service. The ball is not thrown up to an appreciable extent, but held at the height of the face, slightly to the left and in front : the racket strikes it with a twist from left to right. The advantages claimed for it are that it does not bound so high as other services, and that it is easier to serve against the sun. This service is hardly ever seen, and, although it may show a great lack of enterprise, I must confess to never having tried it ; but I cannot say I am fully alive to the alleged difficulties of returning it.

The underhand service, which may be either fore- or backhand, is very little used nowadays, but it is sometimes a good thing as a change. On the forehand, the racket is held with the head downwards, and swung obliquely from right to left, meeting the ball—which is dropped to the right and in front of the body—so as to impart a twist from right to left. At the moment of striking, the racket is inclined to the vertical at an angle of about forty-five degrees. The backhand service is similar. The forehand service should be from the backhand court to the opposite corner, and the backhand service from the forehand court. The advantage these services possess is that the twist carries the ball on the bound outside the opponent's court, and, to a certain extent, disturbs his position. But, as I have already said, they must only be used as a change, as a continuance they are too feeble for words.

As to the second service, little more need be said than that it should on no account be a fault. The care with which it must be delivered prevents in most cases any refinement of placing; but, as far as possible, it is well to send it to the opponent's backhand, and as near the service-line as it is safe to try for.

CHAPTER XI.

THE SINGLE GAME.

1. *Styles of Play.*

It is very much a matter of chance with most players what style of play they take up. In part, no doubt, it is determined by natural inclination and capacity, but, except with people of sufficient originality and independence to strike out a line for themselves, the persons a man habitually plays with in practice to all intents and purposes form his game. Of course the best way is to play with people of as many different styles as possible, if the object is to become a good all-round player; but as many of us play, partly at any rate, for pleasure, we naturally play more with our friends than with people we only know slightly, and in consequence faults and peculiarities become stereotyped. A great remedy for stagnation of this description is to play as much as possible in tournaments; one measures one's self against players of every hue and shade, and one always has the satisfaction of knowing, what very often is not the case in practice games, that both sides are playing their level best.

I have already adverted, briefly, to the different styles of play in vogue just now, and I here repeat that it is no use for a man to rely solely on volleying, or solely on back-play

—he must be able to do both ; but whether his back-play is to be hard or lobbing, and whether his volleying is to be from the net or the service-line, are questions which cannot be disposed of in an equally summary manner. The advantages of lobbing are that it is less risky, and, being slower, gives more time to run up to volley when the opportunity occurs. Again, the player, not being obliged to stand so firmly on the ground (what has been called “fix” himself), he is better able to start in one direction or the other. This game, however, requires an exceptional amount of activity. Hard back-play, no doubt, ventures more ; but, then, there is more chance of a positive win, not merely by the opponent’s mistake, but by the excellence of the stroke itself ; even if the stroke is returned, it will be comparatively gently, and may give an easy chance for a winning stroke. Further, it is a more interesting game to play ; but, then, it is impossible to play it with any success unless the ground is in almost perfect condition—on a wet court, for instance, it is hopeless, or nearly so.

My own view, for what it is worth, is that the latter game ought to be the winning one ; that is to say, a man who played it as well as it could be played would beat a man who was as good a game as possible in the other style. It occurs to me that I should here say that when, in a previous chapter, I stated that Mr. Ernest Renshaw had attained to the position of champion mainly by the lobbing game, I did not mean to suggest—as it would be contrary to the fact—that he had not a very fast off-the-ground stroke ; all I mean is that, in the closest matches he has played in the last two years, he has found the lobbing game pay best to adopt.

As between the two forms of volleying, the case stands thus : it is easier to get to the service-line than to the net,

but, when there, there is not so good a chance of killing the ball; at the service-line it is less likely that a ball should be tossed over the player's head, and he is not so likely to take a ball which is going out of court: on the other hand, the man at the net covers far more of the court, and is not so likely to be passed, but the latter game is a more exhausting one. On the balance of probabilities my own impression is that the service-line volleyer does not stand such a good chance as a volleyer some way nearer the net. I cannot flatter myself that my views on these questions are likely to have much weight, but it seemed to me that it would be timorous to shrink from expressing them.

The conclusion I come to, then, is this—that the best game is that which combines hard back-play with volleying at the net. To put the matter in a more concrete form—combine Mr. Lawford's back-play with Mr. Lewis's volleying and you will be *facile princeps*.

2. *The server's game.*

It is very difficult to dogmatize about the best place to serve from, but, generally speaking, I should be inclined to say about a yard from the middle of the base line. Some of the finest players, however, serve with great effect from nearer the middle; others seem to like the forehand corner. If a player is serving with the wind, it is a good thing to serve from the corner, otherwise he will be apt to serve faults: on the other hand, if the wind is against him, serving from the middle will be better, as the ball will not have to travel so far.

If the first service is a severe one and comes off, he may perhaps be able to volley the return; but he should not start running to the net, as a rule, until he has some idea where the ball is coming to. Having delivered a hard service, it takes him a moment or two to recover his balance,

so that he will be unable to get established in a favourable position to volley before the ball is struck by his opponent, and he will probably either be passed outright or make a poor stroke and lose the next. If, on the other hand, he waits, then, if the return is in the nature of a lob, he may volley it either into the backhand corner or sharply across the court whichever side of him it comes. Either of these strokes would be difficult for the opponent to make much of. But if the return is too low to volley, supposing it comes to the player's forehand, he may either return it in the direction it came but at an acuter angle (which is a very effective stroke, especially if short though fast), or else down the opponent's backhand line, following it up to the net. Supposing the ball has come to the player's backhand, he may, if the opponent has come up to volley, pass him down his forehand line. This stroke, however, is a very difficult one, and generally it will be easier to pass him across the court. If the player can strike the ball so as to drop within the service-line and close to the side line, so much the better, only he must remember that if his return is not cross enough he is certain to lose the stroke; and, for my own part, I would always rather send the ball out of court than give my opponent a certain winning stroke. Of course, if the player feels doubtful about doing either of these strokes, he may always lob. I have here assumed that the opponent has come up to volley: if he has not, the return, though of the same nature, would not be so difficult.

If the first service is a fault, after serving again the best place to go is about a yard outside the middle of the back line, there to await events. On a fast court with a hard back-player against one it is safer to go even further back, as it is much easier to run forward than back, besides which

a player running forward is meeting the ball, the natural way of the stroke ; whereas running back he has to outrun the ball to get into position to strike.

To run up after the second service is generally to court defeat ; I speak from bitter experience.

3. *The striker-out's game.*

The return of the service is the most important stroke in the game, and it is impossible to devote too much attention to it ; on it very often immediately depends the result of the rest.

To return the first service (from the forehand court), the player should stand with his right foot on the side line produced about a yard beyond the base line. If the service comes from the opposite corner, the position should be a little further to the right, in the backhand court more to the left. He should hold his racket with the backhand grip, as most services will have to be taken that way. The feet should be about two feet apart, and the knees bent.

He may only just be able to get the service over anyhow, if it be very fast, when he should at once go to the back position—a yard behind the middle of the base line. If the pace be more moderate the two best strokes are down the line and across the court ; these will be considered below.

To return the second service, the player may come in as far as two yards from the base line, and may stand almost midway between the middle line and the side line in the forehand court ; in the other court he may even have his right foot on the side line, though generally it will not be quite safe to be so far on the left.

The racket should be held with the forehand grip, and the feet firmly planted.

From the forehand court the return will be either—

(a) Down the line. Here the player may, and in most

cases should, follow up his stroke to the net to volley the return; if it takes the form of an attempt to pass him on his forehand, he should volley it across the court so as to drop as near the net as possible, unless he can see the opponent running that way, in which case it is sometimes wise to volley back down the same line; always, however, remembering that if the cross volley is made at a sufficiently acute angle to the net, it is practically unreturnable. Similarly, if the return of his first stroke is across the court to his back hand. If, however, this return is a good one—that is, quite close to the corner of the net—the volley down the backhand line should have the preference, and if it has to be lifted over the net, it must either be hard enough to reach the back of the court or soft enough only just to drop over the net. Lastly, if he has to deal with a lob, he should volley it as hard as he can into the opposite corner, however far back he may be when he hits it. I believe to hit a lob hard, whatever its height has been, is merely a question of practice and determination. Of course, if the lob is a bad one, it is wiser to economize one's strength, provided there is a reasonable certainty of placing the ball out of the opponent's reach.

I have assumed that the player will be able to take the service on the forehand, but the same remarks will apply to the backhand stroke down the line, with this addition, that, with a high-bounding service near the net, it is possible just to drop the ball over close to the line. This stroke is more easily effected with a twist, and the player must bear in mind that an attempted short stroke which goes too far is practically making the opponent a present of a stroke.

(*b*) Across the court. A very difficult but exceedingly deadly mode of doing this stroke used to be displayed by

Mr. William Renshaw. The service was returned hard to the opposite side line, if anything rather nearer to the net than the service-line. For this, it is necessary to put a great deal of what is sometimes called "stuff" on the ball, otherwise it will fly out of court. The more usual stroke is to drive the ball to the opposite side-line between the base and service-lines. It may be made with the full strength as it passes over the lowest part of the net. The opponent will often be driven too far out of the court to return down the side-line, and he must either attempt the very difficult stroke across the court or else lob. There only remains the cross drop stroke, to which additional effect may be given by a preliminary flourish, which often leads the opponent to imagine that a hard stroke is about to be made. A former champion, Mr. Hartley, still possesses this stroke to perfection, and I have myself time and again been the victim of his subtle artifice.

From the backhand court the return will be of the same nature, and only two remarks need be made, which are these. The forehand stroke down the backhand line is an exceedingly useful one, and very deceptive, as it is frequently impossible for the opponent to tell until the ball is struck whether it is going down the line or across the court. Also the cross-drop stroke is considerably easier to make backhand from the backhand court, and a very delicate accuracy can be attained in placing this stroke.

4. *Generally.*

When not actually engaged in a stroke, the racket may be held loosely to relax the muscles, the left hand holding it round the splice. I must here repeat that the position of the player in the court is most important: the net is the place to volley from, the base line to play off the ground,

the space between the service-line and the base line is only the place to lose from. It is well to play on the offensive as much as possible ; it gives confidence to the player, and flurries the opponent, as he will probably not be able to play his own game.

Occasionally one must play a waiting game ; for instance, against a very severe back-player it may be necessary just to keep on returning the ball, waiting for his mistake.

Certainty is an indispensable quality. In fact, I think what especially distinguishes first-class play from inferior performances is that easy strokes are so seldom missed ; of course there is, besides, great brilliancy, but certainty is the foundation on which it is built. The opponent's movements should be carefully watched, and from them it is often possible to tell where he intends to place a ball before ever it is struck.

It is generally easier to pass a service-line volleyer across the court than down the side lines, and on his forehand than his backhand. Strokes should be started for, as soon as the direction of the ball is ascertained. If the opponent starts before one has struck the ball, the return may profitably be to the place from which he started ; as he is running the other way it will be difficult for him to stop and run back again. Stick to a sore place is sound advice ; by this I mean, suppose the player has sent a fairly hard stroke to some point which the opponent has shown difficulty in reaching, a good plan is to return the next ball back there again ; not only will the second stroke be probably even better than the first, but the surprise will also aid, as the usual and expected stroke would be into the other corner.

Any weakness which the opponent shows should be taken advantage of ; for instance, if he has not a strong backhand, opportunities should be given to him for practising the stroke.

One should never allow one's self to be, as it were, caught on the run : if the player is running up, and finds he cannot get into position before the ball is struck by the opponent, let him stand still, otherwise he is in peril of having the ball put in the opposite direction to which he is running.

A good-lengthed ball should be followed up, unless the player is very far back, when he may not be able to get up in time.

If the opponent is at the net, it is generally wiser to lob, unless the player is as far up, say, as the service-line, when there will be a good chance of passing the volleyer ; it sometimes pays to hit straight at him, hard and low, when he is in this position.

CHAPTER XII.

THE FOUR-HANDED OR DOUBLE GAME.

THE standard of play in the double game is much lower than in the single game. There is nothing like the difference between well-known combinations that there is between the players singly ; and, unless this is a defect in the game itself, which I do not believe, there is great room for improvement.

Lawn tennis is, perhaps, rather selfish—everybody fights for his own hand ; and as the laurels are equally divided between a successful pair, that may partly account for people not playing the double game with so much energy, or studying it so carefully as they do the single ; and, of course, it is more trouble to get four players together than two. Again, to find a man whom you can play with is not the easiest thing in the world. Still, if two really good players could be induced to practise persistently together for a length of time, I

believe we should see an exhibition of double play which would astonish us. Not that there is much to improve in the theory of how the game should be played, at least in its broad outlines. It is now admitted that one man up and the other back cannot win against both men up, and for this we have to thank the Messrs. Renshaw; but even in their game one cannot help seeing there is a great waste somewhere. It is not sufficiently recognized, it seems to me, that each partner must play not for himself alone but for the partnership, and that it is often far better policy to force one of the opponents to send a ball to one's partner which he can kill than to try to kill the ball one's self if the latter stroke is a more risky one.

A circumstance which has had a prejudicial influence is that an indiscriminating public is lavish of its applause of a brilliant "smash" or a fluky half-volley, while a useful but unassuming stroke, perhaps requiring far more skill and knowledge of the game, is too often received in chilling silence. Lawn-tennis players are only too human, and they are consequently led to adopt a "gallery" style of play.

In many respects the four game differs from the single game: it requires less endurance, but even more equability, and the volley plays a much more important part; in truth, as it is at present played, it is practically all volleying.

The service is a distinct advantage.

The server will probably find it convenient to stand midway between the corner and the centre of the base line, or even nearer the corner. His best service will be into the opposite corner, as that will leave a very small portion of the court into which the opponent can return the ball without the risk of the server's partner being able to volley it.

The server should follow up his service, and especially the second service, to the service-line or a little beyond it;

if he runs up too far he may provoke the opponent to lob over his head, which with an easy second service will not be a difficult task.

If the first service is a very severe one, the server may find it difficult to recover in time to get up, in which case he had better stay where he is until he sees where the return is coming to: his partner may very likely be able to volley it, in which case running up would only baulk him; or it may be a lob for which either he or his partner would have to run back, in which case he saves trouble; or it may be a difficult cross shot which he would very likely have missed had he run up. If the return is an easy one he may still be able to go in and volley it, or make a good stroke off the ground. While he is serving, his partner should stand on the service-line or a little behind it, and about a foot from the inner side line, which will enable him to cover his own line—a most important requisite, as, if the ball passes him on the other side, he has his partner to look to, but if he is passed down his own line the stroke is lost past redemption, and moreover it gives his partner legitimate cause for complaint, because such a miscarriage will probably have arisen from mere carelessness.

In a double game, want of care is the worst form of bad play.

The server's partner will find it a good thing to turn round to see where the service is going to, so that he may prepare himself accordingly. If the service is all right he may move up a yard or so, with the hope of volleying the return. If his partner is not running up, he may prudently attempt a volley further on the right side than he might otherwise do, always supposing he feels pretty confident about it.

Should the return be a lob over his head, either he or

the server should run for it, but not both ; there should be no hesitation in calling "yours" or "mine" in case of doubt, as long as the call is soon enough.

The great thing is to make up one's mind ; few things are more aggravating to one's partner than to go for a stroke, change one's mind, and call "yours" when he is, naturally enough, quite unprepared.

If either man sends a short lob, both should run right back, the further the better, to try and take the hard stroke which will follow.

The striker-out takes the service in the ordinary position ; in returning it, however, he cannot afford to "go for the stroke" as much as he would do in a single game : in the latter case he has only himself to consider, and may reckon to make up for a miss later on ; but in the double game the chance may be indefinitely postponed. From the right-hand court he may either (if the service be fairly easy) place the ball in the angle between the server and the net close to the far side line, even if the server is running up, or he may put it between the two players if there is a gap—and this may tempt both opponents to try for it, especially if the ball is cunningly placed just within the reach of the server's partner ; or, again, they may both leave the stroke alone ;—or he may take the chance of disconcerting the server's partner and hit straight at him, if there is not (as there probably will not be) room to pass him ; he may lob ; or, lastly, he may try the drop-stroke across the court.

The stroke at the server's partner is particularly effective from the backhand court forehand : on which side, too, there is a very fair chance of passing the opponent by the forehand stroke down his forehand line, for which he may very likely be unprepared. This should only be tried as a change after returning the balls habitually some other way.

The striker-out's partner should be a foot or so behind the service-line, and not more than two yards from the middle line.

He should watch the first return very carefully, as if the server's partner manages to cut in he will most likely send the ball either at him or down the middle where his partner cannot get it.

The following observations are of general application :—

If possible it is better to play down the middle of the court.

One stroke which should be specially avoided is a cross stroke which reaches one of the opponents at the inner line higher than the net ; he is almost certain to pass the player's partner down the side line.

This leads up to another remark : if a man is in a hole and must make a stroke which will very likely be scored off, it is much better to play so that the difficult return will come to him and not to his partner ; no man likes to have an impossible shot given to him through his partner's mistake.

Not only is it prudent not to give one's partner cause for offence, but it is well to encourage him as much as possible : I don't mean by saying "Well played" in an inane manner whenever he gets a ball over the net ; but by showing appreciation of his good strokes, and, above all, no disgust at his bad ones. Swearing at one's partner, whatever else it may do, certainly won't make him play any better.

Another thing that may put one's partner off his game is running across and taking his balls. There are times, it is true, when no one would hesitate to take a ball in his partner's court ; for instance, an easy volley when the other man was at the back of the court : but these times are few and far between. If, however, a player does run across let

him take good care to get back to his own place again before the return.

If a ball is doubtful, it is a hard thing to say very often which man should take it. Dr. Dwight quotes the authority of Mr. William Renshaw for saying that in the middle of a rest the man who played the last stroke should play the next. This, I may say, I heartily agree with. If, however, it is the beginning of a rest, my own feeling is that the partner to whom the ball comes forehand should take it if it is high ; the other if it comes low : because it is easier to volley a high ball forehand and a low ball backhand.

It is unnecessary to say that the weaker of the opposing pair should be made to bear the brunt of the battle ; but to this may be added that, even if both players are about level, it is very disconcerting to one to have most of the balls played at him ; nor is it agreeable to his partner, especially if a ball is suddenly launched at him when he least expects it.

If one partner is not taking the ball, he is not therefore to remain stock-still : he should be always prepared to take the next ball ; neither his eye nor his attention should wander ; he should always be on the alert and ready to spring.

I should mention one stroke which is really not difficult and yet very effective. If the server, having run up, finds the service returned to him across the court, let him return it at an acuter angle with the net either fore- or back-handed. It is astonishing how often this stroke will win a rest. And although I mentioned the server particularly, because he has more opportunities of making the stroke, yet there are other chances at other times which should not be passed over.

CHAPTER XIII.

LADIES' AND GENTLEMEN'S DOUBLES.

LADIES' and gentlemen's doubles, or mixed pairs as they are sometimes called, are no doubt very pleasant and charming from a social point of view, but looking at the game scientifically they are not of much value. A four game in which two good players are linked to two bad ones is at best a poor performance, resolving itself as it must do into a series of assaults upon the weaker players. Fortunately, however, science is not everything even nowadays, and there are few nicer ways of whiling away an afternoon than playing mixed pairs. So much I may perhaps be allowed to say, although a disquisition upon the moral advantages to be obtained from female society would be rather outside the scope of this work.

As mere exercise most men will find playing with a feeble partner against a strong pair perfectly satisfying, even if it does not improve their game to any appreciable extent.

In the system to be pursued, this game bears no particular resemblance to either the single or double games.

It is better to take the service, the lady's return of a good service being generally not quite what it should be. The sort of calculation a man goes through in one of these games is rather of this nature: his own service and the lady opponent's service he reckons on winning: he is resigned to the probability of losing his male opponent's service: his partner's service the chances are even about: any stroke he sends to the lady on the other side he is disappointed if he does not win.

Of course this is not strictly logical, but I believe repre-

sents very fairly what passes through the minds of many men.

I should ask the lady to take the right-hand court; she is probably not very strong on the backhand, and the right-hand court is distinctly easier to play out of. The drawback is that one is generally one stroke behind, but I do not think this is so very important, and, besides, it makes one play more carefully. Add to which the fact that the only stroke most ladies have is across the court from the right-hand court.

It is no use running up after the service if it is to the man, as in a double court there is so much room to place a stroke, except in the rare cases where one's partner can volley. If she can, of course her best place will be at the net, and only about two yards off. If she cannot volley, the extreme corner of the court will be the best place for her.

If the service is to the lady, it will nearly always be safe for the server to run up and volley. While he must take care not to allow himself to be passed on his own side, it is sometimes a good thing to go rather far over, that is to the middle of the court, keeping himself prepared to spring back: in this way the lady may think she sees a chance of passing him, and may be diverted from returning the ball to his partner. If the server does not get the chance of volleying, and the ball goes to his partner, he had better, unless it is a very easy stroke, or his partner a very good one, run back to the base line out of his dangerous position.

When the lady is serving to the man, unless she has an unusually good service, her partner should stand near the middle of the base line, say from a yard to two yards from it. He cannot safely get nearer the middle, as he would then leave too much of his own court exposed. If the

service is to the lady the man may be up about a yard behind the service-line.

As for the strikers-out : if the lady is returning the service, her partner should be at the back of the court ; if he is returning it, she should be at the extreme corner : and this even if she is a good player, because, unless her partner is extraordinarily bad, he is bound to be better than she is, and therefore ought to have the large majority of the strokes.

In returning the lady's service the gentle cross-drop will be found exceedingly useful, as well as in the event of a poor second service of the man's.

As it should be the object of the man to keep the ball to the opposite lady, so it should be the object of the lady to keep the ball away from the man.

Sometimes, when the man is having a sort of duel with the lady, he will notice the other man edging nearer and nearer, preparing to cut in to his partner's relief ; he may then suddenly place the ball across the man or down his line as the case may be, and take him completely by surprise.

Many ladies will be entirely nonplussed by a high underhand twisted service, and few can take them with much effect.

Let me say for their benefit that a forehand twist makes a ball bound to the left of the person who has to take it, instead of coming on ; a backhand twist makes it bound backwards and to the right. The way to treat them is, instead of waiting for the ball to come to one, to go up quite close to where the ball will bound, and then no difficulty will be experienced.

CHAPTER XIV.

LADIES' CHAPTER.

I HAVE been asked to give a few hints on lawn tennis to lady beginners ; but, before doing so, I should like to point out that more may be gained by watching good players than by anything that can be written on the subject. At the same time, every one is not so circumstanced as to be able to see first-class play, and it is hoped that the following suggestions may prove useful to such persons. I am well aware that my own style of play is in most respects not such as I should hold up as a model, notably the manner in which I play the backhanded stroke, which probably arises from not having been taught in the first instance the proper way of making this stroke. And here I would particularly wish to call attention to the immense importance of acquiring a good style at the outset.

The first important point is the holding of the racket at the extreme end, and not halfway up the handle, as novices invariably do. Greater pace and freedom of stroke are gained by observing this rule. The racket should be firmly but not tightly grasped, and the weight should not exceed $13\frac{3}{4}$ oz. Do not move your arm stiffly from the shoulder, but learn to use the elbow and wrist joints. This is a matter of considerable importance, and by paying attention to it your play will gain in grace no less than in efficiency.

Then, again, the tendency in the play of a beginner is to get too close to the ball. It is always easier to run forward than backward ; therefore my advice is, keep a good distance off the ball. There being at present very little volleying in ladies' play, as compared with that of men, it is of the greatest

importance to stand well back in the court ; indeed, I stand well outside the base line, and have always found this position in court the best.

The first object of the player is to hit the ball well in the centre of the racket, with such elevation as will carry it over the net and well into the back of the court. This is called a good length return. The nearer the ball is played to the top of the net, the more difficult will it be to return, but such strokes can be made with certainty only after much practice. The great matter for beginners (and these remarks are only addressed to such) is, in any case, to get the ball over the net. Severity of stroke and placing will follow in due course, and should not be attempted until the player has acquired some command of the ball. Another fault a beginner ought to guard against is, when a ball drops short, never to run forward and hit it very hard, or with exactly the same strength as if it had fallen on the base line, but to think of the position in court and to regulate the strength of the stroke accordingly.

There are two ways in which a ground-stroke may be taken, namely, at the top of the bound, and again quite late, when the ball is near the ground. Each way has its advantages ; and while the present lady champion, in the majority of her returns, takes the ball very close to the ground, getting a good deal of "lift" on the stroke, I myself take it as high as I can.

With regard to the backhanded stroke, I am somewhat diffident in giving advice ; but, in my opinion, a player could not do better than take Miss May Langrishe as a pattern ; her backhand is generally acknowledged to be perfect.

Now, as to service, never have less than two balls in your hand, as you are more likely to serve a double-fault if you wait to pick up a second ball. Miss Martin is generally

considered to have the best service (hard, overhand) among lady players.

It is generally better to serve from near the middle of the back line rather than from the extreme corner, as is frequently done, and this for two reasons: first, because from the former position there is a larger portion of the opposite court into which it is possible to serve, and consequently there is less liability to make a fault; and, second, because in the middle of the court you will be in a much better position to take the return, which otherwise your opponent can easily place where you will find it impossible to get up to it in time.

Your position in the court is of much importance. I have already said that you should stand well back in the court, near the base line, and for similar reasons you will find it well to keep rather to the left than the right of the court; and in a double game, if you are in the left court, you had better stand quite near the outside line, otherwise your opponent will easily place the ball to your left, where it will not be possible for you to get to it in time. After making a stroke that takes you away from your ground, do not stand to watch the effect, but always get home again directly, to be ready for the return, or you will find, when too late, that it has gone past you.

It occurs to me that a few words on the subject of dress may not be out of place here. Nothing is more uncomfortable than a heavy narrow skirt; and I find that one made of the lightest possible material, not less than $2\frac{3}{4}$ yards in width, gives the greatest freedom in getting about the court.

I assume that the usual shoes with indiarubber soles will be worn, as it would, of course, be impossible to play in ordinary walking boots. The hat, too, should be one which, while shading your face, will not be inconveniently large.

In conclusion, there can be no doubt that lawn tennis is a most healthy and invigorating exercise for ladies, and is at present the one game in which a girl can to some extent hold her own with men ; and I am sure, if only more ladies would take it up and play regularly, they would be far more healthy and strong.

CHAPTER XV.

PRIZE MEETINGS.

1. *Management.*

I only propose to enter very briefly upon this subject, treating it principally from the point of view of the player. About the preliminaries it is unnecessary to add anything to what is prescribed by the "Regulations" issued by the Lawn Tennis Association, except this—that in the present day for anything (or anybody) to at all succeed, extensive advertisement is absolutely indispensable.

I have already alluded to the courts, nets, and balls. The latter should be liberally if not profusely supplied, and should be easily accessible to all the players ; it is a great nuisance to have to hunt about all over the ground for the particular person in whose charge they may happen to be.

Two ball-boys to each court add much to the comfort of a match, especially if they have been trained beforehand.

Many players dislike playing a single game on a court marked out for a double.

The time at which, and the number of the court in which, each match is to be played should always be fixed the night before. These fixtures should be rigidly adhered to. And in all cases every appearance of favouritism cannot

be too strongly deprecated. The player with a world-wide reputation and the novice of a first match should be treated exactly alike, and with evenhanded justice.

If the same player has to play both a single match and a double match on the same day, he ought to be allowed to play his single first, for two reasons—the single game requires more endurance, and therefore he should start fresh; and, secondly, it is disturbing to the eye to play in a smaller court after playing in a larger one.

Sawdust must not be forgotten.

Audible betting at any rate should be discouraged. For my own part, I should like to see no betting at all in the game. That, however, I fear is a counsel of perfection.

It is very essential to have good umpires. Few things are so distressing to a player as to have an incompetent or perverse umpire; and though they are a much-abused body, my experience is that they fully deserve all they get.

An umpire should know the "Laws" and "Regulations," and have copies in his pocket. He should also be familiar with the conditions of the particular match.

He ought to attend closely to the game, and give his decisions quickly and loudly. If he has not seen the stroke he should own it, and have it played again. Some umpires are shockingly dishonest in this respect.

He should not argue with the players, but be firm, and altogether disregard the remarks of outsiders, who are generally wrong and always prejudiced.

In the position in which the umpire is placed it is really impossible for him to see any line accurately. There ought to be as many line umpires as possible, and they should be put opposite the lines they are to umpire; nowhere else can they see properly.

It is very unfair to ask a player for his opinion on a stroke,

and neither the umpire nor the opponent should do so. Of course, if he volunteers it against himself, or the players voluntarily agree, it is quite a different thing, and the umpire, I think, would be right to accept the decision.

2. *Competitors.*

Few people ever go in for actual training for a match, still it is advisable to live moderately for a week or so before : for example, to go to bed not later than twelve ; not to smoke more than, say, five cigarettes a day (as an eminent physician once expressed it to me—one after each meal and one to close and crown the night), and to be abstemious in the matter of drink.

It is bad to play too much. Five sets three times a week is plenty for a man in fair practice ; otherwise one is apt to get stale.

It is a great thing in practice to leave off playing as soon as one begins to feel tired. I do not mean simply blown, but physically weary. It can only make one over-tired to play any longer.

Every player should make a point of being on the ground ready to play punctually at the time fixed ; the motto of the better players should be *noblesse oblige*, and they should set a good example to others.

The anomaly which formerly existed under Law 4, by which the loser of the toss for choice of courts or service could make the service come from whichever end he liked, if the players were changing every game, has now been removed, and the winner of the toss may, if he prefer it, require the other player to make the first choice. This amendment has, no doubt, made the laws of the game more logical, but any other effect it might have had has been minimized by one of the changes in Law 23.

Formerly, the players might change ends every game throughout the match on appeal by one player before the toss, or throughout the odd and concluding set, if the appeal were made subsequently. This system has, on the whole, proved unsatisfactory. Obviously, if of two players one has considerably the better service, he may lose a great part of that advantage by having always to serve with the sun in his eyes ; similarly with a player who has a very good first stroke off the service ; and many other like instances suggest themselves. Now it was felt undesirable in the extreme that the fate of a match should depend further than was absolutely necessary upon the turn of a coin, and to eliminate the element of chance as much as possible, a new system has been adopted which has been in vogue in America for some little time. Shortly stated, the new rule provides that where players would formerly have changed every game, they shall now only change at the end of the first, third, and every subsequent alternate game of a set, and also at the end of the set if, and only if, the number of games in the set be uneven. The result is that the service never comes for more than two games running from the same end, and neither player occupies the same side for more than two games running. The reason for the proviso that sides are not to be changed at the end of a set if the number of games be even is that otherwise the service would come from the same end for three games in succession.

Another change in Law 23 is that either player may obtain, as a matter of right, from the umpire the direction to change sides in the way indicated above ; whereas under the old law the umpire had a discretion to be exercised when, in his opinion, either side had a distinct advantage, owing to the sun, wind, or other accidental cause. I

should add that if either player wishes to change throughout the match, he must still appeal before the toss for choice.

The better player will now, of course, always insist on changing throughout, as the advantage to be obtained by the toss under the new rule is infinitesimal ; and equally, of course, a worse player would not dream of suggesting to change, as, if there were any substantial difference between the two sides, he might win the alternate sets. This latter would more especially be the case if the worse player could last better than his opponent, as changing throughout has the tendency of shortening a match, except between even players, where it acts exactly the other way.

In a match moral qualities are of almost equal importance to physical ones.

A player should not become dispirited if he is behind, nor unduly elated if ahead. Above all, he should never lose his temper ; if he does, he will play worse, lose the pleasure he might otherwise have had of feeling that he has made a good fight, and will become a laughing-stock to the spectators. Doubtless a wrong decision at a critical moment is very irritating, but the player must remember that it is part of the game that he should not only win the stroke in fact, but convince the umpire he has won it.

The player should always win while he can. I thoroughly disbelieve in the wisdom of saving one's self for the final set. It too often happens that in this way a man lets his game down, and then, when he wants to play up again, his stroke is gone. Several matches I have seen lost in this way ; in particular I may instance the championship of 1885, which I am convinced Mr. Lawford would have won had he not relaxed his play at one time, fearful of Mr. W. Renshaw's

being fresher than himself in the fifth set. The result was that Mr. Lawford, after being a long way ahead in the fourth set, and allowing his adversary to creep up too near, found, when he wanted to play up again, that he was off his stroke, and there never was a fifth set at all.

It is just as well to see something of one's opponent's game beforehand, so that one may know what to expect.

Sawdust is a very useful thing for keeping one's hands dry, so that the racket should not slip, and it is well to see that there is a little heap at each end of the court. I do not know whether it is quite permissible, but it is a common practice for players to have recourse to the sawdust when they are very blown, and in this way get a little extra time to recover their breath. If a player can hold three balls in his hand while he is serving, it may save him trouble in the event of his serving a let.

It is far better not to drink at all during a match, but simply to rinse out the mouth with strong brandy and water.

CHAPTER XVI.

HANDICAPS.

HANDICAPS are most useful institutions, which every player, whatever his degree or standing, should patronize, or, rather, take advantage of.

Inferior players get the chance of meeting their superiors upon level terms, and enjoy the opportunity of feeling what it is like to have a good player on the other side of the net. I have already descanted upon the benefit to be derived from watching good play, but playing one match is better than merely watching a dozen. It is almost impossible really to appreciate the difficulties of making a particular

stroke unless one is actually taking part in the game, especially if it is played in good style. People often go away with the idea that lawn tennis is a very easy game, simply because they have seen a match between two first-class players in which both appear to play with consummate ease. For instance, when Mr. Ernest Renshaw is playing, any one might imagine from the way he handles the ball that the merest novice could cope with him ; but when one comes to try, one finds that the ball, struck without any apparent effort, travels with a most unpleasant speed into the one place which it is most inconvenient to get to.

