

DECK TENNIS (con't)

Object of Game: The object is to toss the ring back and forth across the net without letting it hit the ground.

Serving: The server stands behind the rear line and tosses the ring with an underhand motion into the opposing court. Feinting is not permitted and the ring must be delivered with a minimum upward flight of six inches. The server has only one attempt to make a good service. If the served ring hits the top of the net and falls over into the "dead" area it counts as a bad service and the ring goes to the opponents for service. However, if a second ring after hitting the top of the net falls into the opposite court, it is a "let" and is served over unless the receiver chooses to play it.

In doubles play, the center line dividing the court into right and left service courts is used. The first server stands behind his right-hand court and serves diagonally into the opponents' right-hand court. If the point is won, the next service is from behind the left-hand court into the opponents' left-hand court, with the server's partner standing in the other court. When the service changes hands, the player who has been serving stands in the right-hand court and becomes the receiver. When it changes hands again, the service is delivered by the player who has been occupying the left-hand court.

The Play: After the service, the ring is tossed back and forth across the net. The players must use one hand only, the ring being caught with this hand and immediately tossed back over the net. It is permissible to catch the ring against the body but in no case may the other hand be used. The ring must always be tossed, using an underhand or horizontal movement of the arm or wrist. The elbow may not be raised above the level of the shoulder in tossing unless the ring is caught above the shoulder, in which case it may be thrown at the elevation at which it was caught, provided the wrist is turned down and the ring propelled with a tossing motion of the wrist.

The ring must be thrown immediately after it is caught and from the spot where it was caught--holding it, stepping with it, feinting, or making false motions of throwing are prohibited. The ring must be firmly caught on one attempt, not juggled, and must be tossed, not batted.

Scoring: Only the server scores and he continues serving as long as he wins. The server scores one point when the opponent fails to catch and return the ring fairly within the server's court. If the ring falls into the "dead" area, the point is lost. Rings falling on the lines are considered in. When the server fails at service or fails to return the ring fairly in play, he loses his service.

The game consists of fifteen points, unless a "long set" is agreed upon before play starts. In this case, if the game reaches fourteen all, it is necessary for a player to secure two points in succession to win.

Matches consist of the best two out of three games. The players change courts after each game. If at the start of the third game, one player scores eight points before his opponent scores any, the players change courts.

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CROQUET

Court: The court may be of any size depending on the space available. It should be level with the grass mowed short. Two wooden stakes are located, one at each end of the court; they are one-and-one-quarter inches in diameter and extend above the ground one-and-one-half inches. The position of the wickets is shown in the following diagram, O representing a stake and X a wicket:

