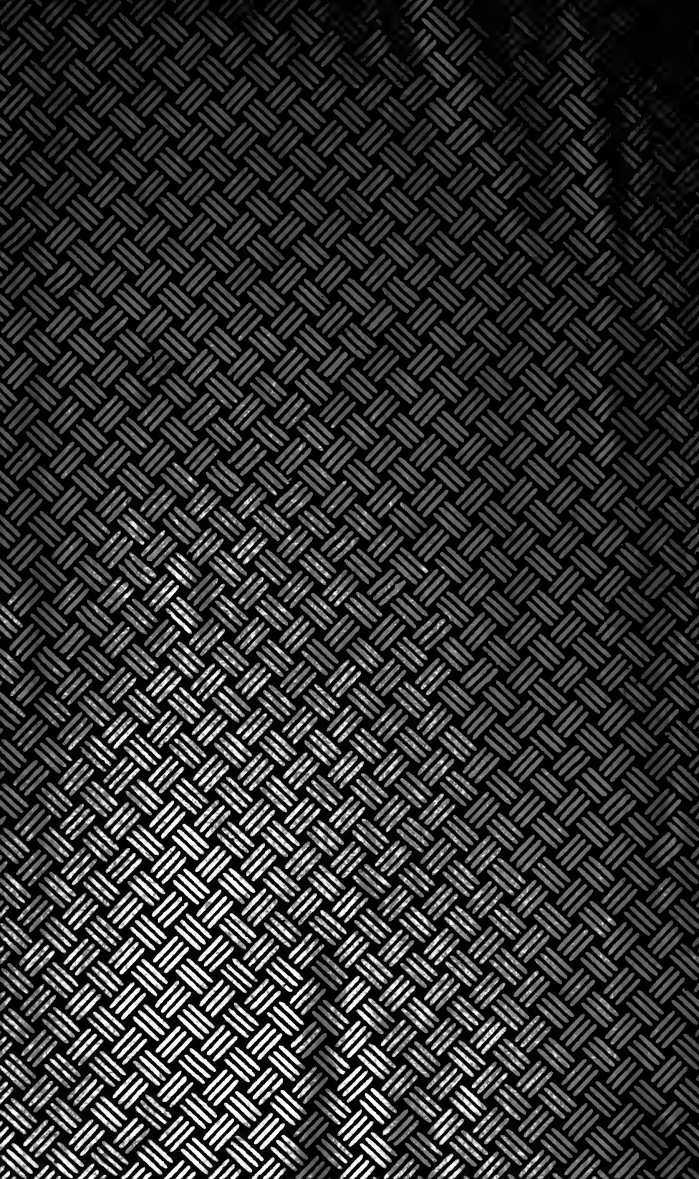
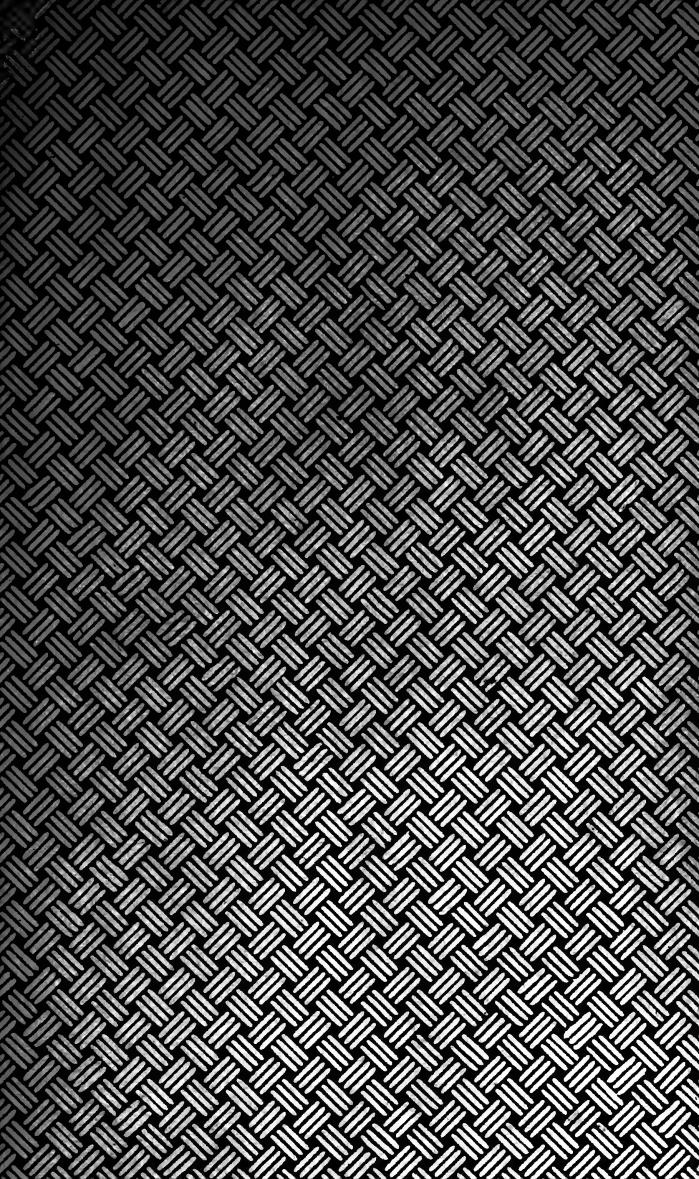


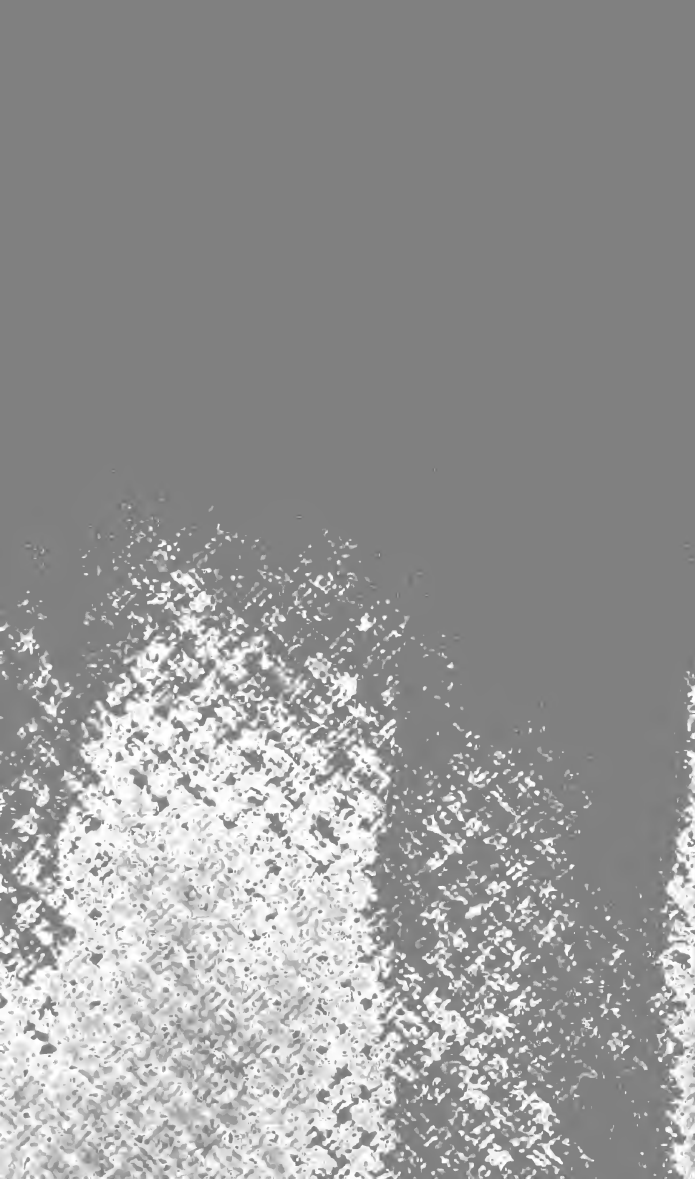
THE GAME  
OF  
LAWN TENNIS  
BY  
"CAVENDISH"  
WITH THE AUTHORISED LAWS

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EIGHTH EDITION







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THE GAME  
OF  
LAWN-TENNIS  
WITH  
THE LAWS  
OF THE  
MARYLEBONE AND ALL ENGLAND  
CLUBS

BY

“CAVENDISH”

AUTHOR OF

“The Laws and Principles of Whist,” &c., &c.

*(Henry Jones)*

EIGHTH EDITION.

LONDON:

THOS. DE LA RUE & CO.

1888

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# LAWN-TENNIS.



THE GAME OF LAWN-TENNIS may be played by two, three, or four persons. When two play it is called a single-handed game; when three play it is called a three-handed game; when four play, a four-handed game.

## THE GROUND.

Any firm level surface will answer the purpose of a *ground*. Turf is, of course, to be preferred in fine weather.

The best substitutes for turf are asphalt or cinders.

The objection to asphalt is the expense. Concrete, or cement on concrete, is cheaper, but it cannot be guaranteed against cracking, and it does not repair well.

Cinder courts can be cheaply made, but unbound cinders blacken the balls. The cinders should be laid on a foundation of clinkers or broken stones (about 2 in. or 3 in.); over this about 3 in. or 4 in. of cinders, the large cinders being at the bottom, and finely riddled cinders at the top. After laying, the court should be well rolled.

If it is desired to bind the cinders tar should be poured on in dry weather and allowed to sink in. The

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surface should then be sprinkled with sand, and the ground rolled. Sometimes a layer of broken up and sifted brick rubbish is rolled in over the cinders and tar.

Unbound cinder courts may be made quite level, as water does not lie; but with hard floors, such as asphalté or bound cinders, there should be a slight slope to drain off the surface water.

The best ground for covered courts is asphalté; some players prefer wood. If the floor is asphalté, it saves expense to have only the playing area laid with that material, the space at the ends and sides (where a few cracks are of no consequence), being of concrete or cement on concrete.

There should be a clear space of at least 15 ft. between the base-line and the wall, at each end of the court, and of at least 9 ft. to 12 ft. between the side lines and the wall. These are the minimum dimensions for a really good court; if expense is no object, and it is desired to have a court in which the floor-play can be the same as in the open air, the above dimensions should be greatly enlarged upon. Lengthening the court does not increase the cost very much; but widening is very costly; so a bare minimum of 9 ft. is entered above, but 12 ft. is really required. There should be a clear height above the floor of from 20 ft. to 25 ft.

On one side of the court there should be a recess for spectators, with dressing-rooms on either side of the recess.

The floor, if not of asphalté, should be painted to about the same grey-black tone as asphalté. The end

walls should be black, and also the side walls as far as practicable.

The court should be lighted from the top. As courts with glazed roofs become very hot, great attention should be paid to ventilation when building a covered court. A boarded and felted roof covered with tiles, is expensive, but it keeps off a good deal of heat; and if the roof lights are painted the light is subdued and the glare, when the sun is shining, is diminished.

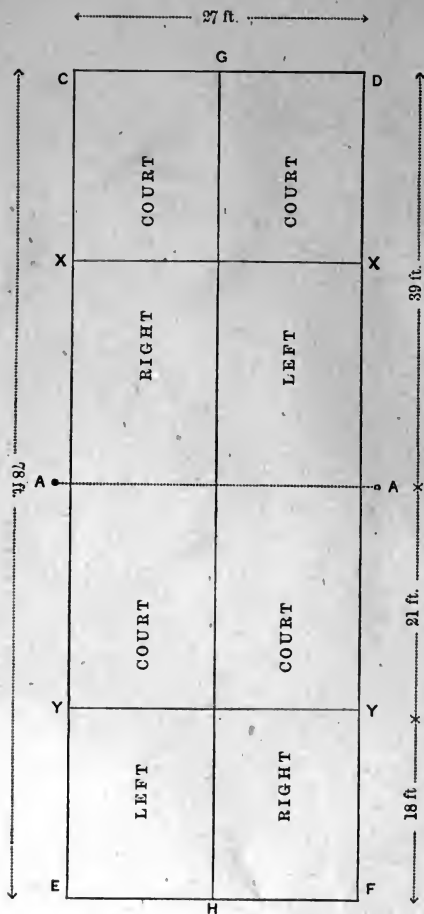
When constructing a court with a hard floor, slots should be left to hold the posts. If intended to be used for either the single or four-handed game, the lines IK, LM, in the plan of court for four-handed game (see p. 18), should be produced from each end to the base-lines. A second pair of slots should be made in the line AA, one yard from the lines IK, LM, so that posts can be introduced there when the single-handed game is played.

### THE COURT AND IMPLEMENTS.

The *Court*, *i.e.*, the part of the ground marked out for play, is 27 ft. in width and 78 ft. in length for single-handed games. It is divided across the middle by a *net*, the ends of which are attached to the tops of two *posts*, AA (see Diagram, p. 8), 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*



PLAN OF COURT FOR SINGLE-HANDED GAME.

SCALE  $\frac{1}{8}$  IN. TO A YARD.

CD and EF (*see* Plan of Court for single-handed game), the extremities 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, YY.

For the three and four-handed games, the 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, LM (*see* Plan of Court for four-handed game, p. 18). In other respects the court is the same as for the single-handed game.

To mark the *court-lines* accurately, first decide where one corner is to come, and get a true right-angle by means of an angle square. Then measure the distances of one side and one base-line with a *court-finder* (chains specially prepared for this purpose can be obtained). Again, get a right-angle at the corners, peg down the court-finder, and run a *court-marker* close to the side of it. For the service and half-court-lines, peg down a gardener's string, and run the court-marker over the string.

On turf or cinders, the court-lines are best marked with whitewash. If the whitewash is made in accordance with the receipt below, the lines will show very clearly :—

4lb whitening,  
 $\frac{1}{4}$  square dark washing-blue,  
 1 gallon water.

Put the blue in a muslin bag, and let the water take up as much as it will. Then add the whitening.

To make the lines very bright run them over again in the reverse direction after they are dry. On asphalt, or on courts with hard floors, the lines should be painted.

The side-lines and half-court-line should be about an inch and three-quarters wide. The base-lines and service-lines should be about three-and-a-half inches wide. The additional width should be marked on the side of the lines nearest the net, so as not to alter the playing area of the court.

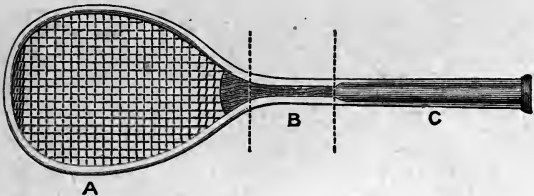
The *posts* should be made of ash, in one piece, and not jointed. They should be 3 ft. 6 in. in height above the ground, and about three inches in diameter. They may be fixed by means of guy ropes; but a better plan is to use an iron foot (of these various kinds are manufactured).

The *net* should be made of strong twine, tanned or steam-tarred after netting, or better still, water-proofed by means of gutta-percha. The meshes should be square, with a side of about an inch and a half. The net should descend to and lie on the ground. It should be tied to the posts at intervals of about 6 inches; or an iron rod should be threaded through the end meshes of the net, and fixed to the post by means of a ring above and a slot below. A quarter-inch copper cord should run along the top of the net; the cord and the top of the net should be covered with coarse unbleached holland about two inches deep.

To keep the net at a uniform height in the middle, a net-holder should be driven into the ground midway between the two posts. A small winch should be fixed near the top of one of the posts, and a hook to hold the net-cord, near the top of the other post. The top of the post should be grooved to hold the net-cord, or a grooved wheel should be let into the post for the net-cord to run in. If the net-cord is attached to the hook at one end, and wound on to the winch at the other, the net can easily be kept taut.

In addition, rackets and balls are required.

The *racket* should be of the shape shown in the annexed cut :—



It should be about 27 in. long, and should weigh about  $14\frac{1}{2}$  oz.

The frame should be of well-seasoned ash; the stringing of good catgut. The portion marked A is called the *head*; the face (*i.e.*, the part of the head which is strung), should be about 11 in. long (or including the centre-piece down to the neck, 13 in. long), and about  $8\frac{3}{4}$  in. at its widest part, outside measurement. The piece marked B is called the *neck*; it

should be about 4 in. long. The remainder, marked C, is called the *legs* (before the centre piece is inserted). The legs should be about 10 in. long. With the centre-piece, this portion is called the *handle*. At the free end of the handle a piece of leather should be fixed, to prevent the racket from slipping out of the hand.

When choosing a racket the *balance* is an important consideration. It should be about half way along the length of the racket ( $13\frac{1}{2}$  in. from either extremity). If the balance is right and the racket is well proportioned it will come up easily in the hand, when held at the free end of the handle, without giving a sensation of heaviness.

