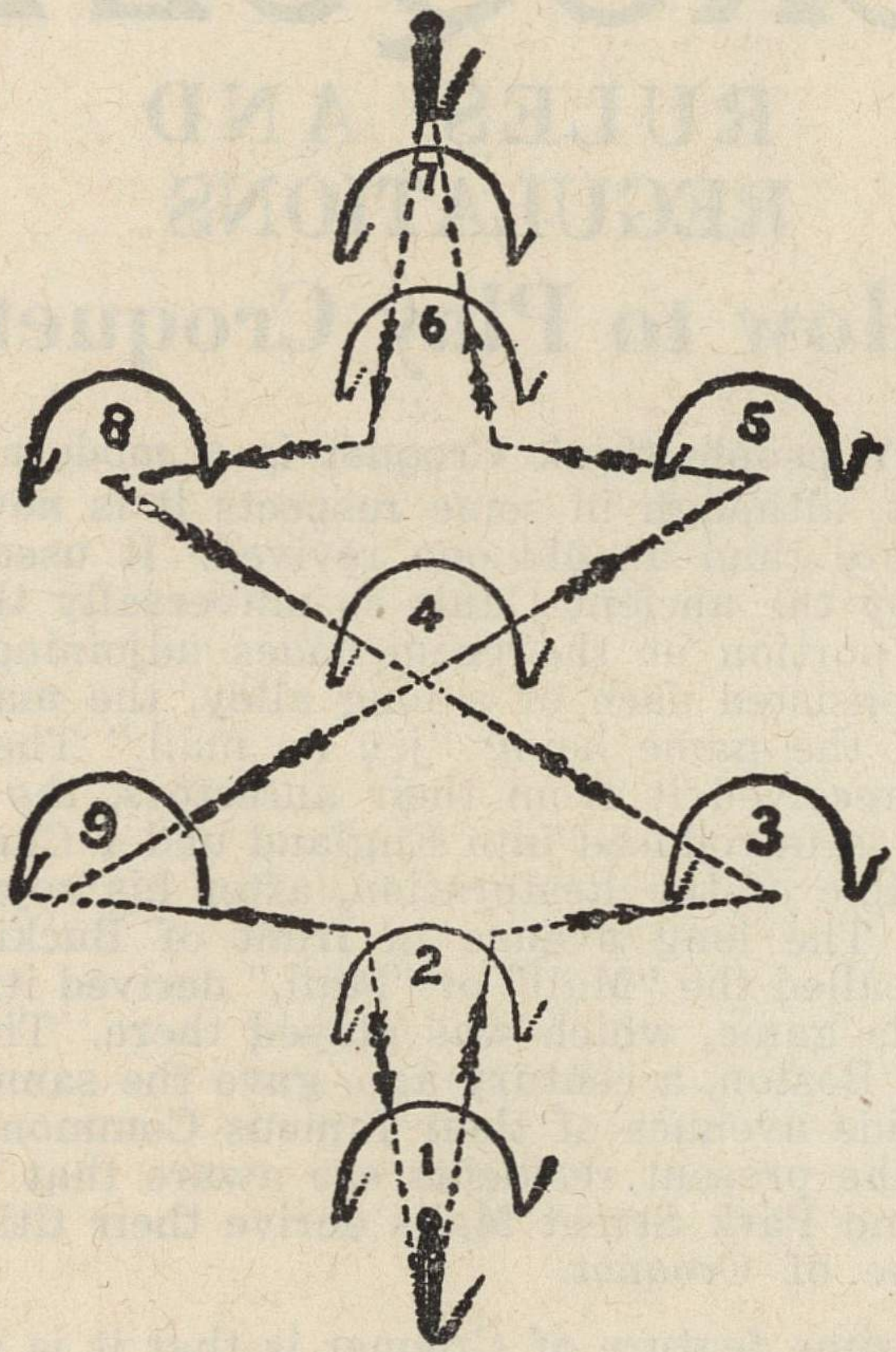
CROQUET

RULES AND REGULATIONS

How to Play Croquet

MANY people think Croquet is a modern game, yet, although in some respects it is new, it is little more than an old one revived. It used to be played by the ancient Gauls so universally that the greater portion of the promenades adjoining large towns consisted each of a long alley, the mail—the name of the game being "jeu de mail." The latter French received it from their ancestors, the Gauls, and it was introduced into England under Charles II at the time of the Restoration, after his sojourn in France. The long avenue in front of Buckingham Palace, called the "Mall" or "Mail," derived its name from this game, which was played there. The residents of Boston, a century ago, gave the same name to the side avenues of their famous Common. Very few of the present residents are aware that Beacon Street and Park Street Malls derive their title from the game of Croquet.