Good players, too, by playing in handicaps acquire that certainty which is indispensable to a fine game. When one is owing forty, and giving away long odds beside, one careless stroke may imperil a whole set.

I am, however, bound to confess that the system of handicapping, although greatly improved by the changes which have recently been introduced, to which I will presently allude in detail, is unsound, and, it is to be feared, unavoidably unsound, in principle. The large number of players who enter for handicaps renders it absolutely impossible to assign the odds to them separately in pairs before each round, and recourse is compelled to an arrangement in classes which is permanent and unchanged throughout the competition. This system depends for its accuracy on the hypothesis that if A, say, can give B the odds of fifteen, and C and A are equal players, it necessarily follows that C can give B fifteen. Now, I have no wish to exaggerate, and will therefore only say that in very many cases this assumption is entirely incorrect. It ignores completely the difference between styles of play, the familiarity with the opponent's game, and other similar circumstances which exercise great influence in determining the odds

which lie between two individual players ; in short, it looks upon men as machines. This, in my judgment, is a defect which is inherent in the system, and no plan is practicable by which it can be removed. In other respects, however, great improvements have been made by the amendments to Law 25. The abolition of the *bisque*—almost the last of the shackles to remain of those which had been imposed on the game by its fancied resemblance to tennis—it will not be disputed, is an unmixed good. The old method selected for its constant the *bisque*, than which there were few things more variable ; attributed to it a fractional value of fifteen, which was notoriously inaccurate when odds were given, and still more so when they were owed ; and finally created a number of classes, one-third of which were utterly meaningless and unnecessary.

For this is now substituted a division of fifteen into quarters—one-quarter, two-quarters, and three-quarters of fifteen, both given and owed : one-quarter of fifteen given being one stroke at the beginning of the second, sixth, and every subsequent fourth game of a set ; two-quarters, one stroke at the beginning of the second, fourth, and every subsequent alternate game ; and three-quarters, a stroke at the beginning of the second, third, and fourth games, and so on : while when odds are owed, quarter fifteen is a stroke at the beginning of the first and fifth games, and so on ; two-quarters, a stroke at the beginning of the first and third games, and so on ; and three-quarters, a stroke at the beginning of the first, third, and fourth games, and so on.

The differential odds between players with different handicaps are, of course, ascertained by a table as before. Perhaps at first some little difficulty may be experienced in mastering the new law, especially by umpires, who, as a rule, are not the most intelligent of beings ; but I am con-

vinced that this will be merely temporary, and that the change will cause great relief to players at large, and immensely increase the accuracy of handicaps. Another result is that there is now very little to be said by way of advice as to how a handicap game should be played, as distinguished from a level game. As all the odds now work automatically, so to speak, there is, fortunately, no occasion for an elaborate investigation, such as used to be necessary to ascertain the period in the game at which a bisque could be taken with the most advantage.

I have already pointed out that a man giving odds will find it advisable to play more cautiously than he would otherwise do; it follows that a man receiving odds can prudently play in a more dashing manner than he is wont, and ought to go for strokes which it would be rash for him to attempt, had he not his points to give him confidence.



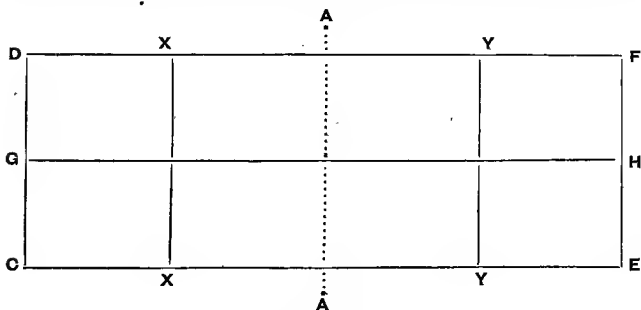
APPENDIX.

— ♦ —

THE LAWS OF LAWN TENNIS, *Sanctioned by the Lawn Tennis Association.*

THE SINGLE-HANDED GAME.

1. For the single-handed game, the court is 27 ft. in width, and 78 ft. in length. It is divided across the middle by a net, the ends of which are attached to the tops of two posts, A and A, which stand 3 ft. outside the court on each side. The height of the net is 3 ft. 6 in. at the posts, and 3 ft. at the centre. At each end of the court, parallel with the net, and at a distance of 39 ft. from it, are drawn the *base-lines*, CD and EF; the ex-



PLAN OF COURT.

terminities of which are connected by the *side-lines*, CE and DF. Half-way between the side-lines, and parallel with them, is drawn the *half-court-line*, GH, dividing the space on each side of the net into two equal parts, called the *right* and *left courts*. On each side of the net, at a distance of 21 ft. from it, and parallel with it, are drawn the *service-lines*, XX and YY.

2. The balls shall be not less than $2\frac{1}{8}$ in., nor more than $2\frac{9}{16}$ in. in diameter; and not less than $1\frac{1}{8}$ oz., nor more than 2 oz. in weight.

3. In matches, where umpires are appointed, their decision shall be final; but, where a referee is appointed, an appeal shall lie to him from the decision of an umpire on a question of law.

4. The choice of sides and the right of serving during 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 the choice of sides, and *vice versa*; and provided that the winner of the toss may, if he prefer it, require the other player to make the first choice.

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

6. 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 the subsequent games of the set.

7. The server shall stand with one foot beyond (*i.e.* further from the net than) the base-line, and with the other foot upon the base-line, and shall deliver the service from the right and left courts alternately, beginning from the right.

8. The ball served must drop within the service-line, half-court-line, and side-line of the court, which is diagonally opposite to that from which it was served, or upon any such line.

9. It is a *fault* if the service be delivered from the wrong court, or if the server do not stand as directed in Law 7, or if the ball served drop in the net or beyond the service-line, or if it drop out of court or in the wrong court: it is not a *fault* if the server's foot, which is beyond the base-line, do not touch the ground at the moment at which the service is delivered.

10. A fault may not be taken.

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

12. A fault may not be claimed after the next service has been delivered.

13. The service may not be *volleyed*, *i.e.* taken before it touches the ground.

14. The server shall not serve until the *striker-out* is ready. If the latter attempt to return the service, he shall be deemed to be ready.

15. A ball is *in-play* from the moment at which it is delivered

in service (unless a fault) until it has been volleyed by the striker-out in his first stroke, or has dropped in the net or out of court, or has touched either of the players or anything that he wears or carries, except his racket in the act of striking, or has been struck by either of the players with his racket more than once consecutively, or has been volleyed before it has passed over the net, or has failed to pass over the net before its first bound (except as provided in Law 17), or has touched the ground twice consecutively on either side of the net, though the second time may have been out of court.

16. It is a *let* if the ball served touch the net, provided the service be otherwise good ; or if a service or fault be delivered when the striker-out is not ready ; or if either player be prevented by an accident beyond his control from serving or returning the ball in-play. In case of a *let*, the service or stroke counts for nothing, and the server shall serve again.

17. It is a good return although the ball touch the net, or, having passed outside either post, drop on or within any of the lines which bound the court into which it is returned.

18. The server wins a stroke, if the striker-out volley the service, or fail to return the service or the ball in-play (except in the case of a *let*), or return the service or ball in-play so that it drop outside any of the lines which bound his opponent's court, or otherwise lose a stroke, as provided by Law 20.

19. The striker-out wins a stroke, if the server serve two consecutive faults, or fail to return the ball in-play (except in the case of a *let*), or return the ball in-play so that it drop outside any of the lines which bound his opponent's court, or otherwise lose a stroke, as provided by Law 20.

20. Either player loses a stroke, if the ball in-play touch him or anything that he wears or carries, except his racket in the act of striking ; or if he touch or strike the ball in-play with his racket more than once consecutively ; 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.

21. 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 win the next stroke, he wins the game ; if he lose the next stroke, the score is again called deuce ; and so on until either player win the two strokes immediately following the score of deuce, when the game is scored for that player.

22. The player who first wins six games wins a set ; except as below :—

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

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

23. The players shall change sides at the end of every set ; but the umpire, on appeal from either party before the toss for choice, shall direct the players to change sides at the end of the first, third, and every subsequent alternate game of each set, provided that in such event the players shall not change sides at the end of a set if the number of games in such set be even ; but, if the appeal be made after a match has been begun, the umpire shall only direct the players to change sides at the end of the first, third, and every subsequent alternate game of the odd and concluding set.

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

ODDS.

25. In the case of received odds :

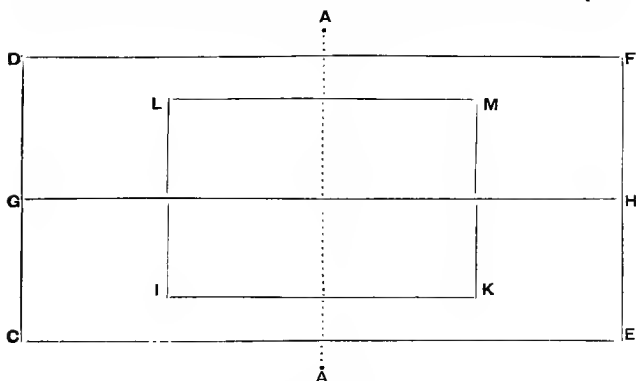
- a. One-quarter of fifteen is one stroke given at the beginning of the second and every subsequent fourth game of a set.
- b. Two-quarters of fifteen is one stroke given at the beginning of the second and every subsequent alternate game of a set.
- c. Three-quarters of fifteen is one stroke given at the beginning of the second, third, fourth, and the three last of every subsequent four games of a set.
- d. One, two, or three-quarters of fifteen may be given in augmentation of other odds.
- e. Fifteen is one stroke given at the beginning of every game of a set.

- f.* Thirty is two strokes given at the beginning of every game of a set.
- g.* Forty is three strokes given at the beginning of every game of a set.
26. In the case of owed odds :
- a.* One-quarter of fifteen is one stroke owed at the beginning of the first and every subsequent fourth game of a set.
- b.* Two-quarters of fifteen is one stroke owed at the beginning of the first and every subsequent alternate game of a set.
- c.* Three-quarters of fifteen is one stroke owed at the beginning of the first, third, and fourth of the first four and every subsequent four games of a set.
- d.* Fifteen is one stroke owed at the beginning of every game of a set.
- e.* Thirty is two strokes owed at the beginning of every game of a set.
- f.* Forty is three strokes owed at the beginning of every game of a set.

THE THREE-HANDED AND FOUR-HANDED GAMES.

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

28. For the three-handed and four-handed games, the court



PLAN OF COURT.

is 36 ft. in width. Within the side-lines, at a distance of $4\frac{1}{2}$ ft. from them, and parallel with them, are drawn the service-side-lines, IK and LM. The service-lines are not drawn beyond the points I, L, K, and M, towards the side-lines. In other respects, the court is similar to that which is described in Law 1.

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

30. In the four-handed game, the pair who have the right to serve in the first game may decide which partner shall do so, and the opposing pair may decide similarly 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 so on in the same order in all the subsequent games of a set.

31. The players shall take the service alternately throughout each game; no player shall receive or return a service delivered to his partner; and the order of service and of striking-out once arranged shall not be altered, nor shall the strikers-out change courts to receive the service, before the end of the set.

32. The ball served must drop within the service-line, half-court-line, and service-side-line of the court which is diagonally opposite to that from which it was served, or upon any such line.

33. It is a *fault* if the ball served do not drop as provided in Law 39, or if it touch the server's partner or anything that he wears or carries.

34. 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.

REGULATIONS FOR THE MANAGEMENT OF LAWN TENNIS PRIZE-MEETINGS, AND INTER-COUNTY AND INTER-CLUB MEETINGS.

1. At prize-meetings promoted by associations or clubs affiliated to the Lawn Tennis Association, the laws of lawn tennis for the time being sanctioned by the Lawn Tennis Association, and the regulations hereinafter contained shall be observed.

2. All details connected with any prize-meeting shall be settled by the committee of the club promoting the meeting or by a committee constituted for the purpose, of whom two, or such larger number as the committee may determine, shall form a quorum.

3. A circular shall be issued by the committee specifying the conditions of the competitions (see Recommendation 5).

4. No cheques, orders for money, or cash payments in any form shall be given as prizes, and the amount actually paid for each prize shall in no case be below the advertised value of the same.

5. The committee shall elect a referee with power to appoint a substitute to be approved by them.

6. The referee, or such other member or members of the committee as may be selected for the purpose, shall have power to appoint umpires, and the referee shall decide any point of law which an umpire may profess himself unable to decide, or which may be referred to him on appeal from the decision of an umpire.

7. The referee shall, during the meeting, be *ex officio* a member of the committee.

8. The courts shall be allotted to the competitors, and the competitors shall be called upon to play, by a member or members of the committee, to be selected for the purpose, and in case of disagreement the committee shall decide.

9. The committee shall help to keep order on the ground, and shall consult and decide upon any question arising out of the competition, if summoned for that purpose by the referee or by any two of their number; and they shall have power, when so convened, the misconduct of a competitor having been reported to them by a member of the committee or an umpire, to disqualify the offender, and further to order him off the ground, should his misconduct appear to them to justify such action, but before such action shall be taken an opportunity of offering an explanation shall be afforded to the competitor whose misconduct has been reported to them.

10. It is the duty of an umpire,—

(a.) To ascertain that the net is at the right height before the commencement of play, and to measure and adjust the net during play, if asked to do so, or if, in his opinion, its height has altered;

(b.) To call the faults (subject to Regulation 11);

(c.) To call the strokes when won, or when he is asked to

call them, and to record them on the umpire's scoring sheet;*

* Example:—
The strokes are scored by means of pencil-marks in the spaces beneath the word "STROKES," thus:—

Game.	Initials of Players.	STROKES.												Game won by.
1	A. B.	I	I	I	I									A. B.
	C. D.			I	I									
2	C. D.	I		I	I	I		I	I	I				C. D.
	A. B.	I	I		I	I								

The scoring-sheet shows that in the first game the score ran and would have been called, thus: "15—love, 30—love, 30—15, 40—15, 40—30, game (A. B.);" in the second game, "Love—15, 15 all, 15—30, 30 all, 40—30, deuce, advantage (C. D.), deuce, advantage (A. B.), deuce, advantage (C. D.), game (C. D.)."

The score of the server should be called first.

In scoring handicap matches, the odds received should be marked by crosses on the right of the first perpendicular thick line before the commencement of each game, thus:—

Game.	Initials of Players.	STROKES.												Game won by.
1	A. B.	+												
	C. D.													
2	C. D.													
	A. B.	+	+											
3	A. B.	+												
	C. D.													
4	C. D.													
	A. B.	+	+											

Here A. B. is receiving fifteen and two-quarters of 15.

When odds are owed, they should be marked on the *left* of the first perpendicular thick line before the commencement of each game, thus:—

Game.	Initials of Players.	STROKES.												Game won by.	
1	A. B.	x	x												
	
2	C. D.														
	
3	A. B.	x	x												
	
4	C. D.														
	
4	A. B.	x	x												
	

and crossed off one by one when the player owing wins a stroke, thus:—

Game.	Initials of Players.	STROKES.												Game won by.	
1	A. B.	x	x												
	
2	C. D.														
	
3	A. B.	x	x												
	
4	C. D.														
	
4	A. B.	x	x												
	

Here A. B. owes fifteen and three-quarters of 15.

- (d.) To call the games and the sets at the end of each, or when asked to call them, and to record them on the umpire's scoring sheet ; *
- (e.) To direct the competitors to change sides, in accordance with Law 23 ;
- (f.) When appealed to, during a rest, whether a doubtful ball is "in play" or not, to call "Play it out," and at the conclusion of the rest, to give his decision (subject to Regulation 11) or direct the competitors to play the stroke again ;
- (g.) To decide all doubtful or disputed strokes, and all points of law (subject to Regulations 11 and 12) ;
- (h.) In handicap matches to call the odds at the commencement of each set ;
- (i.) To sign the umpire's scoring sheets, and to deliver them at the conclusion of the match to such person as the committee may authorize to receive them ;

Provided, that no omission of any of the foregoing duties on the part of an umpire shall of itself invalidate a game or match.

11. It is the duty of a line-umpire to call faults and to decide strokes relating to the line for which he is appointed umpire, and to such line only.

12. The decision of an umpire shall be final upon every question of fact, and no competitor may appeal from it ; but, if an umpire be in doubt as to a point of law, or if a competitor appeal against his decision on such a point, the umpire shall submit it to the referee, whose decision shall be final.

13. The referee shall not bet on a match, nor shall an umpire on a match in which he is acting, and if an objection for this or any other reason be made to a referee or umpire, either before or during a match, by a member of the committee or a competitor, the match, if begun, shall, if necessary, be at once stopped by the referee or two members of the committee, who shall take the opinion of the committee on the objection, and the committee shall have power to remove or suspend the referee or umpire so objected to ; provided that the decision of the majority of the committee present shall be final, and that the referee or umpire so objected to (if a member of the committee) shall not be at liberty to vote on the question.

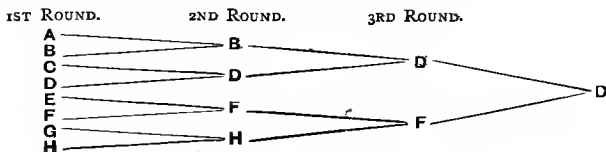
* At the end of each game the games should be called with the name of the player who is in advance, thus, "2 games to 1, B. wins," or "B. leads." If the games are level the score should be called thus, "3 games all," or as the case may be. At the end of each set the sets should be called in like manner.

14. No competitor may transfer his entry to another player.

15. Competitors shall have a right, by themselves or deputies, to be present at the draw.

16. The draw shall be conducted in the following manner : each competitor's name shall be written on a separate card or paper, and these shall be placed in a bowl or hat, drawn out one by one at random, and copied on a list in the order in which they have been drawn.

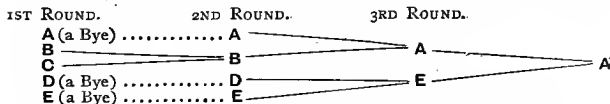
17. When the number of competitors is 4, 8, 16, 32, 64, or any higher power of 2, they shall meet in pairs, in accordance with the system shown by the following diagram :—



18. When the number of competitors is not a power of 2, there shall be byes in the first round. The number of byes shall be equal to the difference between the number of competitors and the next higher power of 2; and the number of pairs that shall meet in the first round shall be equal to the difference between the number of competitors and the next lower power of 2. The byes, if even in number, shall be divided, as the names are drawn, in equal proportions at the top and bottom of the list, above and below the pairs; if uneven in number, there shall be one more bye at the bottom than at the top. Thus, in

SERIES I.—FROM 5 TO 8 COMPETITORS.

With 5, there will be 1 bye at the top, and 2 byes at the bottom of the list, thus:—



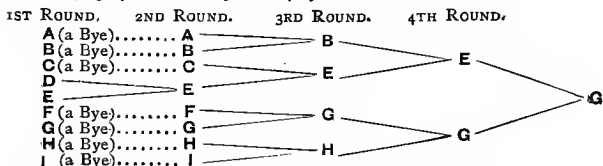
With 6, there will be 1 bye at the top, and 1 bye at the bottom.

With 7, 1 bye at the bottom.

With 8, no byes.

SERIES 2.—FROM 9 TO 16 COMPETITORS.

With 9, 3 byes at the top, and 4 byes at the bottom, thus :—



With 10, 3 byes at the top, and 3 byes at the bottom.

With 11, 2 byes at the top, and 3 byes at the bottom.

With 12, 2 byes at the top, and 2 byes at the bottom.

With 13, 1 bye at the top, and 2 byes at the bottom.

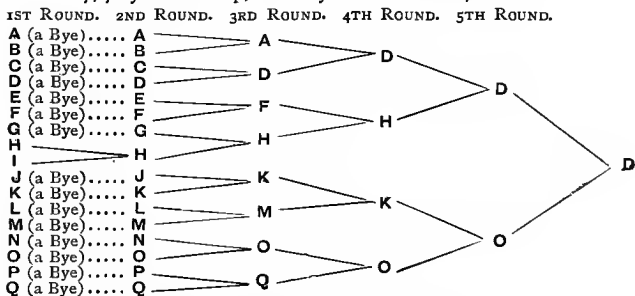
With 14, 1 bye at the top, and 1 bye at the bottom.

With 15, 1 bye at the bottom.

With 16, no byes.

SERIES 3.—FROM 17 TO 32 COMPETITORS.

With 17, 7 byes at the top, and 8 byes at the bottom, thus :—



With 18, 7 byes at the top, and 7 byes at the bottom.

With 19, 6 byes at the top, and 7 byes at the bottom.

With 20, 6 byes at the top, and 6 byes at the bottom.

With 21, 5 byes at the top, and 6 byes at the bottom.

With 22, 5 byes at the top, and 5 byes at the bottom.

With 23, 4 byes at the top, and 5 byes at the bottom.

With 24, 4 byes at the top, and 4 byes at the bottom.

With 25, 3 byes at the top, and 4 byes at the bottom.

With 26, 3 byes at the top, and 3 byes at the bottom.

With 27, 2 byes at the top, and 3 byes at the bottom.

With 28, 2 byes at the top, and 2 byes at the bottom.

With 29, 1 bye at the top, and 2 byes at the bottom.

With 30, 1 bye at the top, and 1 bye at the bottom.

With 31, 1 bye at the bottom.

With 32, no byes.

And so on, with larger numbers, in like manner.

19. If a competitor be absent when called on to play, or shall refuse to play, or shall have given previous notice to the referee or a member of the committee that he cannot play in his next round, his adversary shall win in that round.

20. In handicap matches, the competitors shall be handicapped by the committee, or a handicapper appointed by the committee.

21. Unless any other principle of handicapping be adopted, the handicap shall be by classes, as below :—

CLASS O (scratch).

Class		Class	
1	receives one-quarter 15.	7	receives 15 and three-quarters 15.
2	„ two-quarters 15.	8	„ 30.
3	„ three-quarters 15.	9	„ 30 and one-quarter 15.
4	„ 15.	10	„ 30 and two-quarters 15.
5	„ 15 and one-quarter 15.	11	„ 30 and three-quarters 15.
6	„ 15 and two-quarters 15.	12	„ 40.

When two players in different classes below scratch meet, the superior player shall start from scratch, and the odds received by the inferior player are as shown by the annexed table, No. 1. To use the table, find in the diagonal line of figures the number representing the class of the superior player, then travel along the corresponding horizontal column until the vertical column is reached which bears at the top the number of the class of the inferior player. The odds specified at the intersection of the two columns are the odds required.

Example.—If class **3** has to meet class **9**, start from the figure **3** in the diagonal line of figures, and look horizontally until the vertical column is reached headed by the figure **9**. The odds given at the point of intersection of the two columns (*viz.* 15 and three-quarters 15) are the odds required.

When the difference between the best and worst players entered is great (say more than 30), it is desirable to handicap the best players at *owed odds*. The players above scratch (*i.e.* owing odds) should be classified as follows :—

Class		Class	
1	owes one-quarter 15.	7	owes 15 and three-quarters 15.
2	„ two-quarters 15.	8	„ 30.
3	„ three-quarters 15.	9	„ 30 and one-quarter 15.
4	„ 15.	10	„ 30 and two-quarters 15.
5	„ 15 and one-quarter 15.	11	„ 30 and three-quarters 15.
6	„ 15 and two-quarters 15.	12	„ 40.

When two players in different classes above scratch meet,

the inferior player shall start from scratch, and the odds owed by the superior player are as shown by the annexed table, No. 11.

This table is to be used in the same way as the former, the class of the superior player being looked for in the horizontal line of figures at the top, and the class of the inferior player in the diagonal line of figures.

Example.—If class **12** (owe 40) meet class **6** (owe 15 and two-quarters 15), the former must give the latter the odds of owe 15 and one-quarter 15.

22. In championship-matches and handicaps by classes, as above, advantage-sets shall be played throughout the ties.

23. The committee may, whether appealed to by any competitor or not, postpone the meeting or any match or part of a match if, in their opinion, the state of the weather, or of the light, or the condition of the ground renders it advisable to do so.

RÉCOMMENDATIONS.

1. There should be, if possible, a clear margin of at least 12 ft. on each side and 21 ft. at each end of the court; or, between adjacent courts, 18 ft. on each side; but, should the courts be placed end to end, or end to side, there should be spaces of 42 ft. or 33 ft. respectively, and a stop net at least 8 ft. high between.

2. Should the referee be a competitor, a substitute should be appointed to act for him while he is playing.

3. If two or more prizes be given, the loser in the final tie should receive the second prize, and where more than two prizes are given, the losers in the last tie but one should receive prizes of equal value.

4. In important matches it is desirable to have seven line-umpires in addition to the scoring umpire, namely, one for each base-line, one for each service-line, one for the half-court-line, and one for each side-line.

5. The circular issued by the committee should include the following particulars:—

- (1) The date, hour, and place of meeting;
- (2) The events, entrance fees, and value of the prizes;
- (3) The date, hour, and place of receiving and closing the entries;
- (4) The time and place of the draw;
- (5) The maker's name of the balls to be used at the meeting;

- (6) The shoes to be worn, if there be any restriction in this respect ;
- (7) The number of sets to be played in the various matches, and whether advantage-sets or not.
6. In handicap competitions the handicap should, if possible, be framed before the draw takes place.

REGULATIONS FOR THE MANAGEMENT OF INTER-CLUB AND INTER-COUNTY MEETINGS.

1. The Laws of Lawn Tennis for the time being sanctioned by the Lawn Tennis Association, and Nos. 10, 11, and 12 of the foregoing Regulations so far as applicable, shall be observed at all inter-club and inter-county meetings.
2. A referee shall be appointed by mutual agreement.
3. The balls used at all inter-club and inter-county meetings shall be selected by mutual agreement between the competing sides.
4. Provision for payment for the balls used at all inter-club and inter-county meetings shall be made by mutual agreement between the competing sides.
5. The hour for the cessation of play shall be fixed by mutual agreement before the commencement of play.
6. The number of single-handed or four-handed matches, or of both, to be played at each inter-club or inter-county meeting, shall be settled by mutual agreement between the competing sides.
7. All matches shall be the best of three advantage-sets.
8. The club or county which wins the greater number of matches shall be the winner at that meeting.
9. In case all the matches have not been played out by the time fixed for the cessation of play, or if play has been stopped by weather, the side having won the majority of matches shall be considered the winner ; should the matches be equal, the majority of sets shall decide, and if matches and sets be equal, the majority of games.
10. The qualification to play for a county shall be birth in the county, or residence therein for at least two years immediately preceding, but no one shall be entitled to play for more than one county during the same year.
11. For the purposes of lawn tennis, the boundaries of counties shall be deemed to be unaffected by the Local Government Act, 1888.

12. During the two years that a player may be qualifying to play for a county under a residential qualification, he may play for the county for which he has last previously been playing under a like qualification.

13. The qualification to play for a district shall be birth, residence, or business occupation within the district

14. The qualification to play for a club shall be *bonâ-fide* membership of that Club.

15. These Regulations shall be binding at all inter-club and inter-county meetings, and shall only be altered by mutual agreement between the competing sides.

SHOWING THE ODDS AS BETWEEN CLASSES BELOW SCRATCH.

1	1-quarter of 15	2	2-quarters of 15	3	3-quarters of 15	4	15	5	15.1	6	15.2	7	15.3	8	30	9	30.1	10	30.2	11	30.3	12	40
1	1-quarter of 15		2-quarters of 15		3-quarters of 15		3-quarters of 15		15.1		15.1		15.2		15.3		30		30.1		30.3		40
	2		1-quarter of 15		2-quarters of 15		3-quarters of 15		15		15		15.1		15.2		30		30.1		30.2		30.3
			3		1-quarter of 15		2-quarters of 15		3-quarters of 15		15		15.1		15.2		15.3		30		30.1		30.2
					4		1-quarter of 15		3-quarters of 15		15		15.1		15.2		15.3		30		30.1		30.2
							5		1-quarter of 15		3-quarters of 15		1-quarter of 15		15		15.1		15.3		30		30.2
									6		2-quarters of 15		1-quarter of 15		3-quarters of 15		15		15.2		15.3		30.1
											7		2-quarters of 15		3-quarters of 15		3-quarters of 15		15.1		15.2		30
																	2-quarters of 15		15		15.1		15.3
																	9		2-quarters of 15		15		15.2
																			10		2-quarters of 15		15
																					11		2-quarters of 15
																							2-quarters of 15

15.1 means 15 and one-quarter 15, and so on.

TABLE No. II.
SHOWING THE OWED ODDS AS BETWEEN CLASSES ABOVE SCRATCH.

1	2	3	4	5	6	7	8	9	10	11	12
1-quarter of 15	2-quarters of 15	3-quarters of 15	15	15.1	15.2	15.3	30	30.1	30.2	30.3	40
1	1-quarter of 15	2-quarters of 15	3-quarters of 15	15	15.1	15.2	15.3	30	30.1	30.1	30.2
	2	1-quarter of 15	2-quarters of 15	3-quarters of 15	15	15.1	15.1	15.2	15.3	30	30.1
		3	1-quarter of 15	2-quarters of 15	3-quarters of 15	3-quarters of 15	15	15.1	15.2	15.3	30
			4	1-quarter of 15	2-quarters of 15	2-quarters of 15	3-quarters of 15	15	15.1	15.2	15.3
				5	1-quarter of 15	2-quarters of 15	2-quarters of 15	3-quarters of 15	15	15.1	15.2
					6	1-quarter of 15	2-quarters of 15	2-quarters of 15	3-quarters of 15	15	15.1
						7	1-quarter of 15	2-quarters of 15	2-quarters of 15	3-quarters of 15	15.1
							8	1-quarter of 15	2-quarters of 15	3-quarters of 15	15
								9	1-quarter of 15	2-quarters of 15	3-quarters of 15
									10	1-quarter of 15	2-quarters of 15
										11	1-quarter of 15

In using this table, supply throughout the word "owe" before the odds specified.

T E N N I S .



JULIAN MARSHALL.

CONTENTS.

	PAGE
HISTORICAL SKETCH	3
THE COURT AND THE GAME	15
DEFINITIONS	19
THE LAWS	27
HINTS TO BEGINNERS	36

TENNIS.



HISTORICAL SKETCH.

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

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

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

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

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

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

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

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

Everything points to the conclusion that these games

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

In England there are more courts than many people suppose; in fact, we have no fewer than thirty-one, viz.: in London five,—one at Lord's, two at the Queen's Club, and two at Prince's Club; at Hampton Court, one, the oldest extant in this country; at Oxford, one; at Cambridge, two; at Brighton, one; at Leamington, one; at Manchester, one. The above-named (twelve) are all public or belonging to clubs. There are also nineteen private courts, as follows:—the Duke of Fife's, at East Sheen; the Duke of Richmond's,

Goodwood; the Duke of Bedford's, at Woburn; the Duke of Wellington's, at Strathfieldsaye; the Marquis of Salisbury's, at Hatfield; the Earl of Craven's, at Coombe Abbey, in Warwickshire; Lord Windsor's, at Hewell Grange, Cromsgrove; Lord Brougham's, at Brougham Hall, Penrith; Lord Leconfield's, at Petworth; Lord Wimborne's, at Cranford Manor, Wimborne; Sir T. Hesketh's, at Eastoneston, Towcester; Sir E. G. Loder's, at Whittlebury, Towcester; Sir Henry B. Meux's, at Theobald's Park; Mr. Brassey's, at Heythrop; Mr. Cazalet's, at Fairlawn, Tonbridge; Mr. A. Kennard's, at Crawley Court, Winchester; Mr. J. P. F. Gundry's, at The Hyde, Bridport; Mr. Heilts's, near Maidenhead; and Mr. W. Q. Orchardson's, R.A.

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

Sir Edward Guinness also has a court in Dublin.

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

The following is a list of the winners of these prizes, from the date of their first institution:—

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

Meanwhile, the Queen's Club, recently established at West Kensington, has opened a similar competition, but

as imposed no limit; it is open to the whole world of amateurs. It constitutes, therefore, a true amateur championship, and the competitor who is beaten in the final match gets the second prize. The winners have been as follows:—

FIRST PRIZE.	SECOND PRIZE.
1888. Mr. J. M. Heathcote	Sir E. Grey.
1889. Sir E. Grey	Mr. E. B. Curtis.
1890. Mr. E. B. Curtis	Sir E. Grey.

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

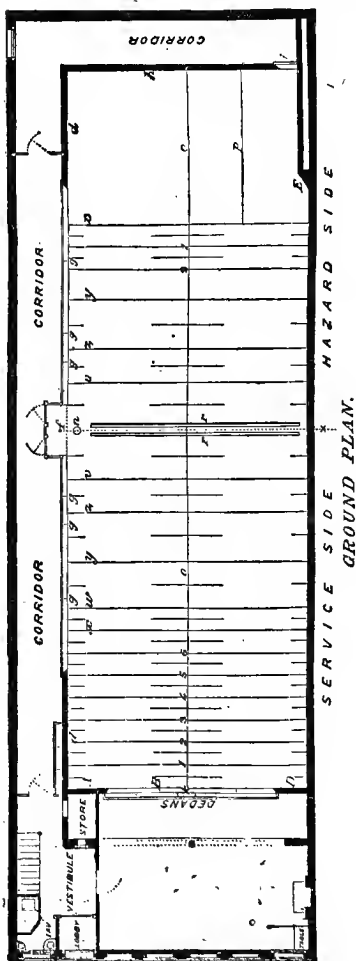
Of the single-handed matches Cambridge has won twenty, and Oxford ten; and of the four-handed matches Cambridge has won nineteen, and Oxford eleven.

For many years, among professional players, Edmond Barre stood pre-eminent, and his title to the professional championship was unchallenged. He was born September 1, 1802, at Grenoble, and died at Paris, January 20, 1873. He was the greatest player of whom we have any trustworthy record. Nearly contemporary with him, but junior by twenty-three years, was Charles Delahaye, commonly called "Biboche," second only to Barre as a player, and well-known as the best living teacher of the game, and as the able and courteous manager of the French courts. In England we have had the families of Tompkins and Lambert, which gave us one champion, Edmund Tompkins, never quite equal to Biboche, but a player of excellent style and finish, who beat Barre only when that veteran was in his fortieth year, in May, 1862. Our next champion was a player of great power and resource, George Lambert, born May 31, 1842. He achieved this position *de facto*, but without any set match, in 1870, by passing Mr. J. M.

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

THE COURT AND THE GAME.

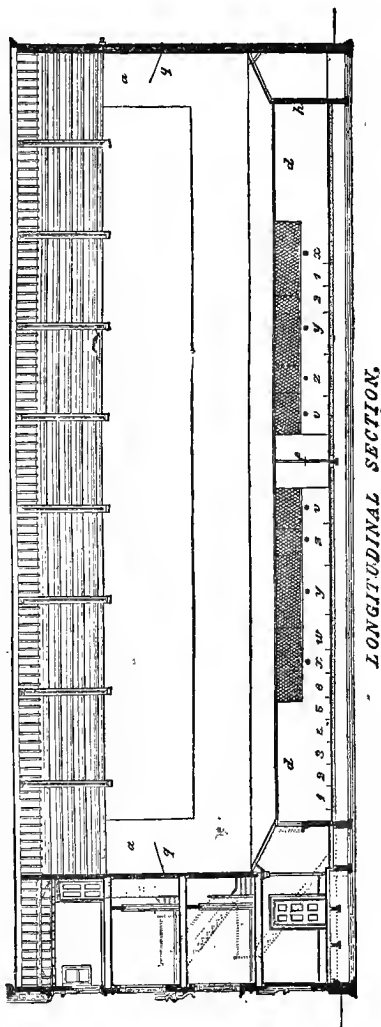
As now played, tennis in France is virtually the same game as that which we play in England, with a few unimportant differences of detail. The court is rectangular, as shown in the annexed plan. An inner wall, seven feet high, runs round three sides, and from this a sloping wooden roof, called the pent-house,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



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

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

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



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

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

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

DEFINITIONS.

All-the-walls.—See *Touch-no-walls*.

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

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

Better.—With reference to chases, describes

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

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

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

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

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

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

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

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

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

Dedans.—

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

(b) the spectators present behind that opening.

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

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

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

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

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

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

Fault.—It is a *fault*,

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

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

First-stroke.—The return of the service.

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

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

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

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

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

Half-bisque.—An unusual point of odds, equivalent either

(a) to a bisque in every alternate set ; or

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

(c) to the addition of a second fault to one already served

by the giver of the odds ; or

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

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

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

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

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

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

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

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

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

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

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

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

Odds.—

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

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

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

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

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

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

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

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

Out-of-Court.—

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

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

Pass.—It is a pass,

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

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

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

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

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

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

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

Serve, to.—To deliver the service.

Server.—The player who delivers the service.

Service.—

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

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

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

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

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

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

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

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

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

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

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

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

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

Stroke, a.—

(a) The return of a ball; or

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

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

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

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

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

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

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

Worse.—With reference to chases, describes

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

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

THE LAWS.

IMPLEMENTS, AND CHOICE OF SIDES.

Balls and Rackets.

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

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

Choice of Sides.

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

SERVICE.

Delivery.

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

Service.

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

Service, when good.

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

Faults, not returnable.

6. A fault may not be returned.

Passes, not returnable.

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

Faults annulled.

8. A pass annuls a previous fault.

Service and Faults annulled.

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

Continuation of Service.

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

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

RETURN.

Return, when good.

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

Return, when not good.

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

Ball, when not returnable.

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

SCORING.

The Server, when he wins a stroke.

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

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

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

The Striker-out, when he wins a stroke.

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

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

Either player, when he loses a stroke.

16. Either player loses a stroke,

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

Chases, how made and marked.

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

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

it is marked a chase

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

except, as provided in Laws 18 and 19.

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

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

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

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

18. When a ball in-play

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

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

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

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

Chases, how won.

20. Either player wins a chase

- (a) if he serve or return the ball so that it enters a winning-opening ; or
- (b) if he serve or return the ball so that it falls better than the chase for which he played ; or enters a gallery, or touches a gallery-post, better than the gallery, or the gallery-line, at which the chase was, for which he played ; or
- (c) if he serve or return the ball so that it drops or falls upon a ball, or other object, which is at a point on the floor better than that at which, or at the gallery corresponding to which, the chase was, for which he played ; or
- (d) if his antagonist fail to return the ball in-play, except when it falls worse than the chase in question.

Chases, how lost.

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

Chase-off.

22. When a ball in-play
- (a) falls at a point on the floor neither better nor worse than that at which, or at the gallery corresponding to which, the chase was, for which the striker played ; or
 - (b) enters that gallery, or the gallery corresponding to that gallery-line, or touches the post of that gallery, or falls on the gallery-line corresponding to that gallery, at which the chase was, for which the striker played ; or
 - (c) drops or falls upon a ball, or other object, which is at a point on the floor, neither better nor worse than that at which, or at the gallery corresponding to which, the chase was, for which the striker played ;

it is marked chase-off ; it is not scored as a stroke won by either player ; the chase is annulled, and the striker has not to play for it again.

Chases, when played for.

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

Chases marked in error, annulled.

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

Strokes, how scored.

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

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

Games, how scored.

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

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

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

Doubtful and disputed cases, how decided.

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

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

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

Order of play.

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

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

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

ODDS.

Bisques and half-bisques when taken, generally.

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

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

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

Round Services.

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

Half-court.

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

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

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

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

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

(d) touches the dedans-post before dropping ;

is counted for the giver of the odds :

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

(e) drops in his half-court ; or

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

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

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

is also counted for the giver of the odds.

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

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

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

DIRECTIONS TO THE MARKER.

It is the duty of the marker

to call the faults, and the passes ;

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

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

to mark the chases, when made ;

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

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

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

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

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

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

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

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

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

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

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

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

R A C K E T S .



J. SPENS AND JULIAN MARSHALL.

CONTENTS.

	PAGE
HISTORICAL SKETCH	43
DEFINITIONS	50
LAWS	53
HINTS TO BEGINNERS	56
HINTS ON MATCH PLAYING	64

RACKETS.



HISTORICAL SKETCH.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Notices of the earlier champions are extremely scarce and

* Resigned,

† Died,

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

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

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

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

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

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

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

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

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

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

DEFINITIONS AND LAWS,

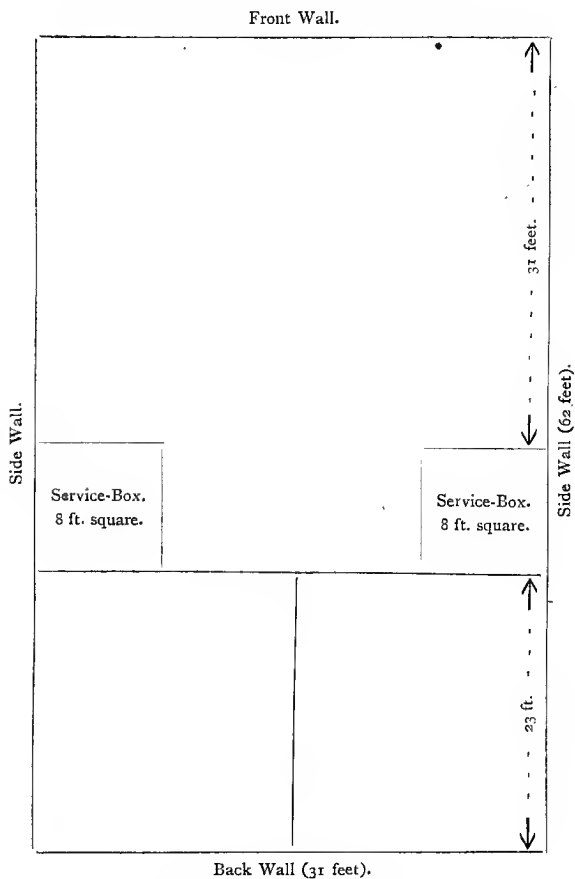
As approved and adopted by the R.C.C., Queen's Club, Prince's Club, Manchester Tennis and Racket Club, etc., 1890.

DEFINITIONS.

Acc.—A stroke won and scored.

Board.—The wooden planks which cover the lower part of the front wall to the height of 2 ft. 2 in. from the floor.

Box.—See *Service-box*.



GROUND PLAN OF COURT.

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

Cut.—A ball served so that it strikes upon or below the *cut-line* is called a *cut*.

Cut-line (sometimes called the *Service-line*).—A line painted on the front wall, about the height of 8 ft. from the floor.

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

Fault.—It is a *fault*,

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

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

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

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

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

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

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

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

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

Out-of-court.—A ball served, or *in-play*, is said to go *out-of-court* when it touches the roof, posts, or cushions, or is driven into the gallery.

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

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

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

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

Service.—The ball served.

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

Service-line.—See *Cut-line*.

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

NOTE.—The distance is different in some courts.

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

LAWS.

THE SINGLE GAME.

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

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

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

4. The ball served must strike the front wall before touching any other part of the court, and must strike it above the cut-line, and must drop within the lines* which bound the court

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

on the side opposite to the box from which the ball was served, and must not touch either of such lines.

5. Hand-out may declare that he was not ready for the service ; and, if the marker decide in favour of his claim, the service shall count for nothing, and the server shall serve again from the same box ; but, if he decide otherwise, the server shall score an ace. If hand-out make any attempt to take the service, he cannot claim that he was not ready.

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

7. Aces are scored by hand-in only.

8. Hand-in wins and scores an ace,

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

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

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

9. Hand-in becomes hand-out,

(a) if he serve the ball so that it touches him before dropping in the proper court, as provided in Law 4 ; or

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

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

(d) if he serve two consecutive faults ; or

(e) if he fail to return the ball in-play to the front wall, above the board, *except in case of a let* (see Law 10) ; or

(f) if he return the ball in-play so that it goes out-of-court ; or

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

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

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

(a) if the ball in-play touch the striker's opponent on, or above, the knee, and (in the marker's opinion) is thereby prevented from reaching the front wall, above the board ; or

(b) if either player (in the marker's opinion) undesignedly prevent his opponent from returning the ball served or in-play.

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

12. Each player must get out of his opponent's way as much as possible ; if either player claim that his opponent prevented him from returning the ball served or in-play, the marker shall decide whether it shall be a let, or not (subject to provisions of Law 14).

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

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

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

14. In all cases the marker's decision shall be final ; but, if he doubt which way to decide, he shall direct that the ace be played over again. In matches, when there are Umpires and a Referee appointed, the marker's decision shall be final on all questions relating to the service ; but (when in doubt) he shall refer all other questions to the Umpires and Referee ; and either player may appeal to them from any decision of the marker, except as to any service ; and they shall decide each case by a majority of votes. All appeals must be made before another service shall have been delivered.

THE DOUBLE, OR FOUR-HANDED, GAME.

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

2. Only one of the side which has won the spin shall serve at the first time of being hand-in, in any game : at all subsequent times, the players on each side shall serve in the same order in which they began serving.

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

4. If the ball served touch the server's partner before touching the floor twice, whether it was, or would have been, a fault or

not, the server shall lose his right of service, and the next hand-in shall serve.

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

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

Except, in case the ball in-play touch the striker's partner after it has been hit at and missed by one of their opponents, when it shall count against such opponents ; that is, if they were hand-out, the other side shall score an ace ; if they were hand-in, they shall lose one hand-in.

HINTS TO BEGINNERS.

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

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

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

To commence, in choosing a racket, we would advise that, for a beginner, the racket should be a light one, say $9\frac{1}{4}$ oz. The balance of weight should be in the head, and the handle not larger than the fingers can grip firmly. At the same time, the point of the third finger should nearly touch the ball of the thumb. Our reasons for having the weight in the head of the racket will be given when discussing the stroke.

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

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

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

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

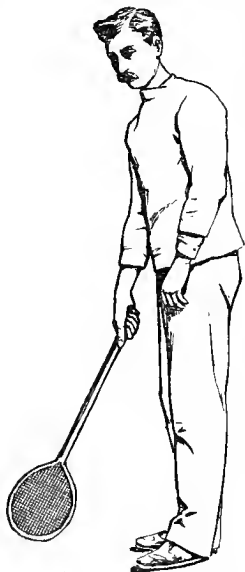


Fig. 1.—Fore-hand stroke.

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

1. The longer the swing of the arm and racket the greater the force put into the stroke.
2. It will be found that hitting the ball as near the ground as possible will be conducive to straight hitting, and also to commanding the direction of the ball; and
3. that the nearer the ground the ball is struck, the closer to the *board* will be the average number

of strokes made.

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

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

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

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

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

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



Fig. 2.—Back-hand stroke.

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

Now, the *service* ordinarily practised by players is of two



Fig. 3.—Under-cut service.

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

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

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

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

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

The young player will find that it will be very difficult at first to combine cutting the ball with accuracy of direction, and only constant practice will overcome this difficulty. Perhaps, the best practice in this direction is for the server to fix his eye on the front wall, somewhere near its middle, and not far above the cut-line, and then to try first to strike as near to that spot as possible without putting any cut on the ball at all. He may choose striking the ball with the racket either below or above the shoulder; and, when he can go within even a few feet of his mark with fair certainty, then let him try ever so little cut, as above described, and he will find, however precise has been his plain straight stroke, that the first attempts at *cut* will be attended by a loss of accuracy

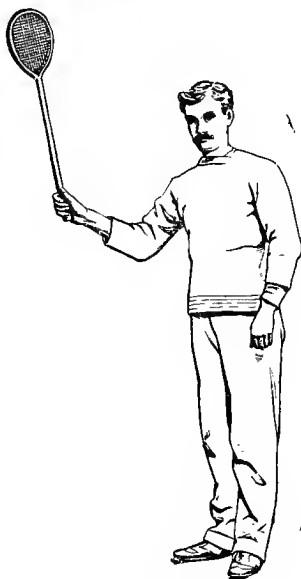


Fig. 4.—Over-cut service.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

HINTS ON MATCH-PLAYING.

PRELIMINARY TRAINING.

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

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

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

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

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

PRACTICE IN THE COURT.

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

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

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

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

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

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

THE MATCH.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PUBLIC SCHOOLS RACKET CHALLENGE CUP.

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

- 1868. C. J. Ottaway and W. F. Tritton (Eton) beat J. J. Reid and A. T. Myers (Cheltenham) by four games to three.
- 1869. C. J. Ottaway and J. P. Rodger (Eton) beat S. K. Gwyer and H. W. Gardner (Rugby) by four games to love.
- 1870. H. W. Gardner and T. S. Pearson (Rugby) beat J. P. Rodger and F. C. Ricardo (Eton) by four games to two.
- 1871. A. A. Hadow and G. A. Webbe (Harrow) beat F. C. Ricardo and A. W. Ridley (Eton) by four games to three.
- 1872. A. A. Hadow and G. A. Webbe (Harrow) beat E. O. Wilkinson and W. W. Whitmore (Eton) by four games to one.
- 1873. P. F. Hadow and G. D. Leyland (Harrow) beat J. Barrow and J. J. Harding (Rugby) by four games to love.
- 1874. J. D. Leyland and C. W. Kemp (Harrow) beat H. Hollings and H. R. Webbe (Winchester) by four games to love.
- 1875. J. Oswald and D. Lane (Eton) beat H. R. Webbe and A. L. Ellis (Winchester) by four games to one.
- 1876. H. E. Meek and L. K. Jarvis (Harrow) beat Hon. Ivo Bligh and V. Butler (Eton) by four games to one.
- 1877. Hon. Ivo Bligh and C. A. C. Ponsonby (Eton) beat G. M. Butterworth and F. M. Lucas (Marlborough) by four games to one.

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

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

F I V E S .



J. A. ARNAN TAIT.

CONTENTS.

	PAGE
INTRODUCTORY	73
IMPLEMENTS OF THE GAME	77
LAWS OF THE ETON GAME	80
HINTS FOR BEGINNERS	84
THE RUGBY GAME	96
LAWS OF THE RUGBY GAME	97
HINTS FOR BEGINNERS	98

THE GAME OF FIVES.

INTRODUCTORY.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

IMPLEMENTS OF THE GAME.

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

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

Balls.—The balls used at Eton are invariably by Gradidge, of Woolwich, weight, $1\frac{1}{4}$ oz. To my mind, however, none are equal to Prosser's best Eton Fives balls, price thirty-six shillings the gross (the cheaper quality are not to be relied on), for weight, durability and liveliness. For the Rugby game, the small-sized ball is the one always used: weight, $1\frac{1}{8}$ oz.; price, about twenty-eight shillings the gross. It is not so difficult to obtain satisfactory ones in this size, and there is little choice of makers. Prosser, Jefferies, Malings, Gray, and Ayres are all reliable, and doubtless many others; but for the Eton game it is exceedingly difficult to get good balls—at least that is my experience, after trying many makers. The great point is to see that they are new balls, not second-hand ones recovered; keep them in a warm, dry place, for cold and damp are fatal; sprinkle a little flour, powdered chalk, or white lead, over them, that they may be clean and white when wanted for use.

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

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

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

DEFINITIONS AND LAWS OF THE ETON GAME.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

HINTS FOR BEGINNERS.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

THE RUGBY GAME.

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

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

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

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

The court is enclosed on four sides.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

HINTS FOR BEGINNERS.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GOLF.



W. T. LINSKILI.

CONTENTS.



CHAPTER	PAGE
I. THE HISTORY OF THE GAME	I
II. THE GOLF-COURSE	8
III. HOW TO PLAY THE GAME	12
IV. ADVICE FOR BEGINNERS	25
RULES OF GOLF AS PLAYED BY THE ROYAL AND ANCIENT	
GOLF CLUB OF ST. ANDREWS	39
SPECIAL RULES FOR MEDAL PLAY	47
LOCAL RULES	48
TABLE OF STROKES	51
RULES OF THE CAMBRIDGE UNIVERSITY GOLF CLUB ...	52

G O L F .

CHAPTER I.

THE HISTORY OF THE GAME.

OF the origin and history of this game little need be said. The term "golf," pronounced *goff*, is evidently derived from the German word *kolbe*, signifying a club, or the Dutch word *kolf*, of similar meaning, and implying a game which is played with club and ball. Games with club and ball are numerous, and their origin is doubtless coeval with man.

From time to time throughout the history of the world, the game of club and ball has assumed various forms. For example, cricket is none other than such a game, as also croquet, billiards, polo, and hockey, which, by the way, is sometimes called "bandy" by the rustics in some parts of the country, especially in the eastern counties.

But so far as Britain is concerned, the origin of golf must be conceded to Scotland, where, as early as March, 1457, the game was being played with such zeal as greatly to interfere with what was deemed a more popular necessity, viz. that of training in archery. Although decrees were passed that golf "*be cryit down and nocht usit*," and that "*no place be used for futeball, golfe, or other sik unprofitabill sportes*," the people gave no heed. Somehow

they had become possessed of so fascinating a sport, that it further became necessary "*to prohibit such pastimes as golf upon the Sabbath day.*" It may be the people were more amenable to this last decree, but nothing could dislodge the love and delight which the people of Scotland have always entertained for this their favourite game. In the end, however, it was recognized as the national game of Scotland, and monarchs became not only its patrons, but they also distinguished themselves in the practice of the noble science.

Golf is now becoming one of the most popular games of the present day. This is proved by the numerous notices which have lately appeared on the subject, as also by the rapid spread of the game south of the Tweed during the last fourteen years.

In 1875, when the writer, assisted by a few friends, started the Cambridge University Golf Club, there were very few English greens opened for golf. But one can hardly take up a daily paper now without meeting some record of the establishment of a new green, not in Britain only, but in all parts of Europe, the colonies, and in America. As a lover of golf, I am constrained to say I think no man is more to be pitied than he who has not yet learned to play the game; and I can truthfully assert that few, if any, who have once learned the game, give it up unless physically compelled to do so. No saying is more true than, "once a golfer, always a golfer."

My object, however, is not merely to incite a love for the game. I desire at the outset to notice some of its many advantages. To play the game successfully requires a vast amount of most prompt and careful judgment. It entails also the most invigorating and healthy action of arms and legs. Indeed, I might say, although in regard to

it there may be exceptions, a good golfer should possess the cool head of a professional whist or chess player. He should possess, moreover, the arms of a navy or blacksmith, and the untiring energy of a devoted September sportsman.

In golfing there is no stationary work for either legs, arms, or brain. Like the face of nature, the game is a series of perpetual changes. Problem after problem, or, if you like it better, difficulty after difficulty arises, which you are called upon to surmount by cool judgment and prompt action. And as those difficulties, subject as they are to the rules of chance, may never occur twice under similar circumstances, the exercise of judgment has therefore the wider scope. In golfing there is no call, as in the game of cricket, for any sudden and violent exercise to be followed by a chilling inactivity.

Another great advantage which golf possesses, and which is uncommon to most outdoor games, is this: it can be played, and indeed is played, all the year round. It is possible with red balls to play it in snow, which, I may say, from personal experience, adds considerably to the already invigorating exercise of walking, thinking, and striking. I say thinking, but of what? Here I must needs add a caution. A man will never excel in the art if, while playing golf, either in sunshine, rain, or snow, he allows his mind to wander from the work in hand. From beginning to finish, whenever playing, his mind must be closed to all else.

But not only can golf be played all the year round; it may also, in a sense, be played from the cradle to the tomb. A child cannot begin too early. Although children and old men are physically unable to play a good game, or a game in full, still they may enjoy themselves almost equally as much as the stronger athlete. Anyhow, to

either young or old, the game supplies them with every opportunity for getting plenty of fresh air and exercise suitable to their feeble strength. It is a most common observation that a tiny child, as also an old man, enjoy their feeble blows, or fozzling along the greensward, quite as much as the terrific driver or even the crack professional.

There are some men to whom the term "duffer" is applied. Many of such men are blessed with great muscular power, and nothing seems to give them so much pleasure as driving a ball single-handed, and in that way fumbling, topping, and bunkering over a golf-course. But even an indifferent player, or an elderly man who cannot stand too much hard work, can indulge in a modified form of the game. He may play in what is called a "foursome" by securing a partner better qualified than himself, or by special arrangement he may hire a first-class professional to pull him through. As a rule, a bad driver is a good hand at the short game. A foursome is by no means such hard work as a "single." In the former case, the partners playing every alternate stroke, it amounts to just one half of arms' work, unless one's ally is continually landing himself in the jaws of some terrific sand-bunker. Some men prefer the milder work of a foursome to the harder work of a single. Others, again, will play a single in the morning and a foursome in the afternoon. To wit, a gallant colonel said to me last summer, "I never play 'singles' both morning and afternoon. It's far too hard work." The sequel to the old adage, "All work and no play," crossed my mind, and it occurred to me that the gallant colonel had invented a new application of the old proverb.

Golf, then, is a game admirably adapted for almost all conditions of men. It results in the formation of friendly societies, such as gentlemen's clubs, artisans' clubs, caddies'

clubs, and in seaside places there are also fishermen's clubs. All these, as a rule, meet and play on the same green without any collision whatever. This arises from the fact that all submit to the strict discipline of the game. Indeed, a golf rule commands, I fear, more respect and prompt obedience than do many in the Decalogue.

Another great advantage connected with golf is this, viz. that as a rule you can always choose your own partner. But sometimes in match play you may become paired with a stranger; still, however, in that stranger you may discover one whose further acquaintance would not be disagreeable to you. In this sense golf is a means of making friends by a more agreeable method than most games possess. At the risk of being condemned for an error of judgment, I am inclined to regard golf as the most sociable of all outdoor games. The companion of a day sometimes becomes the friend of a lifetime. And it is no uncommon thing for golfers thus allied in friendship to indulge in what is called a golfing tour, than which nothing more delightful can be conceived. Would you start with the old and venerable city, St. Andrews, in Fifeshire. There you will find the best links in all Britain, open and available to all comers, so long as the prescribed rules of the game are observed. And such are your privileges wherever you can find an open golf-course, of which there are now many.

Golf need not be a ruinously expensive game. In photography, when a man has secured to himself a good camera, the great expense is over. So is it in golf: when a man has provided himself with a complete set of clubs, he may keep his expenses, so far as the game is concerned, within a small compass. But, in addition to the clubs, I must not omit to mention the necessity of providing a convenient and suitable dress for golfing. A golfing rig-

out is neither extensive nor expensive. It is easily obtained, and few gentlemen's wardrobes are ever destitute of what is required under any emergency. The chief features of a golfer's dress are—a loose coat ; a loose shirt, with no stiffened abominations such as front, collars, and cuffs ; no braces, but in place thereof a waistbelt, so that there may be no impediment to a perfect freedom of action. In addition to these, well-nailed boots are required in order to obtain a firm foothold of the turf while walking, but more particularly when striking a ball. Spiked boots must never be used, as they would seriously damage the precious putting-greens around each hole.

But besides these not very expensive externals, something more is needed to play the game of golf. A man must needs have a good eye, and above all, a good temper. He must be content to recognize with equanimity an error of judgment, as well as to receive graciously any defeat, which he may sustain at the hand of the adversary with whom he may be contending. In case of defeat, let the cause be what it may, a man would do wisely if he contented himself to abide by the following motto : " Beaten, but not conquered." Cool players always score at golf in the long run, but a hasty temper leads to " pressing," " topping," " breaking clubs," and otherwise going to pieces in all parts of the game. Apart from these issues of a hasty temper, it very often happens that the coolest player is what is called " off his game." In that case there is no let or hindrance to his going out and practising by himself. It may be he is out of form in the use of one or more particular clubs ; for each club, as I shall set forth hereafter, is for a special purpose. But anyhow, he can by such quiet practice soon bring his hand round so as to resume its wonted cunning in the use of either this or that club.

By some persons, not players of course, golf has been regarded as a dangerous game. The nature of the danger may be gathered from the following remark once made to me by a looker-on, standing about midway on St. Andrews Links :—“ I feel,” he said, “ as if I were in a rifle-range, and in close proximity to the target.” Undoubtedly golf balls, in long drives, are sent through the air with almost the terrific velocity of a rifle-bullet. All golfers are aware of that fact ; but in proportion to the danger so are the precautions which are taken and recognized by all to avert the danger from themselves. Accidents, therefore, in playing golf seldom or never occur. No game is played where more careful and greater discipline is observed. By the rules of the game, no one may drive off the “ tee ” until the party in advance have played their second shot ; nor can the party following play on, or use the putting-green while the party in advance are themselves engaged in putting. I have played the game almost daily for the last eighteen years, and mostly on overcrowded links ; but in the whole course of my experience I have been struck only three times—twice by spent balls, and once through the carelessness of a stupid and inexperienced caddie on the Cambridge Links. Mishaps are more likely to happen to strangers than to those who are versed in the game and the rules of the game. The golf-course is a place for players, but not for stargazers. If a man wishes to see the game played with safety to himself, let him walk with any party going out from beginning to end. But should he leave the party when about mid-course, it will most likely happen that he will find himself between the firing of the outgoing and incoming players. The danger of golf, therefore, is simply nothing to the golfer, though it may exist for the foolishly unwary.

CHAPTER II.

THE GOLF-COURSE.

WHILE setting forth some of the advantages to be derived from the game of golf, it occurred to me, Are there no disadvantages? I have come to the conclusion there are none, and I am able to suggest only one difficulty. The difficulty to which I allude, and which is more generally felt than any other, is that of obtaining the required amount of space to play the game according to its true and primitive character. A cricket-field, a tennis-ground, or space for football matches can easily be found anywhere. But a golf-course, like a race-course, is not so easily to be met with. For the former, as well as for the latter, a vast expanse of grassy turf is absolutely indispensable. The ground should be of an undulating character, and, moreover, it should abound in hazards of every description. Golf links of that character are to be met with chiefly by the seaside, especially on the east coast of Scotland. Similar places are to be met with on the east and south coasts of England, where many of them are now being appropriated to golf in consequence of the growing popularity of this most fascinating game. Inland greens are also becoming more numerous; but few, if any, can compete with those near the sea, by whose action in former times the surface of the country has been reduced to that undulating and irregular character, which is so essential for the necessary qualifications of a first-rate golf-course.

A golf-course should not be less than three miles in extent, and certainly not more than five miles. By this is meant the walk from beginning to finish; and the course, as much

as possible, should partake of the character of a circular tour, so as to avoid collision between outgoing and incoming players. In the course, and at distances varying from one hundred or one hundred and fifty to five hundred yards, according to the length of round, there should be, for the ordinary game, eighteen holes. But if the course be so limited as not to admit of that number, do not be tempted to cram in as many as possible. It would be better and wiser to have nine holes, and therewith be content to go the round twice and so complete the ordinary game. In the choice of position for the holes too much care and judgment cannot be exercised. They are the nucleus of every golfer's interest, and the first question which arises on selecting and laying out a golf-course is, Where shall the holes be placed? In most cases it happens their more favourable position regulates the distance between them. But let me suppose you to have it in your mind to lay out a golf-course. First, fix upon the starting-point. From that point, having decided upon the direction of going out and coming in, walk out some five hundred yards and look around you for a piece of clear and level greensward of some twenty yards square. The centre of this piece of ground may be taken for the first hole, and so on for every hole in the round. Having fixed their position, you may now embark upon preparing these holes. With a cutter, specially constructed for the purpose, a disc of turf, about four and a half inches in diameter and depth, is removed. The hole is now lined with an iron tube or circlet in order to maintain its proper size and shape. The turf around each hole, if it be not already as smooth as a billiard table, must be so dealt with until it assumes that character. Such pieces of turf, about twenty yards square, are called the putting-greens, which will require much attention to keep them in proper order. The ground

must be kept well rolled, and the grass closely cropped. On inland greens, if the soil be heavy and not sandy, such greens, while play lasts, must be rolled and attended to daily. An occasional dose of sand and soot will be found very beneficial, as the former will tend to make the ground firmer, while the soot will check the action of worms. No course can be deemed perfect unless it possesses smooth and true putting-greens. In each of the holes is placed a rod of iron, or wood, bearing a flag as a guide, indicating from a distance the place where the hole exists. Whether the course be undulating or flat, the necessity for such an indication is apparent. But sometimes the surface of the country may be so uneven that it is impossible to see from flag to flag so placed. In that case it is necessary to employ besides what are called guiding flags. These are mounted on staves to whatever height may be required, and are placed at certain convenient places to show in what direction the hole lies. On arriving at the putting-green, and while playing thereon, the small flag is removed from the hole, until the hole be scored, when the flag is again replaced for the guidance of the oncoming players. These flags, too, vary in colour, but only to the following extent. As far as the ninth hole going out, the flags should be white, and for all holes coming in, the flags should be red. On some greens, however, this order of things is reversed. This is a small matter, but I would advocate a uniformity of rule, as the want of it often causes confusion.

Near to each putting-green another important spot must be chosen as a starting-point from hole to hole. This is called the teeing-ground, which should be tolerably level, or inclined in the slightest degree. This ground is indicated by paint-marks on the turf. The starting-point at the beginning of the game is called the tee. Within the limits

of the paint-marks the ball must be placed, or what is called "teed." To tee a ball for driving, it is usual to place it on some small eminence on the surface of the turf; but many good players content themselves by simply placing the ball on the turf. A ball is sometimes teed on a few short blades of stiff grass. But as they are not always to be met with on a teeing-ground, other means are adopted in order to ensure the necessary slight elevation. By the side of each teeing-ground there should be placed a small box containing very fine wet sand, such as one meets with by the sea. From such a box take a small quantity of sand, and, after depositing it upon the turf, mould or pinch it to a small eminence by means of the thumb and first two fingers. On this eminence place the ball lightly, and it is ready for what is called the long drive. Remember that when the ball is driven from the teeing-ground, it must not be handled again, except according to special rules providing for certain mishaps, until the hole before you has been either scored or given up.

Next we have to consider what should be the nature of a golf-course from hole to hole. I may say at once that if there were no hazards or impediments, the game itself would be stripped of all interest and fascination. I have already said that for first-class links the ground, apart from the putting-greens, should be of an undulating nature. Ground of that character affords an excellent hazard to a ball hit too low, but better known as a "skimming ball." The little valleys, too, may often prove a grassy grave for many a well-struck ball. But besides the hazards of hill and dale, there should also exist between every hole other impediments, such as sand-pits, known in golfing parlance by the term "bunkers." When a ball becomes engulfed in a sand-bunker it requires no small amount of

skill to release and place it again upon *terra firma*. A special club, called the iron niblick, is required for the purpose ; but of this, as also of other clubs and their special uses, I shall speak later on.

In addition to bunkers between the holes, there may be dotted here and there small patches of whins or gorse. These may form an excellent boundary for a golf-course, to catch wild drives ; but whins and bushes about the centre of the course are an abomination, and they should be swept away with a ruthless and unsparing hand. Still, however, the nature of hazards will vary on every course. In fact, any obstacle might be termed a hazard. But the commonest hazards are sand-bunkers, whins, rushes, and burns or streamlets. On some greens, however, trees, hedges, cops, walls, railways, ravines, roads, footpaths, gravel-pits, and even rivulets are the difficulties to be surmounted. Unplayable traps should never be deemed a fair hazard. I therefore think that a rabbit-hole should not be regarded as a fair playable hazard. But still too great a number of well-selected hazards there cannot be, as so much of the interest of the game consists in avoiding or overcoming them.

CHAPTER III.

HOW TO PLAY THE GAME.

EVERY beginner will necessarily require to know the mode and order of playing the game of golf. Most of that information is conveyed by the rules of the game, but I will now endeavour to give it in as concise a form as possible. The most common modes of playing the game are termed "singles" and "foursomes." In a single match two

persons play one against the other, and in a foursome two persons play against other two, the partners playing alternate strokes. The great object of the play is to hole the ball by means of a fewer number of strokes than your opponent. Thus, in the case of A and B playing a single, if A employs four strokes to hole the ball, and B requires five strokes, the hole is counted to A. But if A and B hole the ball by an equal number of strokes the hole is what is termed halved, or divided. And so on, it is the same throughout the whole course of the usual number, eighteen holes. But besides singles and foursome, there are played sometimes what are called three, four, five, and even six ball matches. For example, a crack player will sometimes undertake to play his ball against the best of the balls of two or three medium players. Such games occupy a long time in going the whole round of the links, and it is impossible to play them on crowded greens. Matches of that kind are doubtless often invested with much interest; but as they require a vast amount of experience and cool judgment, I must strongly advise the beginner to keep to the more common forms of singles and foursomes, until he has made himself most familiar with all the details of the game.

Besides "hole play," which involves playing a succession of small matches from hole to hole round the links, there is also what is called "score play," which mode is adopted on such occasions as when a medal is played for. In this case a number of persons enter themselves for the competition. They are told off in pairs, and each pair is numbered consecutively, showing the order in which they are to start on the day of competition. The object of the play is to show which of all the competitors takes the fewest number of strokes to hole the ball in whatsoever

number of holes may constitute the whole course. Each person is supplied with a card on which to register the strokes of his opponent. A marker, who is supplied with a card on which to register the number of strokes, accompanies each player ; but it often happens that a sufficient number of markers cannot be found. In that case it is customary for each player to register the strokes of his companion. Again, it sometimes happens, while A and B are thus playing together, that the strokes of A become so considerable in number as to afford him no chance whatever of winning the medal, or prize of competition. Under these circumstances it is not unusual for A to tear up his card and retire from the competition. It is more gentlemanly, however, to accompany your companion and to continue playing to the best of your ability in order to keep up his game.

Now, in "match play" it is easier to retrieve one's self than in this so-called score play. For example, in match play, taking seven or eight strokes for the first hole against four of your adversary means only one lost hole, whereas seven or eight on the scoring card at the commencement of a long five-mile round in score play has a bad moral effect. It is a veritable sword of Damocles. It burdens the mind of the player, and puts, metaphorically, the drag on his play the whole round.

Odds.

In ordinary play it sometimes happens, as in all other games, that necessity may arise for the giving of strokes or odds, so as to equalize matters between the stronger and the weaker players. This is accomplished as follows :—

Odd No. 1. "Stroke a hole." This means that at every hole, if your opponent holes his ball in four strokes, you

have the privilege of making it in five, if possible, in which case the hole is divided, or halved. It counts to neither party.

Odd No. 2. "Half." By this is meant simply the application of Odd No. 1 at every alternate hole.

Sometimes a "third" is given, which means the application of what is stated under Odd No. 1 at every third hole.

Another form of odds is "so many holes up." This is handicapping by holes and not by strokes; but I strongly advise the weaker player, if possible, to take strokes in preference to holes. Five or six holes offered when starting sound very tempting; but they mean very little when playing against a "crack," who will very probably win eight or nine holes straight off the reel. In taking strokes accept them always, if possible, at the shortest holes.

"Bisque" is another form of odds. It consists of a stroke or strokes given, which are taken, according to the discretion of the possessor, in any part of the course. Very often these strokes are sprung as a surprise on the giver.

In playing from hole to hole, it is of all things most probable that the two persons playing will not drive their balls equal distances. We will suppose A to make the first stroke from the teeing-ground, and to drive his ball, say, two hundred yards distant. B follows and drives his ball fifty yards. B must therefore follow with another stroke; but should his ball not go beyond that of A, then B must continue his strokes until he has placed it in a position nearer to the hole than his opponent's ball. That is the rule—a ball must continue to be played until it be in advance of that which is nearest to the hole aimed at, no matter how many strokes may be required for the purpose. Each player takes an account of strokes made on either side until the hole in question be scored, and the manner of counting is almost too simple to be explained. But

still certain terms in golfing parlance are used in expressing results as the game progresses. For example, so long as the players make stroke for stroke alternately, the strokes are even, and to that condition of affairs the term "equal," or "like," is applied. But if A takes five strokes to hole a ball, while B, through some mishap, should require six strokes, the one stroke more is called "the odd." And if B should require seven strokes, it is termed "two more," and so on. Besides this method of counting, there is also the other, which is as follows: "one off three," "one off two," and so on, which may be explained thus. Suppose A to have played six strokes and B three strokes. When B plays his fourth stroke, it is termed "one off three." And if B has to continue his strokes, his fifth stroke would be expressed "one off two." These are small matters, but every beginner must be prepared for them.

Clubs.

It is necessary now to say something about the clubs and their uses. The following is a complete list of clubs which have been employed in playing the game, but some of them are by no means necessary or commendable:—

Wooden Clubs.	{	The Driver, or Play Club.
		Grassed Driver.
		Long Spoon.
		Middle Spoon.
		Short Spoon.
		Baffing Spoon.
		Niblick.
		Brasse.
		Bulger.
		Putter.
Driving Putter.		

Iron Clubs.	}	Iron Putter.
		Cleek.
		Driving Iron.
		Medium, or ordinary Iron.
		Lofting Iron.
		Niblick.
		President.
		Mashy.

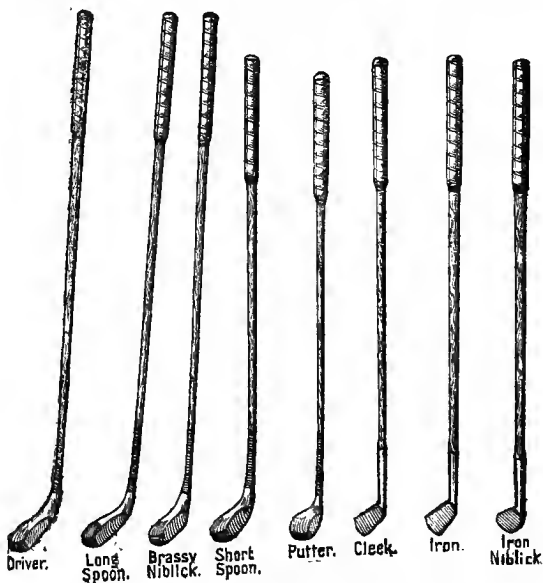
A complete set of clubs, as commonly used, is not at all necessary for the beginner. I therefore advise him to provide himself with a driver slightly spooned in the face and a cleek. And having acquired in true style the swing for driving, he may next invest in the following clubs; but in doing so, the novice would act wisely by allowing his teacher to choose them. They are—the long spoon, the brassy, the moderately lofted iron, the wooden putter, and the iron niblick—the latter being most essential on a course where bunkers abound. Each of these clubs has a special use, but after a few rounds the player will soon be able to pick out for himself the necessary club to be used. In a short time also the beginner will get accustomed to the weight and lie of each club. And having once acquired this familiarity, should the club fail by accident, or through age, he should spare no pains in procuring another exactly similar in all respects.

We will now take the clubs, in the order which I have given them, and as briefly as possible explain their special uses.

The Driver.

This may be said to be the principal club among the numerous set. It is used for long distances, and always when driving off from the tee. I need hardly say of this,

as of all other clubs, that it consists of a wooden handle or shaft, terminating in a club or head of peculiar shape. The driver, by its peculiarly shaped head, is supposed to keep the ball, after being struck, lower than any other club. In choosing this club much regard must be paid to its length, weight, and springiness of shaft. A perfectly rigid



shaft is useless. But its length and weight must depend upon the height and swing of the player.

Grassed Driver.

This is regarded as an ordinary play club, having the face filed away, or, as it is termed, "spooned," in order to give

elevation to the ball when struck. It can be used in places where the ordinary driver would not raise the ball quickly enough to surmount an obstacle before it.

Long Spoon.

This club is not quite so long in the shaft as the former clubs. Its face is well spooned or sloped backwards, by which means it gives a still greater elevation to the ball than does the grassed driver. It is a most useful club, especially when the wind is behind the player, or when the ball is lodged in long grass, from which the driver would not raise the ball.

Middle Spoon.

The middle spoon is a shorter club than the long spoon, but the shaft is somewhat stiffer. It is a very straight driving club, and an excellent weapon throughout the green.

Short Spoon.

This, again, is shorter in the shaft than the middle spoon, and is used for short drives, especially when the player is standing below his ball.

Baffing Spoon.

This club is now almost obsolete. It is the shortest of the spoon family, having its face very much laid back. The shaft is stiff and upright. It gives great elevation, and the ball lies very dead off it; that is to say, the ball does not roll any great distance from the spot where it falls. In using this club care must be taken to baff, or strike the ground immediately behind the ball. Hence arises the name of this club. But irons do most of the work now that a baffy formerly did. Still, to my mind, it is a club not

to be despised, as it is much to be preferred when a man uses the iron badly.

Wooden Niblick.

The wooden niblick has a shaft similar to the driver. It is well spooned, and very short from heel to toe, but the head is broad. A ball may be lying in a small hollow, or in a rut, into which none of the other clubs, by reason of their length of head, could possibly descend so as to dislodge the ball. The wooden niblick is the weapon for the purpose.

Brassey.

A brassey is very similar to a wooden niblick, but with the following difference. The sole of the head is shod with a plate of brass as a protection to the wood and bone. Some players go so far as to have all their clubs shod in this manner, but I think it an error of judgment. A brassey, however, is a most useful club, and no golfer should exclude it from his set.

Bulger.

This, comparatively speaking, is a newly invented club. It has a bulging or convex face, which can be applied to any of the wooden clubs. Its merits are said to consist in keeping balls low, and making them travel straight; and it is said that the fault of "heeling" or "toeing" is rendered almost impossible when using this club. For my own part, I can say that I have tried the club, but not with very satisfactory results.

The Putter.

The putter is a club used only on the level putting-greens round each hole. It is indeed the club which is used for

“putting” the ball into the hole. It has a stiff shaft and is very upright. To use this club accurately much practice is absolutely necessary, for having arrived on the putting-green it may cost you more strokes to get your ball into the hole than you have taken to arrive at it. A player who is a really good putter is often more than a match for the longest driver. In fact, a good putter will hold his own on any green, and score with the strongest players. There are such things as fancy putters. Indeed, I have seen some made with double faces, and others as swans with curled necks. Some are made in the shape of a mallet, etc. But, to my mind, nothing is so suitable as the ordinary putter, and no amount of eccentric implements will make a bad “putter” “put” better. If he cannot succeed with the common or garden putter, I feel sure that he will be no better off by using what I must call a monstrosity.

Driving Putter.

This club is not very much used. Its peculiar advantage is that it is well adapted to drive a very low ball against a heavy wind. It really is a putter head with an upright springy shaft.

Iron Putter.

This is simply a club used for putting, and is preferred by some to the wooden putter, which it resembles in stiffness and uprightness.

The Cleek.

The cleek is an important weapon, and is regarded as the longest driver among the iron family. It is a safe club for long approaches over hazardous ground, as also when playing a ball out of long grass and sandy soil. A ball goes

very straight off this club. In holing out on the putting-green a ball sometimes becomes what is called "cupped," or lodged in a slight cavity. The cleek is a very useful club for a ball in that position, as by using the wooden putter the ball would answer by a spring instead of a gentle roll. By the shape of its face, the cleek is also admirably suited for use on putting-greens which come under the terms too fast or too quick. It has the effect of keeping the ball back so as to prevent too much overrunning. Many beginners use this club too exclusively, and are often tempted to use it when driving off from the tee. This I consider to be a very grave error. In the hands of a small boy or beginner, the cleek is a most destructive weapon to the turf, as indeed are all the iron clubs in the hands of a non-expert. Divets of turf are freely dislodged which are seldom or never replaced by the reckless player. Sometimes, when a ball is lying against a wall or on the edge of a bunker, it is impossible to use a right-handed club. To be prepared for such an event, every player should be provided with a left-handed cleek; and, for the same reason, a left-handed player should include among his set a right-handed cleek.

Driving Iron.

This club is used for long distances and when considerable elevation is required to be given to the ball.

Medium, or Ordinary Iron.

This club is used for shorter distances than the former. It is an excellent club for such distances as require what are called "half" and "wrist shots." It "lofts," or elevates, a ball more than the driving iron.

Lofting Iron.

The name of this club well suggests its use. It is used for what are called "short approach shots," especially when a burn, bunker, or other hazard has to be played over when in the neighbourhood of one of the holes on the putting-green. This club, when properly used, gives great elevation to the ball, which seldom moves far away from the spot where it falls. I see by the *Field* that Willie Park, jun., the ex-champion, has just brought out what will in future be called "Parks' Patent Lofter." It professes to have considerable advantages over the lofting iron and mashy for the approach stroke. Its shape brings the upper part of the blade nearer the ball, so that while taking less turf it gives more "loft" and is easier to use. The blade being concave, a back spin is given to the ball, which produces the effect which I have described above, viz. it stops the ball dead when it falls. It also raises a half-topped ball with more effect, as is confirmed by eminent golfers who have tried it. Among those who might be mentioned is Mr. A. M. Ross, who says, "It is a most decided improvement on the old form of 'pitcher.'"

Iron Niblick.

This is a very heavy club, and has a stout shaft with a small rounded head. It is absolutely necessary to use this club for extricating a ball from bunkers, whins, cart-ruts, or any other such-like hazard.

The President.

The president is a niblick with a hole through its head. This club is now not much used. A celebrated professional

once maintained that in using this club it was next to impossible to avoid striking the ball twice, the penalty for which is losing the hole.

The Mashy.

This is what may be called a cross between a niblick and a lofting iron. Some players have great belief in its efficiency.

Both wooden and iron clubs have been improved in shape and elegance. This may be seen by comparing them with what one sees in old pictures, but better still with the display of antiquated clubs as exhibited in a glass case at the Royal and Ancient Golf Club-house on St. Andrews Links. But still those old-fashioned clubs were wielded with much skill, as is testified by the splendid scores made in former days, especially by the renowned Allan Robertson.

When clubs are not in use, or have to be laid by for any length of time, it is a good plan to slightly oil the shafts, in order to prevent them from splitting.

Balls.

Let me now give you a few words of advice in regard to this matter. But first let me tell you that balls as well as clubs have undergone transformation. In early days they consisted of circular leather cases stuffed with feathers, and were therefore called "feather balls." They cost five shillings each, which is a great contrast to the price of the present "gutta" ball. Balls vary in size and weight, according to the Nos. 26, 27, 27½, 28, and 29. A good "gutta" ball, if well moulded and well seasoned, cannot be excelled. I recommend for all-round good play the sizes 27 or 27½. Silvertown "gutta" balls are excellent. The

Eclipse balls are also very good. They do not hack, but keep their proper shape, and in putting they run very true. On a still day use a light ball, but if there be much wind a heavier ball is the best to use. Balls should not be used when too new and soft. Keep them from frost, which causes them to crack or split. It is best to keep them in a moderately warm room when not in use during winter.

CHAPTER IV.

ADVICE FOR BEGINNERS.

IN commencing this important subject, I cannot too strongly impress upon the mind of a beginner the necessity of acquiring at the outset the true and perfect style of playing the game. A bad beginning, as a rule, makes a bad ending, and a badly acquired style, whether it be in golf or in any other game, clings to a man like a limpet to a rock; for, when once indulged in, it is extremely difficult to unlearn. A beginner should, if possible, engage the services of some experienced professional, who in a short time would conduct his pupil through all the intricacies of the game in a manner not to be conveyed by books. A professional, as a matter of course, takes great delight in playing the game, and, according to my own experience, he has equal delight in teaching an apt pupil. Besides receiving the benefit of oral instruction from a professional, the pupil would also have the immense advantage of watching a pattern stroke made by his teacher.

But as a professional teacher is not always ready at hand, I will do my best in this manner to convey the useful hints which I have received from many eminent professionals during my eighteen years' experience.

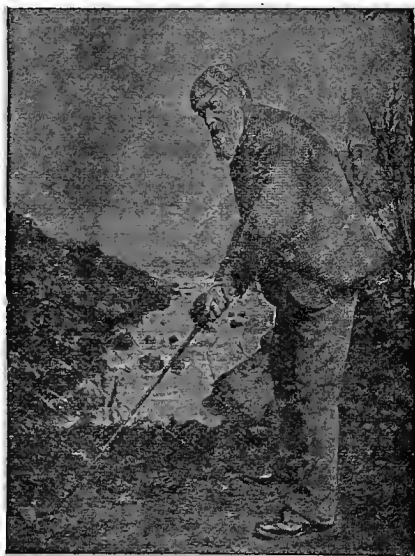
Handling the Play Club or Driver.

In playing the game of golf, it is absolutely necessary at the outset to be told a few essential facts.

First, then, I must say a few words as to the manner of holding or grasping the play club. The main idea is to grasp the handle tightly with the upper hand, while the lower hand must be held loosely. The lower hand will act simply as a guide to the club. The V's formed by the thumbs and first fingers in each grasp should be parallel down the shaft of the club, and the knuckles should also be invisible to the player. But take special notice of this—the club should be gripped with the fingers, and not with the palms of the hands. In preparing to make a stroke the feet should be planted well apart, in order to give steadiness to the body, as well as to provide for its future movements in the full delivery of a stroke. For similar reasons also the knees should be slightly bent and the body leaning forwards. In the position thus taken the ball should be as nearly as possible in a line with the front or left foot. Remember also in gripping to keep the thumbs over the first and second fingers—the wrists down, and the arms well and freely extended from the body. Stand at such a distance that the ball can be reached with ease in the down-coming swing of the club. Do not stand too near, or over the ball, nor commit the opposite fault by standing too far away, thereby causing a loss of force by over-reaching. If these simple directions be followed, the learner will avoid those frightful errors, which, in golfing terms, are known as “topping,” “heeling,” “toeing,” etc. By “topping” a ball is meant striking it above the centre, instead of getting a good hold on the ball. By “heeling” a ball is meant striking it with the heel of the club. The effect

of such a stroke would certainly not be to send the ball in a straight line, but to drive it widely to the right, whereas a "toed" ball would be driven away to the left.

To ensure a successful stroke, especially when making the long drive, there is a needful preparation called "addressing



one's self to the ball." It is not always easy to judge, without experiment, at what distance to stand from the ball. But this position is arrived at by the player reaching out with the club to the ball, and standing as already described, when by a few temporizing movements of his club above and behind the ball (which action is called "addressing one's self to the ball") a proper judgment of distance and direction may be arrived at. Some persons occupy much time over

this business, and are apt to be credited with "overmuch flourish." A moderate amount of this preparation is not only excusable, but is also absolutely necessary, for reasons already stated. By thus waving the club a few times to and fro a greater freedom of wrists and arms are acquired. In swinging, that is to say, in delivering a stroke with the play club or with the spoon, it should be swung back slowly and with a circular swing over the right shoulder, until it arrives at the back of the player's neck. The club should then be brought down with sweeping force to the object aimed at, and the greatest impetus should be given when the club arrives within a few feet of the ball. The sweep, for sweep it is, must be perfectly true and symmetrical to the end. By this is meant, the club, if properly wielded, will in its course from the beginning to the end of the swing describe about three-fourths of a perfect circle. Any other style than this comes under the head of either high swinging or low swinging, which for long driving are deemed glaring errors. Too much care, therefore, cannot be taken by beginners to avoid these errors, for, as I have before stated, a badly acquired habit is a most difficult thing to be rid of.

Another important point connected with the swinging of a club is the enforced action on the body. To appreciate this fact let the beginner try the following experiment. Take the club and use it as directed above, but do not, if possible, remove either foot from its original position. The result will be, if you wield the club with full force while maintaining that position, a severe strain upon both arms and body. To avoid this, as also to reap the benefit of your full force, the body must participate in your action. For this purpose, in first swinging up let the body follow the action by the help of the left foot, and in swinging down let the arms and body follow the direction of the ball. The

latter movement is accomplished by rising on the right toe. Be careful not to check arms or body at the ball, but follow the stroke through. By these means the striker will be enabled to send the ball with swiftness and unerring accuracy.

Still, however, to acquire that accuracy one thing more is



needful, which I have reserved for special notice. Having looked ahead, and having decided upon the direction of play, you next direct your attention to the ball. Remember this—while in the act of making a stroke, do not on any account allow your eyes to wander from the ball; no, not for an instant. Aim at striking the ball with the centre of the face of the club, and strike well at the root of the

ball so as to avoid topping or missing the ball altogether. It would be better to *schlaff* the turf a little, and give the ball a chance of going, rather than to continue the habit of hitting the ball on the top. A topped ball makes no progress, and the action presents a most unseemly operation on the part of the player.

In driving long distances a ball is best hit when it receives the blow as the club rises from the downward swing, for at that moment the swing has acquired its greatest speed and force.

All driving clubs should be handled and used as I have described.

If a low skimming drive from the teeing-ground be required, as is necessary sometimes against the wind, use no sand for teeing the ball, but lay it on the turf, and, if possible, on a slightly downward slope.

Having acquired a knowledge of the correct style, position, and swing for driving, then by all means go out alone and practise all day, from day to day, until proficiency therein is attained. You might, if possible, choose as your companion an experienced caddie, who would take no small interest in your efforts; and you would do well to invite his criticism, lest any fault be unconsciously developed in your exercise.

Do not as a beginner be over-anxious to play in matches, but spend much time in quiet practice alone. No one, with any experience, cares to play with an erratic beginner, because it tends to make even a good player careless. Faults are infectious.

In taking out a professional, do so that he may teach you, but not that he may play with you, as in the latter case he would probably be more bent upon trying to break the record in score, than upon giving any heed to your feeble efforts as a beginner.

In learning, a most complete concentration of the mind on the game is required, and there must be no such thing as stopping to admire surrounding scenery. I am thinking of a beginner taking his first lessons on such greens as those at St. Andrews and North Berwick, where the surrounding scenery offers many attractions. The sea may be intensely



blue and calm, or it may be lashed into wildest fury ; the distant hills, possibly capped with snow, stand out majestically against the clear azure blue of the northern sky ; but to a true golfer these things for the time being must claim no part of his attention. To some, this may seem a piece of superfluous advice. But having witnessed again and

again the disastrous effect which such a habit of observation has produced on the play of really good golfers, I am led to think the advice is particularly needful to the beginner. Stopping in the midst of play to admire distant objects (and the more enchanting they are the worse are the effects produced) is about one of the worst forms of golfing.

Iron Play.

In driving with the iron club, the same position should be adopted as in the case of the ordinary driving club; but the player must stand a trifle nearer the ball. The club must be gripped firmly by both hands, and the eye kept fixed on the ball.

“Half shots” with the iron should be played off the right leg, the left foot being placed not evenly with the right, but slightly behind it, as though taking half a step backwards. In swinging for this shot, the iron should be drawn straight and slowly back, but not into a position behind the player. Do not lift the iron upright or chop at the ball, but, as if in the act of sweeping, bring the iron down with a steady sharp jerk. Make sure of getting down to the bottom of the ball, and follow well through with the arms. This will give the necessary elevation or loft.

For “wrist shots” with the iron, stand in a similar manner as for “half shots,” and use the wrists but not the arms.

In “running” the ball with the iron (which by way of choice should be done with the driving iron), keep the hands forward in advance of the club head and let the club follow the ball. This suggestion is meant to imply that the stroke must not be of the character of a sudden rap.

Again, in using the iron niblick—which must be classed among the iron clubs. and is a most useful and powerful

weapon in a bunker—do not aim at hitting the ball, but strike the sand about a couple of inches behind the ball. Let the swinging of this club be effected in a straighter manner than in the use of any other club. Use it more as you would a pickaxe.

Putting.

I will now proceed to give you some few hints on putting. Many of the best players vary in their standing position



while putting. Some stand in front of the ball, while others take up a position behind it. Some, again, will stand near, and others as far as possible from the ball; while some will grip the club short, and others give it its full length. But the

following is, I think, the best course to adopt. Stand square to the ball, having the feet about eighteen inches apart, and so arrange yourself that the ball may lie a little nearer to the right foot than to the left. Aim at the back of the hole—which means the further side of the hole from where you stand—and allow the putter, in its motion, to follow the ball. But in doing so be careful to avoid shoving or pushing. The ball must be played fairly and honestly for the hole. I have said, aim at the back of the hole. At first sight, possibly the reason for this may not be apparent. The simple reason is that the ball, if it fall short of the hole, has no chance of going in. I therefore say, give the ball a chance. The common advice of a professional teacher to a beginner is, “Remember, the hole will not come to you.”

The above advice holds good whether you use wooden or iron putters. For my part I prefer the former. Still, if a ball lies cupped on the green, then by all means use a cleek, which is a most useful club when holing out.

In using the “cleek” let the club lie naturally, and do not place it so as to make its face square to the ball. In that case you would necessarily be obliged to stand very much in front of the ball, and the hands being thus brought too much in advance of the club head, a truly following stroke under such circumstances could hardly be made.

Balls.

As it is most essential, when making a stroke, to keep the eyes well fixed on the ball, be particular in always using clean ones. A clean ball is a more sightly object than one whose colour is that of *terra firma*. Besides, a clean object may be struck with much greater precision than a dirty one; and, again, dirt makes a ball so much heavier. You would

do well in changing your balls after finishing out at each hole.

Never, if you can avoid it, play with hacked balls, for it must be self-evident that, just as a chipped ball will not run true on a billiard-table, neither will a hacked ball run true on the putting-green. If in playing you are obliged to lift your ball out of water, be careful to wipe it until it be perfectly dry. Wet balls will not travel so well as dry ones. Choose a deeply moulded ball rather than one which is too smooth, as the former travels better than the latter.

Teeing.

I have already explained the teeing-ground, and now, on the subject of teeing, I offer you the following hints. Whether the teeing be done by yourself, or whether it be done, as is usual, by the caddie whom you engage to carry your clubs while at play, see that only a small pinch of sand be used for the purpose. A ball placed upon a positive mound of sand is as unsightly as it is unnecessary, and the practice is most absurd. Note well, the sand should be so pinched up as to touch only the centre of the ball. Some caddies and inexperienced persons will sometimes put down a big pat of sand, into the centre of which they positively press the ball. That ball I consider to be bunkered rather than teed.

General Advice.

Lastly I come to more general advice, which I trust may be also useful to a beginner. It not unfrequently happens that the first day's play of a beginner is better than the second. At this be not disheartened; it simply suggests the necessity of more steady and quiet practice. If in

playing you lose a hole, especially at the commencement of the game, do not begin to fume and fret over it like a child over spilt milk. Remember that other holes are before you, and by steadying down you may possibly do better with them. This holds good both in score and hole play. Many a good player may start with a record of two or three holes to the bad, but in the end he may have so retrieved himself as to come in with a good score, and possibly, after all, he may be announced the winner. Never talk of bad luck. If you make a bad shot, do not on the next occasion dash at the ball in a rage and hit wildly, in which case the last stroke will, in all probability, be worse than the former. Do not in a fit of passion throw your clubs about. Such an effort could certainly do you no good, and it might be destructive to your clubs. Always remember that a bad stroke is not the fault of the club, but of the man at the end of it.

On the Rules of the Game.

In regard to this subject, I cannot urge too strongly the necessity of preserving uniformity of rules wherever the game of golf may be played. As the game is now rapidly spreading in all parts of the globe, it requires no second consideration that uniformity of rules for all greens is really an absolute necessity. Little diversity of practice is found north of the Tweed, where for ages the game has been played, and from whence the impetus has arisen for the propagation of the game. The excellent rules devolved and practised by our forefathers are worthy of our most strict adherence, and any infringement of those rules would certainly tend to demoralize the game. There has been of late much correspondence in the columns of the *Field* about this subject of uniformity of rules. For on this side

of the Tweed, where new greens have been opened, there has cropped up much diversity of opinion in regard to the rules of the game, and it seems that the further south you travel the more this feeling prevails. I regard this as a great misfortune. It is nothing short of an endeavour to create a schism which deserves the severest censure. According to my own experience, there is no end to the whims and fancies of some beginners. As one instance how the game might be deprived of one of its main features, not long ago I was actually told by a promising beginner that he really thought it most unfair to count misses as strokes.

I therefore unhesitatingly recommend all beginners, and all persons concerned in laying out new greens, to adopt at once the rules of golf as it is played over the links at St. Andrews, and to insist on their being strictly regarded by all players as "the law of the Medes and Persians which altereth not." I have played over many greens, but have never yet met with any green to which the St. Andrews rules could not strictly be applied. Indeed, I do not believe that such a green could possibly be found.

But still, apart from the rules of the game proper, it may be found necessary to frame bye-laws to meet certain peculiarities attending every green, since no two greens will be alike in their surroundings. Such bye-laws must be kept separate and apart from the rules of the game, and they should never be so framed as to make void any established and definite rule of the game.

The rules of golf as played by the Royal and Ancient Club at St. Andrews are clear and concise, and they are admirably adapted, according to my own experience, for either inland or seaside links.

Let a beginner study those rules most assiduously, and

acquire them by heart. The more study he gives them, combined with practice, the more will he feel that neither one jot should be added thereto nor one tittle taken therefrom.

I now append those rules by which the game is played at St. Andrews, as also a list of bye-laws or local rules applicable to that green. Beyond this I also submit, as a further guide, the bye-laws of the Cambridge University Golf Club as being peculiar to Coldham Links, Cambridge.

RULES OF GOLF

AS PLAYED BY

THE ROYAL AND ANCIENT GOLF CLUB
OF ST. ANDREWS, 1888.

I.—Mode and Order of Playing the Game.

1. The game of Golf is generally played by two Mode. sides. Each side may consist either of one person or of two, who play alternately. It may also be played by three or more sides, each playing its own ball.

2. The game commences by each side playing off Order. a ball from a place called the "*teeing-ground*," for the first hole. In a match with two on a side, the partners shall strike off alternately from the tee; and the players opposed to each other shall be named at starting, and shall continue in the same order during the match. The player entitled to play off first shall be named by the parties themselves, and his side shall continue to lead off, till they lose a hole; and although the courtesy of starting is generally granted to captains of the Club and old members, it may be settled by lot or toss of a coin.

3. The hole is won by the side holing at fewest Score. strokes; and the reckoning of the strokes is made by the terms *odds* and *like*, *two-more*, *three-more*, *one off two*, etc.

- Striking off. 4. The side gaining a hole shall lead at the next, except at the commencement of a new match, in which case the winner of the previous match is to lead, and is entitled to claim his privilege and recall his opponent's stroke should he play out of order.
- "Honour." This privilege is called the "*honour*."
- Match. 5. One round of the Links is reckoned a match, unless otherwise stipulated. The match is won by the side which wins one, or more holes, in excess of the number of holes remaining to be played.
- Playing out of turn. 6. If, in a double match, a player shall play when his partner should have done so, his side loses the hole.

II.—Place of Teeing and Playing through the Green.

- Place of teeing. 7. The ball must be teed within the marks laid down by the conservator of the Links, which shall be considered the "teeing-ground." The balls shall not be teed in advance of such marks, nor more than two club lengths behind them.
- Ball recalled. 8. A ball played in contravention of this rule may be recalled by the opposite side.
- Playing through the green. 9. After the balls are struck off, the ball furthest from the hole to which the parties are playing must be played first. No player shall play his teed ball till the party in front have played their second strokes; nor play on to the putting-green till the party in front of him has holed out.

Note to Rule II.

- Practising putts. 9 (a). It is requested that when a party is waiting to approach the hole, the party that has "holed out" will not cause delay by trying their putts over again.

III.—Changing the Balls.

10. The balls struck off from the tee must not be changed, touched, or moved, before the hole is played out (except in striking, and the cases provided for by Rules IV., V., VII., VIII., IX., XIII., and XVI.); and if the sides are at a loss to know one ball from the other, neither shall be touched without the consent of both.

Changing
the balls.

IV.—Lifting of Break Clubs.

11. All loose impediments within a club length of the ball may be removed, unless the ball lies within a bunker; on sand; on a molehill; on a road; or other hazard; or touching a growing whin. (Rules VI., IX., and XII.)

Lifting of
break clubs.

12. When a ball lies in a bunker, sand, or any other hazard, there shall be no impression made by the club whilst addressing the ball, nor sand nor other obstacle removed "before striking at the ball."

Impression
on sand.

13. A ball lying on sand, sprinkled on grass on the course for the preservation of the Links, shall be treated as if it lay on grass.

Sand on
course.

14. On no occasion is it allowable to press down any irregularities of surface, to improve the lie of the ball.

Pressing
down irregu-
larities.

15. When a ball lies near a washing-tub or implements used in the up-keep of the Links, they may be removed, and when on clothes, the ball may be lifted and dropped behind them, without a penalty.

Washing-
tub.
CLOTHES.

V.—Entitled to see the Ball.

- Entitled to see the ball. 16. When a ball is completely covered with fog, bent, whins, etc., only so much thereof shall be set aside as that the player shall have a view of his ball before he plays, whether in a line with the hole or otherwise.
- Growing obstacles. 17. Nothing that is growing may be bent, broken, nor removed, except in the act of striking at the ball, or in the special occasion provided for in par. 16.
- Ball struck. 18. A ball stuck fast in wet ground or sand may be taken out and replaced loosely in the hole it has made.

VI.—Clearing the Putting-Green.

- Clearing the putting-green. 19. All loose impediments, except the opponent's ball, may be lifted on the putting-green.
- Putting-green. 20. The term "putting-green" shall be considered to mean those portions of the links devoid of hazards within 20 yards of a hole.

Note to Rule VI.

- Ice or snow. 20 (a). When ice or snow lies on the putting-greens, parties are recommended to make their own arrangements as to its removal or not, before commencing their match.

VII.—Lifting Balls.

- Lifting balls. Balls within six inches. 21. When the balls lie within six inches of each other, in any situation, the ball nearer the hole to which the parties are playing must be lifted till the other is played, and then placed as nearly as possible in its original position. Should the ball furthest from the hole be accidentally moved in so doing, it must be replaced without a penalty. The six inches to be measured from the nearest surfaces of the balls.

22. In a three or more ball match a ball in any degree lying between the player and the hole must be lifted as above, or, if on the putting-green, holed out. Ball in three-ball match.

VIII.—Ball in Water.

23. If the ball lie in water, the player may take it out, change it if he pleases, drop it, and play from behind the hazard, losing a stroke. Ball in water.

IX.—Rubs of the Green and Penalties.

24. Whatever happens to a ball by accident, such as being moved or stopped by any person not engaged in the match, or by the fore caddie, must be reckoned a "rub on the green," and submitted to. Rubs of the green. Ball touching non-player or fore caddie.

25. If, however, the player's ball strike his opponent or his opponent's caddie or club, or is moved by them, the opponent loses the hole. PENALTIES. Opponent struck by ball.

26. If the ball strike himself or his partner, or either of their caddies or clubs, or is stopped by them, or if, while in the act of playing, he strikes the ball twice, the player loses the hole. Ball striking player; or hitting ball twice.

27. If the player, or his partner, touch their ball with the foot or any part of the body (except as provided for in Rules IV., V., VII., and VIII.), or with anything except the club, his side loses a stroke. Touching ball.

28. If the player, whilst addressing himself to the ball on any occasion, except at the tee, touch it so as to cause it to move, or if his hand, foot, or club touch a bent, stick, or anything which causes the ball to move, or if the player's caddie move the ball, he loses a stroke. Ball moving whilst addressing. Caddie moving ball.

29. A ball is considered to have been moved if it What con-

stitutes a
moved ball.

leaves its original position in the least degree, and stops in another; but if a player touches his ball so as to make it merely oscillate and not leave its original position, it is not considered to have been moved.

Striking
opponent's
ball, and
changing
balls.

30. If a player or his caddie strike the opponent's ball in any manner, that side loses the hole; but if he plays it inadvertently, thinking it is his own, and the opponent also plays the wrong ball, it is then too late to claim the penalty, and the hole must be played out with the balls thus changed. If, however, the mistake occurs from wrong information given by one party to the other, the penalty cannot be claimed, and the mistake, if discovered before the other party has played, must be rectified by replacing the ball as nearly as possible where it lay.

Ball played
away by
third party
or lifted.

31. If a player's ball be played away by mistake, or be lifted by any agency outside the match, then the player must drop it, or another ball, as near the spot as possible without any penalty. Should this occur on the putting-green the ball may be replaced by hand.

X.—Ball lost.

Ball lost.

32. In match-playing, a ball lost entails the loss of the hole. Should the ball not be found within ten minutes, the opposite side can claim the hole.

XI.—Club breaking.

Club break-
ing.

33. If, in striking, the club breaks, it is nevertheless to be counted a stroke, if the part of the club remaining in the player's hand either strike the ground or pass the ball.

XII.—Holing out the Ball.

34. In holing, no mark shall be placed, or line drawn, to indicate the line to the hole; the ball must be played fairly and honestly for the hole, and not on the opponent's ball, not being in the way to the hole; nor, although lying in the way to the hole, is the player entitled to play with any strength upon it, that might injure his opponent's position, or greater than is necessary honestly to send his own ball the distance of the hole. Holing out the ball.

35. Either player, when it is his turn to play, may remove, but not press down, sand, or worm-heaps, lying around the hole, or on the line of his "put;" but this must be done lightly by the player or his caddie, with the hand only. Except as above mentioned, or when the player is in the act of addressing himself to his ball, the putting-line must not be touched by club, hand, nor foot. If the player desires the "line to the hole," it may be pointed out by a club shaft only. Removal of sand or worm-heaps.

36. If, in holing out, the ball rest upon the flag-stick in the hole, the player shall be entitled to have the stick removed, and if the ball fall in, it shall be considered as holed out; but either party is entitled to have the flag-stick removed when approaching the hole. When a player's ball rests on the lip of the hole, his opponent, after holing in the "odd" or the "like," shall be entitled to strike away the ball which is at the lip of the hole, claiming the hole if he shall have holed in the "like," and the "half" if he shall have holed in the "odd." But no player shall Flag-stick.
Ball on lip of hole.

be entitled to play until his opponent's ball shall have ceased rolling.

XIII.—Unplayable Balls.

Unplayable balls.

37. In *match*-playing every ball must be played, wherever it lies, or the hole be given up, excepting where otherwise provided for (Rules IV. and VIII.).

In golfing holes or ground under repair.

38. If a ball lies in any of the holes made for golfing, or on ground under repair by the conservator of the Links, it may be lifted, dropped behind the hazard, and played without losing a stroke.

Dropping a ball.

39. In all cases where a ball is to be dropped, the party doing so shall front the hole to which he is playing, standing behind the hazard, and dropping the ball behind him from his head.

XIV.—Asking Advice.

Asking advice.

40. A player must not ask advice about the game, by word, look, or gesture, from any one except his own caddie, his partner's caddie, or his partner.

XV.—Parties passing each other.

Parties passing each other.

41. Any party having lost a ball, and incurring delay by seeking for it, may be passed by any other party coming up.

Two-balls passing three-ball match.

42. On all occasions a *two-ball* match may pass a party playing three or more balls.

Parties not going whole round.

43. Parties turning before going the whole round must let any two-ball match that has done so, pass them.

XVI.—Balls splitting.

44. If a ball splits into two or more pieces, a fresh ball shall be put down where the largest portion of the ball lies; and if a ball is cracked, the player may change it on intimating his intention of doing so to his opponent.

XVII.—Breach of Rules.

45. Where no penalty for the infringement of a rule is specially mentioned, the loss of the hole shall be understood to be the penalty.

SPECIAL RULES FOR MEDAL PLAY.

1. If the lowest score should be made by two or more, the ties will be decided by the parties playing another round, either that day or the following, as the captain, or, in his absence, the secretary, may direct.

2. On the morning of the medal day new holes will be made, and any member playing at them before he competes will be disqualified.

3. Before starting each competitor must obtain from the secretary a scoring card, and in the absence of a special marker the players will note each other's score. They must satisfy themselves, at the finish of each hole, that their strokes have been accurately marked; and on completion of the round hand the card to the secretary or his deputy.

4. All balls must be holed out, and when on the putting-green, the flag must be removed, and the player whose ball is nearest the hole has the option

Ball interfering with stroke.

of holing out first. Either player can have another player's ball lifted if he finds that it interferes with his stroke. The ball that has been lifted must be carefully replaced.

Lost ball.

5. If a ball be lost, the player returns to the spot, as near as possible where the ball was struck, tees another ball, and loses a stroke. If the lost ball be found before he has struck the other ball, the first shall continue the one to be played.

Striking himself, etc.

6. A player striking his caddie, or himself, or his clubs, with his ball, or who, in the act of playing, strikes the ball twice, shall lose one stroke only as the penalty.

Lifting unplayable balls.

7. A ball may, under a penalty of two strokes, be lifted out of a difficulty of any description, and teed behind the same.

Professionals.
General.

8. No competitor may play with a professional.

9. The ordinary rules of Golf, so far as they are not at variance with these special rules, shall also be applicable on medal days.

LOCAL RULES FOR ST. ANDREWS LINKS.

Starting—Telegraph Board.

Telegraph board.

1. When the telegraph board is placed at the first teeing-ground, a person will be in charge of it, to note the order of starting.

Ball in Water.

Swilcan Burn.

2. If the ball lie in any position in the Swilcan Burn, whether in water or not, the player may take

it out, drop it on the line where it entered the burn, on the opposite side to the hole to which he is playing, and lose a stroke, or he may play it where it lies without a penalty.

3. Should a ball be driven into the water of the Eden at the high hole, or into the [sea at the first hole, the ball shall be teed a club length in front of either river or sea, the player or side losing a stroke. The Eden or Sea.

Ball Lost.

4. A ball getting into the enclosure (between the Road and Dyke holes) called the "Station-Master's Garden," shall be treated as a lost ball. Station-Master's Garden.

5. Parties having caddies may pass those carrying their own clubs. Parties having caddies pass those without.

Medal Play.

6. All competitions for the medals of the Club will be decided by playing one round of the Links of 18 holes*—the competitor doing it in fewest strokes shall be the winner. Medal competition.

7. The order of starting will be balloted for the previous evening. Any couple not at the teeing-ground when their number is called must go to the bottom of the list. A party starting from the first tee must allow the party in front of them to cross the burn before striking off. Starting.

* Excepting the "Glennie Medal," which is awarded to the player whose combined scores, at the spring and autumn competitions of the Club, are the lowest. The medal to be presented at the autumn meetings.

† Intending competitors must give in their names to the secretary *not later than five o'clock p.m.*

Medal days.
Eden or sea. 8. A ball driven into the water of the Eden, or sea, may be treated as a lost ball.

Private
matches. 9. All private matches must be delayed till the last competitors have finished the first hole.

Disputes.

Disputes. 10. Any dispute respecting the play shall be determined by the Green Committee, with power to add to their number.

BYE-LAW.

Seats. If a ball lies within two yards of a seat at the high hole, it may be lifted and dropped two yards to the side of the seat farthest from the hole.

CAMBRIDGE UNIVERSITY GOLF CLUB.

SCORE PLAY.

SPECIAL BYE-LAWS TO SUIT COLDHAM LINKS.

All ground beyond the ditches (and mill-dam) bounding the Golf course is unplayable.

RULES.

1. If a ball be lost the player returns to the spot, as near as possible, where the ball was struck, tees another ball and loses a stroke.

2. If a ball be driven into any ditch (not out of bounds) the player may take it out, drop and lose one, or tee it and lose two strokes, or play the ball where it lies. When taken out the ball *must* be dropped or teed within a club's length from and at right angles to the ditch at the place where it entered.

3. In playing Score Play a ball *may*, under a penalty of two strokes, be lifted out of a difficulty of any description and teed behind the same.

4. The ditch at the 15th and 17th holes must be treated as the Swilcan Burn, St. Andrews. See Rule VIII. Sec. 24.

5. All balls *must* be holed out, and when on the putting-green the flag must be removed from the hole.

6. Any *loose* obstacle may be removed unless the ball lies in a hazard, but this must be done by the player or his caddie lightly with the hand only.

MATCH PLAY.

RULES.

1. All ground beyond the ditches bounding the Golf course is unplayable ; a ball driven there shall be treated as a lost ball, the penalty being the loss of the hole. See Rule X. (N.B.—A lost ball is *always* a lost hole.)

2. If a ball lies in any position in the ditches (not out of bounds), whether in water or not, the player may take it out and drop it over his head (the penalty for so doing being the loss of one stroke), or he may play it where it lies. The ball must be dropped within a club's length from and at right angles to the ditch at the place where it entered. (N.B.—This rule covers the mill-stream at the 15th, 16th, and 17th holes, and the built conduit bounding the Links at the 16th and 17th holes.)

3. The ditch at the 15th and 17th holes must be treated as the Swilcan Burn, St. Andrews. If the ball lie in *any position* in the ditch at the 15th and 17th holes, the player may take it out and drop it on the line where it entered the ditch *on the opposite* side to the hole to which he is playing, and lose a stroke, or he may play it where it lies.

4. In Match Play every ball must be played wherever it lies or the hole given up, excepting where otherwise provided for. See Rules IV. and VIII.

5. If a ball lie in a footpath, ditch, mole-heap, or any other hazard, the club must not, as usual, be placed on the ground in addressing the ball so as to make any impression, nor

earth, stones, sticks, or any other obstacle removed before striking the ball. A ball lying on any bare patch of ground not being a regular hazard may be treated as on grass.

6. A ball lying on or among roller scrapings can be treated as if it lay on grass and the scrapings removed lightly with the hand only.

N.B.—The rules of Golf as they may from time to time be fixed by the Royal and Ancient Golf Club of St. Andrews, and which may be seen in the Pavilion, will be strictly adhered to.

By Order, W. T. LINSKILL, *Hon. Sec.*

HOCKEY.



FRANK S. CRESWELL.

CONTENTS.

	PAGE
INTRODUCTION	3
THE GROUND	6
THE RULES	8
THE UMPIRES	9
THE PLAY	9
THE GOAL-KEEPER	12
THE BACKS	14
PLAYING WITHOUT A GOAL-KEEPER	16
THE FORWARDS	17
COMBINED PLAY	18

H O C K E Y .



INTRODUCTION.

AMONG the many popular games which have come into fashion of late years, hockey can claim a foremost place. It is not a new game, as probably every one who has been to school during the past thirty years can testify. But the schoolboy hockey of yore, although the forerunner of the present game, was very different from it as now played according to the Association rules. Had players the unqualified option of striking their opponents across the shins with their sticks, whenever these said opponents happened to get on the wrong side (a practise long known as "shinning," we believe), it would become such a terrible means of chastisement that few men would care to face it and its consequences. As a rule you find that hockey-players are busy men—I mean men who have some daily occupation, and to such men accidents are all the more serious, as it means that their business must suffer should they be laid up, be it only for two or three days. Therefore it stands to reason that the safer the game can be made the more popular it must become, provided you do not rob it of some of its best points. It is easy to make a game *safe*,

no doubt, but the question is whether, after having secured the *safety*, you have not entirely spoiled the original game. For instance, in the case of hockey, let us substitute a soft hollow indiarubber ball, and a light cane in place of the proper hockey-stick. Security is probably attained, but how about the game?

This question of safety is, however, a very important one, and has occupied the minds of the committee of the Hockey Association for the past two or three seasons very seriously, in trying to correct existing elements of danger as well as to combat growing ones. As we all know, it is the case with most new games, that as experience is gained, new developments occur. These new developments are often far from desirable, and it is, or should be, the care of the recognized authority to check them when they are so. Hockey is no exception, and what with existing elements of danger and elements of danger still to be developed, we may reckon on the fact that the Hockey Association will have plenty of work in the few next succeeding years, both in checking undesirable developments and in correcting existing defects.

While admitting, as no doubt it is universally admitted with regard to our English outdoor sports and games, that you "cannot have a really good game without a spice of danger," yet, nevertheless, when danger *can* be avoided without spoiling a game, it is equally ridiculous and senseless not to do so. Therefore I maintain that, as hockey is still, so to speak, in its infancy, it behoves every one who is interested in the game to do his individual best to forward the interests of the game by a careful consideration of the rules as they stand, and if he has any sound suggestions to make, to lay them before the Association, who no doubt will be only too pleased to listen,

Whilst on the subject of danger, I must mention one of the worst and most fertile sources of accidents. This is the reckless lifting or wielding of the stick above the shoulder when in the act of striking the ball. This is provided against in the rules ; but, nevertheless, the rule is only too often broken, though for the most part unintentionally. This I will touch upon later, but take this opportunity of making a few remarks, not on the subject exactly of "lifting the stick above the shoulder," but as regards the long mowing or scythe sweeping stroke, adopted to enable the striker to obtain as hard a hit as it is possible to do, without running the risk of being pulled up by the umpire when appealed to for "sticks." This mowing stroke is an innovation to be strongly deprecated, notwithstanding that some players now make a practice of cultivating it. The stroke has little to recommend it, and there is much in it to condemn. There is a decided tendency, when striking the ball in this manner, to "scoop" it into the air, thus causing additional risk of accidents. For we will imagine a forward player is closely following the ball, when it is met by a half-back of the opposing side, who strikes it in the manner just described, causing the ball to rise. If the ball happens to come straight at the forward player's face or head, nothing can save him from an ugly accident, for from the speed with which the ball is returned it is impossible to dodge or evade it, especially as the chances are that the said player will be blown at the end of a vigorous rush.

I have dwelt somewhat at length on the dangers of the game, rather unnecessarily some may think, but I consider that in putting some of the most risky features first, I shall be absolved from any intention of throwing a gentle glamour over it. I must ask the beginner to

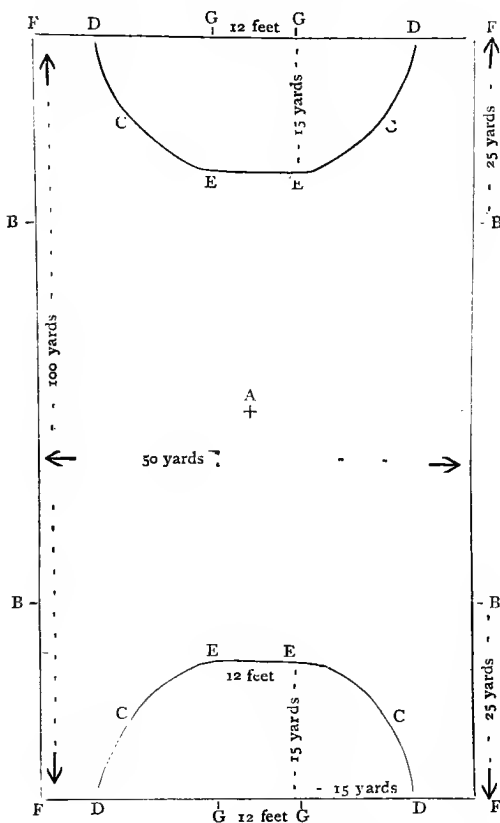
follow me to the end of my remarks, and if hockey does not then find favour in his eyes, let me recommend him to play a few games—three is enough to develop a liking for it—and if after that there is not sufficient keenness in the young player, let him give it up and turn his hand to a gentler pursuit, for he will not make a hockey-player. As regards the more elderly beginner, if he has any doubts about the game, I feel a certain reluctance in pressing him; he may be a married man, and have many and cogent reasons why he should not play any violent games. Then if he be a physically sound man, I should just advise him to try a game or two to judge for himself.

Anybody can take up hockey who has been accustomed to cricket, football, lawn-tennis, or any game requiring activity and accuracy. It combines the accuracy of eye required in cricket with the endurance and pluck necessary in football. As in cricket, a good eye carries with it many advantages, and as in cricket, I may also add, can the possessor of a good eye be over-confident, and land himself in disaster. But of this I will say more later.

As in football, coolness and decision in the back players is as much wanted as endurance, pluck, and a dogged perseverance is in the forward players.

THE GROUND.

A hockey-ground cannot be too level and smooth. The more even it is the better. A good cricket-ground, if it can be obtained, suits the purpose admirably. Unfortunately, it is not always to be had, and when it is to be had, objection may be raised against allowing hockey upon it, on the score that it cuts up the ground too much, and spoils it for cricket the ensuing season. As a rule, how-



F F F F, Corner flag-posts. B B B B, Side boundary flag-posts. F D F, Goal-line. D C E, Striking-circle. A, Mark in the centre of the ground, midway between the goal-lines, at which the ball must be started by a "bully" at the commencement of the game, and after a goal has been scored.

ever, I am inclined to think that few cricket-grounds would be materially the worse for a season's hockey played upon them, provided play is not carried on too far into the spring, thus preventing its being got into proper order while the turf is still soft and spongy.

The dimensions of the ground must be as follows :—

100 yards long.

Not more than 60 nor less than 50 „ wide.

It is marked out by posts in the same way as for football. The goal-posts are twelve feet apart, and seven feet high, a bar being carried across the top of the posts. A line twelve feet long is marked out in white in front of each goal G G, and parallel to the goal-line, at a distance of fifteen yards from it. From each end of this line E E quarter-circles are drawn to meet the goal-line at D, each quarter-circle having the goal-post G for its centre. This curved line is called the striking-circle.

THE RULES.

As all particulars of the rules can be found in the Book of Rules, published, by authority of the Hockey Association, at the *Field Office*, 346, Strand, and as the said rules are copyright, it is not my intention to encroach on this subject. The little books are published at the commencement of every season—about the beginning of October—and have all the latest new rules and alterations to old ones as passed by the Association at the close of the past season. The secretary of every club should provide himself with one or more copies, which may be had for the moderate sum of sixpence post free.

THE UMPIRES.

In all matches there should be two umpires if possible, one nominated by each side. It often happens that by accident there is only one umpire, but as the office is no sinecure it is much better that it should be divided. Both umpires should have a thorough knowledge of the game and of the rules, should follow the game closely throughout, and be ready when appealed to to give a prompt and ready decision. By an addition to Rule 19, passed at the last special committee meeting of the Hockey Association, held in April, 1890, it is now decreed that each umpire shall take half the ground and give decisions in that half only; the ground being divided by a line drawn at right angles to the side lines through the centre of the ground. The umpires must not cross over at half time, but continue to judge for the same half throughout the game. This in a great measure does away with the necessity for a referee, but when a referee is appointed, as may happen when an important match is to be played, his decision should be final. Some useful "Hints to Umpires and Referees," as approved by the Hockey Association, will appear in the new edition of the Book of Rules in October.

THE PLAY.

There is much to be said on the subject of playing the game of hockey, and although views of eminent players have altered considerably since the game first came into notice, and, for that matter, are still undergoing change, I think a few remarks may not be out of place as regards the positions and duties of each different player.

Each side consists of eleven players.

They are placed as follows :—

The *goal-keeper*.

The *three-quarter-backs*, generally two in number, who may be termed the second line of defence.

The *half-backs*, or first line of defence, are three in number, one in the centre and one on either wing.

The *forwards*, five in number, are disposed across the ground in front of the half-backs, one in the centre and two on either wing.

The captains of the respective sides having tossed for choice of goals, the game is commenced by a "bully." The ball is placed on the centre mark A. The centre forward of each side stands between it and his own goal-line, and strikes the ground and his opponent's stick alternately three times, after which the ball is in play, and may be hit at once by either of them.

The ball being once started, the forwards of each side endeavour, by dribbling and passing, to carry it into the opponents' striking-circle, and then if possible to score a goal.

When a "bully" occurs, every player must be between his own goal-line and the ball.

If the ball be hit behind the goal-line by one of the *attacking* side, it is dead, and must be brought out and placed twenty-five yards from the goal-line, at a spot in front of where it crossed the goal-line, and there restarted by a "bully."

If the ball be hit behind the goal-line by one of the *defending* side, or if it be hit by one of the attacking side and cross the goal-line after striking or glancing off a player of the defending side or his stick, a *corner hit* is claimed. When a "corner" is allowed, all the defending side must retire behind their own goal-line, the attacking

side taking up their position on the outer edge of the striking-circle. When all are in their places, the ball is hit by one of the attacking side from a spot within a yard of the corner flag-post, on whichever side the ball went behind, towards his own side on the edge of the striking-circle, so that one or other of them may endeavour, by a sharp and quick stroke, to drive the ball between the goal-posts. As soon as the ball is hit, the defending side may rush forward and try to prevent the attacking side from having a cool and steady shot at goal.

Neither side may rush in before the ball has been hit.

No goal can be scored unless the ball be hit by one of the attacking side from *within the striking-circle*. Nor can a goal be scored if one of the attacking side hit the ball from *outside* the circle, even though it may have struck or glanced off the stick or person of one of the defending side.

Corners do not count as points scored.

Back-handed play. No player may strike or stop the ball with the back or round side of his stick. A player so offending is liable to have a "back-hander" claimed against him, the penalty for which is a free hit for the opponents.

When a "free hit" is allowed, none of the offending side must be within five yards of the spot where the hit is made. A free hit must be made at the spot where the offence occurred, for which the penalty is claimed (see Rules).

The ball is dead when it crosses the side boundary line B B. It must be rolled in along the ground by one of the opposite side to that which hit it out, in any direction except forwards, and no player may hit it till it is five yards within the boundary line.

Offside. A player is offside if he is in advance of the ball when it is hit to him by one of his own side, and when there are not three of his opponents between him and the opponents' goal at the moment of his hitting the ball. He may not touch it till it has been hit by another player. The penalty is a free hit.

The usual duration of the game is an hour and ten minutes. The sides change goals at half-time.

THE GOAL-KEEPER.

I will take the goal-keeper first, as all must admit his responsibility is almost, if not quite, the greatest of any player in the field.

Who has not looked with shivering at the sturdy custodian on a bleak wintry afternoon, as he stands quietly at his post, or "between his posts," awaiting the moment when he may interpose to stop a rattling shot at goal? Lucky man he that successfully stops the shot, and with cool and unerring precision hits the ball well away out beyond the striking-circle and far down one side of the ground, where some wing of his own side is ready to take it up and pass it to another of his side, who in his turn may threaten the adversary's goal! Supposing the goal-keeper to have successfully met and countered the attack, he can return to his old position with the inner consciousness of having done his duty. Perhaps he is called upon immediately after to parry another attack, and, glowing still with his previous success, he confidently awaits it. Alas! the ball is struck this time quite as hard as before, but the fates are against him; it passes just outside his reach, just touches the tips of his fingers, and shoots between him and the goal-post. "Why didn't I stand

more this way?" he mutters to himself in disgust. Never mind, my good fellow; you could not save it. You stood well in the centre of the goal, properly enough, and luck, or very excellent shooting, has gone against you. No man on earth could have stopped that shot, unless he were standing right in the course of the ball.

And so it is. Chance has much to be thanked or abused for. Haven't we seen shot after shot, well directed and sent straight between the goal-posts, strike full on the goal-keeper's legs, as he stands with them pressed together like a soldier at "attention"? The goal-keeper flatters himself he has done well, and far be it from me to decry him; but if he had not been standing *just there*, what then?

No doubt there is much judgment in knowing *where* to stand, and an experienced goal-keeper will often be found on the spot, while a novice would not. For this reason therefore, it is unwise to say too much about "luck" and "chance." We have this element in most things in life, some think; and the best way is to counteract Dame Fortune when we can, and be beforehand with her.

To wind up my remarks on the goal-keeper. He should be a cool, steady hand, not easily disturbed by trifles. Keen and prompt when the terrible moment arrives, and he sees an opponent just inside the circle free from obstruction, deliberately taking a shot at goal.

And withal he must be patient, and use his judgment with great nicety to know whether to "stay in" or "go out" to an advancing adversary. To attempt to describe on paper when and how he is to act under these circumstances, would be waste of time. Let the would-be goal-keeper practise; this will teach him more than all the books in the world.

THE BACKS.

There has been, perhaps, more change in the disposition of the "backs" in the game of hockey than in any other place in the field.

Originally, when the game was in its infancy, one, or at most two, backs were considered sufficient for defensive purposes. Now, after various changes, we find most of the leading clubs playing with the following formation. Two three-quarter-backs are quartered just on or about the limit of the striking-circle, one for each side. Or it is often advisable to place one in advance of the other, so as to be able to put a "lurking" opponent offside if occasion offers.

The three-quarter-backs have, next to the goal-keeper, the greatest responsibility resting on them. I say "next to the goal-keeper," but it is a question whether the post of three-quarter-back is not a more nervous place to be in. For this reason—he has no time, as a rule, to retrieve a mistake; and, further, he seldom can plead one of the many excuses which might be justified in a goal-keeper. When one three-quarter-back is playing in advance of the other, the one nearest his own goal should never be further forward than the striking-circle. This should be a fixed axiom in his mind. He must remember that he is the last line of defence, and that without his near presence in front the goal-keeper is practically helpless.

Occasions happen, of course, when a three-quarter-back is obliged to use his discretion, and advance to meet an attack, but let him beware if he misuses his discretion.

In front of the three-quarter-backs, and well pushed forward, hanging on their forwards, so to speak, are placed the three half-backs, one on either wing, and one in the

centre. The centre is generally kept a little in advance of the other two, and practically acts as a support to the centre forward player. It has been but a recent experiment, thus playing the centre half-back so far forward, and I think, on the whole, it may be said to have worked successfully. The two other half-backs need not be quite so far forward as the centre half-back, but, nevertheless, should keep well up, and follow their own forwards sufficiently near to be able to a certain extent to act in *support*.

The advantage of playing the half-backs well to the front is twofold. It enables them to stop and return a ball promptly when it rolls towards them, either through its having been missed by one of their own forwards, or some other cause, and before one or two of the enemy's forwards have a chance of getting clear away with the ball, and, by dint of judicious combination, to make a successful run down the ground and threaten the goal. And, secondly, in the event of the ball being cleverly passed across and behind one or other of the half-backs, there is ample time to retrieve the misfortune by running back at once, and either endeavouring to intercept the aggressors before they reach the last line of defence in front of the goal-keeper, namely, the three-quarter-backs, or else act in support of these last-named. Many a goal has been thus saved when the attacking side have appeared certain of scoring.

In a word, the first duty of a half-back is to "*feed*" the forwards. If this were less often disregarded, we should hear fewer complaints about *hard hitting*.

In repelling an attack, both half-backs and three-quarter-backs should invariably *stop the ball with their feet and legs or hands*, if it be travelling swiftly, and return it into the enemy's quarters, or, better still, to one of the forwards of their own side, promptly and smartly. Many a player "with

a good eye" is tempted to hit a swiftly travelling ball as it comes towards him, but it is an uncertain practice, and strongly to be deprecated.

A half-back *may* sometimes do it, but at his own risk ; a three-quarter-back—*never*.

A word as to the manner of hitting the ball, as applicable alike to both sections of back players, may here be inserted. I allude to the vicious practice of "scooping" the ball mentioned above. Such players seem to have overlooked or forgotten the fact that they are required to return the ball to the forward players, and are *not* required to drive the ball with the utmost power they are capable of into the enemy's quarter. When this is done, it is generally hit equally hard back again by one of the backs on the opposite side, with the plain result that for a short time the whole field are mere spectators of a trial of hitting power between the respective backs. Anything more absurd it is impossible to imagine, to say nothing of the danger attending the practice both to the players and the spectators. Let backs remember, then, that a strong, sharp stroke is all that is necessary ; and the sooner we see an end to the faults just mentioned, the better and more popular will the game of hockey become.

PLAYING WITHOUT A GOAL-KEEPER.

The practice of playing without a goal-keeper has been successfully tried by the Molesey and one or two other leading clubs this past season (1889-1890). Instead of the regular goal-keeper the two three-quarter-backs take the responsibility of defending the goal. When hard pressed by their opponents it is usual for one of them to fall back into goal, while the other advances and endeavours to prevent his opponents having a shot.

This system has its advantages, principally, in that it is difficult for an opponent to be much in advance of the ball without being "offside." On the other hand, it has its disadvantages. Without venturing a decided opinion as to which system is best as a general rule, I think it can fairly be said that whenever this new formation has been tried in important matches during the past season it has been successful. But it must not be forgotten that in each instance the two three-quarter-backs were of the best. Therefore it may be said that it is an advantage when the two three-quarter-backs can be completely relied upon, but not so otherwise.

THE FORWARDS.

What I have to say with regard to the forward players, is in the inverse ratio to the amount of work that falls to their lot :

To put it briefly, they are the life of the game. The qualifications necessary are condition, pluck, and stay, with coolness and precision when the happy moment comes for "a shot."

The forwards' duties are simple, so are they the hardest, and *gameness* best describes the necessary qualifications.

They are divided into three sections—centre and right and left wings. According to the formation lately adopted, there is one centre and two on each wing. All the forwards must be fast, and should be prompt and accurate in taking up a ball when passed to them without "boggling" or delay. At all times they should remain in their respective places, and always be ready to pass the ball to one of their own side. The failure to observe this does more, perhaps, towards the losing of a match than any other defect. There

is nothing more aggravating to witness than to see one player pass the ball smartly on to where another of his side should be, to find the said player is not in his proper place, and therefore unable to take the ball intended for him. It disorganizes the side, and cannot fail to worry the captain.

COMBINED PLAY.

Hockey up to two seasons ago was exclusively a dribbling game. The player who happened to have the ball kept it pretty much to himself as long as he could do so, without any thought of combination in passing the ball to another player on his own side, very much in the same way as some of us remember football was played in our school-days, before the Football Association adopted the more scientific method of playing by combination. For the past two seasons, however, a desired change has been made in hockey. The combination game is becoming more and more known, and recognized as a decided improvement by experienced players.

Many clubs, or I should say nearly all clubs, attempt to play it, but only a very few can as yet play it as it should be played. But the tendency is in the right direction. It is a comparatively new method, and we cannot expect men to jump at once into a new method and excel in it. It takes time, but as long as the will is there the result is certain.

The captain's responsibilities and duties are decidedly increased by the combination game. It creates more scope for generalship. The captain must have his eyes constantly on the watch, to keep the men of his side in their places. There should be no compromise. The temptation may be strong in a "wing" player to rush to the opposite wing, because there seems a chance of doing

useful work, but it must be checked. Laxness in this respect is the source of many defeats, and every offence of the kind should be at once noticed, and the offender rebuked. If a player continues to offend, the best plan is to leave him out of the team till he learns to obey. He may urge many grounds in defence of his excess of zeal, but the *principle* is wrong, and although I am far from saying that circumstances *never* occur when a man may leave his appointed place in the field, such circumstances are not very frequent; and when an experienced player does so offend, and he succeeds in obtaining a decided advantage for his side, why, then it rests with the captain to pardon him the breach of discipline on the strength of the success of the manœuvre. "Nothing succeeds like success" is very true, but the doctrine is not a very safe one.

Before concluding these notes on hockey, it may not be out of place to touch on a suggestion made at the end of the past season, viz. that the ball should not be hit at any time more than five feet from the ground, the decision to rest with the umpire. Other players have gone further, and suggested two feet from the ground as the limit. Whilst agreeing thoroughly with the motive which urged these suggestions, namely, that the game may be made as little dangerous as possible, I hesitate to form a decided opinion till the question has been more generally discussed, and even tried in actual play. I am far from condemning the suggestion, and think that, if it can be satisfactorily put in practice, it would be a decided improvement in the game. At the same time, the greatest caution is necessary, when dealing with alterations in rules or with new rules, not to be too precipitate, as much may be done which it is very soon found must be undone.

The principal arguments against the suggestions above

named are the inadvisability of putting so much power in the umpire's hand, nay, even the impossibility of the umpire giving a correct decision in the many instances when the height of the ball's course might be brought into question.

But these arguments, I think it will be shown, can be reasonably combated.

Finally, I would say this, that all the rules in the world will not keep a game what it should be, and what it is intended to be, unless the players themselves obey the rules implicitly, and, further, obey those unwritten rules which common sense cannot but tell them are necessary to make the game of hockey as healthy and enjoyable as it is a thoroughly good English game.



THE ALL-ENGLAND SERIES.

GOLF.

BY

W. T. LINSKILL,

HON. SEC. AND LATE CAPTAIN OF THE CAMBRIDGE UNIVERSITY GOLF CLUB.

Illustrated. Price 1s.

"Mr. Linskill keeps to his game and gives the tyro much useful information."—*Scots Magazine*.

"The book is one of the best of its kind which has come our way, and we can recommend it as being practical in all details, and thoroughly reliable."—*Scottish Sport*.

"His directions for playing the game are so clearly given that misunderstanding seems impossible."—*Manchester Examiner*.

"A well-written manual."—*Scotsman*.

"Altogether the history, scope, and rules of the game are stated with a conciseness and plainness that leave nothing to be desired."—*Glasgow Herald*.

LAWN TENNIS.

BY

H. W. W. WILBERFORCE.

Price 1s.

"We can cordially recommend this book to our readers."—*Field*.

"Though orthodox, he displays much originality, and furnishes many new and useful hints."—*Pastime*.

"A book that will be popular."—*Athletic Journal*.

"We can confidently recommend the book to all lovers of lawn tennis, with the assurance that they will find it at once interesting and instructive."—*Cambridge Review*.

"All lawn-tennis players and beginners should get a copy."—*Athletic News*.

"An excellent handbook of lawn tennis."—*Athenæum*.

"The book is written in a very clear and attractive style."—*Cambridge Review*.

"Even the good player may obtain many valuable hints from this little treatise."—*Scots Observer*.

"A capital handbook."—*Daily Chronicle*.

LONDON: GEORGE BELL & SONS, YORK STREET,
COVENT GARDEN.

THE ALL-ENGLAND SERIES.

CRICKET.

BY

HON. REV. E. LYTTELTON,

CAMBRIDGE UNIVERSITY ELEVEN, 1875-8; HEAD MASTER OF HAILEYBURY COLLEGE.

Illustrated. Price 1s.

Just published.

CYCLES AND CYCLING.

BY

H. H. GRIFFIN,

LONDON ATHLETIC CLUB, N.C.U., C.T.C.;
AUTHOR OF "BICYCLES AND TRICYCLES OF THE YEAR."

WITH A CHAPTER FOR LADIES,

BY

MISS L. C. DAVIDSON.

Illustrated. Price 1s.

Just published.

TENNIS, RACKETS, AND FIVES.

BY

JULIAN MARSHALL,

AUTHOR OF "THE ANNALS OF TENNIS;"

AND

REV. J. ARNAN TAIT,

OF THE CHARTERHOUSE.

Illustrated. Price 1s.

Immediately.

LONDON: GEORGE BELL & SONS, YORK STREET,
COVENT GARDEN.

THE ALL-ENGLAND SERIES.

BOXING.

BY

R. G. ALLANSON-WINN,

INNS OF COURT SCHOOL OF ARMS, WINNER OF THE MIDDLE WEIGHTS,
CAMBRIDGE, 1876-7; HEAVY WEIGHTS, 1877-8.

With numerous Illustrations. Price 1s.

“Mr. Winn’s book is worthy of great praise, for it is at once one of the cheapest and best on the subject.”—*Field*.

“His (Mr. Allanson-Winn’s) book gives ample testimony of his ability to write on boxing. If only for the illustrations that enable the novice to see what he should do with the gloves and what he should not do with them, the brochure is well worth the modest price charged for it.”—PENDRAGON in the *Referee*.

“The art of self-defence is here treated from a thoroughly practical point of view. Clear as the text is, its value is no little enhanced by the numerous and admirably executed illustrations.”—*St. James’s Gazette*.

FOOTBALL (Rugby Game).

BY

HARRY VASSALL,

TREASURER OF THE RUGBY FOOTBALL UNION, LATE CAPTAIN OF THE OXFORD
UNIVERSITY FOOTBALL CLUB.

Price 1s.

“Treats of the sport in a practical manner, giving valuable hints to the several types of players, setting forth the duties of a referee, and containing interesting chapters on the reform of the laws and the effect of professionalism; the last named being contributed by Mr. Budd.”—*Sportsman*.

“The duties of a captain are fully gone into, and the qualities required by the players to fit them for the various positions in the field duly described, while each section is freely interspersed with hints.”—*Field*.

“Worthily sustains the high reputation of this set of athletic books.”—*Scots Observer*.

“Before us lies the whole duty of the football-player, be he back or forward, as conceived by the master himself.”—*Oxford Magazine*.

“One of the most exhaustive yet concise epitomes of the laws and principles of the Rugby code we have yet seen.”—*Scottish Sport*.

“It is not every writer who can express himself so fully and clearly in such a brief compass.”—*Pastime*.

LONDON: GEORGE BELL & SONS, YORK STREET,
COVENT GARDEN.

THE ALL-ENGLAND SERIES.

SINGLESTICK AND SWORD
EXERCISE.

BY

R. G. ALLANSON-WINN AND C. PHILLIPPS-WOLLEY,

INNS OF COURT SCHOOL OF ARMS.

In the press.

WRESTLING.

BY

WALTER ARMSTRONG ("CROSS-BUTTOCKER"),

LATE HON. SEC. CUMBERLAND AND WESTMORELAND WRESTLING SOCIETY IN
LONDON, AUTHOR OF "WRESTLIANA," ETC., ETC.

Illustrated. Price 1s.

"'Wrestling' needs no praise at our hands. It is sufficient to say that the handbook is the work of Mr. Walter Armstrong."—*Field*.

"No one is better qualified to deal with such a subject than the 'Cross-buttocker,' who for the last thirty years has been known as a clever light-weight wrestler, and whose remarks are, therefore, not mere theories, but founded on the results of long experience."—*Sporting Life*.

"The handy little volume will be largely acceptable in these northern parts, where wrestling is a distinctive pastime."—*West Cumberland Times*.

FENCING.

BY

H. A. COLMORE DUNN,

BARRISTER-AT-LAW, INNS OF COURT SCHOOL OF ARMS, WINNER OF THE MEDAL
AT THE GERMAN GYMNASIUM.

Illustrated. Price 1s.

"A capital handbook on fencing."—*St. James's Gazette*.

"A modest and sensible little volume."—*Athenæum*.

"Those who have any idea of cultivating the art of fencing would do well to procure Mr. Dunn's book."—*Field*.

LONDON: GEORGE BELL & SONS, YORK STREET,
COVENT GARDEN.

THE ALL-ENGLAND SERIES.

SKATING.

BY

DOUGLAS ADAMS,

LONDON SKATING CLUB.

WITH A CHAPTER FOR LADIES BY MISS L. CHEETHAM,

AND A

CHAPTER ON SPEED SKATING BY N. G.

With 125 diagrams, including many figures never before published in England. Double volume. *Price 2s.*

“Altogether it is one of the best guides to skating in the English language.”—*St. James's Gazette.*

“The book is illustrated with some capital diagrams of the numerous steps, edges, and turns which are necessary to complete the accomplished skater's education. It is a worthy companion to the rest of this admirable series of sporting handbooks.”—*Globe.*

“The learner cannot fail to profit greatly by Mr. Adams' hints as to how to commence the study of skating as a fine art. Every detail, including the dress, boots, and kind of skate is touched on.”—*Pastime.*

“The latest addition to the ‘All-England Series’ is one of the best, as it is one of the cheapest manuals on the subject.”—*Scots Observer.*

SWIMMING.

BY

MARTIN COBBETT.

With Sixty Illustrations. Price 1s. Just published.

LONDON: GEORGE BELL & SONS, YORK STREET,
COVENT GARDEN.

THE ALL-ENGLAND SERIES.

ROWING AND SCULLING.

BY

W. B. WOODGATE,

BARRISTER-AT-LAW, OXFORD UNIVERSITY EIGHT, AND WINNER OF THE DIAMOND
AND WINGFIELD SCULLS.

Illustrated. Price 1s.

“Should be in the hands of every beginner.”—*Lock to Lock Times.*

“The advantage of this shillingworth is that it goes straight to the point.”—*Richmond Times.*

“This is a book which every oarsman should read, both coach and coachee.”—*Oxford Magazine.*

SAILING.

BY

E. F. KNIGHT,

BARRISTER-AT-LAW, AUTHOR OF “THE CRUISE OF THE ‘FALCON,’”
“THE ‘FALCON’ ON THE BALTIC.”

(Double volume, with numerous Illustrations), price 2s.

“The strictest ‘economy between decks’ should still permit space to be found for ‘Sailing.’”—*Scotsman.*

“A practical book, and full of valuable information.”—*Southampton Observer.*

“The amateur at navigation will do well to peruse the volume; and indeed the hints given cannot fail to be of service even to an ‘ancient mariner.’”—*Sportsman.*

“A most excellent handbook to the art of sailing.”—*Athenæum.*

“Every instruction that can render yachting more safe and pleasurable is afforded in this excellent little work.”—*Liverpool Courier.*

LONDON: GEORGE BELL & SONS, YORK STREET,
COVENT GARDEN.

The Club Series

OF CARD AND TABLE GAMES.

Small 8vo, cloth, price 1s. each.

WHIST. By Dr. William Pole, F.R.S., author of "The Philosophy of Whist," etc.

BILLIARDS. The Art of Practical Billiards for Amateurs; with chapters on POOL, PYRAMIDS, and SNOOKER. By Major-General A. W. Drayson, F.R.A.S., author of "Practical Whist." With a Preface by W. J. Peall. *With Illustrations.*

CHESS. By Robert F. Green, editor of the "British Chess Magazine." *With Illustrations.*

CHESS PROBLEMS. A Collection of Two-Move Problems. By B. G. LAWS. *Preparing.*

DRAUGHTS and BACKGAMMON. By "Berkeley." *With Illustrations.*

REVERSI and GO BANG. By "Berkeley." *With Illustrations.*

DOMINOES and SOLITAIRE. By "Berkeley." *With Illustrations.*

BÉZIQUE and CRIBBAGE. By "Berkeley." *In the Press.*

ECARTÉ and EUCHRE. By "Berkeley."

PIQUET. By "Berkeley."

SOLO WHIST. By Robert Green. *Preparing.*

ROUND GAMES, including Poker, Loo, Vingt-et-un, Napoleon, Newmarket, Rouge et Noir, Pope Joan, Speculation, etc., etc. By Baxter-Wray. *Preparing.*

LONDON: G. BELL & SONS.

*CATALOGUE OF
BOHN'S LIBRARIES.*

729 Volumes, £159 2s. 6d.

The Publishers are now issuing the Libraries in a NEW AND MORE ATTRACTIVE STYLE OF BINDING. The original bindings endeared to many book-lovers by association will still be kept in stock, but henceforth all orders will be executed in the New binding, unless the contrary is expressly stated.

New Volumes of Standard Works in the various branches of Literature are constantly being added to this Series, which is already unsurpassed in respect to the number, variety, and cheapness of the Works contained in it. The Publishers beg to announce the following Volumes as recently issued or now in preparation:—

Cooper's Biographical Dictionary, containing Concise Notices of Eminent Persons of all ages and countries. In 2 volumes. Demy 8vo. 5s. each.

[Ready. See p. 19.]

Goethe's Reineke Fox, West-Eastern Divan and Achilleid. [Ready. See p. 5.]

North's Lives of the Norths. Edited by Rev. Dr. Jessopp. [In the press.]

Johnson's Lives of the Poets. Edited by Robina Napier. [In the press.]

Hooper's Waterloo. [Ready. See p. 5.]

The Works of Flavius Josephus. Whiston's Translation. Revised by Rev. A. R. Shilleto, M.A. With Topographical and Geographical Notes by Colonel Sir C. W. Wilson, K.C.B. 5 volumes. [See p. 6.]

Elze's Biography of Shakespeare. [Ready. See p. 8.]

Pascal's Thoughts. Translated by C. Kegan Paul. [Ready. See p. 7.]

Björnson's Arne and the Fisher Lassie. Translated by W. H. Low. [Ready. See p. 20.]

Racine's Plays. Translated by R. B. Boswell. [Vol. I. ready, see p.]

Hoffmann's Works. Translated by Lieut.-Colonel Ewing. Vol. II. [In the press.]

Bohn's Handbooks of Games. New enlarged edition. In 2 vols. [See p. 21.]

Vol. I.—Table Games, by Major-General Drayson, R.A., R. F. Green, and 'Berkeley.'

II.—Card Games, by Dr. W. Pole, F.R.S., and 'Berkeley.'

Bohn's Handbooks of Athletic Sports. In 4 vols. [See p. 21.]

By Hon. and Rev. E. Lyttelton, H. W. Wilberforce, Julian Marshall, W. T. Linskill, W. B. Woodgate, E. F. Knight, Martin Cobbett, Douglas Adams, Harry Vassall, C. W. Alcock, E. T. Sachs, H. H. Griffin, R. G. Allanson-Winn, Walter Armstrong, H. A. Colmore Dunn.

For recent Volumes in the SELECT LIBRARY, see p. 24.

BOHN'S LIBRARIES.

STANDARD LIBRARY.

331 Vols. at 3s. 6d. each, excepting those marked otherwise. (58l. 14s. 6d.)

ADDISON'S Works. Notes of Bishop Hurd. Short Memoir, Portrait, and 8 Plates of Medals. 6 vols.
This is the most complete edition of Addison's Works issued.

ALFIERI'S Tragedies. In English Verse. With Notes, Arguments, and Introduction, by E. A. Bowring, C.B. 2 vols.

AMERICAN POETRY. — See *Poetry of America*.

BACON'S Moral and Historical Works, including Essays, Apophthegms, Wisdom of the Ancients, New Atlantis, Henry VII., Henry VIII., Elizabeth, Henry Prince of Wales, History of Great Britain, Julius Cæsar, and Augustus Cæsar. With Critical and Biographical Introduction and Notes by J. Devey, M.A. Portrait.

— See also *Philosophical Library*.

BALLADS AND SONGS of the Peasantry of England, from Oral Recitation, private MSS., Broad-sides, &c. Edit. by R. Bell.

BEAUMONT AND FLETCHER. Selections. With Notes and Introduction by Leigh Hunt.

BECKMANN (J.) History of Inventions, Discoveries, and Origins. With Portraits of Beckmann and James Watt. 2 vols.

BELL (Robert).—See *Ballads, Chaucer, Green*.

BOSWELL'S Life of Johnson, with the *TOUR in the HEBRIDES and JOHNSONIANA.* New Edition, with Notes and Appendices, by the Rev. A. Napier, M.A., Trinity College, Cambridge, Vicar of Holkham, Editor of the Cambridge Edition of the 'Theological Works of Barrow.' With Frontispiece to each vol. 6 vols.

BREMER'S (Frederika) Works. Trans. by M. Howitt. Portrait. 4 vols.

BRINK (B. T.) Early English Literature (to Wiclif). By Bernhard Ten Brink. Trans. by Prof. H. M. Kennedy.

BRITISH POETS, from Milton to Kirke White. Cabinet Edition. With Frontispiece. 4 vols.

BROWNE'S (Sir Thomas) Works. Edit. by S. Wilkin, with Dr. Johnson's Life of Browne. Portrait. 3 vols.

BURKE'S Works. 6 vols.

— *Speeches on the Impeachment of Warren Hastings; and Letters.* 2 vols.

— *Life.* By J. Prior. Portrait.

BURNS (Robert). Life of. By J. G. Lockhart, D.C.L. A new and enlarged edition. With Notes and Appendices by W. S. Douglas. Portrait.

BUTLER'S (Bp.) Analogy of Religion; Natural and Revealed, to the Constitution and Course of Nature; with Two Dissertations on Ideality and Virtue, and Fifteen Sermons. With Introductions, Notes, and Memoir. Portrait.

CAMÖEN'S Lusiad, or the Discovery of India. An Epic Poem. Trans. from the Portuguese, with Dissertation, Historical Sketch, and Life, by W. J. Mickle. 5th edition.

CARAFAS (The) of Maddaloni, Naples under Spanish Dominion. Trans. by Alfred de Reumont. Portrait of Masaniello.

CARREL. The Counter-Revolution in England for the Re-establishment of Popery under Charles II. and James II., by Armand Carrel; with Fox's History of James II. and Lord Lonsdale's Memoir of James II. Portrait of Carrel.

CARRUTHERS.—See *Pope, in Illustrated Library*.

CARY'S Dante. The Vision of Hell, Purgatory, and Paradise. Trans. by Rev. H. F. Cary, M.A. With Life, Chronological View of his Age, Notes, and Index of Proper Names. Portrait.

This is the authentic edition, containing Mr. Cary's last corrections, with additional notes.

CELLINI (Benvenuto). Memoirs of, by himself. With Notes of G. P. Carpani. Trans. by T. Roscoe. Portrait.

CERVANTES' Galatea. A Pastoral Romance. Trans. by G. W. J. Gyll.

— **Exemplary Novels.** Trans. by W. K. Kelly.

— **Don Quixote de la Mancha.** Mottoux's Translation revised. With Lockhart's Life and Notes. 2 vols.

CHAUCER'S Poetical Works. With Poems formerly attributed to him. With a Memoir, Introduction, Notes, and a Glossary, by R. Bell. Improved edition, with Preliminary Essay by Rev. W. W. Skeat, M.A. Portrait. 4 vols.

CLASSIC TALES, containing Rasselas, Vicar of Wakefield, Gulliver's Travels, and The Sentimental Journey.

COLERIDGE'S (S. T.) Friend. A Series of Essays on Morals, Politics, and Religion. Portrait.

— **Aids to Reflection.** Confessions of an Inquiring Spirit; and Essays on Faith and the Common Prayer-book. New Edition, revised.

— **Table-Talk and Omniana.** By T. Ashe, B.A.

— **Lectures on Shakspeare and other Poets.** Edit. by T. Ashe, B.A.

Containing the lectures taken down in 1811-12 by J. P. Collier, and those delivered at Bristol in 1813.

— **Biographia Literaria; or, Biographical Sketches of my Literary Life and Opinions; with Two Lay Sermons.**

— **Miscellanies, Æsthetic and Literary;** to which is added, THE THEORY OF LIFE. Collected and arranged by T. Ashe, B.A.

COMMINES.—See *Philip*.

CONDÉ'S History of the Dominion of the Arabs in Spain. Trans. by Mrs. Foster. Portrait of Abderahmen ben Moavia. 3 vols.

COWPER'S Complete Works, Poems, Correspondence, and Translations. Edit. with Memoir by R. Southey. 45 Engravings. 8 vols.

COXE'S Memoirs of the Duke of Marlborough. With his original Correspondence, from family records at Blenheim. Revised edition. Portraits. 3 vols.

. An Atlas of the plans of Marlborough's campaigns, 4to. ros. 6d.

— **History of the House of Austria.**

From the Foundation of the Monarchy by Rhodolph of Hapsburgh to the Death of Leopold II., 1218-1792. By Archdn. Coxe. With Continuation from the Accession of Francis I. to the Revolution of 1848. 4 Portraits. 4 vols.

CUNNINGHAM'S Lives of the most Eminent British Painters. With Notes and 16 fresh Lives by Mrs. Heaton. 3 vols.

DEFOE'S Novels and Miscellaneous Works. With Prefaces and Notes, including those attributed to Sir W. Scott. Portrait. 7 vols.

DE LOLME'S Constitution of England, in which it is compared both with the Republican form of Government and the other Monarchies of Europe. Edit., with Life and Notes, by J. Macgregor, M.P.

DUNLOP'S History of Fiction. With Introduction and Supplement adapting the work to present requirements. By Henry Wilson. 2 vols., 5s. each.

ELZE'S Shakespeare.—See *Shakespeare*

EMERSON'S Works. 3 vols. Most complete edition published.

Vol. I.—Essays, Lectures, and Poems.
Vol. II.—English Traits, Nature, and Conduct of Life.

Vol. III.—Society and Solitude—Letters and Social Aims—Miscellaneous Papers (hitherto uncollected)—May-Day, &c.

FOSTER'S (John) Life and Correspondence. Edit. by J. E. Ryland. Portrait. 2 vols.

— **Lectures at Broadmead Chapel.** Edit. by J. E. Ryland. 2 vols.

— **Critical Essays contributed to the 'Eclectic Review.'** Edit. by J. E. Ryland. 2 vols.

— **Essays: On Decision of Character; on a Man's writing Memoirs of Himself; on the epithet Romantic; on the aversion of Men of Taste to Evangelical Religion.**

— **Essays on the Evils of Popular Ignorance, and a Discourse on the Propagation of Christianity in India.**

— **Essay on the Improvement of Time,** with Notes of Sermons and other Pieces. N. S.

— **Fosteriana:** selected from periodical papers, edit. by H. G. Bohn.

FOX (Rt. Hon. C. J.)—See *Carrel*.

GIBBON'S Decline and Fall of the Roman Empire. Complete and unabridged, with variorum Notes; including those of Guizot, Wenck, Niebuhr, Hugo, Neander, and others. 7 vols. 2 Maps and Portrait.

GOETHE'S Works. Trans. into English by E. A. Bowring, C.B., Anna Swanwick, Sir Walter Scott, &c. &c. 13 vols.

Vols. I. and II.—Autobiography and Annals. Portrait.

Vol. III.—Faust. Complete.

Vol. IV.—Novels and Tales: containing *Elective Affinities*, *Sorrows of Werther*, *The German Emigrants*, *The Good Women*, and *a Nouvelle*.

Vol. V.—Wilhelm Meister's Apprenticeship.

Vol. VI.—Conversations with Eckerman and Soret.

Vol. VII.—Poems and Ballads in the original Metres, including *Hermann and Dorothea*.

Vol. VIII.—*Götz von Berlichingen*, *Torquato Tasso*, *Egmont*, *Iphigenia*, *Clavio*, *Wayward Lover*, and *Fellow Culprits*.

Vol. IX.—Wilhelm Meister's Travels. Complete Edition.

Vol. X.—Tour in Italy. Two Parts. And Second Residence in Rome.

Vol. XI.—Miscellaneous Travels, Letters from Switzerland, Campaign in France, Siege of Mainz, and Rhine Tour.

Vol. XII.—Early and Miscellaneous Letters, including Letters to his Mother, with Biography and Notes.

Vol. XIII.—Correspondence with Zelter.

Vol. XIV.—*Reineke Fox*, *West-Eastern Divan* and *Achilleid*. Translated in original metres by A. Rogers.

— **Correspondence with Schiller.** 2 vols.—See *Schiller*.

GOLDSMITH'S Works. 5 vols.

Vol. I.—Life, Vicar of Wakefield, Essays, and Letters.

Vol. II.—Poems, Plays, *Bee*, *Cock Lane Ghost*.

Vol. III.—*The Citizen of the World*, *Polite Learning in Europe*.

Vol. IV.—Biographies, Criticisms, Later Essays.

Vol. V.—Prefaces, Natural History, Letters, *Goody Two-Shoes*, Index.

GREENE, MARLOW, and BEN JONSON (Poems of). With Notes and Memoirs by R. Bell.

GREGORY'S (Dr.) The Evidences, Doctrines, and Duties of the Christian Religion.

GRIMM'S Household Tales. With the Original Notes. Trans. by Mrs. A. Hoot. Introduction by Andrew Lang, M.A. 2 vols.

GUIZOT'S History of Representative Government in Europe. Trans. by A. R. Scoble.

— **English Revolution of 1640.** From the Accession of Charles I. to his Death. Trans. by W. Hazlitt. Portrait.

— **History of Civilisation.** From the Roman Empire to the French Revolution. Trans. by W. Hazlitt. Portraits. 3 vols.

HALL'S (Rev. Robert) Works and Remains. Memoir by Dr. Gregory and Essay by J. Foster. Portrait.

HAUFF'S Tales. *The Caravan*—The Sheikh of Alexandria—The Inn in the Spessart. Translated by Prof. S. Mendel.

HAWTHORNE'S Tales. 3 vols.

Vol. I.—Twice-told Tales, and the Snow Image.

Vol. II.—Scarlet Letter, and the House with Seven Gables.

Vol. III.—Transformation, and Blithedale Romance.

HAZLITT'S (W.) Works. 7 vols.

— **Table-Talk.**

— **The Literature of the Age of Elizabeth and Characters of Shakespeare's Plays.**

— **English Poets and English Comic Writers.**

— **The Plain Speaker.** Opinions on Books, Men, and Things.

— **Round Table.** Conversations of James Northcote, R.A.; Characteristics.

— **Sketches and Essays, and Winter-slow.**

— **Spirit of the Age; or, Contemporary Portraits.** New Edition, by W. Carew Hazlitt.

HEINE'S Poems. Translated in the original Metres, with Life by E. A. Bowring, C.B.

— **Travel-Pictures.** *The Tour in the Harz*, *Norderney*, and *Book of Ideas*, together with the *Romantic School*. Trans. by F. Storr. With Maps and Appendices.

HOFFMANN'S Works. *The Serapion Brethren*. Vol. I. Trans. by Lt.-Col. Ewing. [Vol. II. in the press.]

HOOPER'S (G.) Waterloo: The Downfall of the First Napoleon: a History of the Campaign of 1815. By George Hooper. With Maps and Plans. New Edition, revised.

HUGO'S (Victor) Dramatic Works: Hernani—Ruy Blas—The King's Diversion. Translated by Mrs. Newton Crosland and F. L. Slous.

— **Poems, chiefly Lyrical.** Collected by H. L. Williams.

HUNGARY: its History and Revolution, with Memoir of Kossuth. Portrait.

HUTCHINSON (Colonel). Memoirs of. By his Widow, with her Autobiography, and the Siege of Lathom House. Portrait.

IRVING'S (Washington) Complete Works. 15 vols.

— **Life and Letters.** By his Nephew, Pierre E. Irving. With Index and a Portrait. 2 vols.

JAMES'S (G. P. R.) Life of Richard Cœur de Lion. Portraits of Richard and Philip Augustus. 2 vols.

— **Louis XIV.** Portraits. 2 vols.

JAMESON (Mrs.) Shakespeare's Heroines. Characteristics of Women. By Mrs. Jameson.

JEAN PAUL.—See *Richter*.

JOHNSON'S Lives of the Poets. Edited by R. Napier. [*In the press.*]

JONSON (Ben). Poems of.—See *Greene*.

JOSEPHUS (Flavius), The Works of. Whiston's Translation. Revised by Rev. A. R. Shilleto, M.A. With Topographical and Geographical Notes by Colonel Sir C. W. Wilson, K.C.B. Vols. 1 to 3 containing Life of Josephus' and the Antiquities of the Jews. [*Just published.*]
Vols. IV. and V. containing the Jewish War, &c. [*Immediately.*]

JUNIUS'S Letters. With Woodfall's Notes. An Essay on the Authorship. Facsimiles of Handwriting. 2 vols.

LA FONTAINE'S Fables. In English Verse, with Essay on the Fabulists. By Eliazur Wright.

LAMARTINE'S The Girondists, or Personal Memoirs of the Patriots of the French Revolution. Trans. by H. T. Ryde. Portraits of Robespierre, Madame Roland, and Charlotte Corday. 3 vols.

— **The Restoration of Monarchy in France** (a Sequel to The Girondists). 5 Portraits. 4 vols.

— **The French Revolution of 1848.** Portraits.

LAMB'S (Charles) Elia and Eliana. Complete Edition. Portrait.

LAMB'S (Charles) Specimens of English Dramatic Poets of the time of Elizabeth. Notes, with the Extracts from the Garrick Plays.

— **Talfourd's Letters of Charles Lamb.** New Edition, by W. Carew Hazlitt. 2 vols.

LANZI'S History of Painting in Italy, from the Period of the Revival of the Fine Arts to the End of the 18th Century. With Memoir of the Author. Portraits of Raffaele, Titian, and Correggio, after the Artists themselves. Trans. by T. Roscoe. 3 vols.

LAPPENBERG'S England under the Anglo-Saxon Kings. Trans. by B. Thnrpe, F.S.A. 2 vols.

LESSING'S Dramatic Works. Complete. By E. Bell, M.A. With Memoir by H. Zimmerm. Portrait. 2 vols.

— **Laokoon, Dramatic Notes, and Representation of Death by the Ancients.** Frontispiece.

LOCKE'S Philosophical Works, containing Human Understanding, with Bishop of Worcester, Malebranche's Opinions, Natural Philosophy, Reading and Study. With Preliminary Discourse, Analysis, and Notes, by J. A. St. John. Portrait. 2 vols.

— **Life and Letters,** with Extracts from his Common-place Books. By Lord King.

LOCKHART (J. G.)—See *Burns*.

LONSDALE (Lord)—See *Carrel*.

LUTHER'S Table-Talk. Trans. by W. Hazlitt. With Life by A. Chalmers, and LUTHER'S CATECHISM. Portrait after Cranach.

— **Autobiography.**—See *Michelet*.

MACHIAVELLI'S History of Florence, THE PRINCE, Savonarola, Historical Tracts, and Memoir. Portrait.

MARLOWE. Poems of.—See *Greene*.

MARTINEAU'S (Harriet) History of England (including History of the Peace) from 1800-1846. 5 vols.

MENZEL'S History of Germany, from the Earliest Period to the Crimean War. Portraits. 3 vols.

MICHELET'S Autobiography of Luther Trans. by W. Hazlitt. With Notes.

— **The French Revolution to the Flight of the King in 1791.** N. S.

MIGNET'S The French Revolution, from 1789 to 1814. Portrait of Napoleon.

MILTON'S Prose Works. With Preface, Preliminary Remarks by J. A. St. John, and Index. 5 vols.

— **Poetical Works.** With 120 Wood Engravings. 2 vols.

Vol. I.—Paradise Lost, complete, with Memoir, Notes, and Index.

Vol. II.—Paradise Regained, and other Poems, with Verbal Index to all the Poems.

MITFORD'S (Miss) Our Village. Sketches of Rural Character and Scenery. 2 Engravings. 2 vols.

MOLIÈRE'S Dramatic Works. I. English Prose, by C. H. Wall. With a Life and a Portrait. 3 vols.

'It is not too much to say that we have here probably as good a translation of Molière as can be given.'—*Academy*.

MONTAGU. Letters and Works of Lady Mary Wortley Montagu. Lord Wharcliffe's Third Edition. Edited by W. Moy Thomas. With steel plates. 2 vols. 5s. each.

MONTESSQUIEU'S Spirit of Laws. Revised Edition, with D'Alembert's Analysis, Notes, and Memoir. 2 vols.

NEANDER (Dr. A.) History of the Christian Religion and Church. Trans. by J. Torrey. With Short Memoir. 10 vols.

— **Life of Jesus Christ, in its Historical Connexion and Development.**

— **The Planting and Training of the Christian Church by the Apostles.** With the Antignosticus, or Spirit of Tertullian. Trans. by J. E. Ryland. 2 vols.

— **Lectures on the History of Christian Dogmas.** Trans. by J. E. Ryland. 2 vols.

— **Memorials of Christian Life in the Early and Middle Ages; including Light in Dark Places.** Trans. by J. E. Ryland.

OCKLEY (S.) History of the Saracens and their Conquests in Syria, Persia, and Egypt. Comprising the Lives of Mohammed and his Successors to the Death of Abdalmelik, the Eleventh Caliph. By Simon Ockley, B.D., Prof. of Arabic in Univ. of Cambridge. Portrait of Mohammed.

PASCAL'S Thoughts. Translated from the Text of M. Auguste Molinier by C. Kegan Paul. 3rd edition.

PERCY'S Reliques of Ancient English Poetry, consisting of Ballads, Songs, and other Pieces of our earlier Poets, with some few of later date. With Essay on Ancient Minstrels, and Glossary. 2 vols.

PHILIP DE COMMINES. Memoirs of. Containing the Histories of Louis XI. and Charles VIII., and Charles the Bold, Duke of Burgundy. With the History of Louis XI., by J. de Troyes. With a Life and Notes by A. R. Scohle. Portraits. 2 vols.

PLUTARCH'S LIVES. Newly Translated, with Notes and Life, by A. Stewart, M.A., late Fellow of Trinity College, Cambridge, and G. Loog, M.A. 4 vols.

POETRY OF AMERICA. Selections from One Hundred Poets, from 1776 to 1876. With Introductory Review, and Specimens of Negro Melody, by W. J. Linton. Portrait of W. Whitman.

RACINE'S (Jean) Dramatic Works. A metrical English version, with Biographical notice. By R. Bruce Boswell, M.A., Oxon. Vol. I.

Contents:—The Thebaïd—Alexander the Great—Andromache—The Litigants—Britannicus—Berenice.

RANKE (L.) History of the Popes, their Church and State, and their Conflicts with Protestantism in the 16th and 17th Centuries. Trans. by E. Foster. Portraits of Julius II. (after Raphael), Innocent X. (after Velasquez), and Clement VII. (after Titian). 3 vols.

— **History of Servia.** Trans. by Mrs. Kerr. To which is added, The Slave Provinces of Turkey, by Cyprien Robert.

— **History of the Latin and Teutonic Nations. 1494-1514.** Trans. by P. A. Ashworth, translator of Dr. Gneist's 'History of the English Constitution.'

REUMONT (Alfred de).—*See Caracas.*

REYNOLDS' (Sir J.) Literary Works. With Memoir and Remarks by H. W. Beechy. 2 vols.

RICHTER (Jean Paul). Levana, a Treatise on Education; together with the Autobiography, and a short Memoir.

— **Flower, Fruit, and Thorn Pieces,** or the Wedded Life, Death, and Marriage of Siebenkaes. Translated by Alex. Ewing. The only complete English translation.

ROSCOE'S (W.) Life of Leo X., with Notes, Historical Documents, and Dissertation on Lucretia Borgia. 3 Portraits. 2 vols.

— **Lorenzo de' Medici,** called 'The Magnificent,' with Copyright Notes, Poems, Letters, &c. With Memoir of Roscoe and Portrait of Lorenzo.

RUSSIA, History of, from the earliest Period to the Crimean War. By W. K. Kelly. 3 Portraits. 2 vols.

SCHILLER'S Works. 7 vols.

Vol. I.—History of the Thirty Years' War. Rev. A. J. W. Morrison, M.A. Portrait.

Vol. II.—History of the Revolt in the Netherlands, the Trials of Counts Egmont and Horn, the Siege of Antwerp, and the Disturbance of France preceding the Reign of Henry IV. Translated by Rev. A. J. W. Morrison and L. Dora Schmitz.

Vol. III.—Don Carlos. R. D. Boylan—Mary Stuart. Mellish—Maid of Orleans. Anna Swanwick—Bride of Messina. A. Lodge, M.A. Together with the Use of the Chorus in Tragedy (a short Essay). Engravings.

These Dramas are all translated in metre. Vol. IV.—Robbers—Fiesco—Love and Intrigue—Demetrius—Ghost Seer—Sport of Divinity.

The Dramas in this volume are in prose.

Vol. V.—Poems. E. A. Bowring, C.B.

Vol. VI.—Essays, Æsthetic and Philosophical, including the Dissertation on the Connexion between the Animal and Spiritual in Man.

Vol. VII.—Wallenstein's Camp. J. Churchill.—Piccolomini and Death of Wallenstein. S. T. Coleridge.—William Tell. Sir Theodore Martin, K.C.B., LL.D.

SCHILLER and GOETHE. Correspondence between, from A.D. 1794-1805. With Short Notes by L. Dora Schmitz. 2 vols.

SCHLEGEL'S (F.) Lectures on the Philosophy of Life and the Philosophy of Language. By A. J. W. Morrison.

— **The History of Literature, Ancient and Modern.**

— **The Philosophy of History.** With Memoir and Portrait.

— **Modern History,** with the Lectures entitled *Cæsar and Alexander*, and *The Beginning of our History.* By L. Purcell and R. H. Whitelock.

— **Æsthetic and Miscellaneous Works,** containing Letters on Christian Art, Essay on Gothic Architecture, Remarks on the Romance Poetry of the Middle Ages, on Shakspeare, the Limits of the Beautiful, and on the Language and Wisdom of the Indians. By E. J. Millington.

SCHLEGEL (A. W.) Dramatic Art and Literature. By J. Black. With Memoir by A. J. W. Morrison. Portrait.

SCHUMANN (Robert), His Life and Works. By A. Reissmann. Trans. by A. L. Alger.

— **Early Letters.** Translated by May Herbert.

SHAKESPEARE'S Dramatic Art. The History and Character of Shakspeare's Plays. By Dr. H. Ulrici. Trans. by L. Dora Schmitz. 2 vols.

SHAKESPEARE (William). A Literary Biography by Karl Elze, Ph.D., LL.D. Translated by L. Dora Schmitz. 5s.

SHERIDAN'S Dramatic Works. With Memoir. Portrait (after Reynolds).

SKEAT (Rev. W. W.)—*See Chaucer.*

SISMONDI'S History of the Literature of the South of Europe. With Notes and Memoir by T. Roscoe. Portraits of Sismondi and Dante. 2 vols.

The specimens of early French, Italian, Spanish, and Portuguese Poetry, in English Verse, by Cary and others.

SMITH'S (Adam) The Wealth of Nations. An Inquiry into the Nature and Causes of. Reprinted from the Sixth Edition. With an Introduction by Ernest Belfort Bax. 2 vols.

SMITH'S (Adam) Theory of Moral Sentiments; with Essay on the First Formation of Languages, and Critical Memoir by Dugald Stewart.

SMYTH'S (Professor) Lectures on Modern History; from the Irruption of the Northern Nations to the close of the American Revolution. 2 vols.

— **Lectures on the French Revolution.** With Index. 2 vols.

SOUTHEY.—*See Cowper, Wesley, and (Illustrated Library) Nelson.*

STURM'S Morning Communings with God, or Devotional Meditations for Every Day. Trans. by W. Johnstone, M.A.

SULLY. *Memoirs of the Duke of, Prime Minister to Henry the Great.* With Notes and Historical Introduction. 4 Portraits. 4 vols.

TAYLOR'S (Bishop Jeremy) Holy Living and Dying, with Prayers, containing the Whole Duty of a Christian and the parts of Devotion fitted to all Occasions. Portrait.

THIERRY'S Conquest of England by the Normans; its Causes, and its Consequences in England and the Continent. By W. Hazlitt. With short Memoir. 2 Portraits. 2 vols.

TROYE'S (Jean de).—*See Philip de Commines.*

ULRICI (Dr.)—*See Shakspeare.*

VASARI. *Lives of the most Eminent Painters, Sculptors, and Architects.* By Mrs. J. Foster, with selected Notes. Portrait. 6 vols., Vol. VI. being an additional Volume of Notes by J. P. Richter.

WERNER'S Temples in Cyprus. Trans. by E. A. M. Lewis.

WESLEY, the Life of, and the Rise and Progress of Methodism. By Robert Southey. Portrait. 5s.

WHEATLEY. *A Rational Illustration of the Book of Common Prayer,* being the Substance of everything Liturgical in all former Ritualist Commentators upon the subject. Frontispiece.

YOUNG (Arthur) Travels in France. Edited by Miss Betham Edwards. With a Portrait.

HISTORICAL LIBRARY.

22 Volumes at 5s. each. (5l. 10s. per set.)

EVELYN'S Diary and Correspondence, with the Private Correspondence of Charles I. and Sir Edward Nicholas, and between Sir Edward Hyde (Earl of Clarendon) and Sir Richard Browne. Edited from the Original MSS. by W. Bray, F.A.S. 4 vols. *N. S.* 45 Engravings (after Vandyke, Lely, Kneller, and Jamieson, &c.).

N. B.—This edition contains 130 letters from Evelyn and his wife, contained in no other edition.

PEPYS' Diary and Correspondence. With Life and Notes, by Lord Braybrooke. 4 vols. *N. S.* With Appendix containing additional Letters, an Index, and 31 Engravings (after Vandyke, Sir P. Lely, Holbein Kneller, &c.).

JESSE'S Memoirs of the Court of England under the Stuarts, including the Protectorate. 3 vols. With Index and 42 Portraits (after Vandyke, Lely, &c.).

— **Memoirs of the Pretenders and their Adherents.** 7 Portraits.

NUGENT'S (Lord) Memorials of Hampden, his Party and Times. With Memoir. 12 Portraits (after Vandyke and others).

STRICKLAND'S (Agnes) Lives of the Queens of England from the Norman Conquest. From authentic Documents, public and private. 6 Portraits. 6 vols. *N. S.*

— **Life of Mary Queen of Scots.** 2 Portraits. 2 vols.

— **Lives of the Tudor and Stuart Princesses.** With 2 Portraits.

PHILOSOPHICAL LIBRARY.

17 Vols. at 5s. each, excepting those marked otherwise. (3l. 19s. per set.)

BACON'S Novum Organum and Advancement of Learning. With Notes by J. Devey, M.A.

BAX. A Handbook of the History of Philosophy, for the use of Students. By E. Belfort Bax, Editor of Kant's 'Prolegomena.' 5s.

COMTE'S Philosophy of the Sciences. An Exposition of the Principles of the *Cours de Philosophie Positive*. By G. H. Lewes, Author of 'The Life of Goethe.'

BRAPER (Dr. J. W.) A History of the Intellectual Development of Europe. 2 vols.

HEGEL'S Philosophy of History. By J. Sibree, M.A.

KANT'S Critique of Pure Reason. By J. M. D. Meiklejohn.

— **Prolegomena and Metaphysical Foundations of Natural Science**, with Biography and Memoir by E. Belfort Bax. Portrait.

LOGIC, or the Science of Inference. A Popular Manual. By J. Devey.

MILLER (Professor). History Philosophically Illustrated, from the Fall of the Roman Empire to the French Revolution. With Memoir. 4 vols. 3s. 6d. each.

SCHOPENHAUER on the Fourfold Root of the Principle of Sufficient Reason, and on the Will in Nature. Trans. from the German.

SPINOZA'S Chief Works. Trans. with Introduction by R. H. M. Elwes. 2 vols.

Vol. I.—*Tractatus Theologico-Politicus*—Political Treatise.

Vol. II.—*Improvement of the Understanding*—Ethics—Letters.

TENNEMANN'S Manual of the History of Philosophy. Trans. by Rev. A. Johnson, M.A.

THEOLOGICAL LIBRARY.

15 Vols. at 5s. each, excepting those marked otherwise. (3l. 13s. 6d. per set.)

BLEEK. Introduction to the Old Testament. By Friedrich Bleek. Trans. under the supervision of Rev. E. Venables, Residentiary Canon of Lincoln. 2 vols.

CHILLINGWORTH'S Religion of Protestants. 3s. 6d.

EUSEBIUS. Ecclesiastical History of Eusebius Pamphilus, Bishop of Cæsarea. Trans. by Rev. C. F. Cruse, M.A. With Notes, Life, and Chronological Tables.

EVAGRIUS. History of the Church. —See *Theodoret*.

HARDWICK. History of the Articles of Religion; to which is added a Series of Documents from A.D. 1536 to A.D. 1615. Ed. by Rev. F. Proctor.

HENRY'S (Matthew) Exposition of the Book of Psalms. Numerous Woodcuts.

PEARSON (John, D.D.) Exposition of the Creed. Edit. by E. Walford, M.A. With Notes, Analysis, and Indexes.

PHILO-JUDEUS, Works of. The Contemporary of Josephus. Trans. by C. D. Yonge. 4 vols.

PHILOSTORGIUS. Ecclesiastical History of.—See *Sozomen*.

SOCRATES' Ecclesiastical History. Comprising a History of the Church from Constantine, A.D. 305, to the 38th year of Theodosius II. With Short Account of the Author, and selected Notes.

SOZOMEN'S Ecclesiastical History. A.D. 324-440. With Notes, Prefatory Remarks by Valesius, and Short Memoir. Together with the ECCLESIASTICAL HISTORY OF PHILOSTORGIUS, as epitomised by Photius. Trans. by Rev. E. Walford, M.A. With Notes and brief Life.

THEODORET and EVAGRIUS. Histories of the Church from A.D. 332 to the Death of Theodore of Mopsnestia, A.D. 427; and from A.D. 431 to A.D. 544. With Memoirs.

WIESELER'S (Karl) Chronological Synopsis of the Four Gospels. Trans. by Rev. Canon Venables.

ANTIQUARIAN LIBRARY.

35 Vols. at 5s. each. (8l. 15s. per set.)

ANGLO-SAXON CHRONICLE. — See *Bede*.

ASSER'S Life of Alfred.—See *Six O. E. Chronicles*.

BEDE'S (Venerable) Ecclesiastical History of England. Together with the ANGLO-SAXON CHRONICLE. With Notes, Short Life, Analysis, and Map. Edit. by J. A. Giles, D.C.L.

BOETHIUS'S Consolation of Philosophy. King Alfred's Anglo-Saxon Version of. With an English Translation on opposite pages, Notes, Introduction, and Glossary, by Rev. S. Fox, M.A. To which is added the Anglo-Saxon Version of the MATRES OF BOETHIUS, with a free Translation by Martin F. Tupper, D.C.L.

BRAND'S Popular Antiquities of England, Scotland, and Ireland. Illustrating the Origin of Vulgar and Provincial Customs, Ceremonies, and Superstitions. By Sir Henry Ellis, K.H., F.R.S. Frontispiece. 3 vols.

CHRONICLES of the CRUSADES. Contemporary Narratives of Richard Cœur de Lion, by Richard of Devizes and Geoffrey de Vinsauf; and of the Crusade at Saint Louis, by Lord John de Joinville. With Short Notes. Illuminated Frontispiece from an old MS.

DYER'S (T. F. T.) British Popular Customs, Present and Past. An Account of the various Games and Customs associated with different Days of the Year in the British Isles, arranged according to the Calendar. By the Rev. T. F. Threlton Dyer, M.A.

EARLY TRAVELS IN PALESTINE. Comprising the Narratives of Arculf, Willibald, Bernard, Sæwulf, Sigurd, Benjamin of Tudela, Sir John Maundeville, De la Brocquière, and Maundrell; all unabridged. With Introduction and Notes by Thomas Wright. Map of Jerusalem.

- ELLIS (G.)** *Specimens of Early English Metrical Romances*, relating to Arthur, Merlin, Guy of Warwick, Richard Cœur de Lion, Charlemagne, Roland, &c. &c. With Historical Introduction by J. O. Halliwell, F.R.S. Illuminated Frontispiece from an old MS.
- ETHELWERD.** *Chronicle of.*—See *Six O. E. Chronicles.*
- FLORENCE OF WORCESTER'S** *Chronicle*, with the Two Continuations: comprising Annals of English History from the Departure of the Romans to the Reign of Edward I. Trans., with Notes, by Thomas Forester, M.A.
- GEOFFREY OF MONMOUTH.** *Chronicle of.*—See *Six O. E. Chronicles.*
- GESTA ROMANORUM**, or *Entertaining Moral Stories* invented by the Monks. Trans. with Notes by the Rev. Charles Swan. Edit. by W. Hooper, M.A.
- GILDAS.** *Chronicle of.*—See *Six O. E. Chronicles.*
- GIRALDUS CAMBRENSIS'** *Historical Works*. Containing Topography of Ireland, and History of the Conquest of Ireland, by Th. Forester, M.A. Itinerary through Wales, and Description of Wales, by Sir R. Colt Hoare.
- HENRY OF HUNTINGDON'S** *History of the English*, from the Roman Invasion to the Accession of Henry II.; with the Acts of King Stephen, and the Letter to Walter. By T. Forester, M.A. Frontispiece from an old MS.
- INGULPH'S** *Chronicles of the Abbey of Croyland*, with the CONTINUATION by Peter of Blois and others. Trans. with Notes by H. T. Riley, B.A.
- KEIGHTLEY'S (Thomas)** *Fairy Mythology*, illustrative of the Romance and Superstition of Various Countries. Frontispiece by Cruikshank.
- LEPSIUS'S** *Letters from Egypt, Ethiopia, and the Peninsula of Sinai*; to which are added, Extracts from his Chronology of the Egyptians, with reference to the Exodus of the Israelites. By L. and J. B. Horner. Maps and Coloured View of Mount Barkal.
- MALLET'S** *Northern Antiquities*, or an Historical Account of the Manners, Customs, Religions, and Literature of the Ancient Scandinavians. Trans. by Bishop Percy. With Translation of the PROSE Edda, and Notes by J. A. Blackwell. Also an Abstract of the 'Eyrbyggja Saga' by Sir Walter Scott. With Glossary and Coloured Frontispiece.
- MARCO POLO'S** *Travels*; with Notes and Introduction. Edit. by T. Wright.
- MATTHEW PARIS'S** *English History*, from 1235 to 1273. By Rev. J. A. Giles, D.C.L. With Frontispiece. 3 vols.—See also *Roger of Wendover.*
- MATTHEW OF WESTMINSTER'S** *Flowers of History*, especially such as relate to the affairs of Britain, from the beginning of the World to A.D. 1307. By C. D. Yonge. 2 vols.
- NENNIUS.** *Chronicle of.*—See *Six O. E. Chronicles.*
- ORDERICUS VITALIS'** *Ecclesiastical History of England and Normandy*. With Notes, Introduction of Guizot, and the Critical Notice of M. Delille, by T. Forester, M.A. To which is added the CHRONICLE OF ST. EVROULT. With General and Chronological Indexes. 4 vols.
- PAUL'S (Dr. R.)** *Life of Alfred the Great*. To which is appended Alfred's ANGLO-SAXON VERSION OF OROSIUS. With literal Translation interpaged, Notes, and an ANGLO-SAXON GRAMMAR and Glossary, by B. Thorpe, Esq. Frontispiece.
- RICHARD OF CIRENCESTER.** *Chronicle of.*—See *Six O. E. Chronicles.*
- ROGER DE HOVEDEN'S** *Annals of English History*, comprising the History of England and of other Countries of Europe from A.D. 732 to A.D. 1201. With Notes by H. T. Riley, B.A. 2 vols.
- ROGER OF WENDOVER'S** *Flowers of History*, comprising the History of England from the Descent of the Saxons to A.D. 1235, formerly ascribed to Matthew Paris. With Notes and Index by J. A. Giles, D.C.L. 2 vols.
- SIX OLD ENGLISH CHRONICLES:** viz., Asser's Life of Alfred and the Chronicles of Ethelwerd, Gildas, Nennius, Geoffrey of Monmouth, and Richard of Cirencester. Edit., with Notes, by J. A. Giles, D.C.L. Portrait of Alfred.
- WILLIAM OF MALMESBURY'S** *Chronicle of the Kings of England*, from the Earliest Period to King Stephen. By Rev. J. Sharpe. With Notes by J. A. Giles, D.C.L. Frontispiece.
- YULE-TIDE STORIES.** A Collection of Scandinavian and North-German Popular Tales and Traditions, from the Swedish, Danish, and German. Edit. by B. Thorpe.

ILLUSTRATED LIBRARY.

84 Vols. at 5s. each, excepting those marked otherwise. (20l. 18s. 6d. per set.)

- ALLEN'S** (Joseph, R.N.) *Battles of the British Navy*. Revised edition, with Indexes of Names and Events, and 57 Portraits and Plans. 2 vols.
- ANDERSEN'S** *Danish Fairy Tales*. By Caroline Peachey. With Short Life and 120 Wood Engravings.
- ARIOSTO'S** *Orlando Furioso*. In English Verse by W. S. Rose. With Notes and Short Memoir. Portrait after Titian, and 24 Steel Engravings. 2 vols.
- BECHSTEIN'S** *Cage and Chamber Birds: their Natural History, Habits, &c.* Together with SWEET'S *BRITISH WARBLERS*. 43 Coloured Plates and Woodcuts.
- BONOMI'S** *Nineveh and its Palaces*. The Discoveries of Botta and Layard applied to the Elucidation of Holy Writ. 7 Plates and 294 Woodcuts.
- BUTLER'S** *Hudibras*, with Variorum Notes and Biography. Portrait and 28 Illustrations.
- CATTERMOLE'S** *Evenings at Had-don Hall*. Romantic Tales of the Olden Times. With 24 Steel Engravings after Cattermole.
- CHINA**, Pictorial, Descriptive, and Historical, with some account of Ava and the Burmese, Siam, and Anam. Map, and nearly 100 Illustrations.
- CRAIK'S** (G. L.) *Pursuit of Knowledge under Difficulties*. Illustrated by Anecdotes and Memoirs. Numerous Woodcut Portraits.
- CRUIKSHANK'S** *Three Courses and a Dessert*; comprising three Sets of Tales, West Country, Irish, and Legal; and a *Mélange*. With 50 Illustrations by Cruikshank.
- **Funch and Judy**. The Dialogue of the Puppet Show; an Account of its Origin, &c. 24 Illustrations and Coloured Plates by Cruikshank.
- DIDRON'S** *Christian Iconography*; a History of Christian Art in the Middle Ages. By the late A. N. Didron. Trans. by E. J. Millington, and completed, with Additions and Appendices, by Margaret Stokes. 2 vols. With numerous Illustrations.
- Vol. I. The History of the Nimbus, the Aureole, and the Glory; Representations of the Persons of the Trinity.
- Vol. II. The Trinity; Angels; Devils; The Soul; The Christian Scheme. Appendices.
- DANTE**, in English Verse, by I. C. Wright, M.A. With Introduction and Memoir. Portrait and 34 Steel Engravings after Flaxman.
- DYER** (Dr. T. H.) *Pompeii: its Buildings and Antiquities*. An Account of the City, with full Description of the Remains and Recent Excavations, and an Itinerary for Visitors. By T. H. Dyer, LL.D. Nearly 300 Wood Engravings, Map, and Plan. 7s. 6d.
- **Rome: History of the City, with Introduction on recent Excavations**. 8 Engravings, Frontispiece, and 2 Maps.
- GIL BLAS**. *The Adventures of*. From the French of Lesage by Smollett. 24 Engravings after Smirke, and 10 Etchings by Cruikshank. 612 pages. 6s.
- GRIMM'S** *Gammer Grethel*; or, German Fairy Tales and Popular Stories, containing 42 Fairy Tales. By Edgar Taylor. Numerous Woodcuts after Cruikshank and Ludwig Grimm. 3s. 6d.
- HOLBEIN'S** *Dance of Death and Bible Cuts*. Upwards of 150 Subjects, engraved in facsimile, with Introduction and Descriptions by the late Francis Douce and Dr. Dibdin.
- HOWITT'S** (Mary) *Pictorial Calendar of the Seasons*; embodying **AKIN'S CALENDAR OF NATURE**. Upwards of 100 Woodcuts.
- INDIA**, Pictorial, Descriptive, and Historical, from the Earliest Times. 100 Engravings on Wood and Map.
- JESSE'S** *Anecdotes of Dogs*. With 40 Woodcuts after Harvey, Bewick, and others; and 34 Steel Engravings after Cooper and Landseer.
- KING'S** (C. W.) *Natural History of Gems or Decorative Stones*. Illustrations. 6s.
- **Natural History of Precious Stones and Metals**. Illustrations. 6s.
- KITTO'S** *Scripture Lands*. Described in a series of Historical, Geographical, and Topographical Sketches. 42 coloured Maps.
- KRUMMACHER'S** *Parables*. 40 Illustrations.
- LINDSAY'S** (Lord) *Letters on Egypt, Edom, and the Holy Land*. 36 Wood Engravings and 2 Maps.

LODGE'S Portraits of Illustrious Personages of Great Britain, with Biographical and Historical Memoirs. 240 Portraits engraved on Steel, with the respective Biographies unabridged. Complete in 8 vols.

LONGFELLOW'S Poetical Works, including his Translations and Notes. 24 full-page Woodcuts by Birket Foster and others, and a Portrait.

— Without the Illustrations, 3s. 6d.

— **Prose Works.** With 16 full-page Woodcuts by Birket Foster and others.

LOUDON'S (Mrs.) Entertaining Naturalist. Popular Descriptions, Tales, and Anecdotes, of more than 500 Animals. Numerous Woodcuts.

MARRYAT'S (Capt., R.N.) Masterman Ready; or, the Wreck of the *Pacific*. (Written for Young People.) With 93 Woodcuts. 3s. 6d.

— **Mission**; or, **Scenes in Africa.** (Written for Young People.) Illustrated by Gilbert and Dalziel. 3s. 6d.

— **Pirates and Three Cutters.** (Written for Young People.) With a Memoir. 8 Steel Engravings after Clarkson Stanfield, R.A. 3s. 6d.

— **Privateersman.** Adventures by Sea and Land One Hundred Years Ago. (Written for Young People.) 8 Steel Engravings. 3s. 6d.

— **Settlers in Canada.** (Written for Young People.) 10 Engravings by Gilbert and Dalziel. 3s. 6d.

— **Poor Jack.** (Written for Young People.) With 16 Illustrations after Clarkson Stanfield, R.A. 3s. 6d.

— **Midshipman Easy.** With 8 full-page Illustrations. Small post 8vo. 3s. 6d.

— **Peter Simple.** With 8 full-page Illustrations. Small post 8vo. 3s. 6d.

MAXWELL'S Victories of Wellington and the British Armies. Frontispiece and 4 Portraits.

MICHAEL ANGELO and RAPHAEL, Their Lives and Works. By Duppa and Quatremère de Quincy. Portraits and Engravings, including the Last Judgment, and Cartoons.

MILLER'S History of the Anglo-Saxons, from the Earliest Period to the Norman Conquest. Portrait of Alfred, Map of Saxon Britain, and 12 Steel Engravings.

MUDIE'S History of British Birds. Revised by W. C. L. Martin. 52 Figures of Birds and 7 coloured Plates of Eggs. 2 vols.

NAVAL and MILITARY HEROES of Great Britain; a Record of British Valour on every Day in the year, from William the Conqueror to the Battle of Inkermann. By Major Johns, R.M., and Lieut. P. H. Nicolas, R.M. Indexes. 2. Portraits after Holbein, Reynolds, &c. 6s.

NICOLINI'S History of the Jesuits their Origin, Progress, Doctrines, and Designs. 8 Portraits.

PETRARCH'S Sonnets, Triumphs and other Poems, in English Verse. With Life by Thomas Campbell. Portrait and 15 Steel Engravings.

PICKERING'S History of the Races of Man, and their Geographical Distribution; with AN ANALYTICAL SYNOPSIS OF THE NATURAL HISTORY OF MAN. By Dr. Hall. Map of the World and 12 coloured Plates.

PICTORIAL HANDBOOK OF Modern Geography on a Popular Plan. Compiled from the best Authorities, English and Foreign, by H. G. Bohn. 150 Woodcuts and 51 coloured Maps.

— Without the Maps, 3s. 6d.

POPE'S Postical Works, including Translations. Edit., with Notes, by R. Carruthers. 2 vols.

— **Homer's Iliad**, with Introduction and Notes by Rev. J. S. Watson, M.A. With Flaxman's Designs.

— **Homer's Odyssey**, with the BATTLE OF FROGS AND MICE, Hymns, &c., by other translators including Chapman. Introduction and Notes by J. S. Watson, M.A. With Flaxman's Designs.

— **Life**, including many of his Letters. By R. Carruthers. Numerous Illustrations.

POTTERY AND PORCELAIN, and other objects of Vertu. Comprising an Illustrated Catalogue of the Bernal Collection, with the prices and names of the Possessors. Also an Introductory Lecture on Pottery and Porcelain, and an Engraved List of all Marks and Monograms. By H. G. Bohn. Numerous Woodcuts.

— With coloured Illustrations, 10s. 6d.

PROUT'S (Father) Reliques. Edited by Rev. F. Mabony. Copyright edition with the Author's last corrections and additions. 21 Etchings by D. MacLise. R.A. Nearly 600 pages.

RECREATIONS IN SHOOTING. With some Account of the Game found in the British Isles, and Directions for the Management of Dog and Gun. By 'Craven.' 62 Woodcuts and 9 Steel Engravings after A. Cooper, R.A.

RENNIE. Insect Architecture. Revised by Rev. J. G. Wood, M.A. 186 Woodcuts.

ROBINSON CRUSOE. With Memoir of Defoe, 12 Steel Engravings and 74 Woodcuts after Stothard and Harvey.

— Without the Engravings, 3s. 6d.

ROME IN THE NINETEENTH CENTURY. An Account in 1817 of the Ruins of the Ancient City, and Monuments of Modern Times. By C. A. Eaton. 34 Steel Engravings. 2 vols.

SHARPE (S.) The History of Egypt, from the Earliest Times till the Conquest by the Arabs, A.D. 640. 2 Maps and upwards of 400 Woodcuts. 2 vols.

SOUTHEY'S Life of Nelson. With Additional Notes, Facsimiles of Nelson's Writing, Portraits, Plans, and 50 Engravings, after Birket Foster, &c.

STARLING'S (Miss) Noble Deeds of Women; or, Examples of Female Courage, Fortitude, and Virtue. With 14 Steel Portraits.

STUART and REVETT'S Antiquities of Athens, and other Monuments of Greece; with Glossary of Terms used in Grecian Architecture. 71 Steel Plates and numerous Woodcuts.

SWEET'S British Warblers. 5s.—See *Bechstein.*

TALES OF THE GENII; or, the Delightful Lessons of Horam, the Son of Asmar. Trans. by Sir C. Morrell. Numerous Woodcuts.

TASSO'S Jerusalem Delivered. In English Spenserian Verse, with Life, by J. H. Wiffen. With 8 Engravings and 24 Woodcuts.

WALKER'S Manly Exercises; containing Skating, Riding, Driving, Hunting, Shooting, Sailing, Rowing, Swimming, &c. 44 Engravings and numerous Woodcuts.

WALTON'S Complete Angler, or the Contemplative Man's Recreation, by Izaak Walton and Charles Cotton. With Memoirs and Notes by E. Jesse. Also an Account of Fishing Stations, Tackle, &c., by H. G. Bohn. Portrait and 203 Woodcuts, and 26 Engravings on Steel.

— **Lives of Donne, Wotton, Hooker,** &c., with Notes. A New Edition, revised by A. H. Bullen, with a Memoir of Izaak Walton by William Dowling. 6 Portraits, 6 Autograph Signatures, &c.

WELLINGTON, Life of. From the Materials of Maxwell. 18 Steel Engravings.

— **Victories of.**—See *Maxwell.*

WESTROPP (H. M.) A Handbook of Archaeology, Egyptian, Greek, Etruscan, Roman. By H. M. Westropp. Numerous Illustrations.

WHITE'S Natural History of Selborne, with Observations on various Parts of Nature, and the Naturalists' Calendar. Sir W. Jardine. Edit., with Notes and Memoir, by E. Jesse. 40 Portraits and coloured Plates.

CLASSICAL LIBRARY.

TRANSLATIONS FROM THE GREEK AND LATIN.

103 Vols. at 5s. each, excepting those marked otherwise. (25l. 4s. 6d. per set.)

ÆSCHYLUS, The Dramas of. In English Verse by Anna Swanwick. 4th edition.

— **The Tragedies of.** In Prose, with Notes and Introduction, by T. A. Buckley, B.A. Portrait. 3s. 6d.

AMMIANUS MARCELLINUS. His- tory of Rome during the Reigns of Constantius, Julian, Jovianus, Valentinian, and Valens, by C. D. Yonge, B.A. Double volume. 7s. 6d.

ANTONINUS (M. Aurelius), The Thoughts of. Translated literally, with Notes, Biographical Sketch, and Essay on the Philosophy, by George Long, M.A. 3s. 6d.

APOLLONIUS RHODIUS. 'The Ar- gonautica.' Translated by E. P. Coleridge.

APULEIUS, The Works of. Comprising the Golden Ass, God of Socrates, Florida, and Discourse of Magic. With a Metrical Version of Cupid and Psyche, and Mrs. Tighe's Psyche. Frontis piece.

ARISTOPHANES' Comedies. Trans., with Notes and Extracts from Frere's and other Metrical Versions, by W. J. Hickie. Portrait. 2 vols.

ARISTOTLE'S Nicomachean Ethics. Trans., with Notes, Analytical Introduction, and Questions for Students, by Ven. Archd. Browne.

— **Politics and Economics.** Trans., with Notes, Analyses, and Index, by E. Walford, M.A., and an Essay and Life by Dr. Gillies.

— **Metaphysics.** Trans., with Notes, Analysis, and Examination Questions, by Rev. John H. M'Mahon, M.A.

— **History of Animals.** In Ten Books. Trans., with Notes and Index, by R. Cresswell, M.A.

— **Organon; or, Logical Treatises,** and the Introduction of Porphyry. With Notes, Analysis, and Introduction, by Rev. O. F. Owen, M.A. 2 vols. 3s. 6d. each.

— **Rhetoric and Poetics.** Trans., with Hobbes' Analysis, Exam. Questions, and Notes, by T. Buckley, B.A. Portrait.

ATHENEUS. The Deipnosophists; or, the Banquet of the Learned. By C. D. Yonge, B.A. With an Appendix of Poetical Fragments. 3 vols.

ATLAS of Classical Geography. 22 large Coloured Maps. With a complete Index. Imp. 8vo. 7s. 6d.

BION.—See *Theocritus*.

CÆSAR. Commentaries on the Gallic and Civil Wars, with the Supplementary Books attributed to Hirtius, including the complete Alexandrian, African, and Spanish Wars. Trans. with Notes. Portrait.

CATULLUS, Tibullus, and the Vigil of Venus. Trans. with Notes and Biographical Introduction. To which are added, Metrical Versions by Lamb, Grainger, and others. Frontispiece.

CICERO'S Orations. Trans. by C. D. Yonge, B.A. 4 vols.

— **On Oratory and Orators.** With Letters to Quintus and Brutus. Trans., with Notes, by Rev. J. S. Watson, M.A.