The handle should also feel comfortable in the hand. It should be slightly roughed to prevent slipping.

And, the racket should be *well put together*. Only an experienced eye can distinguish a well-finished racket from a common one. Those who are not able to judge a racket must be content with the assurance of a respectable maker that the racket is properly put together; and they should bear in mind that a cheap racket cannot possibly have this character. Plain stringing and plain handles are used by the best players. Fancy shaped heads, fancy stringing, and fancy handles, recommended by some makers, should be avoided.

The rackets may be kept in a *press* to prevent their warping; but if the frames are well-seasoned a press is unnecessary.

The *balls* should be of hollow india rubber of good quality. They should not be less than two and a



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half inches nor more than two and nine-sixteenths inches in diameter; and not less than one and seven-eighths ounces nor more than two ounces in weight. They should be covered with strong white cloth, which should be cemented on to the rubber, and then sewn.

Covered balls when dirty may be cleaned by brushing with warm soap and water. They should then be well rinsed in cold water, wrung separately in a cloth, and put to dry in a warm (but not hot) place.



## DESCRIPTION OF THE GAME.

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### SINGLE-HANDED GAMES.

THE players occupy the courts on opposite sides of the net. Choice of sides and the right of serving during the first game are decided by spinning a racket, the adversary calling "Smooth" or "Rough." The smooth side is the side on which the turn of the upper and lower cross strings does not project. If the winner of the spin chooses the right to serve, his adversary has the choice of sides, and *vice versâ*.

The player who first delivers the ball is called the *server*; his adversary is called the *striker-out*.

When serving, the server must stand with one foot beyond (*i.e.*, further from the net than) the base-line of the court, and with the other foot upon the base-line. He must deliver the first service from the right court, the next from the left court, and so on alternately during the game. Holding the racket in one hand and the ball in the other, the server tosses the ball, and strikes it while in the air with the racket, sending it over the net with such strength that it will first touch the ground, or *drop*, within the service-line, half-court-line, and side-line of the court diagonally opposite to that from which it was served, or upon any of the above-named lines.

If the service drops in the net (*i.e.*, does not pass the net), or beyond the service-line, or if it drops out of court or in the wrong court, or if it is delivered from the wrong court, or if the server, when serving, does not place his feet as above directed, it is a *fault*. A fault may not be taken. After a fault, the server serves again from the same court from which he served the fault, unless it was a fault because served from the wrong court.

If the server serves two consecutive faults he loses a stroke, as will be further explained under scoring.

When the ball has been served, in accordance with the conditions, the service is called *good*, and the striker-out has to *return* the service (*i.e.*, he has to play the ball back over the net after it has dropped, and before it has touched the ground a second time or *fallen*). The service must not be *volleyed* (*i.e.*, taken before it has touched the ground).

The ball should be returned over the net so as to drop in the court or on any of the external boundary-lines. The ball is deemed to have been returned over the net if it passes outside a post and drops in court or on any of the external lines. The ball may drop either to the right or left of the half-court line (except when the odds of half-court are given, when it must drop on one side of or on the half-court-line, *see* Law 33), or in front of or beyond the service-line. The divisions marked by the inner lines only affect the service, and have nothing to do with the subsequent returns (except in the case of the half-court-line, when the odds of half-court are given). When

a ball has been returned in accordance with the conditions (*see* Laws 15–20), the return is called *good*.

The server then has similarly to return the ball again, and so on to and fro, until one player fails to return it over the net, or returns it so that it drops beyond the external boundary line of the adversary's court. This playing the ball to and fro is called a *rest*. When a good service is delivered, and during a rest, the ball is said to be *in play*.

The server wins a stroke if the striker-out volleys the service; or, if the striker-out fails to return the service or the ball in play before it has fallen; or, if he returns it so that it drops outside any of the external boundary lines.

The striker-out wins a stroke if the server serves two consecutive faults; or, if the server fails to return the ball in play before it has fallen; or if he returns it so that it drops outside any of the external boundary lines.

Either player loses a stroke if he touches or strikes the ball in play more than once in returning it; or if the ball after a good service or return touches him, or anything that he wears or carries, except his racket. Even if a player is beyond the external boundary line, and the ball touches him in its drop, the rule holds; but not if the ball has already dropped beyond the boundary line and then touches him, as the ball is out of play the moment it has dropped out of court. Also, a player loses a stroke if he touches the net or any of its supports, while the ball is in play; or if he volleys the ball before it has passed the net.

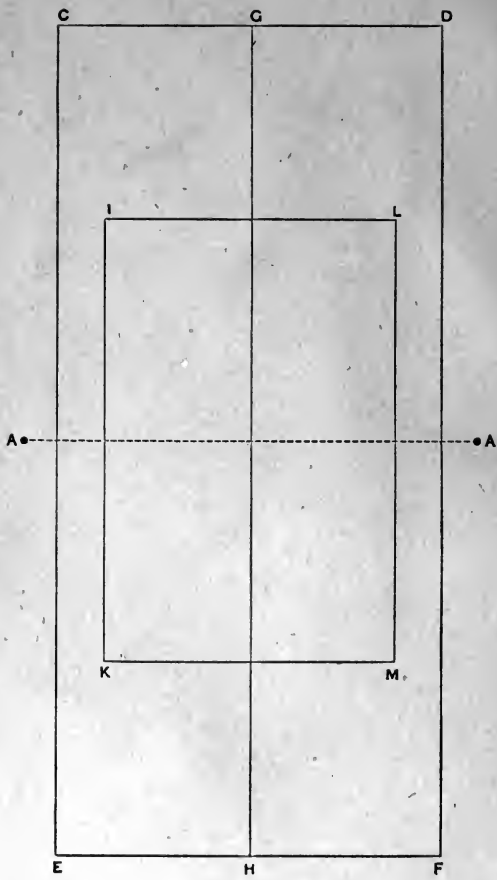
If a player attempts to return the ball, but misses it altogether, and it drops beyond the external boundary line, the stroke counts to him, just the same as though he had not attempted to return it.

If a player attempts to return a fault and fails, he loses nothing, because a fault may not be taken. But if he stops a service which would have dropped a fault, he loses the stroke, as the service may not be volleyed (*i.e.*, the ball served must not be touched before it has dropped).

If a ball drops on another ball, or on any object lying in the court or on one of the external boundary lines, it may still be returned. If not returned, the player loses a stroke.

The mode of scoring is fully described in Laws 21 and 22 (*see* Laws), but the mode of calling the score requires an example. A and B are the players; say A wins the first stroke; the game is called 15-love. If A wins the next stroke, the game is called 30-love; if B wins it, 15-all, and so on after each stroke won. The server's score is called first. If each player wins three strokes the score is called deuce, then advantage, and then either game or deuce, according to the result of the next stroke.

When the first game is finished the score is called one game-love, the striker-out in the first game becomes server, and the strokes of the second game are called as already explained. At the conclusion of the second game the score would be called two games-love or one game-all, according to the result, and so on



PLAN OF COURT FOR THREE AND FOUR-HANDED GAME.  
 SCALE  $\frac{1}{8}$  IN. TO A YARD.

until the winning stroke of the set is played, when the score is called game and set.

At the end of the set the players change sides, and the player who was server in the last game of the first set is striker-out in the first game of the next. If either side has an advantage, owing to sun, wind, or other accidental cause, the players may change sides at the end of every game, as provided in Law 23 (*q.v.*)

If, during a set, any question of fact arises as to either service or return (*e.g.*, as to whether a ball dropped within, or on, or without, the boundary), and there is no marker or umpire, or bystander capable of deciding when appealed to by consent of the players, it is recommended to count the disputed fault or stroke as a *let* (*i.e.*, the play goes for nothing and the server serves again). In the case of a let intervening between two faults, they are deemed to be consecutive.

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

Three and four-handed games are played in the same way as single-handed games, except as below:—

The service must drop within the service-line, half-court-line, and service-side-line, or upon any of those lines.

In the three-handed game, the single player serves in alternate games.

In the four-handed game, the pair who serve first decide which partner shall serve; the opposing pair similarly decide for the second game. The partner of the player who served in the first game serves in

the third, and the partner of the player who served in the second game serves in the fourth, and so on throughout the set.