One prime feature of Croquet is that it is an outdoor sport in which ladies and gentlemen, boys and girls, may alike engage. Hitherto, while men and boys have had their healthful means of recreation in the open air, the women and girls have been restricted to the less exhilarating sports of indoor life; or if they ventured out, all the participation in healthful outdoor amusement and exercise they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could indulge in was the tame and unsatisfactory position of mere lookers-on.

It is not to be wondered at, then, this being the state of things, that Croquet, upon its introduction to American society, should meet with so warm a welcome. It came as an outdoor sport for ladies, misses, and even little children—for the rich and for the poor, the strong and the weak—easily learned and always intensely interesting and attractive to all.

We shall endeavor, in this "New Manual," to make all its points clear to every understanding, so that persons of every age, from the youngest to the oldest, may easily become proficient in a mode of amusement which can not fail to be to them an inexhaustible source of health and happiness.

Implements Required

What is called a "Full Set" consists of eight balls, eight mallets, nine arches and two stakes; a "Half Set" consists of four balls, four mallets, nine arches and two stakes.

Ground

The game of Croquet is played on a lawn or a piece of smooth turf, and possesses an important advantage over most other outdoor games, inasmuch as any piece of grass land of ordinary size will serve its purpose; in fact, it may be played almost anywhere without detracting from the real enjoyment of the game.

When accuracy is required, the dimensions adopted by the National Association are as follows: Length 72 feet, width 36 feet, corner pieces 8 feet long, inside measurements, with a line denoting boundary of the field 30 inches from the inside of the border. The surface should be well-rolled dirt,

slightly sanded to hold the balls. The game may be played on turf, dirt, or "made" ground.

When the ground will admit of it the stakes should be placed 72 feet apart; the first arch seven feet in front of the starting stake; the second, seven feet from the first; the third fourteen feet to the right of, and one foot in advance of the second; the fourth on a line with the first and second, and twenty-two feet in advance of the second; the remaining five at the same relative distances; thus there will be five arches in line between the stakes, and four wing arches.

General Directions for Playing

The game can be played by eight persons, four on each side. Six or four, however, make a better game, and if there are only two players, each can use two balls and have a capital game. Eight players may be divided into two sets, both playing on the same ground. At the commencement the players divide into sides, which, if not even, may be made so by one of the players taking two balls. Each player takes a mallet and ball of the same color.

The game commences by the leader of one side placing his ball about a mallet's length in front of the starting stake, and endeavoring, by striking it with the head of his mallet, to drive it through the first arch. If he succeeds, he then tries to drive it through the next arch, and so on. As soon as he misses going through an arch his turn is over. If, however, at his first turn he does not send his ball through the first arch, he gives his place to the next player. The leader of the other side then plays; and the others in the order of colors on the starting-stake.

The aim of each player is to drive the balls from the starting-stake through the seven arches to the

turning-stake, which must be struck. This is called "pegging" or "staking." The balls are then to be driven back to the starting-stake; the course to be turn and back to be in the direction indicated by the arrows on our diagrams.

The player who reaches the turning-stake first has great advantage; for, as soon as he commences his return journey, and meeting the other players, he is able to croquet them, considerably impeding their progress.

The side whose balls are first driven round, and hit the starting-stake, wins the game.

At the beginning of the game, and before making each stroke, look well around and see the exact position of affairs; then, having made up your mind what to do, make your stroke deliberately and carefully. Watch the game attentively throughout, watch each player's style, both friend and foe. You will thus learn capabilities of others, and learn points which may be subsequently of great service

Do not play a selfish game—that is, do not be in too great a hurry to make your own arches. You may often do more service to your side by going back or lying by to help a friend, than by running your own ball through half a dozen arches. Remember, you can not win the game by your own ball alone.

Do not hesitate, either, when you can do real injury to your opponents, to abandon your own game in order to go down and break up theirs.

When two or more balls are in friendly proximity, rush down and break up their union at all hazards, for such a gathering always denotes mischief ahead.

Never try a difficult stroke, however brilliant, when circumstances do not imperatively demand it.

It is the safe game that wins.

Take every opportunity of practicing the various strokes, particularly the more simple ones.

