





HOW  
TO



BY RIDING  
A  
BICYCLE



# HOW TO RIDE A BICYCLE.

CONTAINING

Instructions for Beginners,

CHOICE OF A MACHINE,

HINTS ON TRAINING, Etc.

*By J. D. ...*  
*A. W. ...*  
A COMPLETE BOOK.

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# HOW TO RIDE A BICYCLE.

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## INTRODUCTION.

“WHAT makes him go sideways?” was the question addressed by Mr. Snodgrass to Mr. Winkle on his tall, bony steed, in the memorable journey of the immortal quartet to Dingley Dell, described in the “Pickwick Papers;” and as any one crossing a bicycle for the first time would feel something of Mr. W.’s awkwardness, and from exactly the same cause—want of skill in riding—I am about to give a few simple instructions for learners, with the view of enabling them to get some command of their iron (or *steel*) steed at an earlier period than they would be able to do by themselves, as I well remember my own experiences, and can heartily sympathize with their difficulties.

And as I had the principal share in the first introduction of the bicycle a few years ago, and have kept pace with its various stages of improvement up to the present time, it is easy for me to explain and illustrate the enormous difference between riding the early machines and those of the present day; and the contrast between them is really so marked that it is visible to the most ordinary observer. It is difficult to realize the fact that the low, clumsy affairs first introduced have developed into the light and graceful machines of the present day. But the simple fact is, that if

the present style of bicycle had been brought forward in the first instance, its form would actually have *hindered* and stood in the way of its own success, as it would have been impossible for any one to have *learned* upon it, and in consequence it is probable not one in a hundred of our present numerous riders would have been able to master it.

And although I must certainly plead guilty to being agreeably surprised at the wonderful improvement in the bicycle itself, I must claim to have always recognized its *capability*, and to have had a firm belief in the steady increase in the number of riders. And as it has now gone successfully through the various stages of being laughed at as a *toy*, and tolerated as an amusement, so I am firmly of opinion that it will eventually become generally useful as a means of *locomotion*.

And as we have various kinds of riding-horses for different purposes, from the roadster to the race-horse, so we have naturally machines of different construction, adapted to the use they are intended for. And here let me make a remark about bicycle *racing*. It is sometimes asked, what is the good of riding at full speed round and round a smooth and level cinder-path, when the true use is to travel along turnpike and other roads—good, bad, and indifferent? But as the race-horse is the highest development of that noble animal, so the racing bicycle is the best form of machine for *speed*, which is the primary object in each case; and, of



course, it is highly interesting to know the greatest distance that can be run in a given time. And we should no more think of habitually careering along a heavy turnpike road on a racing machine than on a veritable race-horse.

There is no necessity for me to go into a detailed account of the various stages of improvement which the bicycle has gone through, or to give an elaborate description of the first "hobby-horses," "tricycles," &c., &c., or a long and tedious narrative telling who enlarged the fore wheel and diminished the hind one, or to whom we are indebted for steel spider-wheels and india-rubber tires. This has been done at length by some writers, and any one who wishes can find out these particulars for himself. We have to do with the machine as it is now; and my object is to produce a small handy volume, which may be easily carried in the pocket, containing a few plain instructions for learners and as to the choice of a bicycle, a few hints on training—not special, but suitable for general adaptation—and a comprehensive road-book, as the true use of the machine is for traveling far and wide through the country.

And here I may remark that, whereas it was formerly looked upon as a great achievement to run 45 miles in a day, it is now thought nothing very extraordinary to go twice that distance.

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## LESSONS IN BICYCLE-RIDING.

IN learning to ride, it is advisable to have a competent teacher, who can not only show what is

wanted, but can also put the beginner in the way of doing it himself; but as many may be unable, from distance or other causes, to avail themselves of this kind of assistance, the following instructions are intended for those who are thus thrown upon their own resources. Of course, it is necessary to have recourse to a friendly arm, and there may be many cases in which *two* friends are desirous to learn the bicycle, and can give mutual help.

In the early illustrations, it will be seen that the bicycle is of this construction, that is, of moderate height and the most solid build, and altogether very different from its latest development, as shown in the later sketches, with its enormous driving-wheel and general lightness of make. These machines, with comparatively little difference in the height of the wheel, are best for beginners, as, being *low*, the getting on and off is easier and safer, and they are in every way adapted for the purpose; and it is only when tolerable command of this kind is acquired, that the modern large-wheeled bicycle may be adventured with fair prospect of success.

But even with these some discrimination is necessary. In choosing a machine on which to begin practicing, I strongly advise the learner to select one of the size suitable to his height, as, if it is too small, his knees will knock against the handles, and if too large, his legs will not be long enough fairly to reach the throw of the crank. I know it is not uncommon to begin with a boy's machine, and on an inclined plane; but the benefit

of these is very doubtful, unless you are totally without help, and have no one to lend you a helping hand.

The best guide in measuring oneself for a bicycle to learn on is, I consider, to stand by its side and see that the saddle is in a line with the hips. The point of the saddle should be about six inches from the upright which supports the handles; for if the saddle is placed too far back, you decrease your power over the driving-wheel, especially in ascending a hill.

When you have secured a good velocipede, well suited to your size, you will find it useful to practice wheeling it slowly along while holding the handles. While thus leading it about, of course you will soon perceive the fact that the first desideratum is to keep the machine perfectly upright, which is done by turning the handles to the right or left when there is any inclination to deviate from the perpendicular. If inclining to the right, turn the wheel *in the same direction*, and *vice versa*, as it is only the rapidly advancing motion that keeps it upright, on the principle of the boy's hoop (so often quoted), which, the faster it rolls, the better it keeps its perpendicular, and which, when losing its momentum, begins to oscillate, and finally must fall on one side or the other.

Now for the—

#### FIRST LESSON.

Having become accustomed to the motion of the machine, and well studied its mode of traveling, the next thing is to get the assistant to hold it

steady while you get astride, and then let him slowly wheel it along.

Do not attempt at first to put your feet on the treadles, but let them hang down, and simply sit quiet on the saddle, and take hold of the handles, while the assistant moves you slowly along, with one hand on your arm and the other on the end of the spring, as in Fig. 1.

*Fig. 1.*



*How to Commence Practice.*

It is hardly necessary to say that the best place to learn is a large room or gallery, with smooth boarded floor or flag-stone pavement.

Now, directly you are in motion you will feel quite

helpless, and experience a sensation of being run away with, and it will seem as if the machine were trying to throw you off; but all you have to do is to keep the front wheel straight with the back wheel by means of the handles, and the assistant will keep you up and wheel you about for a quarter of an hour or so, taking rest at intervals. When you want to turn, move the handle so as to turn the front wheel in the direction required, but avoid turning too quickly, or you will fall off the reverse way.

Observe that in keeping your balance, all is done by the hands guiding the front wheel. Do not attempt to sway your body, and so preserve your balance, but sit upright, and if you feel yourself falling to the left, turn the wheel to the *left*; that is to say, guide the machine in the direction in which you are falling, and it will bring you up again, but this must be done the *same moment* you feel any inclination from the perpendicular. Do not be violent and turn the wheel too much, or you will overdo it, and cause it to fall the other way.

Practice guiding the machine in this way until you feel yourself able to be left to yourself for a short distance, and then let the assistant give you a push, and leaving his hold, let you run by yourself for a few yards before you incline to fall. Should you feel that you are losing your balance, stretch out the foot on the side on which you incline, so that you may pitch upon it, and thus arrest your fall.

## SECOND LESSON.

Having pretty well mastered the balancing and keeping the machine straight, you may now take a further step, and venture to place your feet on the treadles (as in Fig. 2), and you will now find

*Fig. 2.*



*Lacing your Feet on the Treadles.*

the novel movement of the legs up and down liable to distract your attention from the steering or balancing; but after a few turns you will get familiarized with the motion, and find this difficulty disappear; and it will seem within the bounds of possibility that you may some time or other begin to travel without assistance.

Of course in this and in the former lesson some will take to it more quickly than others, and the duration of the lessons must depend on the learner himself, and the amount of mechanical aptitude which he may be gifted with. Some I have known to take six times as much teaching as others; and I have had the honor of teaching many, and among them some who bear eminent names, bankers, literary men, etc., etc.

### THIRD LESSON.

Now, having in the first lesson ridden with the feet hanging down, and in the second with them on the treadles, in the third lesson you should be able to go along for a short distance, working the treadles in the usual way.

Of course, when I speak of the *first* and *second* lessons, I do not mean that after practicing each of them *once* you will be able, of necessity, to ride at the *third* attempt, although I have taught some who seemed to take to it all at once; but that these are the progressive steps in learning to ride, and you must practice each of them until tolerably proficient.

When you are sufficiently familiar with the working of the treadles while held by the assistant, it depends entirely on yourself, and the amount of confidence you may possess, to determine the time at which he may let go his hold of you, and you may begin to go alone; but of course for some time it will be advisable for him to walk by your side, to catch you in case of falling. When you have arrived at this stage, you only require

practice to make a good rider, and the amount of practice taken is generally a guide to the amount of skill gained.

#### TO GET ON AND OFF.

Having now learnt to ride the velocipede without assistance, we will now proceed to getting on and off in a respectable manner, in case you have not a step, which all modern machines are now provided with. The proper way is to vault on and off, which is the easiest way of all, *when you can do it*, but it certainly requires a little courage and skill.

At first, it may be from want of confidence in yourself, you will jump *at* the machine and knock it over, both you and it coming down. But what is required to be done is, to stand on the *left*-hand side of the bicycle, and throw your *right* leg over the saddle. Stand close to the machine, holding the handles firmly; then run a few steps with it to get a sufficient momentum, and then, leaning your body well over the handles, and throwing as much of your weight as you can upon them, with a slight jump throw your right leg over the saddle.

This may sound formidable, but it is in reality no more than most equestrians do every time they mount, as the height of the bicycle to be cleared is little more than that of the horse's back when the foot is in the stirrup, only the horse is supposed to stand quiet, and therefore you can jump with a kind of swing.

You must be very careful that while running by the side you keep the machine perfectly upright,



particularly at the moment of jumping. Perhaps at first you will vault on, forgetting to keep the machine quite perpendicular, and as an inevitable consequence you will come to the ground again; either on your own side, or, what is worse, you may go right over it, and fall with it on the top of you on the *other* side.

Of course it is far better to have an assistant with you at your first attempt at vaulting, and it is good practice to let him hold the machine steady while you vault on and off as many times as you can manage. You must not forget to put all the weight you can on the handles, and although at first this seems difficult, it is comparatively easy when the knack is acquired.

You will not attempt any vaulting until you can manage the machine pretty well when you are on, up to which time the assistant should help you on and set you straight.

To get on with the help of the *treadle* is a very neat and useful method, but requires considerably more practice than vaulting.

Stand, as in Fig. 3, with the left foot on the treadle, and taking a slight spring or "beat" from the ground with the right foot, give the machine a good send forward, of course following it yourself, and with the rise bring the right foot over to the saddle. The secret of this movement is that you put as little weight as you can on the treadle, merely following the movement, which has a tendency to lift you, and keep the greater part of your weight on the *handles*.

You may mount the bicycle in another way, and that is by running by its side, and watching the time when one of the treadles is at its lowest (as in Fig. 3); then place your foot upon it, and as it

*Fig. 3.*



*How to Get on by the Treadle.*

comes up, the momentum thus gained will be sufficient to lift you quite over on to the saddle. In this movement also, as in most others, it is much better to have assistance at first.

To vault off, you have merely to reverse all the movements just described.

Another capital way of alighting from the machine while in motion (Fig. 4), is to throw the right leg over the handles. You hold the left handle firmly, and raise your right leg over and into

the center of the handles, previously raising your right hand to allow the leg to pass under. Then lifting your *left* hand (as in Fig. 4), for the same

*Fig. 4.*



*How to Alight.*

purpose, you will be able to bring your leg over into a side-sitting posture, and drop on to the ground with the same movement.

But at this time pay strict attention to the *steering*, and take care never to let go one hand until you have a firm hold with the other, or you and the whole affair may come to extreme grief.

This I consider one of the easiest methods of getting off, although it looks so difficult.

## TO RIDE SIDE-SADDLE.

Riding in a side-sitting position is very simple, but you must first learn the foregoing exercises. First vault on in the usual way, and work up to a moderate speed, then throw the right leg over the handles as in the act of getting off, but still retain your seat, and continue working with the left leg

*Fig. 5.**To Ride Side-Saddle.*

only. Now from this position (Fig 5) you may practice passing the right leg back again into its original position when sitting across the saddle in the usual way.

## TO REST THE LEGS.

Fig. 6 shows a very useful position when taking

long journeys, as it rests the legs, and also, as sometimes you do not require to work the treadle

*Fig. 6.*



*To Rest The Legs.*

descending an incline, the weight of the machine and yourself being sufficient to continue the desired momentum.

In this position the *break* is generally used; but when putting it on mind you do not turn the handles with *both* hands at once, but turn with one first and then with the other; as, if the spring should be strong, and you attempt to use both hands in turning it, as a matter of course when you let go to take fresh hold the handles will fly *back*, to your great annoyance.

## TO RIDE WITHOUT USING THE HANDS.

This is a very pretty and effective performance, but of course it is rather difficult, and requires much practice before attempting it, as the *steering* must be done with the feet alone, the arms being generally folded, as in Fig. 7.

*Fig. 7.*



*Riding Without Using The Hands.*

To accomplish this feat, you must keep your feet firmly *on* the treadles in the upward as well as the downward movement, taking care not to take them off at all, as you will thereby keep entire command of them, which is absolutely necessary, as in fact

they are doing *double* work, both propelling and also steering the machine. You will, as you become expert in this feat, acquire a kind of *clinging* hold of the treadles, which you will find very useful indeed in ascending a hill when you take to outdoor traveling. Fancy riding of this kind must only be attempted on good surfaces.

Description will not assist you much here, but when you attempt it you will soon find out that when riding without using the hands every stroke of the foot, either right or left, must be of the same force, as, if you press heavier on one treadle than on the other, the machine will have a tendency to go in that direction; and thus you must be on the watch to counteract it by a little extra pressure on the other treadle, without giving enough to turn the machine in the reverse direction.

This is all a matter of nice judgment, but when you can do it a very good effect is produced, giving spectators the idea of your complete mastery of the bicycle.

But remember that you must be always ready to seize the handles and resume command if any interruption to your progress presents itself.

#### TO RIDE WITHOUT USING LEGS OR HANDS.

As you can now ride without using the hands, let us now proceed to try a performance which, at first sight, will perhaps seem almost impossible, but which is really not much more difficult than going without hands. This is to get the velocipede up to *full* speed, and then lift your feet off the

treadles and place them on each side of the rest (Fig. 8), and when your legs are up in this way, you will find that you can let go the handles and

*Fig. 8.*



*Riding Without Using Legs or Hands.*

fold your arms, and thus actually ride without using legs or hands.

In progressing thus, the simple fact is that you overcome gravity by motion, and the machine cannot fall until the momentum is lost (*vide* boy's hoop as before).

This should only be attempted by an expert rider, who can get up a speed of twelve to fourteen miles per hour, and on a very good surface



and with a good run; and, in fact, from this position you may lean back, and lay flat down, your body resting on and along the spring.

#### AT REST.

We are now come to the last and best, or, I may say, the most useful feat of all, and this is to stop the bicycle and sit quite still upon it.

The best way to commence practicing this is to run into a position where you can hold by a railing or a wall, or perhaps the assistant will stand with his shoulder ready for you to take hold of.