The first service in each game is always delivered from the right court to the player who occupied the right court on his side at the commencement of the set. The players take the service alternately in right and left courts. A player must not take a service delivered to his partner. The order of service and of striking out, once arranged, continues unaltered throughout the set, but may be varied at the commencement of a subsequent set.

After the service either partner may return the ball.

If one player touches the ball his partner cannot return it.

### ODDS.

When players of different strengths are engaged, the stronger player may give odds in several ways.

The lowest odds that can be given is a *bisque*, *i.e.*, a stroke that may be claimed by the receiver of odds at any time during a set.

Two bisques may be similarly given. Three bisques are reckoned about equal to half-fifteen (a stroke given at the beginning of the second and every alternate game of a set, *see* Laws 27-33), so those odds are usually given instead of three bisques. For longer odds a bisque is added at every step, *e.g.*, half-fifteen and a bisque, half-fifteen and two bisques, fifteen, fifteen and a bisque, and so on up to half-forty, beyond which it is not advisable to add bisques in



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this way (*see* also Management of Lawn-Tennis Prize-Meetings, Handicaps, p. 55).

A good handicap for a very strong player is to give *half the court, i.e.*, to undertake to return every ball on one or other side of the half-court-line, whichever may be agreed on before beginning to play. The half-court-line is common to both courts, so a ball returned on that line is in play. But if in the return the ball drops on the disallowed side of the half-court-line, the stroke counts against the giver of odds, the same as though it had dropped beyond the external boundary line. The service is not limited to the chosen court; service is given from right and left courts alternately, as in ordinary games.

The odds of half-court may be combined with the other odds, *e.g.*, half-court and a bisque, half-court and half-fifteen, and so on.



## HINTS.

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### HOLDING THE RACKET.

WITH the left hand, take up the racket by the neck close to the head, letting the handle cross the body about the lower part of the chest, the plane of the racket-face being perpendicular to the ground.

Put the fingers of the right hand on the upper surface of the handle, about the middle, the hand being flat, with the fingers pointing away from the body. Point the thumb down, and push the hand home on the handle (*i e.*, as far as it will go until stopped by the pointed-down thumb).

Grasp the handle lightly with the second, third and fourth fingers (but not with the first finger and thumb, which, at present, should hardly touch the handle).

Raise the head of the racket with the left hand, depressing the handle, until the upper part of the head is about as high as the player's shoulder. The head of the racket is now *supported*.

Rotate the right fore-arm so as to incline the face of the racket somewhat out of the perpendicular, the side nearest the shoulder looking slightly upwards. The face of the racket is now *open*.

On looking down, it will be seen that the handle falls under the wrist, the free projecting end of the handle being on the side of the arm further from the body. With the left hand, draw the racket to the left, until the projecting end of the handle disappears beneath the palm.

Now steady the racket by placing the first finger and thumb naturally round the handle. This slightly tightens the grip; but the main grasp is with the second, third and fourth fingers. The principal use of the thumb and first finger is to steady the racket, and to enable the player to guide it readily.

Let go with the left hand, and extend the arm until it is at about right-angles to the body, keeping the elbow a little bent. The racket is now held properly for the fore-hand stroke. The head is pointing upwards (or is supported); the face is looking upwards (or is open).

It is of the utmost consequence for the beginner to learn to *support the head* and to *play with an open racket*.

Rotate the fore-arm, bringing the knuckles up. Relax the grasp for an instant (to let the face of the racket fall over); then tighten it again, and bring the arm to the left of the body. The racket is now properly held for the back-hand stroke, the head still supported and the face still open.

#### ATTITUDE OF THE STRIKER.

The striker should stand in an easy attitude, facing the net, with the racket across his body, the racket head being supported.

Let him now imagine he sees a ball coming across the net, about a yard to his right (or fore-hand). He should give his body a quarter turn to the right, the left shoulder pointing to the net, the right foot being nearly parallel to the base and service-lines but pointing rather towards the base-line, and the left foot forward, (in what used to be called the second position in dancing). He should extend his right arm, as already instructed, and at the same time should *stoop*, bending his knees, and inclining his body towards the net.

Let him then recover his former attitude and imagine he sees a ball coming to his left (or back-hand). He should similarly give his body a quarter turn to the left, the right shoulder pointing to the net, the right foot forward, and so on as before.

The more the striker accustoms himself to the foregoing attitudes and to quick recovery, the more ready he will be to play balls from any part of the court. Of course in actual play the ball will frequently come so that the striker has to return it any how he can. He should be prepared to dart about in any direction, and should be on the move during the whole of a rest. It is more difficult to make an effective stroke when standing still than when on the move.

### STRIKING THE BALL.

When about to strike, tighten the grasp on the handle; carry the racket upwards and backwards, and bring it downwards and forwards on to the ball. The stroke is said to be from the shoulder, and so in one sense it is, inasmuch as the shoulder is brought into

play. But for a free stroke, all the joints, shoulder, elbow, and wrist should work easily and naturally together.

It is a common fault with beginners to get too near the ball, the consequence of which is a cramped style. There is, however, a very effective stroke which is often intentionally played when the ball is near the body—viz., the *drive*. The racket is held as before, but the arm, instead of being extended, is brought near the body with the wrist down, and the head of the racket down. The striker faces the net more than before; and the stroke, instead of being downwards and forwards, is upwards and forwards. A good deal of force may be used when making this stroke, without sending the ball out of court, provided the ball is played so as to go over the net within a few inches of the top.

The learner, having practised striking and recovery, should get some one capable of instructing him to send him a few balls over the net, within easy reach, so that he can take them on the bound. Standing about the middle of the court, beyond the service-line, he should watch the striker's position and racket at the moment of delivery, and should try to judge whether the ball will be struck to his fore-hand or back-hand. Though on the move, he should avoid rushing after the ball, but should keep at striking distance from it, and should endeavour to return it without hurry. Beginners almost always play the ball too soon, when near the top of its bound, instead of waiting for it to begin its fall, and playing it when about a racket's

length, or less, from the ground. The striker should not try to play the ball *over* the net. If the ball is *waited for* and *played quietly*, with an *open racket*, it can hardly help going over. If the racket is properly held and the stroke properly made, the average elevation of the ball will be about a foot above the net.

If the striker finds he is playing easy balls into the net, or too close to the top of the net, it is because his racket is not held open enough; if he finds he is playing them too much above the net, either his racket is too open, or, more probably, he is lifting the ball instead of striking it, because he cannot dismiss from his mind all fear of playing the ball into the net.

If the return fails, or is badly executed, the instructor should explain the reason, calling out, *e.g.* "too quick," "open the racket," "support the head," "stoop," and so on. As soon as the learner finds he can return easy balls on the bound, with confidence, he should try, when striking, to *place* the ball, *i.e.*, to return it to any part of the adverse court at will. To accomplish this it is necessary to *time* the stroke. If the ball is taken when nearly opposite the shoulder (the player's face looking to side line), it will return straight up the court, parallel to the half-court-line. If taken just after it has passed the shoulder, it will return to the adversary's back-hand corner; if just before it reaches the shoulder, it will return to the adversary's fore-hand corner. The body does not require to be moved at all in order to command the court, as above explained; but as the stroke when the ball is nearly opposite the shoulder can be made more severe than

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when elsewhere, it is advisable, if the ball is easy and there is plenty of time, to shift the body slightly to the right or left, so that the ball may be placed, and at the same time the most effective stroke be made use of.

Whether the body is shifted or not, the recovery, after the stroke, should be facing the net.

### THE VOLLEY.

*Volleying* is playing the ball before it touches the ground.

The volley is a difficult stroke to play well, because the velocity of the ball is greater than when taken on the bound, and consequently the striker has less time to prepare for it.

When the ball is volleyed to the right or left of the striker, the racket is held as before explained. When the ball to be volleyed is coming in a line with the striker, he should place himself looking to the net, and should bring up his racket, with the rough side out, in front of or above his face. In volleying, the ball should hardly be struck at all. The racket should merely be advanced to the ball, and the grip of the handle should be somewhat relaxed.

After a short practice the player will be able to receive the ball to be volleyed on his racket-face, and in many cases he will succeed in returning it. But the art of placing the volley is not easily acquired. If the racket is held the least bit too open the ball will mount, and will either drop out of court or will leave

the adversary an easy return. If held the least bit too closed, the ball will be put into the net. If the stroke is not well timed, the ball will be sent out of court to the right or left. When the volley is taken in front of the body, a very slight inclination of the fore-arm to the right or left will suffice to place the ball. Anything more than this will drop it out of court. No written instructions can convey an idea of the delicacy, nerve, and judgment required to place a volley; actual practice and natural aptitude are the ingredients necessary to form an accomplished volleyer.