Especially study and perfect yourself in long shots; make everything within twenty years a dead certainty on level ground. This may seem a long stroke, but is perfectly attainable with good mallet and balls on a good ground.

When a player strikes his own ball so as to hit another, however lightly, at a distance, he is said to roquet it. Having thus hit a ball, he can "take the croquet" before proceeding further in the game, or not, at his option.

As soon as the ball has gone through the first arch the player may, with it croquet any ball that has also passed through the same arch. It is done as follows: When a ball has hit another at a distance — that is, "roqueted it"— the player lays his own ball against the other so that it touches it. At this point two different methods of playing come in. One is called "Tight Croquet," and the other "Loose Croquet." In the former the player places his foot on his own ball, and strikes his ball with the mallet. The effect of this will be to drive the other ball in any direction the player may choose, which of course, will be governed by whether the ball thus croqueted belongs to a player on his own side or not. If the player adopts the "Loose Croquet," he does not place his foot on the ball, but merely placing the two balls in contact he drives them both together by striking his ball. The results of this is that they fly off at different angles.

A friend can, by croqueting, send a partner through the arch he wishes to pass, or else drive an enemy, who has obtained a good position, exactly in the opposite direction to that in which he wishes to travel. Great care must be taken with regard

to the way in which the ball is driven. Many thoughtless players think nothing of driving a foe close to a friend, or in the hope of assisting their side, send a friend in the immediate neighborhood of a foe, thus improving the position of the adverse side and damaging that of their own.

When a player has gone the rounds and reached the starting-stake, he may either "peg" and retire, or not strike it and be a "rover," with the privilege of traveling over ground to assist players on his own side or damage the prospects of those on the other.

In regard to the rules of the game, each family is a law unto itself, but to give a few general instructions is the aim of this book to supply.

Rules and Regulations

1. All games may be opened by scoring from an imaginary line through the middle wicket, and playing two balls each (not partner balls) towards the home stake. The player whose ball rests nearest the stake shall have choice of play, using that bail.

2. The payers on each side are to play alternately according to the colors on the starting-stake; and the order in which they play shall remain unchanged during the game.

3. On commencing, each player may place his ball at a distance from the starting-stake not exceeding the length of the mallet-handle.

4. The first stroke must be to pass the ball through the first arch.

5. The ball must be struck with one of the faces of the mallet head, never with its side.

6. The ball must be fairly struck and never pushed. A ball is considered to be fairly struck when the sound of the stroke is heard. A ball is pushed when the face of the mallet is allowed to

rest against it, and the ball is propelled without the mallet being drawn back.

7. If a ball be struck otherwise than with the face of the mallet, if it be pushed, or if in striking at his own ball a player hits another, it is a foul stroke, and the player loses his turn; and any balls disturbed shall be replaced or suffered to remain, at the option of the opposite side.

8. A player may play in any attitude, and use his mallet with his hands in any way he pleases, provided he strikes the ball with the face of the mallet.

9. If, in making a stroke, a ball is driven beyond the limits of the Croquet-ground, it may be taken up and placed at the point where it crossed the boundary line.

10. When the ball is by accident driven from its resting place, it is to be returned to the spot from which it was started.

11. It is allowable for a player to rest the head of his hallet on the ground at a distance from the ball, and strike it by sharply advancing the mallet from its resting place.

12. Instead of aiming at his arch, or at another ball, a player may strike his ball towards any part of the ground he pleases.

13. The balls are to pass through the course in the regular order of the arches. If a ball passes through an arch other than the arch next in its turn, or from the wrong side, the passing through is of no account.

14. If a ball is struck through its right arch by a blow from another ball, or is roqueted or croqueted through, it is considered to have gone through its arch.

15. Any player missing the first arch takes his

ball up, and when his turn comes, plays from the starting-place, as at first.

16. A ball has fairly passed through an arch when it passes within and beyond it to any extent, or when, if the handle of the mallet is laid across the two sides of the arch whence the ball came, the ball does not touch the handle.

17. Hitting the turning-stake is equivalent in its privileges to the passing of an arch.

18. When the ball of a player hits the starting stake, after he has been through all the arches, whether by his own play or by being roqueted or croqueted, he is out of the game, and it proceeds without him.

19. A ball is a rover when it has gone through all the arches, and has not hit the starting-stake.

20. A rover has liberty to croquet consecutively all the balls during any one of his turns, but can not croquet the same ball twice in a single turn.

21. If a person play out of his turn, and the error be discovered before his turn is completed, the ball must be replaced where it stood before, as well as any balls it may have removed. If, however, the turn is completed, the player loses his next turn altogether. The error, however, must be discovered before the commencement of the next turn, or else no penalty is attached.

22. A ball is roqueted when it is struck by another, whether the ball striking it proceeds from a stroke of a mallet or is rebounded from an arch, stake, or ball which it has previously struck.

23. When a player roquets two or more balls by one stroke of the mallet, he is said to richochet and may croquet one or all, at his option.

24. As soon as a player has gone through the

first arch, he is at liberty to croquet any ball which has also gone through the arch.

25. A player can not croquet a ball which he has not roqueted.

26. A booby can not croquet another ball, nor be croqueted.

27. A player is forced to move the croqueted ball at least six inches, and can not croquet the same ball a second time until he has passed through an arch.

28. If a player ricochet, and wishes to croquet, he must do so in the order in which they were roqueted, but the striker has only one additional stroke when he has croqueted the lot.

29. If a player hit another ball that is a rover, and by the blow drives it against the winning stake, he is allowed another turn but can not croquet the ball, as it is dead the moment it touches the stake.

30. If in "tight" croqueting, the ball slip from the foot and go through an arch, or strike the stake, the stroke does not count.

31. If, in an attempt to croquet a ball, the player's ball flinches, the ball on which the croquet was to be executed is free, and can be struck in its turn by its owner.

32. In the act of croqueting, when the player makes a splitting or following stroke, the foot may be held lightly on his own ball, but it is not obligatory to put the foot on at all.

33. A player, after striking a ball, is not necessarily compelled to croquet it, but is allowed to play in any direction he pleases. He must, however, play from the place where his ball is, and not, since he abnegates the privilege of it, as after a croquet from a position touching the ball he has struck.

34. If a player croquet a ball illegally, he loses his next turn.

35. If a ball, when croqueted through its arch in a wrong direction, rolls back through the arch, it has not to pass through the same arch in the same direction again.

36. Should the course of a ball be interrupted by any person, the player can allow it to remain at the point where interrupted, or it can be moved to where he supposes it would have reached.

37. If a player play with a wrong ball, he has to replace this ball and lose his turn. This is not enforced unless the error is discovered before the arrival of the player's second turn.

38. If a ball be moved by a player when it should not have been touched, it must be restored to its former position, even if the stroke has sent it against a stake or through an arch.

39. When all the players on one side have passed through the arches and struck both stakes, the side that first accomplishes this wins the game.

40. No player or other person shall be permitted to interfere with the results of a game by any word or act calculated to embarrass the player, nor shall any one, except a partner, speak to a player while in the act of shooting.

41. The order of colors shall be the same as on the stakes.

42. The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the stroke is not allowed unless the ball is struck at the same time, and if the ball is moved without being struck by face of the mallet, it shall remain where it rests, and should a point or roquet be made, it shall not be allowed except by a decision

of the umpire as to the fairness of the shot. All balls thus moved by a false shot may be replaced or not, at the option of the opponent.

43. A player, in each turn to play, is at liberty to roquet any ball on the ground once only before making a point.

44. A player makes a point in the game when his ball makes an arch or hits a stake in proper play.

45. If a player makes a point, and afterwards, at the same stroke, roquets a ball, he must take the point and use the ball. If the roqueted ball is beyond the arch, and the playing ball rests through the arch, it is held to be first made.

46. If a ball roquets another and afterwards, at the same stroke, makes a point, it must take the ball and reject the point.

47. A player continues to play as long as he makes a point in the game, or roquets another ball to which he is in play. A ball making two or more points the same stroke has only the same privilege as if it made but one.

48. Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then have subsequent privileges the same as though the balls were separated an inch or more.

49. A rover has the right of roquet and consequent croquet on every ball once during each turn of play, and is subject to roquet and croquet by any ball in play.

50. Rovers must be continued in the game until partners become rovers and go out successively, and a rover that has been driven against the stake can not be removed to make way for next rover.

Technical Terms Defined

Arch. The curved iron rod set in the ground; the bridge.

Attacking. Playing at an enemy's ball for the purpose of putting it out of position.

Booby. A ball that has failed in attempt to pass through the first arch.

Concussion. The displacement of a ball by another placed against it by roquet, croquet, ricochet, roquet-croquet, and not struck directly by the mallet or ball that may be in play.

Croquet. To strike one's own ball when in contact with a roqueted ball. (See "Tight Croquet" and "Loose Croquet.")

Dead Ball. A rover which, having struck the starting-stake, is for that reason out of the game; any ball that cannot play.

Dismiss. To dismiss a ball is to croquet it to a distance.

Double Point. Running two arches with one stroke of the mallet.

Flinch. When a ball with which a player is about to take the croquet slips from beneath his foot.

Following Stroke. When a player strikes his own ball so that it follows the ball he is croqueting.

Foot. The starting-stake.

Front. The side of an arch from which a player must proceed in passing through it.

Head. The turning-stake.

Home. The starting-stake.

Home Strike. The last strike of the play.

In Position. A ball when it rests opposite its arch so that by one stroke of the mallet it may be driven through it.

Leading Ball. The first ball from home.

Loose Croquet. Croqueting a ball (after having placed the two balls in contact) by striking your own ball without placing your foot on it, causing both balls to fly off at different angles.

Made Its Arch. A term applied to a ball when it has passed through an arch.

Making a Point. Running an arch; tolling the turning-stake, or roqueting a ball — each in its proper place or turn.

Making Position. Roqueting or ricocheting a ball already in position.

Out of Position. A ball whose locality is such that the player can not drive it through the proper arch by a single stroke of the mallet.

Over-running an Arch. Driving a ball outside and beyond the arch intended to be passed through.

Pegging. The same as staking.

Pushed. A ball, when the face of the mallet is allowed to rest against it, and it is propelled without the mallet being drawn back.

Ricochet. The act of roqueting two or more balls by one stroke of the mallet.

Roquet. To roquet a ball is to cause your ball, by a stroke of the mallet, to come in contact with it, either directly or indirectly.

Roquet-Croquet. Taking a ball that has roqueted another, and, placing it near the roqueted ball; then, without placing the foot on the ball, striking it with the mallet, driving both balls to any point or points

that may serve the player.

Roqueted. A ball is roqueted when it is struck by another ball.

Rover. One who has been through all the arches, and struck the turning-stake, but, instead of striking the starting-stake and going out, prefers to continue in the play.

Running an Arch. Driving a ball through an arch, either by a single blow of the mallet, by roquet, croquet, ricochet, concussion or roquet-croquet.

Side Stroke. Holding the mallet in one or both hands, and hitting the ball with it at the side or cross the body.

Splitting Stroke. Striking the ball so that it takes a different direction from that of a croqueted ball.

Spoiling an Enemy. Striking an opponent's ball out of position.

Staking. Striking the stake with a ball; pegging.

Starting-Stake. The stake at which each player commences his tour of play; the foot of the arena.

Straight Stroke. Striking by holding the mallet perpendicularly in front of the body.

Striking Home or Striking Out. Striking a ball against the starting-stake after its having run all the bridges and tolled the turning-stake.

Take a Stroke Off. Placing a ball to touch the roqueted ball very lightly, so as to leave it, when croqueted in nearly the same position.

Take the Croquet. Placing your own ball against the roqueted ball so that it touches it; then striking it and thus driving one or both balls in any direc-

tion you wish.

Tight Croquet. Croqueting a ball by placing your foot on your own ball and, by striking with your mallet, driving the other way, and taking another with your own.

Tolling the Stake. Striking your ball against the turning-stake after having run the central and left flank arches upward.

Tour of Play. The turn given each player, and continuing so long as points are gained.

Turning-Stake. The stake directly opposite the starting-stake.

Winning Stake. The starting-stake is so called because when it is struck by a returning ball the game is won.

Wired. Having your ball in such a position that an arch prevents the stroke you wish to make.

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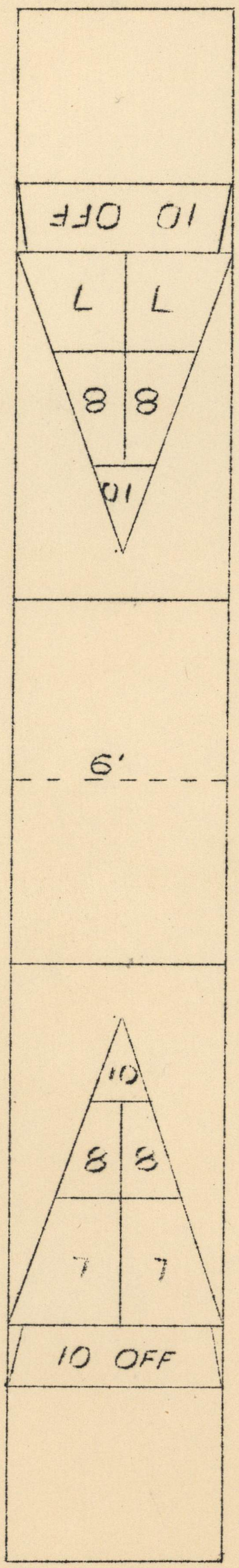
SHUFFLEBOARD