Now gradually slacken speed, and when coming nearly to a stand-still, turn the front wheel until it makes an angle of 45 deg. with the back wheel, and try all you know to sit perfectly still and upright, as in Fig. 9.

Of course this is a question of balancing, and you will soon find the knack of it. When the machine inclines to the left, slightly press the left treadle, and if it evinces a tendency to lean to the right, press the right treadle; and so on, until, sooner or later, you achieve a correct equilibrium, when you may take out your pocket-book and read or even write letters, &c., without difficulty.

Now, I do not think that there is anything further to be said as to learning to ride the bicycle, and can only express a hope that if you follow the advice and instruction I have been able to give, you will become an expert rider and be able to begin practicing on the "Modern Bicycle."

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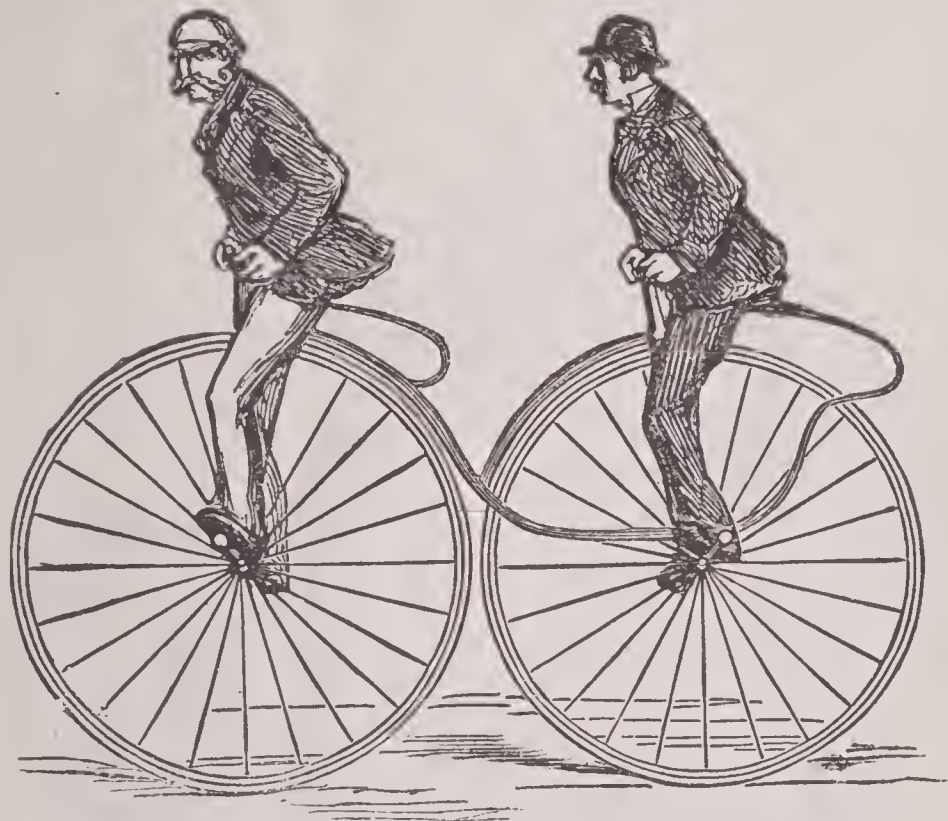
*Fig. 9.**At Rest.*

### THE DUPLEX BICYCLE.

I BELIEVE the idea of two men riding on one machine is not novel, but in the drawing before the reader the novelty that is claimed lies in the connecting-iron, by means of which the two front wheels of two ordinary bicycles of the same make may be coupled together, and so formed into the duplex. Thus the expense attending the manufacture of an entirely new machine is avoided, and the purchase of the duplex connecting-iron complete, and one spring alone, is necessary to complete the machine.

The Duplex is fitted with two brakes, both acting on the rear wheel, and one worked by each

*Fig. 10.*



handle; two steps, and a leather splasher over the rear wheel to prevent splashing the man riding in front.

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### CHOICE OF A MACHINE.

Fig. 11 and 12 represent two of the best bicycles—a roadster and a racer.

In choosing a bicycle, of course the first thing to be considered is the height of wheel, which greatly depends on the length of limb of the rider; as, of course, although two men may be of equal height, one may have a longer leg than the other. A good guide is to sit on the seat and let the toe

touch the lower treadle without quite straightening the leg, as of course command must never be lost. For a rider of average height, say 5 feet 8

*Fig. 11.*

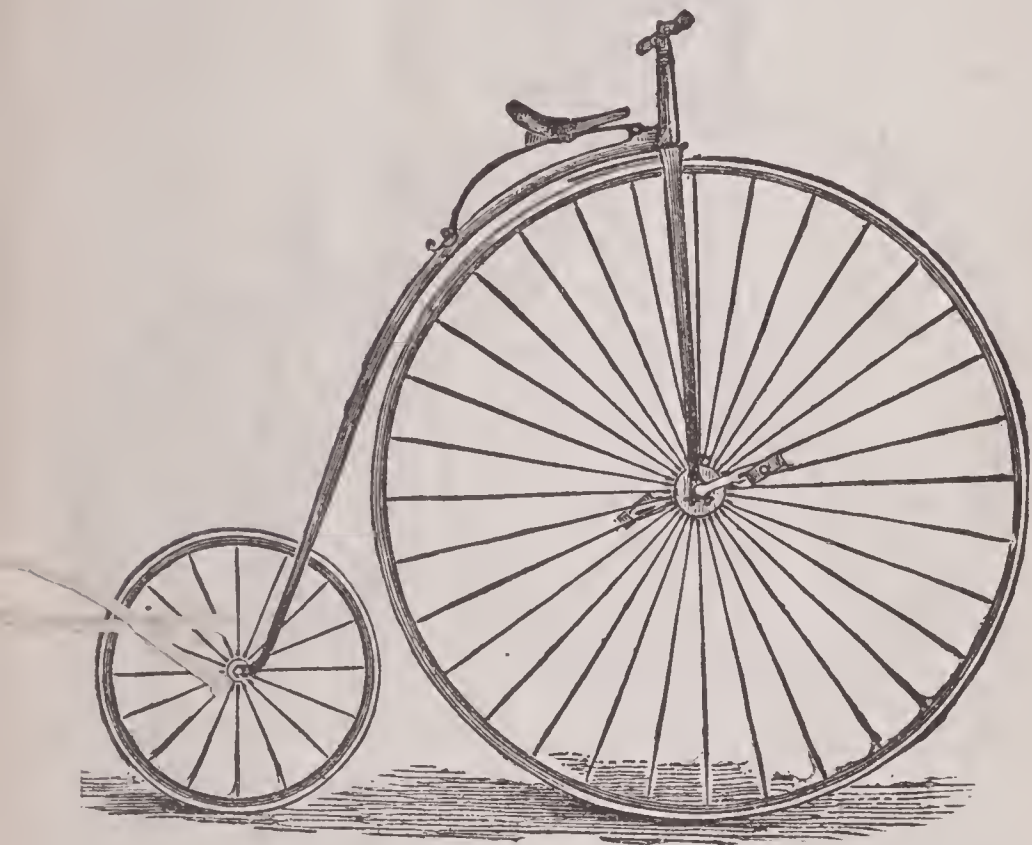


inches, a machine of 52 to 54 inches I should consider suitable. But of course any well-known and reliable maker will furnish you with a machine to suit you.

Having selected your "Modern Bicycle," the first thing you want to accomplish is to be able to mount and dismount. Of course, the saddle being nearly as high as your shoulder, it is impossible to vault on, as with the old "practicer." It is therefore necessary to provide a "step," which, in all modern machines, is fitted on the backbone, or connecting-iron, just above the hinder

fork on the left side, at a convenient height. It consists of a small round plate, jagged, to afford a firm grip for the toe when placed upon it.

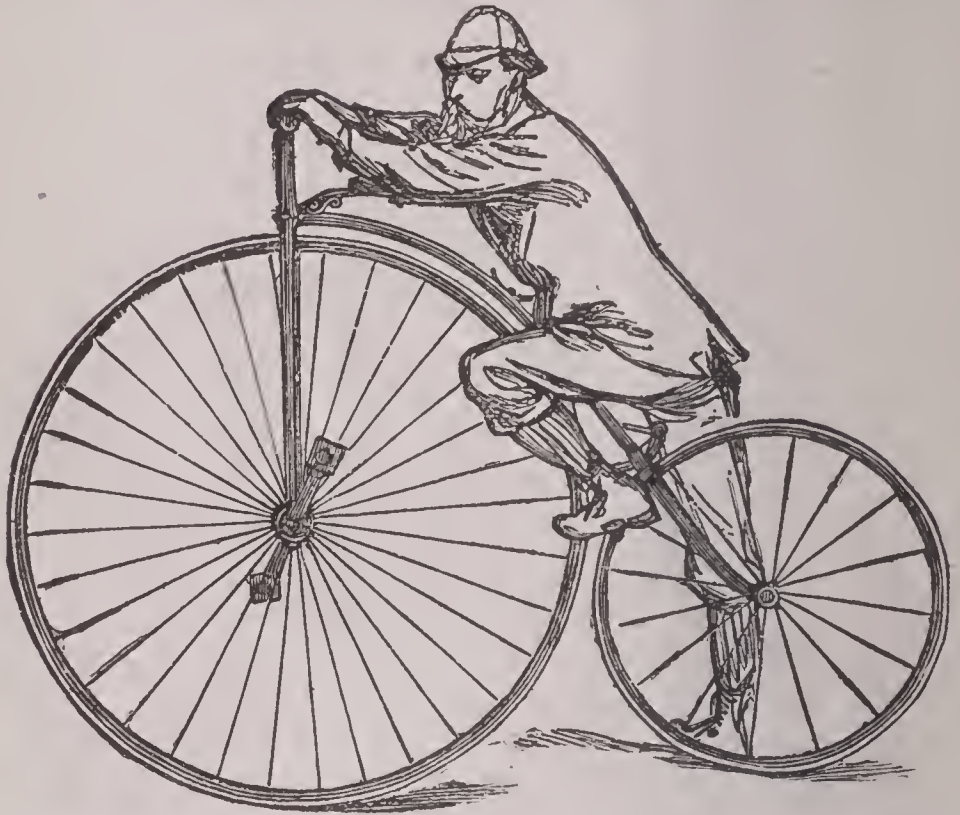
*Fig. - 12.*



There are two ways of mounting. One is to start the machine and to run by the left side, and put the left toe upon the step while in motion, throwing the right leg over on to the seat; the other is to stand at the back of the machine, standing on the right leg, with the left toe on the step (as in Fig. 13), and, gently starting, hop with the right leg until you have gained a sufficient impetus to raise yourself on the step, and throw your right leg across the seat.

The first is the best plan, as you can run with greater speed, and mount; in fact, the quicker you

*Fig. 13.*



go, the easier to get on. In many cases it is the only practicable plan, as, for instance, on remounting on a slight ascent, where it would be most difficult to get up sufficient speed by the hopping plan, which, moreover, does not present a very graceful appearance.

Now, in the second way of getting on by the step, as in Fig. 14, you hold the handle with the left hand to guide the machine, placing the other on the seat. You can now run it along easily. Your object in having one hand on the seat is, that if both hands are on the handles, you are overreached, and it is difficult to keep your

balance. Now take a few running steps, and when the right foot is on the ground give a hop with *that* foot, and at the same time place the left

*Fig. 14.*



foot on the step, throwing your right leg over on to the seat. Now, the *hop* is the principal thing to be done, as if, when running beside the bicycle at a good speed, you were merely to place the left foot on the step without giving a good hop with the other, the right leg would be left behind, and you would be merely what is called "doing the splits."

You will see at once that as the machine is trav-

eling at good speed, you have no *time* to raise one foot after the other (as in walking up-stairs), as when you lift up your foot, you are, as it were, "in the air," and nothing but a good long running hop will give time to adjust your toe on the step as it is moving. This is, of course, difficult to describe, and, I need not say, requires a certain amount of strength and agility, without which no one can expect to become an expert rider.

But, in the high racing machines, no one would think of trying to mount without the assistance of a friendly arm, and a stand or stool of suitable height.

Having now mounted the high machine (Fig. 15), you will find that the reach of the leg, and the position altogether, is very different from the seat on the "bone-shaker;" but when you get some command, you will find the easy gliding motion much pleasanter, as well as faster. You are now seated much higher, in fact, almost on the top of the wheel; and, instead of using the ball of the foot, you must use your toe; and when the treadle is at the bottom of the throw of the crank, your leg will be almost at its fullest extent and nearly straight.

Now you must pay a little attention to the process of alighting.

In getting off by the step all you have to do is to reach back your left foot until you feel the step, and, resting upon the handles, raise yourself up, and throw the right leg over the seat on to the ground.



But I consider getting off by the treadle much the preferable way when you can manage it; but

*Fig. 15.*



you must be very careful when first trying not to attempt it until the machine is perfectly at rest. Get some one to hold you up, the bicycle being stationary, and practice getting off in the following manner: First, see that the left-hand crank is at the bottom, and with your left foot on that treadle practice swinging your right leg backwards and forwards, in order to get used to the movement. Now while in position, as in Fig. 16,

throw your right leg with a swing backwards, resting as much as you can of your weight upon the

*Fig. 16.*



handles, and raise yourself with your right foot into position as in Fig. 17, continuing your swinging movement until you are off the seat and on the ground.

When you are well able to get off in this way, with the bicycle at rest, you may attempt it when slackening speed to stop. As it is, of course, easier to get off the slower you are going, you must come almost to a stand-still, just keeping way enough to prevent the machine falling over, as, if you attempt it when going at all quickly, you will

have to run by its side after you are off, which is a difficult feat for any but a skillful rider.

The great advantage of getting off in this way is

*Fig. 17.*



that, with practice, you can choose your own time, which is very useful when an obstacle suddenly presents itself, as in turning a corner; and in getting off the other way you are liable to lose time in feeling for the step.

There are different styles of riding, and of course at first you are glad to be able to get along in any way you can; but when you come to have any command over your machine, and have

time to think about *style*, you cannot do better than take for your model some leading bicyclist whose upright and graceful seat gives such an impression of quiet power. Very different is the appearance presented by some well-known riders, who, although going at really good speed, present a painful appearance, hanging forwards over the handles as if about to topple over, and favoring the beholders with such a variety of facial contortions.

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### HINTS ON TRAINING.

It is very difficult to give any rules that will apply to all, as constitutions differ so widely; but the simple rules of regular diet, rest and exercise, will apply to every one, whether they are going, as the saying is, "to race for a man's life," or merely trying to get themselves into the best frame of body to endure moderate exertion. The daily use of the cold bath, or tepid, if necessary, cannot be too strongly insisted upon; and also early rising and going to rest; and the avoidance of all rich viands, such as pork, veal, duck, salmon, pastry, &c., &c. Beef, mutton, fowls, soles, and fish of a similar kind, should form the principal diet. The severity of the rules of professional training has been much relaxed of late years, and many things, such as vegetables, stimulants in great moderation, &c., are now allowed, which before were rigidly excluded.

In training for any special effort, of course it is

necessary to have professional assistance; but with moderate attention to diet and regimen, any one may soon get himself into good condition, and particularly if he becomes an habitual bicycle-rider.

As there may be some of our readers who are inclined to obesity, which will materially interfere with their success in learning to ride, I give an extract from Banting's little work, attention to which will be found of great benefit in reducing fat; bearing in mind that they must be followed intelligently, and only as far as the strength will safely allow.

“The items from which I was advised to abstain as much as possible were: Bread, butter, milk, sugar, beer, and potatoes, which had been the main (and, I thought, innocent) elements of my subsistence, or at all events they had for many years been adopted freely.

“These, said my excellent adviser, contain starch and saccharine matter, tending to create fat, and should be avoided altogether. At the first blush, it seemed to me that I had little left to live upon, but my kind friend soon showed me there was ample. I was only too happy to give the plan a fair trial, and, within a very few days, found immense benefit from it. It may better elucidate the dietary plan if I describe generally what I have sanction to take, and that man must be an extraordinary person who would desire a better table:

“For breakfast, at 9 a. m., I take five to six

ounces of either beef, mutton, kidneys, broiled fish, bacon, or cold meat of any kind except pork or veal; a large cup of tea or coffee (without milk or sugar), a little biscuit, or one ounce of dry toast; making together six ounces solid, nine liquid.

“For dinner, at 2 p. m., five or six ounces of any fish, except salmon, herrings, or eels, any meat except pork or veal, any vegetable except potato, parsnip, beetroot, turnip, or carrot, one ounce of dry toast, fruit out of a pudding not sweetened, any kind of poultry or game, and two or three glasses of good claret, sherry, or Madeira; Champagne, port, and beer forbidden; making together ten to twelve ounces solid, and ten liquid.

“For tea, at 6 p. m., two or three ounces of cooked fruit, a rusk or two, and a cup of tea without milk or sugar; making two to four ounces solid, nine liquid.

“For supper, at 9 p. m., three or four ounces of meat or fish, similar to dinner, with a glass or two of claret or sherry and water; making four ounces solid and seven liquid.

“For nightcap, if required, a tumbler of grog—(gin, whisky, or brandy without sugar)—or a glass or two of claret or sherry.

“This plan leads to an excellent night’s rest, with from six to eight hours’ sound sleep.

“With the dry toast or rusk at breakfast and tea, I generally take a table-spoonful of spirit to soften it, which may prove acceptable to others. Perhaps I do not wholly escape starchy or sac-

charine matter, but scrupulously avoid milk, sugar, beer, butter, &c., which are known to contain them."



## HOW TO PLAY BASE BALL.



The following Laws and Regulations of the Game of Base Ball are substantially those recognized by Base Ball associations and clubs generally:

### THE LAWS OF BASE BALL.

1. *Sec. I.* The ball must weigh not less than five nor more than five and a quarter ounces; it must measure not less than nine nor more than nine and one-quarter inches in circumference; it must be composed of woolen yarn, and of two horse-hide covers, inside and outside, with yarn between said covers; it shall contain one ounce of round molded rubber vulcanized; and a ball made according to the above specifications must be stamped as to weight and size.

*Sec. II.* In all games, the ball or balls played with shall be furnished by the home club, and shall become the property of the winning club.

*Sec. III.* The bat must be round or four-sided, and must not exceed two and one-half inches in diameter in the widest part. It must be made wholly of wood, and shall not exceed forty-two inches in length.

*Sec. IV.* The bases must be four in number, and they must be placed and securely fastened upon

each corner of a square, the sides of which are respectively thirty yards. The bases must be so constructed and placed as to be distinctly seen by the umpire. The first, second and third bases must cover a space equal to fifteen inches square, and the home base one square foot of surface. The first, second, and third bases shall be canvas bags, painted white, and filled with some soft material. The home base shall be of white marble or stone, so fixed in the ground as to be even with the surface, and wholly within the diamond. One corner of said base shall face the pitcher's position, and two sides shall form part of the foul lines.

*Sec. V.* The base from which the ball is struck shall be designated the home base, and must be directly opposite the second base. The first base must always be that upon the right hand, and the third base that upon the left-hand side of the striker when occupying his position at the home base. In all match games, lines connecting the home and first bases, and the home and third bases, and also the lines of the striker's and pitcher's positions shall be marked by the use of chalk or other suitable material, so as to be distinctly seen by the umpire. The line of the home base shall extend four feet on each side of the base, and shall be drawn through its center and parallel with a line extending from first to third base. The foul lines from first and third bases to home base shall be continued as straight lines to the limits of the field, beyond and back of said home base. The triangular space thus laid off behind the home



base shall be for the exclusive use of the catcher, umpire, and batsman, and no player on the side at bat (except the batsman) shall be permitted to occupy any portion of such triangular space. Two lines marked in the same way as the foul lines, and parallel with said foul lines, shall be drawn, one fifteen feet and the other fifty feet distant from them, and terminating at the lines bounding the triangular space aforesaid.

2. *Sec. I.* The game shall consist of nine innings to each side, and nine men shall constitute a full side. Should the score be a tie at the end of nine innings, play shall be continued until a majority of runs for one side, upon an equal number of innings, shall be declared, when the game shall end. All innings shall be concluded when the third hand is put out.

*Sec. II.* The home club shall first take the bat; the fielders of each club shall take any position in the field their captain may assign them, with the exception of pitcher, who must deliver the ball from his appointed position.

*Sec. III.* No player taking part in the game shall be replaced by another after the commencement of the second inning, except for reason of illness or injury.

*Sec. IV.* No game shall be considered as played unless five innings on each side shall be completed. Should darkness or rain intervene before the third hand is put out in the closing part of the fifth inning of a game, the umpire shall declare, "No Game."

*Sec. V.* Should rain commence to fall during the progress of a match game, the umpire must note the time it began, and should it continue for five minutes, he shall, at the request of either captain, suspend play. Should the rain continue to fall for thirty minutes, after the play has been suspended, the game shall terminate.

*Sec. VI.* When the umpire calls "play," the game must at once be proceeded with. Should either party fail to take their appointed positions in the game, or to commence play as requested, the umpire shall, at the expiration of five minutes, declare the game forfeited by the nine that refuses to play. When the umpire calls "time," play shall be suspended until he calls "play" again, and during the interim no player shall be put out, base be run or run be scored. The umpire shall suspend play only for illness or an accident or injury to himself or a player, or on account of rain or lost ball.

*Sec. VII.* The umpire in any match game shall, in case of rain or darkness, determine when play shall be suspended, and if the game cannot be fairly concluded it shall be decided by the score of the last even innings played, unless one nine shall have completed their innings, and the other nine shall have equaled or exceeded the score of their opponents in their incompleted innings, in which case the game shall be decided by the total score obtained, which score shall be recorded as the score of the game.

*Sec. VIII.* When the side last at the bat in the

ninth or any subsequent innings shall score the winning run the game shall terminate.

*Sec. IX.* When the umpire calls "game," it shall end; but when he merely suspends play for any stated period, it may be resumed at the point at which it was suspended, provided such suspension does not extend beyond the day of the match.

3. *Sec. I.* Any player, manager, or umpire, who shall in any way be interested in any bet or wager on any game, or who shall purchase, or have purchased for him, in any game in which he takes part, any pool or chance sold or given away, shall be expelled.

*Sec. II.* Any player who shall conspire with any person whatever against the interests of his club, or by any conduct manifest a disposition to obstruct the management of his club, may be expelled by his club.

4. *Sec. I.* The pitcher's position shall be within a space of ground four feet wide by six feet long, the front or four-foot line of which shall be distant forty-five feet from the center of the home base, and the center of the square shall be equidistant from the first and the third bases—each corner of the square shall be marked by a flat iron plate or stone six inches square—fixed in the ground even with the surface.

*Sec. II.* The player who delivers the ball to the bat must do so while wholly within the lines of pitcher's position, he must remain within them until the ball has left his hand, and he shall not make any motion to deliver the ball to the bat.

while any part of his person is outside the lines of the pitcher's position. The ball must be delivered to the bat with the arm swinging nearly perpendicular, at the side of the body, and the hand in swinging forward must pass below the hip. The pitcher when taking his position to deliver the ball must face the batsman, and shall not, while delivering the ball, turn his back to the striker.

*Sec. III.* Should the pitcher deliver the ball by an overhand throw, "foul balk" shall be declared. Any outward swing of the arm, or any other swing save that of the perpendicular movement referred to in section II. of this rule, shall be considered an overhand throw.

*Sec. IV.* When a "foul balk" is called, the umpire shall warn the pitcher of the penalty incurred by such unfair delivery, and should such delivery be continued until *three foul balks* have been called in one inning, or six in the entire game, the umpire shall declare the game forfeited.

*Sec. V.* Should the pitcher make any motion to deliver the ball to the bat and fail so to deliver it—except the ball be accidentally dropped—or should he unnecessarily delay the game by not delivering the ball to the bat, or should he, when in the act of delivering the ball, overstep the bounds of his position, the umpire shall call a "balk," and players occupying the bases shall take one base each.

*Sec. VI.* Every ball fairly delivered and sent in to the bat over the home base and at the height called for by the batsman, shall be considered a good ball.

*Sec. VII.* All balls delivered to the bat which are not sent in over the home base, and at the height called for by the batsman, shall be considered unfair balls, and every ball so delivered must be called; when eight balls have been called the striker shall take first base, and all players who are thereby forced to leave a base shall take one base. Neither a "ball" nor a strike shall be called until the ball has passed the home base.

*Sec. VIII.* All balls delivered to the bat which shall touch the striker's bat without being struck at, or his (the batsman's) person, while standing in his position, or which shall hit the person of the umpire, unless they be passed balls, shall be considered dead balls, and shall be so called by the umpire; and no players shall be put out, base be run, or run be scored, on any such ball. But if a dead ball be also an unfair ball, it shall be counted as one of the eight unfair balls, which shall entitle a striker to a base if the umpire shall be satisfied that the pitcher in delivering the ball shall have so delivered it as to have intentionally caused the same to strike the batter. The umpire shall fine the pitcher therefor in a sum not less than ten dollars nor more than fifty dollars.

5. *Sec. I.* The batsman's or striker's position shall be within a space of ground located on either side of the home base, six feet by three wide, extending three feet in front and three feet behind the line of the home base, and with its nearest line distant about one foot from the home base.

*Sec. II.* The batsmen must take their positions

in the order in which they are directed by the captain of their club, and after each player has had one time at the bat, the striking order thus established shall not be changed during the game. After the first inning, the first striker in each inning shall be the batsman whose name follows that of the last man who has completed his turn (time) at the bat in the preceding inning.

*Sec. III.* Any batsman failing to take his position at the bat in his order of striking—unless by reason of illness or injury, or by consent of the captains of the contesting nines—shall be declared out, unless the error be discovered before a fair ball has been struck, or the striker been put out.

*Sec. IV.* Any batsman failing to take his position at the bat within *one minute* after the umpire has called for the striker, shall be declared out.

*Sec. V.* The batsman on taking his position must call for either a *high ball* a *low ball*, or a *fair ball*, and the umpire shall notify the pitcher to deliver the ball as required. Such call shall not be changed after the first ball delivered.

*Sec. VI.* A *high ball* shall be one sent in above the belt of the batsman, but not higher than his shoulder. A *low ball* shall be one sent in at the height of the belt, or between that height and the knee, but not higher than his belt. A *fair ball* shall be one between the range of shoulder-high and the knee of the striker. All the above must be over the home base, and, when fairly delivered, shall be considered fair balls to the bat.

*Sec. VII.* Should the batsman fail to strike at the ball, the umpire shall call "one strike," and "two strikes," should he again fail. When two strikes have been called, should the batsman not strike at the next "good ball," the umpire shall warn him by calling "good ball." But should he strike at and fail to hit the ball, or should he fail to strike at or hit the next good ball, "three strikes" must be called, and the batsman must run towards first base, as in the case of hitting a fair ball.

*Sec. VIII.* The batsman, when in the act of striking at the ball, must stand wholly within the lines of his position.

*Sec. IX.* Should the batsman step outside the lines of his position, when he strikes at the ball, the umpire shall call, "Foul Strike and Out," and the base-runners shall return to the bases they occupied when the ball was struck at or hit.

*Sec. X.* The foul lines shall be unlimited in the length and shall run from the right and left hand corners of the home base, through the center of the first and third bases, to the foul posts, which shall be located at the boundary of the field and within the range of home and first base, and home and third base. Said lines shall be marked, and on the inside, from base to base, with chalk, or some other white substance, so as to be plainly seen by the umpire.

*Sec. XI.* If the ball, from a fair stroke of the bat, first touches the ground, the person of a player, or any other object, either in front of or on the

foul ball lines, or the first or third base, it shall be considered fair; if the ball, from a fair stroke of the bat, first touches the ground, the person of a player, or any other object behind the foul ball lines, it shall be declared foul and not in play until settled in the hands of the pitcher; and the batsman shall not be declared out.

*Sec. XII.* When the batsman has fairly struck a fair ball he shall vacate his position, and he shall then be considered a base-runner until he is put out or scores his run.

*Sec. XIII.* The batsman shall be declared out by the umpire as follows:

If a fair or foul ball be caught before touching the ground, or any object other than the player, provided it be not caught in the player's hat or cap.

If a foul ball be similarly held, before touching the ground.

If a fair ball be securely held by a fielder while touching first base with any part of his person before the base-runner touches said base.

If, after three strikes have been called, he fails to touch first base before the ball is legally held there.

If, after three strikes have been called, the ball be caught before touching the ground.

If he plainly attempts to hinder the catcher from catching the ball, evidently without effort to make a fair strike, or makes a "foul strike."

6. *Sec. I.* Players running bases must touch each base in regular order, viz.: first, second, third and



home bases; and when obliged to return to bases they have occupied, they must retouch them in reverse order, both when running on fair and foul balls. In the latter case, the base-runner must return to the base where he belongs on the run, and not at a walk. No base shall be considered as having been occupied or held until it has been touched.

*Sec. II.* No player running the bases shall be forced to vacate the base he occupies unless the batsman becomes a base-runner. Should the first base be occupied by a base-runner when a fair ball is struck, the base-runner shall cease to be entitled to hold said base until the player running to first base shall be put out. The same rule shall apply in the case of the occupancy of the other bases under similar circumstances. No base-runner shall be forced to vacate the base he occupies if the base-runner succeeding him is not thus obliged to vacate his base.

*Sec. III.* Players forced to vacate their bases may be put out by any fielders in the same manner as when running to first base.

*Sec. IV.* The player running the first base shall be at liberty to overrun said base without his being put out for being off the base after first touching it, provided that in so overrunning the base he make no attempt to run to second base: in such case he must return at once and re-touch first base, and after re-touching said base he can be put out as at any other base. If in so overrunning first base he also

attempts to run to second base, he shall forfeit such exemption from being put out.

*Sec. V.* Any player running a base who shall run beyond three feet from the line from base to base, in order to avoid being touched by the ball in the hands of a fielder, shall be declared out by the umpire with or without appeal; but in case a fielder be occupying the runner's proper path attempting to field a batted ball, then the runner shall run out of the path and behind said fielder, and shall not be declared out for so doing.

*Sec. VI.* One run shall be scored every time a base-runner, after having regularly touched the three first bases, shall touch the home base before three hands are out, and players shall score in the order of going to the bat, unless previously put out. If the third hand out is forced out, or is put out before reaching first base, a run shall not be scored.

*Sec. VII.* When a "balk" is called by the umpire, every player running the bases shall take one base without being put out, and shall do so on the run.

*Sec. VIII.* When "eight balls" shall have been called by the umpire, the batsman shall take one base, provided he do so on the run, without being put out, and should any base-runner be forced thereby to vacate his base, he shall take one base. Each base-runner thus given a base shall be at liberty to run to other bases besides the base given, but only at the risk of being put out in so running.

*Sec. IX.* A base-runner shall be considered as

holding a base, viz: entitled to occupy it, until he shall have regularly touched the next base in order.

*Sec. X.* No base shall be run—or run be scored—when a fair or foul ball has been caught or momentarily held before touching the ground, unless the base held when the ball was hit is re-touched by the base-runner after the ball has been so caught or held by the fielder.

*Sec. XI.* No run or base can be made upon a foul ball that shall touch the ground before being caught or held by a fielder, and any player running bases shall return, without being put out, to the base he occupied when the ball was struck, and remain on such base until the ball is held by the pitcher.

*Sec. XII.* Any player running the bases on fair or foul balls caught before touching the ground must return to the base he occupied before the ball was struck, and re-touch such base before attempting to make another or score a run, and said player shall be liable to be put out in so returning, as in the case of running to first base when a fair ball is hit and not caught flying.

*Sec. XIII.* If the player running the base is prevented from making a base by the obstruction of an adversary, he shall be entitled to that base and shall not be put out.

*Sec. XIV.* No player shall be allowed a substitute in running the bases, except for illness or injury incurred in the game then being played, and such substitute shall take such ill or injured play-

er's place only after he reaches first base. The opposing captain shall select the man to run as substitute.

*Sec. XV.* Any player running the bases shall be declared out if at any time, while the ball is in play, he is touched by the ball in the hand of a fielder, without some part of his person is touching a base. The ball must be held by the player after touching the runner.

If a ball be held by a fielder on the first base before the base-runner, after hitting a fair ball, touches that base, he shall be declared out.

If a base-runner shall have touched the base he is running for before being touched with the ball in the hands of a fielder, and such base shall break from its fastening, he shall be entitled to such base.

Any base-runner failing to touch the base he runs for, shall be declared out if the ball be held by a fielder, while touching said base, before the base-runner returns and touches it.

Any base-runner who shall in any way interfere with or obstruct a fielder while attempting to catch a fair fly ball, or a foul ball, shall be declared out. If he willfully obstructs a fielder from fielding a ball, he shall be declared out, and, if a batted fair ball strike him, he shall be declared out.

If a base-runner, in running from home to first base, shall run inside the foul line, or more than three feet outside of it, he shall be declared out.

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## THE UMPIRE AND HIS AUTHORITY UNDER THE RULES.

The gentleman selected to fill the position of umpire must keep constantly in mind the fact that upon his sound discretion and promptness in conducting the game, and compelling the players to observe the spirit as well as the letter of the rules, largely depends the merits of the game as an exhibition, and the satisfaction of spectators therewith. He must make his decisions distinct and clear, remembering that every spectator is anxious to hear each decision. He must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third hand is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the fielders are in their places.

The players of the side *at bat* occupy the portion of the field allotted to them subject to the condition that they must speedily vacate any portion thereof that may be in the way of the ball, or any fielder attempting to catch or field it. The triangular space behind the home base is reserved for the exclusive use of the umpire, catcher and batsman, and the umpire must prohibit any player of the side *at bat* from crossing the same at any time while the ball is in the hands of, or passing

between, the pitcher or catcher while standing in their positions.

The umpire is master of the field, subject to the rules of this Association, from the commencement to the termination of the game, and must compel the players to observe the provisions of this Article, and of all other Articles of the Playing Rules, and he is hereby invested with authority to order any player to do, or omit to do, any act necessary to give force and effect to any and all of such provisions, and power to inflict on any player disobeying any such order a fine of not less than five dollars or more than ten dollars for each offense, and to impose a similar fine upon any player who shall use abusive, threatening, or improper language to the umpire, spectators, or other player. The umpire shall at once notify the captain of the offending player's side of the infliction of any fine herein provided for, and said captain shall at once pay, or arrange for payment of said fine to the home club, who shall at once remit it to the Secretary, and unless said fine is paid, or arranged to be paid, the game shall be forfeited.

For the last twenty-five years we have been making and re-making rules and laws for the improvement of base ball and its players. All who desire to see the game become again popular with our people, are to use their best efforts in the enforcement of the above laws.

LAWN TENNIS.

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The players may be few or many, but the best game is formed by two, four, or eight persons. When more than two join the game, sides are to be formed. The players occupy the courts on each side of the net, and the choice of courts is usually decided either by tossing or by a spin of the racquet. For the sake of simplification, the winner of the service is called server, and the player who receives the service, the servee. He who serves (*i.e.*, delivers the first stroke), is said to be Hand-in, if he loses a stroke, he becomes Hand-out, and his adversary becomes Hand-in and serves.

## DESCRIPTION OF THE GAME.

The ball shall be served by the Hand-in standing with one foot without the base line of the court. The racquet should be held lightly but firmly with the fingers, and in such a position that, while the stroke may be firm and vigorous, the wrist may have free play in order to attain the strokes, the cut, the twists, and the screw, which enables the player to place the ball in any part of his adversary's court. He must serve the ball from the right and left courts alternately, and must hit it so that it shall drop over the net between the net and service line of the court diagonally opposed to that from which it was delivered. The server or Hand-in from the left court consequently has to serve to the servee or player occupying the left-hand court

on the opposite side. It is a fault if the ball served shall drop in the wrong court, or beyond the service line, and the Hand-in shall serve again from the same court.

The ball to be served properly must fall in the court diagonally opposed to the server, between the net and the service line. If the Hand-out or servee take, or attempt to take, a ball served in the wrong court, or over the service line, the service shall be treated as good (*i. e.*, it shall not be the fault of the server). The service, or ball served, is not to be volleyed (*i. e.*, taken before it shall have touched the ground) by the Hand-out or servee. The Hand-in is not to serve until the Hand-out shall be prepared. The Hand-in shall win a stroke and score one point if the Hand-out fails to return the ball served or any subsequent stroke, if he volleys the service, or if he strikes the ball in play so that it shall drop out of the court. The Hand-in shall be Hand-out if he fails to serve the ball over the net, or if he serves it so that it shall drop out of the court. If he makes two successive faults (*i. e.*, if he twice serves the ball into the wrong court or beyond the service line), he shall also be Hand-out; or if, after the ball has been returned by the Hand-out, in his turn he fails to return the ball in play so that it shall drop in the opposite court.

The Hand-in duly serves the ball from the right court to the opposite right court, between the net and the service line, and the Hand-out following up the game safely returns the ball after it has



touched the ground, and before it has touched the ground a second time, so that it shall pass over the net in due course. After the service has been so returned, the ball is a good return, provided that it falls anywhere on the opposite side of the net, and not outside of the base or boundary lines. After the service has been returned by the servee, all distinctions of court cease, and the ball is hit to and fro until either it fails to pass over the net, or it goes over the base line, or outside the boundary lines. If it touch the hand, or any part of the person, or clothes of any player, or if a player shall strike the ball more than once, it shall also be a false stroke, and count to the opposite side; or if a player either take a fault, or aim at and miss a ball that passes over the base or boundary lines, it shall be considered a false stroke, and count to the opposite side. A ball which drops on any line is considered to have dropped into the court marked by that line, and to be a good service or return although the ball touch the net or either of the posts.

The game is won by the player or side first scoring fifteen aces, and an ace is won whenever the Hand-out fails to return the ball properly over the net or outside the boundaries, if it hits his person or clothes, if he aims at and misses a ball passing outside the boundary lines. Any of these failures give an ace to the Hand-in, and he serves again from the opposite court serving, alternately from each court until he becomes Hand-out by failing to return the ball according to rule. It is worthy of

remark too, that if both players reach fourteen the score is called "Deuce." Another point called "Vantage" is then introduced, and a player, in order to score Game, must win two points in succession, viz., Vantage and Game, otherwise, though he may have won Vantage, if he should lose the next stroke the score returns to Deuce.

Double matches are played the same as single, except that there are two players on each side. At the commencement of a game, the Hand-in or side serving shall only have one service, and on that player being Hand-out, both the opposite side are Hand-in, the same as at Racquet. One member of A's side serves first, and if either his partner or he fail to return the ball properly, the Hand-in goes to B, to be followed by B's partner, and then to A and his partner, and so on. After the first Hand-in, when the Hand-in who first serves shall have been put out, his partner shall serve so that before the side is Hand-out both partners shall have been put out. The Hand-in serves from the right court to the opposite right court, and continues to change from right to left as long as he scores, the opposite players maintaining their positions for the service.

When a player of one side is Hand-out, and his partner becomes Hand-in, the latter serves from the court different to that occupied by his partner when losing his service. The Hand-in serves the ball under the same provisions as in single games; but after the service has been properly returned, the partners on either side may occupy any posi-

tions in their court they may find advisable, and either may take the ball. If the service be delivered into the wrong court, it may be taken by either adversary. In other respects, the same laws guide double as they do single matches. In double games the side has the same advantages as the individual, and Vantage and Game can be scored by the partners instead of by one of them, as in single games.

There are numerous ways of handicapping players or sides to make the game equal. A player may restrict himself to half-court, *i. e.*, he may elect as to which half of the opposite court he will play. In this case he will lose the stroke if he fail to drop the ball into that half-court, the same as if he infringed the usual rules. Others have a cord stretched between the posts at a height of seven feet, or any other height agreed upon, and the giver of odds has to play every ball over this cord or lose a stroke. A player may give his adversary points, or he may concede his adversary the privilege of being Hand-in two or more times. If one player plays against two adversaries he will be Hand-in twice, except at the commencement of the game.

The following hints and directions are by Mr. JOHN TOMPKINS, of the Tennis Court, Brighton.

The racquet should lie in the hand and be grasped by the thumb and fingers. The hand should be elongated, so that the player may have a free use of the wrist. The racquet should be held so as to be a continuation of the arm.

In striking with the racquet the stroke should come from the shoulder and not from the elbow. In holding the racquet the face of it should be at an angle, the bottom of the racquet forward, then when it meets the ball it will have what is called a cut, so that when a ball is struck it acquires a natural rise, because in this way the ball is hit below its center.

The advantage of the cut is that it gives more time for the ball to rise, because it retards its motion.

There are two twists that can be given to the ball besides the cut. 1st. The underhand twist; it is given by the ball being struck on the left-hand side of the head of the racquet, below the hand, the racquet brought upwards. The overhand twist is given by the player striking the ball on the right-hand side, with the head of the racquet above the hand. In the underhand twist the bound of the ball is to the right-hand side, and in the overhand twist to the left-hand side.

The player should stand easily, the left leg advanced a little in front, the body should be in line with the direction that the ball is required to go, as the stroke is given by the racquet passing in front of the body.

A ball being taken towards the right hand, rather behind the player, will go into the back-hand corner of his adversary's court; if taken exactly opposite the body, it will go in a straight line down the court; if taken a little more in front

of the body, towards the left hand, it will then go into the fore-hand court of his adversary.

When striking, the body should be moved to give power to the stroke.

If the player wants to know what twist his adversary has put on the ball, he must watch his racquet as he strikes, and by its motion, as described above, he will know what twist has been put on the ball, and where to place himself.

When the ball is played backhanded, the right leg should be extended a little in front of the body, the back of the hand turned up so as to give the same oblique direction to the racquet for the backhand as for the forehand.

When a ball is taken near the ground, the body should be dropped so that the player may get the edge of his racquet under the ball.

If half volley, the player must meet the ball just as it leaves the ground.

Whatever the size of the court may be, the service line should be one-third from the end.

#### LAWS OF LAWN TENNIS.

1. 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*. 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. 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.

2. The Server shall stand with one foot outside the Base-Line, and shall deliver the service from the Right and Left Courts alternately, beginning from the Right. 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.

3. It is a fault 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. A fault may not be taken. After a fault, the Server shall serve again from the Court from which he served that fault.

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

5. 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. A good service delivered when the Striker-out is not ready annuls a previous fault.

6. A ball is returned, or in-play, when it is played back, over the net, before it has touched the ground a second time.

7. It is a good service or return, although the ball touch the net.

8. The Server wins a stroke if the Striker-out volley the service; or if he fail to return the service or the ball in-play; or if he return the service or ball in-play so it drop outside any of the lines.

which bound his opponent's Court; or if he otherwise lose a stroke, as provided by Law 10.

9. The Striker-out wins a stroke, if the Server serve two consecutive faults; or if he fail to return the ball in-play so that it drop outside any of the lines which bound his opponent's Court, or if he otherwise lose a stroke, as provided by Law 10.

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

11. 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:

*Sec. 1.* If both players have won three strokes, the score is called deuce, and then the next stroke scored 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 the 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.

12. The player who wins six games wins a set, except as below:

*Sec. 1.* 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.

13. The players shall change sides at the end of every set. 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.

14. A bisque is one stroke, which may be claimed by the receiver of the odds at any time during a set, except as below :

*Sec. I.* A bisque may not be taken after the service has been delivered.

*Sec. II.* The Server may not take a bisque after a fault ; but the Striker-out may do so.

15. One or more bisques may be given in augmentation or diminution of other odds.

16. Half-15 is one stroke, given at the beginning of the second and every subsequent alternate game of a set.

17. 15 is one stroke given at the beginning of every game of a set.

18. Half-30 is one stroke given at the beginning of the first game, two strokes at the beginning of the second game; and so on, alternately, in all the subsequent games of a set.



19. 30 is two strokes given at the beginning of every game of a set.

20. Half-40 is two strokes 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.

21. 40 is three strokes given at the beginning of every game of a set.

22. Half-Court: the players having agreed into which Court the giver of odds shall play, the latter loses a stroke if the ball, returned by him, drop outside any of the lines which bound that Court.

#### THREE-HANDED AND FOUR-HANDED GAMES.

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

*Sec. I.* In the three-handed game, the single player shall serve in every alternate game.

*Sec. II.* In the four-handed game, the pair who has 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 or series of sets.

*Sec. III.* 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 strik-

ers-out change Courts to receive the service, before the end of the set.

#### ALTERNATE METHOD OF SCORING.

24. The above laws shall apply to Lawn Tennis, played by the game, except as regards the method of scoring. The word *Hand-in* shall be substituted for *Server*, and *Hand-out* for *Striker-out*.

25. The Hand-in alone is able to score. If he lose a stroke, he becomes Hand-out, and his opponent becomes Hand-in, and serves in his turn.

26. The player who first wins 15 points scores the game.

27. If both players have won 14 points, the game is *set to 3*. The score is called *Love-all*. The Hand-in continues to serve, the player who first wins 3 points scores the game.

28. In the three-handed or four-handed game, only one partner of that side which is Hand-in shall serve at the beginning of each game. If he or his partner lose a stroke, the other side shall be Hand-in.

29. During the remainder of the game, when the first Hand-in has been put out, his partner shall serve, beginning from the Court from which the last service was not delivered; and, when both partners have been put out, then the other side shall be Hand-in.

30. The Hand-in shall deliver the service in accordance with Laws 2 and 3; and the opponents shall receive the service alternately, each keeping the Court which he originally occupied. In all subsequent strokes, the ball may be returned by either partner on each side.

31. One or more points may be given in a game.

32. The privilege of being Hand-in two or more successive times may be given.

[THE END.]

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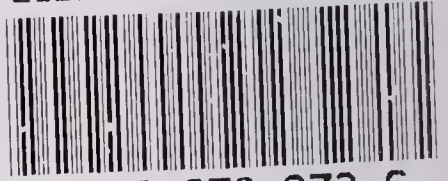
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