### THE HALF-VOLLEY.

The *half-volley* is played by taking the ball when close to the ground, immediately after it has dropped. The racket has to be advanced to the ground the moment before the ball is commencing its forward motion after dropping. Like the volley, it requires *accurate timing*. It is a difficult and uncertain stroke (coming more naturally to some players than to others), and, except for experienced players, should only be resorted to when it is unlikely that the ball can be returned in any other way.

### CUT AND TWIST.

The advantage of playing with an open racket is that *cut* is imparted to the ball. The cut is increased by playing down on the ball, as already recommended.



One effect of cut is to elevate the trajectory of the ball; a cut ball rises more than one that is not cut, and hence it is more certain to be returned over the net.

Another effect of cut is to make the ball travel slowly. But this apparent disadvantage is more than counterbalanced by the fact that a cut ball drops more quickly than one which is not cut. Hence, when cut is employed, the ball may be hit sharply without sending it out of court. So, notwithstanding the cut, a cut ball can be made to travel at a swifter pace than one that is not cut, and the difficulty of the adverse return is thereby increased.

These remarks only apply to balls taken near the ground. When a ball is taken high in the air as in smashing or in serving over-hand, it can be played with great force, and with a closed racket, without going out of court.

Severe cut is not requisite, as it is at real tennis. All that is necessary is to play with an open racket (which of itself cuts the ball), and to avoid patting the ball over the net.

When the ball is not purely cut, but struck on one side or the other, *twist* (equivalent to side at billiards) is communicated.

A twisted ball moves with a lateral curve during its flight, and what is of more consequence to the lawn-tennis player, it takes a direction to the right or left on touching the ground, instead of proceeding straight forward.

To twist a ball *under-hand* and fore-handed, let the

arm hang, with the hand knuckles up, just above the right knee, knees bent (the head of the racket being supported, and the face open). When in the act of striking, turn the fore-arm so as to bring the finger-nails up. When familiar with the action, play some easy balls in the manner described. The twisted ball on reaching the ground after being struck, will take a direction to the right of the striker.

If the position of the racket is reversed, and the opposite turn given to the fore-arm, the twist will be under-hand and back-handed, and the ball, on reaching the ground, will take a direction to the left of the striker. It is singular that, though the back-hand twist is not so easy of accomplishment as the fore-hand, many players unconsciously put on some back-hand twist when striking back-handed (as they think without twist).

To put on *over-hand* twist fore-handed, hold the racket over the head, with the knuckles to the face, and give a turn to the fore-arm, bringing the finger-nails to the face. A ball struck with the motion described will, on touching the ground, take a direction to the left of the striker.

Over-hand back-hand twist is seldom employed. The racket has to be reversed and the opposite turn given to the fore-arm.

### THE SERVICE.

The strongest service, when well delivered, is the *over-hand service*. It must be delivered with a closed

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racket, its main object being *pace*. If the racket is held open, over-hand twist will be given to the ball, and its flight will be retarded.

To close the racket:—Hold it first as already directed at right-angles to the body, with an open face; then turn the handle round in the hand, until the plane of the racket-face is parallel to the ground. Having closed the racket, bring up the hand, bending the elbow without turning the fore-arm. The racket should be nearly perpendicular to the ground, but with an inclination to the left.

Stand upright (not stooping), with the left foot on the base-line, the right foot beyond the base-line; and look towards the diagonally opposed court, into which the ball has to be served.

With the left hand toss a ball in front of the racket-face, about as high as it can be comfortably reached with the outstretched arm. At the same time, raise the right arm. When the ball is about to drop strike it with the closed racket, and endeavour to send it into the service court.

It is advisable at first to strike with moderate force. After a little practice the ball should be struck harder, until such command of the service is obtained as to enable the server to deliver the ball with considerable speed and accuracy.

For the *cut service* stand as directed under “attitude of striker,” with the left shoulder pointing to the diagonally-opposed court. Toss a ball in front of the racket-face (not so high as for the over-hand

service), and play as directed under "striking the ball" with an open-faced racket.

The over-hand and cut services should be practised a few times from the right court, and then a few times from the left.

The *under-hand-twist* service (fore-handed) should be practised from the left court, following the instructions for "under-hand-twist." The ball should be tossed in front of the racket-face and should be struck when about a racket's length, or less, from the ground.

The under-hand-twist service (back-handed) should be practised from the right court, as also the over-hand-twist service (fore-handed). This last should be delivered with only sufficient strength to cause the ball to drop a yard or two on the far side of the net. It is not often made use of as it is a fatiguing stroke.

### PRACTICE SETS.

As soon as the learner can play an ordinary stroke with confidence, either on the bound or volley, he should endeavour to get a few practice sets with an adversary who is skilful enough to send the ball "easy" to him. The intention is that he should have plenty of "return." As he improves, the adversary should send the ball less and less easy.

The beginner should not attempt much severity of stroke at first. Severity will come after a time. His main objects should be to play the ball in the right manner, and to place it away from his opponent.

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**TACTICS.**

The cultivation of a strong service is of great importance. The server is the attacking player. If his service is weak, the advantage of the attack is at once transferred to the striker-out.

The first service should be over-hand and as severe as the server can make it, with reasonable assurance of not serving a fault.

If the first service is a fault, the second service should be less severe, for fear of losing a stroke by two faults. A few players can deliver a strong over-hand second service; but in many cases, their second service is merely an over-hand pat. If the server has command of a good cut service, it is better to use that for a second service, than to pat the ball. With an average player a fairly strong cut service should seldom result in a fault.

It is advisable to vary the service at times. A strong under-hand-twist service from the left court may puzzle an adversary who is not accustomed to it. An occasional over-hand-twist service from the right court is sometimes effective. The initial action is much the same as for an over-hand service; if the striker-out is standing well back to receive an over-hand service, he will hardly be able to run up to the net in time to return an over-hand-twist which drops near the net. The ruse should not be employed often; the best chance of its success is its unexpectedness.

As soon as the service is delivered, the server should prepare for the return. If he plays principally from

the back of the court he should place himself about the half-court-line and base-line; if he has a sure volley and proposes to make use of it, he should run to the middle of the court, remaining beyond (*i.e.* further from the net than) the service-line. If his first service is a fault, and he delivers an easy second service, and is a good volleyer, he should, as a rule, go to the middle of the court, in hopes of volleying the return, and so of keeping the attack. In this he will often be disappointed. But he is in trouble from the first, and one chance of getting out of his difficulties is to reckon on a badly-judged return across the middle of the net.

If the striker-out expects a very fast service, he should stand well back, somewhere about the base line. He is on the defence, and can hardly hope to make a telling return. He should let the ball hit his racket, as in volleying. If he strikes at a ball which is coming very quickly the rebound from the racket is very likely to drop the ball out of court.

If the first service is a fault, the striker-out should come in a yard or two to receive the second service. He will now have a better opportunity of playing the ball for attack, and of placing it away from his adversary. The most unprotected part of the court is along the side-line. If he sees his adversary run up to the service-line, he should particularly avoid returning the ball over the middle of the net, resisting the temptation to return the ball where the net is low.

In subsequent returns, when a player is himself about to return a moderately easy ball from the back of the court, his first object should be as before to put his adversary at a disadvantage by placing the ball away from him. If his adversary is to the right of the court, the ball should be placed to the left, and *vice versa*, and if there is a recurrence of similar returns, the striker should keep on racing his opponent from one side of the court to the other. If the adversary is about the half-court-line, and appears equally ready to guard either right or left, then the ball should be played to his weak point. Most players are weaker with their back-hand than with their fore-hand stroke. Or the ball may be played sharply so as to drop just in front of the adversary's feet. In order to return such a ball the adversary must either run back (always more disconcerting than running forward and requiring longer recovery), or must resort to a half-volley.

The adversary being kept at a disadvantage, he must sooner or later make a weak return. Then is the time to run in and decide the stroke, killing the ball with a well-placed volley, or with a pat or smash, as explained below.