— **On the Nature of the Gods, Divination, Fate, Laws, a Republic, Consularship.** Trans., with Notes, by C. D. Yonge, B.A.

— **Academics, De Finibus, and Tusculan Questions.** By C. D. Yonge, B.A. With Sketch of the Greek Philosophers mentioned by Cicero.

CICERO'S Orations.—Continued.

— **Offices; or, Moral Duties.** Cato Major, an Essay on Old Age; Lælius, an Essay on Friendship; Scipio's Dream; Paradoxes; Letter to Quintus on Magistrates. Trans., with Notes, by C. R. Edmunds. Portrait. 7s. 6d.

DEMOSTHENES' Orations. Trans., with Notes, Arguments, a Chronological Abstract, and Appendices, by C. Rann Kenedy. 5 vols.

DICTIONARY of LATIN and GREEK Quotations; including Proverbs, Maxims, Mottoes, Law Terms and Phrases. With the Quantities marked, and English Translations. With Index Verborum (622 pages).

— Index Verborum to the above, with the Quantities and Accents marked (56 pages), limp cloth. 1s.

DIAGENES LAERTIUS. Lives' and Opinions of the Ancient Philosophers. Trans., with Notes, by C. D. Yonge, B.A.

EPICETUS. The Discourses of. With the Encheiridion and Fragments. With Notes, Life, and View of his Philosophy, by George Long, M.A.

EURIPIDES. Trans., with Notes and Introduction, by T. A. Buckley, B.A. Portrait. 2 vols.

GREEK ANTHOLOGY. In English Prose by G. Burges, M.A. With Metrical Versions by Bland, Merivale, Lord Denman, &c.

GREEK ROMANCES of Heliodorus, Longus, and Achilles Tatius; viz., The Adventures of Theagenes and Chariclea; Amours of Daphnis and Chloe; and Loves of Clitopho and Lencippe. Trans., with Notes, by Rev. R. Smith, M.A.

HERODOTUS. Literally trans. by Rev. Henry Cary, M.A. Portrait.

HESIOD, CALLIMACHUS, and Theognis. In Prose, with Notes and Biographical Notices by Rev. J. Banks, M.A. Together with the Metrical Versions of Hesiod, by Elton; Callimachus, by Tytler; and Theognis, by Frere.

HOMER'S Iliad. In English Prose, with Notes by T. A. Buckley, B.A. Portrait.

— **Odyssey, Hymns, Epigrams, and Battle of the Frogs and Mice.** In English Prose, with Notes and Memoir by T. A. Buckley, B.A.

HORACE. In Prose by Smart, with Notes selected by T. A. Buckley, B.A. Portrait. 3s. 6d.

JULIAN THE EMPEROR. By the Rev. C. W. King, M.A.

- JUSTIN, CORNELIUS NEPOS, and Eutropius.** Trans., with Notes, by Rev. J. S. Watson, M.A.
- JUVENAL, PERSIUS, SULPICIA, and Lucilius.** In Prose, with Notes, Chronological Tables, Arguments, by L. Evans, M.A. To which is added the Metrical Version of Juvenal and Persius by Gifford. Frontispiece.
- LIVY. The History of Rome.** Trans. by Dr. Spillan and others. 4 vols. Portrait.
- LUCAN'S Pharsalia.** In Prose, with Notes by H. T. Riley.
- LUCIAN'S Dialogues of the Gods, of the Sea Gods, and of the Dead.** Trans. by Howard Williams, M.A.
- LUCRETIVS.** In Prose, with Notes and Biographical Introduction by Rev. J. S. Watson, M.A. To which is added the Metrical Version by J. M. Good.
- MARTIAL'S Epigrams, complete.** In Prose, with Verse Translations selected from English Poets, and other sources. Dble. vol. (670 pages). 7s. 6d.
- MOSCHUS.**—See *Theocritus*.
- OVID'S Works, complete.** In Prose, with Notes and Introduction. 3 vols.
- PAUSANIAS' Description of Greece.** Translated into English, with Notes and Index. By Arthur Richard Shilleto, M.A., sometime Scholar of Trinity College, Cambridge. 2 vols.
- PHALARIS.** Bentley's Dissertations upon the Epistles of Phalaris, Themistocles, Socrates, Euripides, and the Fables of Æsop. With Introduction and Notes by Prof. W. Wagner, Ph.D.
- PINDAR.** In Prose, with Introduction and Notes by Dawson W. Turner. Together with the Metrical Version by Abraham Moore. Portrait.
- PLATO'S Works.** Trans., with Introduction and Notes. 6 vols.
- **Dialogues.** A Summary and Analysis of. With Analytical Index to the Greek text of modern editions and to the above translations, by A. Day, LL.D.
- PLAUTUS'S Comedies.** In Prose, with Notes and Index by H. T. Riley, B.A. 2 vols.
- PLINY'S Natural History.** Trans., with Notes, by J. Bostock, M.D., F.R.S., and H. T. Riley, B.A. 6 vols.
- PLINY. The Letters of Pliny the Younger.** Melmoth's Translation, revised, with Notes and short Life, by Rev. F. C. T. Bosanquet, M.A.
- PLUTARCH'S Morals.** Theosophical Essays. Trans. by C. W. King, M.A.
- **Ethical Essays.** Trans. by A. R. Shilleto, M.A.
- **Lives.** See page 7.
- PROPERTIUS, The Elegies of.** With Notes, Literally translated by the Rev. P. J. F. Gantillon, M.A., with metrical versions of Select Elegies by Nott and Elton. 3s. 6d.
- QUINTILIAN'S Institutes of Oratory.** Trans., with Notes and Biographical Notice, by Rev. J. S. Watson, M.A. 2 vols.
- SALLUST, FLORUS, and VELLEIUS Paterculus.** Trans., with Notes and Biographical Notices, by J. S. Watson, M.A.
- SENECA DE BENEFICIIS.** Newly translated by Aubrey Stewart, M.A. 3s. 6d.
- SENECA'S Minor Essays.** Translated by A. Stewart, M.A.
- SOPHOCLES. The Tragedies of.** In Prose, with Notes, Arguments, and Introduction. Portrait.
- STRABO'S Geography.** Trans., with Notes, by W. Falconer, M.A., and H. C. Hamilton. Copious Index, giving Ancient and Modern Names. 3 vols.
- SUETONIUS' Lives of the Twelve Cæsars and Lives of the Grammarians.** The Translation of Thomson, revised, with Notes, by T. Forester.
- TACITUS. The Works of.** Trans., with Notes. 2 vols.
- TERENCE and PHÆDRUS.** In English Prose, with Notes and Arguments, by H. T. Riley, B.A. To which is added Smart's Metrical Version of Phædrus. With Frontispiece.
- THEOCRITUS, BION, MOSCHUS, and Tyrtæus.** In Prose, with Notes and Arguments, by Rev. J. Banks, M.A. To which are appended the METRICAL VERSIONS of Chapman. Portrait of Theocritus.
- THUCYDIDES. The Peloponnesian War.** Trans., with Notes, by Rev. H. Dale. Portrait. 2 vols. 3s. 6d. each.
- TYRTEUS.**—See *Theocritus*.
- VIRGIL. The Works of.** In Prose, with Notes by Davidsoo. Revised, with additional Notes and Biographical Notice, by T. A. Buckley, B.A. Portrait. 3s. 6d.
- XENOPHON'S Works.** Trans., with Notes, by J. S. Watson, M.A., and others. Portrait. In 3 vols.

COLLEGIATE SERIES.

• 10 Vols. at 5s. each. (2l. 10s. per set.)

DANTE. *The Inferno.* Prose Trans., with the Text of the Original on the same page, and Explanatory Notes, by John A. Carlyle, M.D. Portrait.

— *The Purgatorio.* Prose Trans., with the Original on the same page, and Explanatory Notes, by W. S. Dugdale.

NEW TESTAMENT (The) in Greek. Griesbach's Text, with the Readings of Mill and Scholz at the foot of the page, and Parallel References in the margin. Also a Critical Introduction and Chronological Tables. Two Fac-similes of Greek Manuscripts. 650 pages. 3s. 6d.

— or bound up with a Greek and English Lexicon to the New Testament (250 pages additional, making in all 900). 5s.

The Lexicon may be had separately, price 2s.

DOBREE'S Adversaria. (Notes on the Greek and Latin Classics.) Edited by the late Prof. Wagner. 2 vols.

DONALDSON (Dr.) *The Theatre of the Greeks.* With Supplementary Treatise on the Language, Metres, and Prosody of the Greek Dramatists. Numerous Illustrations and 3 Plans. By J. W. Donaldson, D.D.

KEIGHTLEY'S (Thomas) *Mythology of Ancient Greece and Italy.* Revised by Leonhard Schmitz, Ph.D., LL.D. 12 Plates.

HERODOTUS, *Notes on.* Original and Selected from the best Commentators. By D. W. Turner, M.A. Coloured Map.

— *Analysis and Summary of,* with a Synchronistical Table of Events—Tables of Weights, Measures, Money, and Distances—an Outline of the History and Geography—and the Dates completed from Gaisford, Baehr, &c. By J. T. Wheeler.

THUCYDIDES. *An Analysis and Summary of.* With Chronological Table of Events, &c., by J. T. Wheeler.

SCIENTIFIC LIBRARY.

51 Vols. at 5s. each, *excepting those marked otherwise.* (13l. 9s. 6d. per set.)

AGASSIZ and GOULD. *Outline of Comparative Physiology touching the Structure and Development of the Races of Animals living and extinct.* For Schools and Colleges. Enlarged by Dr. Wright. With Index and 300 Illustrative Woodcuts.

BOLLEY'S *Mannual of Technical Analysis; a Guide for the Testing and Valuation of the various Natural and Artificial Substances employed in the Arts and Domestic Economy,* founded on the work of Dr. Bolley. Edit. by Dr. Paul. 100 Woodcuts.

BRIDGEWATER TREATISES.

— **Bell (Sir Charles) on the Hand;** its Mechanism and Vital Endowments, as evincing Design. Preceded by an Account of the Author's Discoveries in the Nervous System by A. Shaw. Numerous Woodcuts.

— **Kirby on the History, Habits, and Instincts of Animals.** With Notes by T. Rymer Jones. 100 Woodcuts. 2 vols.

— **Whewell's Astronomy and General Physics,** considered with reference to Natural Theology. Portrait of the Earl of Bridgewater. 3s. 6d.

BRIDGEWATER TREATISES.—
Continued.

— **Chalmers on the Adaptation of** External Nature to the Moral and Intellectual Constitution of Man. With Memoir by Rev. Dr. Cumming. Portrait.

— **Prout's Treatise on Chemistry,** Meteorology, and the Function of Digestion, with reference to Natural Theology. Edit. by Dr. J. W. Griffith. 2 Maps.

— **Buckland's Geology and Mineralogy.** With Additions by Prof. Owen, Prof. Phillips, and R. Brown. Memoir of Buckland. Portrait. 2 vols. 15s. Vol. I. Text. Vol. II. 90 large plates with letterpress.

— **Roget's Animal and Vegetable Physiology.** 463 Woodcuts. 2 vols. 6s. each.

— **Kidd on the Adaptation of External Nature to the Physical Condition of Man.** 3s. 6d.

CARPENTER'S (Dr. W. B.) Zoology. A Systematic View of the Structure, Habits, Instincts, and Uses of the principal Families of the Animal Kingdom, and of the chief Forms of Fossil Remains. Revised by W. S. Dallas, F.L.S. Numerous Woodcuts. 2 vols. 6s. each.

CARPENTER'S Works.—*Continued.*

— **Mechanical Philosophy, Astronomy, and Horology.** A Popular Exposition. 181 Woodcuts.

— **Vegetable Phytology and Systematic Botany.** A complete Introduction to the Knowledge of Plants. Revised by E. Lankester, M.D., &c. Numerous Woodcuts. 6s.

— **Animal Physiology.** Revised Edition. 300 Woodcuts. 6s.

CHEVREUL on Colour. Containing the Principles of Harmony and Contrast of Colours, and their Application to the Arts; including Painting, Decoration, Tapestries, Carpets, Mosaics, Glazing, Staining, Calico Printing, Letterpress Printing, Map Colouring, Dress, Landscape and Flower Gardening, &c. Trans. by C. Martel. Several Plates.

— With an additional series of 16 Plates in Colours, 7s. 6d.

ENNEMOSER'S History of Magic. Trans. by W. Howitt. With an Appendix of the most remarkable and best authenticated Stories of Apparitions, Dreams, Second Sight, Table-Turning, and Spirit-Rapping, &c. 2 vols.

HIND'S Introduction to Astronomy. With Vocabulary of the Terms in present use. Numerous Woodcuts. 3s. 6d.

HOGG'S (Jabez) Elements of Experimental and Natural Philosophy. Being an Easy Introduction to the Study of Mechanics, Pneumatics, Hydrostatics, Hydraulics, Acoustics, Optics, Caloric, Electricity, Voltaism, and Magnetism. 400 Woodcuts.

HUMBOLDT'S Cosmos; or, Sketch of a Physical Description of the Universe. Trans. by E. C. Otté, B. H. Paul, and W. S. Dallas, F.L.S. Portrait. 5 vols. 3s. 6d. each, excepting vol. v., 5s.

— **Personal Narrative of his Travels in America during the years 1799-1804.** Trans., with Notes, by T. Ross. 3 vols.

— **Views of Nature; or, Contemplations of the Sublime Phenomena of Creation, with Scientific Illustrations.** Trans. by E. C. Otté.

HUNT'S (Robert) Poetry of Science; or, Studies of the Physical Phenomena of Nature. By Robert Hunt, Professor at the School of Mines.

JOYCE'S Scientific Dialogues. A Familiar Introduction to the Arts and Sciences. For Schools and Young People. Numerous Woodcuts.

JOYCE'S Introduction to the Arts and Sciences, for Schools and Young People. Divided into Lessons with Examination Questions. Woodcuts. 3s. 6d.

JUKES-BROWNE'S Student's Handbook of Physical Geology. By A. J. Jukes-Browne, of the Geological Survey of England. With numerous Diagrams and Illustrations, 6s.

— **The Student's Handbook of Historical Geology.** By A. J. Jukes-Browne, B.A., F.G.S., of the Geological Survey of England and Wales. With numerous Diagrams and Illustrations. 6s.

— **The Building of the British Islands.** A Study in Geographical Evolution. By A. J. Jukes-Browne, F.G.S. 7s. 6d.

KNIGHT'S (Charles) Knowledge is Power. A Popular Manual of Political Economy.

LILLY. Introduction to Astrology. With a Grammar of Astrology and Tables for calculating Nativities, by Zadkiel.

MANTELL'S (Dr.) Geological Excursions through the Isle of Wight and along the Dorset Coast. Numerous Woodcuts and Geological Map.

— **Petrifactions and their Teachings.** Handbook to the Organic Remains in the British Museum. Numerous Woodcuts. 6s.

— **Wonders of Geology; or, a Familiar Exposition of Geological Phenomena.** A coloured Geological Map of England, Plates, and 200 Woodcuts. 2 vols. 7s. 6d. each.

SCHOUW'S Earth, Plants, and Man. Popular Pictures of Nature. And Kebell's Sketches from the Mineral Kingdom. Trans. by A. Henfrey, F.R.S. Coloured Map of the Geography of Plants.

SMITH'S (Pye) Geology and Scripture; or, the Relation between the Scriptures and Geological Science. With Memoir.

STANLEY'S Classified Synopsis of the Principal Painters of the Dutch and Flemish Schools, including an Account of some of the early German Masters. By George Stanley.

STAUNTON'S Chess Works.— See page 21.

STOCKHARDT'S Experimental Chemistry. A Handbook for the Study of the Science by simple Experiments. Edit. by C. W. Heatou, F.C.S. Numerous Woodcuts.

URE'S (Dr. A.) Cotton Manufacture of Great Britain, systematically investigated; with an Introductory View of its Comparative State in Foreign Countries. Revised by P. L. Simmonds. 150 Illustrations. 2 vols.

— **Philosophy of Manufactures, or an Exposition of the Scientific, Moral, and Commercial Economy of the Factory System of Great Britain.** Revised by P. L. Simmonds. Numerous Figures. 800 pages. 7s. 6d.

ECONOMICS AND FINANCE.

GILBART'S History, Principles, and Practice of Banking. Revised to 1881 by A. S. Michie, of the Royal Bank of Scotland. Portrait of Gilbart. 2 vols. 10s. N. S.

REFERENCE LIBRARY.

30 Volumes at Various Prices. (9l. 5s. per set.)

- BLAIR'S Chronological Tables.** Comprehending the Chronology and History of the World, from the Earliest Times to the Russian Treaty of Peace, April 1856. By J. W. Rosse. 800 pages. 10s.
- **Index of Dates.** Comprehending the principal Facts in the Chronology and History of the World, from the Earliest to the Present, alphabetically arranged; being a complete Index to the foregoing. By J. W. Rosse. 2 vols. 5s. each.
- BOHN'S Dictionary of Quotations** from the English Poets. 4th and cheaper Edition. 6s.
- BOND'S Handy-book of Rules and Tables for Verifying Dates** with the Christian Era. 4th Edition.
- BUCHANAN'S Dictionary of Science and Technical Terms** used in Philosophy, Literature, Professions, Commerce, Arts, and Trades. By W. H. Buchanan, with Supplement. Edited by Jas. A. Smith. 6s.
- CHRONICLES OF THE TOMBS.** A Select Collection of Epitaphs, with Essay on Epitaphs and Observations on Sepulchral Antiquities. By T. J. Pettigrew, F.R.S., F.S.A. 5s.
- CLARK'S (Hugh) Introduction to Heraldry.** Revised by J. R. Planché. 5s. 950 Illustrations.
— *With the Illustrations coloured,* 15s.
- COINS, Manual of.**—See *Humphreys*.
- COOPER'S Biographical Dictionary.** Containing concise notices of upwards of 15,000 eminent persons of all ages and countries. 2 vols. 5s. each.
- DATES, Index of.**—See *Blair*.
- DICTIONARY of Obsolete and Provincial English.** Containing Words from English Writers previous to the 19th Century. By Thomas Wright, M.A., F.S.A., &c. 2 vols. 5s. each.
- EPIGRAMMATISTS (The).** A Selection from the Epigrammatic Literature of Ancient, Mediæval, and Modern Times. With Introduction, Notes, Observations, Illustrations, an Appendix on Works connected with Epigrammatic Literature, by Rev. H. Dodd, M.A. 6s.
- GAMES, Handbook of.** Comprising Treatises on above 40 Games of Chance, Skill, and Manua. Dexterity, including Whist, Billiards, &c. Edit. by Henry G. Bohn. Numerous Diagrams. 5s.
- HENFREY'S Guide to English Coins.** Revised Edition, by C. F. Keary, M.A., F.S.A. With an Historical Introduction. 6s.
- HUMPHREYS' Coin Collectors' Manual.** An Historical Account of the Progress of Coinage from the Earliest Time, by H. N. Humphreys. 140 Illustrations. 2 vols. 5s. each.
- LOWNDES' Bibliographer's Manual** of English Literature. Containing an Account of Rare and Curious Books published in or relating to Great Britain and Ireland, from the Invention of Printing, with Biographical Notices and Prices, by W. T. Lowndes. Parts I.-X. (A to Z), 3s. 6d. each. Part XI. (Appendix Vol.), 5s. Or the 11 parts in 4 vols., half morocco, 2l. 2s.
- MEDICINE, Handbook of Domestic,** Popularly Arranged. By Dr. H. Davies. 700 pages. 5s.
- NOTED NAMES OF FICTION.** Dictionary of. Including also Familiar Pseudonyms, Surnames bestowed on Eminent Men, &c. By W. A. Wheeler, M.A. 5s.
- POLITICAL CYCLOPEDIA.** A Dictionary of Political, Constitutional, Statistical, and Forensic Knowledge; forming a Work of Reference on subjects of Civil Administration, Political Economy, Finance, Commerce, Laws, and Social Relations. 4 vols. 3s. 6d. each.
- PROVERBS, Handbook of.** Containing an entire Republication of Ray's Collection, with Additions from Foreign Languages and Sayings, Sentences, Maxims, and Phrases. 5s.
- **A Polyglot of Foreign.** Comprising French, Italian, German, Dutch, Spanish, Portuguese, and Danish. With English Translations. 5s.
- SYNONYMS and ANTONYMS;** or, Kindred Words and their Opposites, Collected and Contrasted by Ven. C. J. Smith, M.A. 5s.
- WRIGHT (Th.)**—See *Dictionary*.

NOVELISTS' LIBRARY.

13 Volumes at 3s. 6d. each, excepting those marked otherwise. (2l. 8s. 6d. per set.)

BJÖRNSSON'S Arne and the Fisher Lassie. Translated from the Norse with an Introduction by W. H. Low, M.A.

BURNEY'S Evelina; or, a Young Lady's Entrance into the World. By F. Burney (Mme. D'Arblay). With Introduction and Notes by A. R. Ellis, Author of 'Sylvestra,' &c.

— **Cecilia.** With Introduction and Notes by A. R. Ellis. 2 vols.

DE STAËL. Corinne or Italy. By Madame de Staël. Translated by Emily Baldwin and Paulina Driver.

EBERS' Egyptian Princesses. Trans. by Emma Buchheim.

FIELDING'S Joseph Andrews and his Friend Mr. Abraham Adams. With Roscne's Biography. *Cruikshank's Illustrations.*

— **Amelia.** Roscoe's Edition, revised. *Cruikshank's Illustrations.* 5s.

— **History of Tom Jones, a Foundling.** Roscoe's Edition. *Cruikshank's Illustrations.* 2 vols.

GROSSI'S Marco Visconti. Trans. by A. F. D.

MANZONI. The Betrothed: being a Translation of 'I Promessi Sposi.' Numerous Woodcuts. 1 vol. 5s.

STOWE (Mrs. H. B.) Uncle Tom's Cabin; or, Life among the Lowly. 8 full-page Illustrations.

ARTISTS' LIBRARY.

9 Volumes at Various Prices. (2l. 8s. 6d. per set.)

BELL (Sir Charles). The Anatomy and Philosophy of Expression, as Connected with the Fine Arts. 5s.

DEMMIN. History of Arms and Armour from the Earliest Period. By Anguste Demmin. Trans. by C. C. Black, M.A., Assistant Keeper, S. K. Museum. 1900 Illustrations. 7s. 6d.

FAIRHOLT'S Costume in England. Third Edition. Enlarged and Revised by the Hon. H. A. Dillon, F.S.A. With more than 700 Engravings. 2 vols. 5s. each.

Vol. I. History. Vol. II. Glossary.

FLAXMAN. Lectures on Sculpture. With Three Addresses to the R.A. by Sir R. Westmacott, R.A., and Memoir of Flaxman. Portrait and 53 Plates. 6s. N.S.

HEATON'S Concise History of Painting. New Edition, revised by W. Cosmo Monkhouse. 5s.

LECTURES ON PAINTING by the Royal Academicians, Barry, Opie, Fuseli. With Introductory Essay and Notes by R. Wornum. Portrait of Fuseli.

LEONARDO DA VINCI'S Treatise on Painting. Trans. by J. F. Rigand, R.A. With a Life and an Account of his Works by J. W. Brown. Numerous Plates. 5s.

PLANCHÉ'S History of British Costume, from the Earliest Time to the 10th Century. By J. R. Planché. 400 Illustrations. 5s.

LIBRARY OF SPORTS AND GAMES.

7 Volumes at 5s. each. (1l. 15s. per set.)

BOHN'S Handbooks of Athletic Sports. In 4 vols. [*In the press.*]

Vol. I.—Cricket, by Hon. and Rev. E. Lyttelton; Lawn Tennis, by H. W. Wilberforce; Tennis and Rackets, by Julian Marshall; Golf, by W. T. Linskill; Cycling, by H. H. Griffin.

Vol. II.—Rowing and Sculling, by W. B. Woodgate; Sailing, by E. F. Knight; Swimming, by Martin Cobbett.

Vol. III.—Athletics, by H. H. Griffin; Rugby Football, by Harry Vassall; Association Football, by C. W. Alcock; Skating, by Douglas Adams; Lacrosse, by E. T. Sachs; Hockey, by F. S. Cresswell.

Vol. IV.—Boxing, by R. G. Allanson-Winn; Single Stick and Sword Exercise, by R. G. Allanson-Winn and C. Phillipps Wolley; Gymnastics, by A. F. Jenkin; Wrestling, by Walter Armstrong; Fencing, by H. A. Colmore Dunn.

BOHN'S Handbooks of Games. New Edition. 2 volumes.

Vol. I. TABLE GAMES. 5s.

Contents:—Billiards, with Pool, Pyramids, and Snooker, by Major-Gen. A. W. Drayson, F.R.A.S., with a preface by W. J. Peall—Bagatelle, by 'Berkeley'—Chess, by R. F. Green—Draughts, Backgammon, Dominoes, Solitaire, Reversi, Go Bang, Rouge et noir, Roulette, E.O., Hazard, Faro, by 'Berkeley.'

Vol. II. CARD GAMES. [*In the press.*]

Contents:—Whist, by Dr. William Pole, F.R.S., Author of 'The Philosophy of

Whist, etc.'—Solo Whist, Piquet, Ecarté, Euchre, Poker, Loo, Vingt-et-un, Napoleon, Newmarket, Rouge et Noir, Pope Joan, Speculation, etc. etc., by 'Berkeley.

CHESS CONGRESS of 1862. A collection of the games played. Edited by J. Löwenthal. New edition, 5s.

MORPHY'S Games of Chess, being the Matches and best Games played by the American Champion, with explanatory and analytical Notes by J. Löwenthal. With short Memoir and Portrait of Morphy.

STAUNTON'S Chess-Player's Handbook. A Popular and Scientific Introduction to the Game, with numerous Diagrams and Coloured Frontispiece.

— **Chess Praxis.** A Supplement to the Chess-player's Handbook. Containing the most important modern Improvements in the Openings; Code of Chess Laws; and a Selection of Morphy's Games. Annotated. 636 pages. Diagrams.

— **Chess-Player's Companion.** Comprising a Treatise on Odds, Collection of Match Games, including the French Match with M. St. Amant, and a Selection of Original Problems. Diagrams and Coloured Frontispiece.

— **Chess Tournament of 1851.** A Collection of Games played at this celebrated assemblage. With Introduction and Notes. Numerous Diagrams.

BOHN'S CHEAP SERIES.

Price 1s. each.

A Series of Complete Stories or Essays, mostly reprinted from Vols. in Bohn's Libraries, and neatly bound in stiff paper cover, with cut edges, suitable for Railway Reading.

- ASCHAM (Roger).** Scholemaster. By Professor Mayor.
- CARPENTER (Dr. W. B.).** Physiology of Temperance and Total Abstinence.
- EMERSON.** England and English Characteristics. Lectures on the Race, Ability, Manners, Truth, Character, Wealth, Religion. &c. &c.
- **Nature:** An Essay. To which are added Orations, Lectures, and Addresses.
- **Representative Men:** Seven Lectures on PLATO, SWEDENBORG, MONTAIGNE, SHAKESPEARE, NAPOLEON, and GOETHE.
- **Twenty Essays on Various Subjects.**
- **The Conduct of Life.**
- FRANKLIN (Benjamin).** Autobiography. Edited by J. Sparks.
- HAWTHORNE (Nathaniel).** Twice-told Tales. Two Vols. in One.
- **Snow Image,** and Other Tales.
- **Scarlet Letter.**
- **House with the Seven Gables.**
- **Transformation;** or the Marble Fawn. Two Parts.
- HAZLITT (W.).** Table-talk: Essays on Men and Manners. Three Parts.
- **Plain Speaker:** Opinions on Books, Men, and Things. Three Parts.
- **Lectures on the English Comic Writers.**
- **Lectures on the English Poets.**
- **Lectures on the Characters of Shakespeare's Plays.**
- **Lectures on the Literature of the Age of Elizabeth,** chiefly Dramatic.
- IRVING (Washington).** Lives of the Successors of Mohammed.
- **Life of Goldsmith.**
- **Sketch-book.**
- **Tales of a Traveller.**
- **Tour on the Prairies.**
- **Conquests of Granada and Spain.** Two Parts.
- **Life and Voyages of Columbus.** Two Parts.
- **Companions of Columbus:** Their Voyages and Discoveries.
- **Adventures of Captain Bonneville** in the Rocky Mountains and the Far West.
- **Knickerbocker's History of New York,** from the beginning of the World to the End of the Dutch Dynasty.
- **Tales of the Alhambra.**
- **Conquest of Florida** under Hernando de Soto.
- **Abbotsford & Newstead Abbey.**
- **Salmagundi;** or, The Whim-Whams and Opinions of LAUNCELOT LANGSTAFF, Esq.
- **Bracebridge Hall;** or, The Humourists.
- **Astoria;** or, Anecdotes of an Enterprise beyond the Rocky Mountains.
- **Wolfert's Roost,** and other Tales.
- LAMB (Charles).** Essays of Elia. With a Portrait.
- **Last Essays of Elia.**
- **Eliana.** With Biographical Sketch.
- MARRYAT (Captain).** Pirate and the Three Cutters. With a Memoir of the Author.

The only authorised Edition; no others published in England contain the Derivations and Etymological Notes of Dr. Mahn, who devoted several years to this portion of the Work.

WEBSTER'S DICTIONARY OF THE ENGLISH LANGUAGE.

Thoroughly revised and improved by CHAUNCEY A. GOODRICH, D.D., LL.D.,
and NOAH PORTER, D.D., of Yale College.

THE GUINEA DICTIONARY.

New Edition [1880], with a Supplement of upwards of 4600 New Words and Meanings.

1628 Pages. 3000 Illustrations.

The features of this volume, which render it perhaps the most useful Dictionary for general reference extant, as it is undoubtedly one of the cheapest books ever published, are as follows:—

1. COMPLETENESS.—It contains 114,000 words.
2. ACCURACY OF DEFINITION.
3. SCIENTIFIC AND TECHNICAL TERMS.
4. ETYMOLOGY.
5. THE ORTHOGRAPHY is based, as far as possible, on Fixed Principles.
6. PRONUNCIATION.
7. THE ILLUSTRATIVE CITATIONS.
8. THE SYNONYMS.
9. THE ILLUSTRATIONS, which exceed 3000.

Cloth, 21s. ; half-bound in calf, 30s. ; calf or half russia, 31s. 6d. ; russia, 2l.

With New Biographical Appendix, containing over 9700 Names.

THE COMPLETE DICTIONARY

Contains, in addition to the above matter, several valuable Literary Appendices, and 70 extra pages of Illustrations, grouped and classified.

1 vol. 1919 pages, cloth, 31s. 6d.

'Certainly the best practical English Dictionary extant.'—*Quarterly Review*, 1873.

Prospectuses, with Specimen Pages, sent post free on application.

* * * *To be obtained through all Booksellers.*

Bohn's Select Library of Standard Works.



Price 1s. in paper covers, and 1s. 6d. in cloth.

1. BACON'S ESSAYS. With Introduction and Notes.
2. LESSING'S LAOKOON. Beasley's Translation, revised, with Introduction, Notes, &c., by Edward Bell, M.A.
3. DANTE'S INFERNO. Translated, with Notes, by Rev. H. F. Cary.
4. GOETHE'S FAUST. Part I. Translated, with Introduction, by Anna Swanwick.
5. GOETHE'S BOYHOOD. Being Part I. of the Autobiography. Translated by J. Oxenford.
6. SCHILLER'S MARY STUART and THE MAID OF ORLEANS. Translated by J. Mellish and Anna Swanwick.
7. THE QUEEN'S ENGLISH. By the late Dean Alford.
8. LIFE AND LABOURS OF THE LATE THOMAS BRASSEY. By Sir A. Helps, K.C.B.
9. PLATO'S DIALOGUE'S: The Apology—Crito—Phaedo—Protagoras. With Introductions.
10. MOLIÈRE'S PLAYS: The Miser—Tartuffe—The Shopkeeper turned Gentleman. With brief Memoir.
11. GOETHE'S REINEKE FOX, in English Hexameters. By A. Rogers.
12. OLIVER GOLDSMITH'S PLAYS.
13. LESSING'S PLAYS: Nathan the Wise—Minna von Barnhelm.
14. PLAUTUS'S COMEDIES: Trinummus—Menaechmi—Aulularia—Captivi.
15. WATERLOO DAYS. By C. A. Eaton. With Preface and Notes by Edward Bell.
16. DEMOSTHENES—ON THE CROWN. Translated by C. Rani Kennedy.
17. THE VICAR OF WAKEFIELD.
18. OLIVER CROMWELL. By Dr. Reinhold Pauli.
19. THE PERFECT LIFE. By Dr. Channing. Edited by his nephew, Rev. W. H. Channing.
20. LADIES IN PARLIAMENT, HORACE AT ATHENS and other pieces, by Sir George Otto Trevelyan, Bart.
21. DEFOE'S THE PLAGUE IN LONDON.
22. IRVING'S LIFE OF MAHOMET.
23. HORACE'S ODES, by various hands. [Out of print.]
24. BURKE'S ESSAY ON 'THE SUBLIME AND BEAUTIFUL.' With Short Memoir.
25. HAUFF'S CARAVAN.
26. SHERIDAN'S PLAYS.
27. DANTE'S PURGATORIO. Translated by Cary.
28. HARVEY'S TREATISE ON THE CIRCULATION OF THE BLOOD.
29. CICERO'S FRIENDSHIP AND OLD AGE.

Others in preparation.

LONDON: GEORGE BELL AND SONS.

London: Printed by STRANGWAYS & SONS, Tower Street, Cambridge Circus, W.C.

