

### TABLE TENNIS (con't)

**The Play:** The server having made a good service, the receiver attempts to make a good return, and thereafter the server and receiver alternately make a good return until a point is scored. In making a good return, the player strikes the ball in one stroke upon its first bounce, so that it passes directly over or past the end of the net and touches the playing surface of his opponent's side of the table. Striking the ball more than once is prohibited.

**Scoring:** A player loses one point:

1. If he fails to make a good service.
2. If he fails to return a good service or good return by his opponent.
3. If he or his paddle touches the net while the ball is in play.
4. If he moves the table while the ball is in play.
5. If his free hand touches the playing surface while the ball is in play.
6. If the ball in play comes in contact with him before it has passed over the end lines or side lines of the table and has not yet touched the playing surface since being struck by his opponent.
7. If a player volleys the ball, that is, strikes or is struck by a ball within his court before it has dropped on the table.

**Let--**It is a let and another ball is served under the following conditions:

1. If a served ball touches the net or its supports in passing over the net, provided the serve is otherwise good.
2. If the ball is served when the receiver is not ready. If the receiver strikes the ball, he cannot be considered as being unready.
3. If either player loses the point because of an accident not under his control.

**Faults:** Violation of the service rules is a fault and scores one point for the receiver.

**Game and Match:** The player first winning twenty-one points wins the game, except that when the score is twenty all, the player wins who first makes two more points than his opponent.

A match consists of the best two out of three games.

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### HORSESHOE PITCHING

**Court:** The stakes are placed in the center of a pitcher's box which consists of a wooden frame six feet square. The frame is made of two-by-four-inch material and is placed in the ground so that it extends not more than one inch above the surface. For a distance of at least eighteen inches around the stake the box should be filled with potter's clay or similar material to a depth of at least six inches. The clay should be moistened to a putty-like consistency.

The stakes should be of iron, one inch in diameter, perpendicularly inclined one inch toward the opposite stake and extending eight inches above the ground.

The regulation distance between stakes is forty feet, measured from where the stake enters the ground. For women and boys in contests and tournaments, the distance should be thirty feet.

**Horseshoes:** The horseshoes must not exceed seven-and-one-half inches in length, seven inches in width, and two-and-one-half pounds in weight with toe or heel calks extending out not more than three-quarters of an inch. The openings between the calks must not exceed three-and-one-half inches, inside measurements.

**Game:** A regulation game consists of fifty points, and the contestant first scoring this number wins. Match contests between two players consist of three games of fifty points each.

**First Pitch:** At the beginning of a game the contestants toss for the choice of first pitch or follow. At the beginning of the second game the loser of the preceding game has the first pitch. During the games, the contestant scoring has the lead.