When about to return an easy ball near the net it should be played at the top of its bound. If the adversary is at the back of the court, the ball should be patted gently over the net, without any cut. The same if the adversary is near the net and the ball can be crossed away from him. For a patted volley the racket must be held very loose. If the ball cannot be crossed or played out of reach to one side or the other

it may be smashed either on the bound or volley, the ball being hit with considerable force, with a closed racket or with over-hand twist. Smashes are often played with unnecessary violence, and when the adversary is at the back of the court. Smash volleys are difficult of execution, but, if kept in court they generally win the stroke. If the adversary is about the middle of the court the ball may be played to one side or the other of him, or may be tossed over his head.

When an easy ball has to be returned from about the middle of the court, the striker must choose one of the above courses of action according to his own powers and to the position of his adversary. If he is a good volleyer he will mostly return the ball on the volley because the return is quick and gives the opponent less time for recovery than when played on the bound. If he is a back-court player he may prefer to wait for the bound, and to play to place the ball out of his opponent's reach along the side-line, or as the case may be.

When about to return a difficult ball, the striker must call to his aid any resource that the spur of the moment may suggest. He may often regain the attack by tossing the ball *high*. Tossed balls give him time to recover his position in the court, and they are not easy to return with effect either on the bound or volley. When the adversary has returned a ball in such a way as to present almost insuperable difficulties, it is often wiser for the striker to save himself by letting it go (putting up with loss of the stroke), than



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to race after it and try to put it back anyhow. The exertion of racing after such balls takes a great deal out of the player, and even if they are got back the return is generally weak, the ball is immediately killed, and the striker has had his run for nothing.

When a player is awaiting his adversary's return, he must prepare to *judge* it. In order to forecast the policy of the striker, he must note his adversary's position, so that he may be ready to occupy that part of the court to which the ball will probably be sent. But he should not actually start for that part of the court until the stroke is just on the point of delivery. If he starts so soon that the striker has time to change the direction of his stroke, the ball will often be drawn, by a slight change of position, to the opposite side of the court, and he will find himself going to the right when the ball is going to the left, and *vice versa*. An acute player will soon discover too great readiness on the part of his adversary to occupy the right or left court, and will make a feint of placing an easy ball in precisely that direction in which he does not intend to send it.

More important still is it for the player who is awaiting a return to keep his eye on his opponent's racket, and to watch its motion. If he sees that the ball is played sharply with pure cut, he must stand well back from the spot where he expects it to drop, as a ball so struck continues its course rapidly after touching the ground. If he sees that the ball is twisted underhand, he must go well to the left of the

spot where he judges it will drop; and he must go to the right of the spot where he judges a ball delivered with overhand twist will drop.

When judging a return, the player must make up his mind quickly, and just before the ball leaves his adversary's racket, what he will have to do. He should then set himself for his return; but not too soon, and not too fixedly, for fear of a possible false bound or of a stroke off the wood of his adversary's racket, or of the ball's touching the top of the net, which may upset all his calculations. As before stated, he should be ready to change his plan at a moment's notice, and to dart about in any direction in case of accidents, or of being out-manceuvred. Hesitation and want of policy are fatal; but too great eagerness, too early action, and rigid tenacity of purpose are almost as detrimental.

In four-handed games it is generally advisable for the stronger partner to serve in the first game, and for the stronger adversary to receive the first service. A good deal depends on the relative abilities of the partners; no positive rule can be laid down.

The partners of the server and of the striker-out should stand just beyond the service-line of their respective courts, about midway between the side-line and the half-court-line, and not up to the net, unless the striker-out has a weak return.

The most unprotected part of the court into which to return the service is the service-court diagonally opposed to the striker-out; but if the server's partner

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stands too near the half-court line, the return should be played sharply down the side-line.

The subsequent positions of the partners will depend on their powers. If one has a good volley and the other not, they should keep the front and back of the court respectively, especially if the player whose volley is weak is a strong back-court player. The forward player, if he sees a ball going easy to his partner should let it pass. When a ball is so returned that either partner might take it, one should call to the other, "yours," or "mine," so that they may not both go after the same ball. Also if the forward player judges the ball will drop out of court, he should call to his partner "out." This prompting of one partner by the other is very much neglected. The call should be made without hesitation, or it will be too late, the player called to having already begun his stroke and being unable to check himself.

With two partners who both have a sure volley, the strongest position is for one to occupy the right court, the other the left court about the service-line. Thus placed they can cover nearly the whole width of the court, and it is difficult to get a ball past them, except by tossing it over their heads. In the course of actual play they often will have their positions somewhat disturbed. Then a judicious adversary will endeavour to find the *défaut*, *i.e.*, to place the ball between the partners so that neither can quite reach it, or so that they may let the ball go by them, each expecting the other to play it. The stroke requires fine judgment

and accurate placing, and will only be successful in the hands of a cool and skilful player.

When the odds of a bisque are given by the stronger player, either simply or in augmentation of other odds, the receiver of the bisque should, as a rule, take it to win a game, *i.e.*, at the score of 40—30, or advantage, he wins. The principal exception is when the adversary has already scored four games. It is so important to prevent his securing the fifth game, that the bisque should then be taken to save the game. For example, at the score of four games all, 40—30 against the weaker player, he should take his bisque to make the score deuce.

When the odds of a bisque are received by the stronger player in diminution of other odds—as, for example, half-fifteen for a bisque (*i.e.*, the giver of half-fifteen receives a bisque)—the bisque should, as a rule, be taken to save a game; or, in other words, to make the score deuce. In short, the rule for taking bisques by the stronger player is precisely the converse of the rule to be followed by the weaker player.



# LAWS OF LAWN-TENNIS

## OF THE M.C.C. AND THE A.E.L.T.C.

[REPRINTED, *verbatim*, BY PERMISSION.]

### 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 extremities 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  $2\frac{1}{2}$  in., nor more than  $2\frac{9}{16}$  in. in diameter; and not less than  $1\frac{7}{8}$  oz., nor more than 2 oz. in weight.

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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 versâ*.

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

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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



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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, may direct the players to change sides at the end of every game, if, in his opinion, either side have a distinct advantage, owing to the sun,

wind, or any other accidental cause; but, if the appeal be made after a match has been begun, the Umpire may only direct the players to change sides at the end of every 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. A *bisque* is one stroke, which may be claimed by the receiver of the odds at any time during a set; except as below:—

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

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

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

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

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

29. *Half-thirty* 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.

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

31. *Half-forty* 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.

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

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

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

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

35. For the three-handed and four-handed games, the 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.

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

37. 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.

38. 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.

39. 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.

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

41. 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.



## MANAGEMENT OF LAWN-TENNIS PRIZE-MEETINGS.

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### DUTIES OF COMMITTEE AND SECRETARY.

IN the case of a club, the Committee should settle the details, or should appoint a sub-Committee for that purpose. Where there is no Committee, the Secretary should associate with himself some of the promoters of the meeting to constitute a Committee, (three to form a quorum); and should summon Committee Meetings.

The Committee should issue a programme, which should specify the conditions, and especially what laws shall be in force during the meeting; the place of meeting; the dates and hours of meeting; and the date of receiving and closing the entries. The Committee should also elect a Referee and Stewards; should be summoned to be present at the draw; and should declare (before the draw), the mode in which the prizes will be awarded.

### DUTIES OF REFEREE.

The Referee should appoint Umpires; should decide points of law submitted to him by an Umpire, or

referred to him on appeal; should allot the grounds (in conjunction with the Secretary or Ground-Manager); should call on the players to play at their appointed times; should disqualify absentees, or players who refuse to play when called on; should summon the Stewards to consult and decide upon any question arising out of the competition, if in his opinion, or in the opinion of any three Stewards such consultation is advisable; should summon the Stewards, if the misconduct of a Competitor is reported to him; should, in case of an objection to an Umpire, stop the match, and take the opinion of the Stewards on the objection; and, if it is brought to his notice by a Competitor that the weather is unfit for play, should summon the Stewards to consult and decide upon the question.

The decision of the Referee on any point of law is final.

### DUTIES OF STEWARDS.

In case of disagreement between the Referee and Secretary or Ground-Manager as to allotment of grounds, an appeal lies to the Stewards. The Stewards should help to keep order on the ground; should (on being summoned), decide on questions arising out of the competition, (especially on the reported misconduct of any Competitor, on objection to an Umpire, and on the fitness of the weather for play); and, in the absence of the Referee, they should appoint a substitute.

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The decision of a majority of the Stewards present is final. The case of the reported misconduct of a Competitor should not be adjudicated on by less than a quorum of three Stewards, nor until the Competitor has had an opportunity of offering an explanation. The Referee is chairman of the Stewards, with a casting vote.

### DUTIES OF UMPIRES.

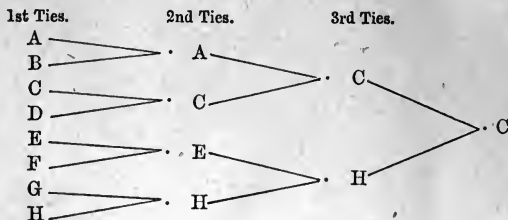
Umpires should see that the net is at the right height in the centre; should call faults, strokes, games and sets, and record them, and the time occupied by each set; should direct the Competitors when to change sides; should decide all doubtful and disputed strokes, all questions of fact, and (subject to appeal) all points of law; should cause balls in the way of the Competitors to be removed; and should deliver their record to the Referee at the conclusion of a match.

### ENTRIES, COMPETITORS, AND THE DRAW.

Entries, to be valid, should be accompanied by the name and address of the entrant, and by the amount of the entrance fee; and they should be sent to the Secretary in accordance with the conditions named in the programme. Competitors cannot transfer their entries. They have a right by themselves or deputies to be present at the draw. The draw should be conducted by placing each Competitor's name in a receptacle, whence the

names should be drawn one by one at random, and copied on a list in the order in which they are drawn.

When the number of Competitors is 4, 8, 16, 32, or any power of 2, they meet in pairs (without byes), the winners in the first ties playing against each other in pairs in the second ties, and so on as shown below (the winners' names being carried out) :—



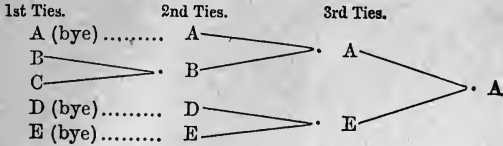
When the number of Competitors is not a power of 2, some have byes in the first ties, so as to reduce the number left to a power of 2 in the second ties, after which those left in compete in pairs as shown above. The number of byes is equal to the difference between the number of Competitors and the next higher power of 2; and the number of pairs meeting in the first ties is equal to the difference between the number of Competitors and the next lower power of 2.

The players entitled to byes are those whose names appear at the top and bottom of the list. If the



byes are even in number they are distributed equally, top and bottom; if odd, one more at the bottom. Thus:—

**SERIES 1.—From 5 to 8 Competitors.**



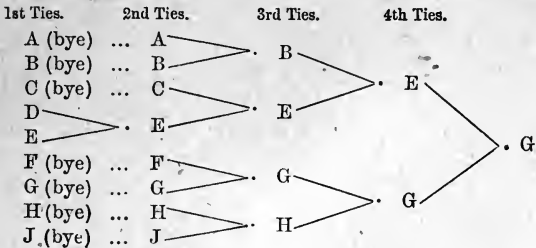
With 5; 1 bye top; 2 byes bottom.

„ 6; 1 „ ; 1 bye „

„ 7; 0 „ „ 1 „ „

„ 8. No byes (power of 2).

**SERIES 2.—From 9 to 16 Competitors.**



With 9; 3 byes top; 4 byes bottom.

„ 10; 3 „ „ 3 „ „

„ 11; 2 „ „ 3 „ „

„ 12; 2 „ „ 2 „ „

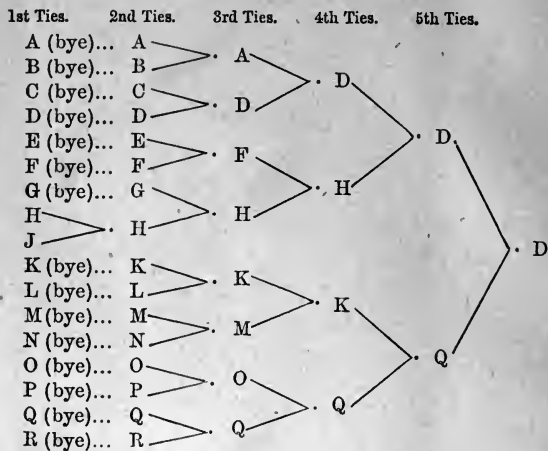
„ 13; 1 bye „ 2 „ „

„ 14; 1 „ „ 1 bye „

„ 15; 0 „ „ 1 „ „

„ 16. No byes (power of 2).

**SERIES 3.—From 17 to 32 Competitors.**



With 17; 7 byes top; 8 byes bottom.

”	18; 7	”	”	7	”	”
”	19; 6	”	”	7	”	”
”	20; 6	”	”	6	”	”
”	21; 5	”	”	6	”	”
”	22; 5	”	”	5	”	”
”	23; 4	”	”	5	”	”
”	24; 4	”	”	4	”	”
”	25; 3	”	”	4	”	”
”	26; 3	”	”	3	”	”
”	27; 2	”	”	3	”	”
”	28; 2	”	”	2	”	”
”	29; 1 bye	”	”	2	”	”
”	30; 1	”	”	1 bye	”	”
”	31; 0	”	”	1	”	”
”	32.	No byes (power of 2).				

And so on with higher numbers.

## HANDICAPS.

In handicapping, 15 is taken as equivalent to 6 bisques; half-15 to 3 bisques.

The Competitors should be handicapped in classes, before the draw, by the Committee (or by a Handicapper appointed by them).

## CLASS O (SCRATCH).

Class		Class	
1	receives 1 bisque.	9	receives half-30.
2	„ 2 bisques.	10	„ half-30 and 1
3	„ half-15.		bisque.
4	„ half-15 and 1	11	„ half-30 and 2
	bisque.		bisques.
5	„ half-15 and 2	12	„ 30.
	bisques.	13	„ 30 and 1 bisque.
6	„ 15.	14	„ 30 and 2 bisques.
7	„ 15 and 1 bisque.	15	„ half-40.
8	„ 15 and 2 bisques.		

## ODDS AS BETWEEN PLAYERS BELOW SCRATCH.—

When players in different classes below scratch meet, the superior player starts from scratch. Hence the odds to be received by the inferior player have in some cases to be increased beyond the difference of their respective classes. The following table shows the odds to be given in every case:—



To use the Table:—Look for the class of the superior player in the diagonal line of thick-faced figures, and for the class of the inferior player in the horizontal line of thick-faced figures. The odds to be given by the superior player will be found at the corresponding intersection of the horizontal and vertical columns. Thus, class 3 has to meet class 9. Travelling from 3 along the horizontal column, and from 9 along the vertical column, it will be found that class 3 gives class 9 15 and 1 bisque.

OWED ODDS.—When the difference between the best and worst players in a handicap is more than 30, the best players should be handicapped at owed odds. Owe half-15 is one stroke owed at the beginning of the first and every subsequent alternate game of a set, *i.e.*, the first stroke won by the superior player in those games brings his score to love. Owe half-30 is two strokes owed at the beginning of the first game, one stroke at the beginning of the second game, and so on alternately in all the subsequent games of a set. When odds are owed for a bisque or for two bisques, the superior player receives one or two bisques in diminution of the odds he owes. The players above scratch (*i.e.*, who owe odds), should be classed thus:—

## ODDS OWED TO CLASS O (SCRATCH).

Class	Class
1 owes half-15 for 2 bisques.	7 owes half-30 for 2 bisques.
2 „ half-15 for 1 bisque.	8 „ half-30 for 1 bisque.
3 „ half-15.	9 „ half-30.
4 „ 15 for 2 bisques.	10 „ 30 for 2 bisques.
5 „ 15 for 1 bisque.	11 „ 30 for 1 bisque.
6 „ 15.	12 „ 30.

ODDS AS BETWEEN PLAYERS ABOVE SCRATCH.—  
 When players in different classes above scratch meet, the inferior player starts from scratch, and the odds to be owed by the superior player will be as shown by the following Table:—

	0	1	2	3	4	5	6	7	8	9	10	11	12
	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
1	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
2	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
3	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
4	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
5	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
6	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
7	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
8	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
9	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
10	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
11	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis
12	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-15 for 1 bis	Half-15 for 2 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis	Half-30 for 2 bis	Half-30 for 1 bis

*Mem.*—In using this table, supply throughout the word “owe” before the odds specified.

To use the Table:—Look for the class of the superior player in the horizontal line of figures, and for the class of the inferior player in the diagonal line. The odds to be given by the superior player will be found at the corresponding intersection of the vertical and horizontal columns. Thus, class 12 (owe 30) has to meet class 6 (owe 15): class 12 above scratch gives class 6 above scratch owe 15 for 1 bisque—*i.e.*, the superior player owes 15 and receives 1 bisque.

If a player above scratch, who is entitled to bisques, meets a player below scratch, also entitled to bisques, the bisques should be mutually cancelled. Thus:—Class 10 above scratch (owe 30 for 2 bisques) meets class 7 below scratch (15 and 1 bisque), one bisque on each side is cancelled, the superior player owes 30 for one bisque, and the inferior receives 15.

**FOUR-HANDED HANDICAPS.**—In four-handed handicaps the strength of a pair is ascertained by dividing their united odds by 2. Thus, players in class 1 and class 5 form a pair. Their united odds are  $5 + 1 = 6$  bisques; their strength as a pair is represented by  $6 \div 2 = 3$  bisques, or half-15. If the addition results in an odd number of bisques, a bisque should be added before dividing.

**ADVANTAGE SETS** should only be played in the penultimate and final ties of limited open matches in which no odds are given; in champion-matches and in handicap-matches advantage sets should be played in all the ties.

Matches are generally played best of three sets or best of five sets. Championship matches are always best of five sets (except ladies' matches which are best of three sets). Finals are generally played best of five sets, except in ladies' matches.





## MANAGEMENT OF INTER-CLUB MEETINGS.

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### REGULATIONS.

1. The Laws of Lawn-Tennis as last revised by the All England Lawn-Tennis Club shall be enforced in all Inter-Club Meetings.

2. A Referee shall be appointed by mutual agreement.

3. In addition to the duties and powers of the Referee, as laid down in the "Regulations" of the All England Lawn-Tennis Club, he may, at his discretion and on appeal from either Club, direct that the ground shall be rolled at any time during the Meeting: without such direction, the ground shall only be rolled, at the request of either Club, at the end of a Match and before the beginning of another. The Referee, on appeal from any player, shall decide when new balls, and how many of them, shall be issued to the players. It shall be the duty of the Referee to decide whether the ground is fit or unfit for play, that is, owing to weather or other cause.

4. The balls used at all Inter-Club Meetings shall be selected by mutual agreement between the competing Clubs.

5. Provision for payment for the balls used at all Inter-Club Meetings shall be made by mutual agreement between the competing Clubs.

6. All Inter-Club Meetings shall be one-day Meetings.

7. The hour for the cessation of play shall be fixed by mutual agreement before the commencement of play.

8. The number of Single-handed or Four-handed matches, or of both, to be played at each Inter-Club Meeting, shall be settled by mutual agreement between the competing Clubs.

9. All Matches shall be the best of three advantage sets.

10. The Club which wins the greater number of Matches shall be the winner at that Meeting.

11. 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 Meeting shall be considered as drawn, unless either Club shall have won the number of Matches which would have entitled it to the victory if all the Matches had been played out.

12. These Regulations shall be binding at all Inter-Club Meetings, and shall only be altered by mutual agreement between the competing Clubs.

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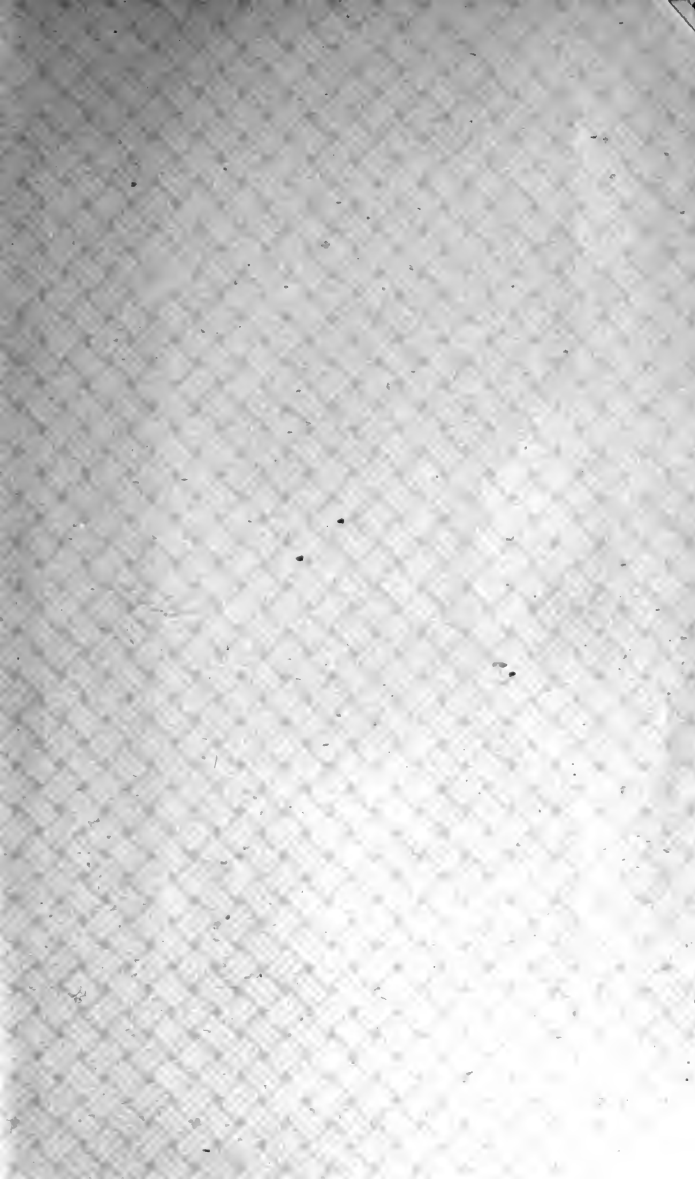
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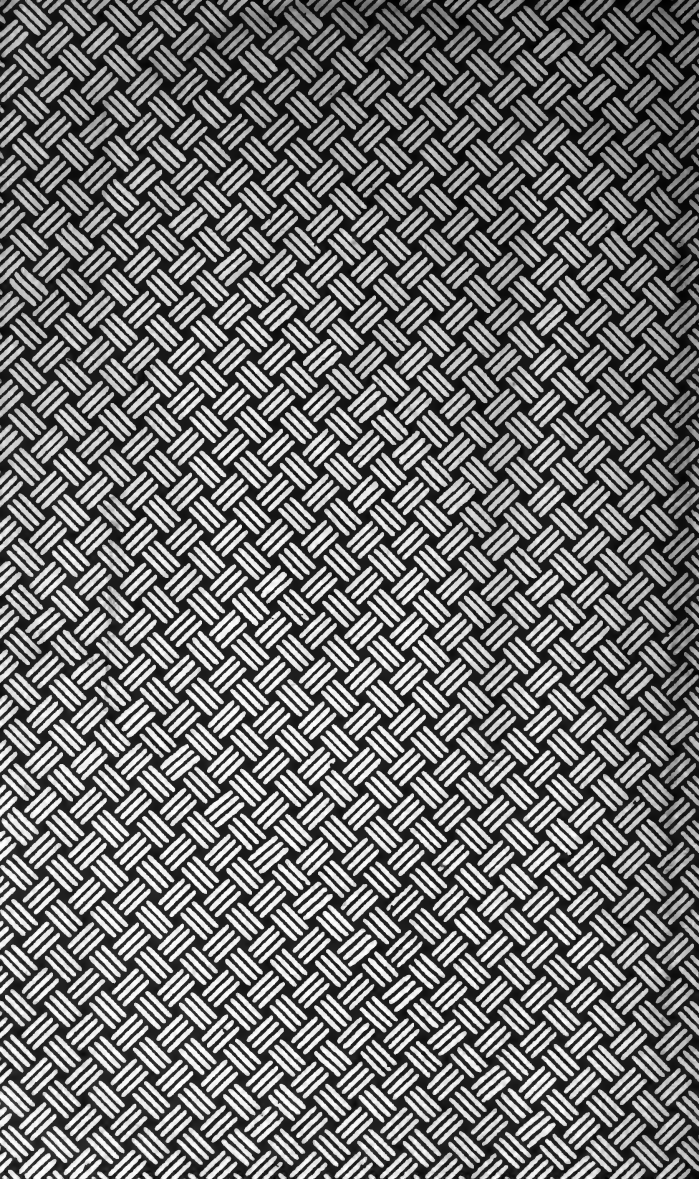
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