Equipment - Court as shown in diagram. Cue: the maximum length of cue and fingers shall not exceed six feet three inches. Finger spread three and one-fourth inches. Eight wooden discs, four of which shall be one color and four of another color. These discs to measure one inch in thichness by six inches in diameter, the weight to be not more than twelve ounces each.

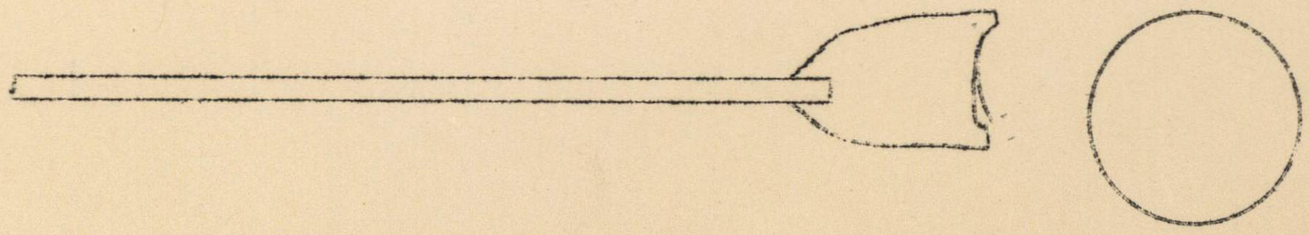


Game

1. In singles both players play from the same end of the court, and change ends after all discs are shot.
2. In doubles the two partmenrs play at opposite ends of the court, one team using one color discs and the other another color.
3. The first play of a game must be started from the right side of the court, followed by the other, each alternating. Subsequent games to be started by the winnter.
4. Players place their discs in their respective half of 10 off area and must play their four discs from this space. (Violations of this rule penalty 5 off.)
5. Players must not step on or over first line of court. (Violations of this rule 5 off.)
6. If a player scores a disc, opponent may drive it out or into the 10 - off space.
7. A disc obstructed by any solid object other than another disc is "dead" and must be removed from court before another play is made.

Scoring - All discs touching lines are not counted; all other discs within the diagram areas are counted. The 10-off space means deducting ten from score.

2. All points must be scored.
3. Discs that stop in area between farthest "dead line" and starting area are "dead" and must be removed from the court before another play is made. Note: A disc touching "dead line" is not considered dead. All other discs except those going out of bounds and obstructed discs must remain where they stop until play is made and score is counted.
4. Fifty points shall consitute a game except when otherwise agreed upon in tournaments.
5. If both sides have fifty or more points the side having the greatest number of points shall be winner.



I. ARCHERY

1. Describe the necessary outdoor archery equipment, giving material and size of target, the number of concentric rings on the target and the method of scoring hits on each concentric ring.
2. What length of arrows are used for men, women and children?
3. What is the strength of the bows for men, women and children?
4. From what material are ground quivers made?
5. Describe shape, etc.
6. How many arrows are shot by each individual to constitute a round?
7. What distances are used in outdoor archery?
8. Descrive scoring method when arrow passes thru or rebounds from scoring area and in so doing barely touches adjoining circle.
9. What constitutes a shot for the archer?

II. AERIAL DARTS:

1. Describe the game of aerial darts, giving size of court, the number on each team and the equipment used for play.
2. What is the height of the net and what rules of another net game are followed in scoring and general play?

III. VOLLEY BALL

1. Describe the game of volley ball, using care in describing the size and weight of the ball, the size of the court for men and younger boys, the height of the net which is advisable for each, also mention the length of the net.
2. What is meant by rotation?
3. Describe fully the serving requirement as for men and women.
4. Amplify on the rules on returning the ball.
5. Describe the term "relaying the ball", score game.

IV. SHUFFLEBOARD

1. Where is shuffleboard best played, on what surface?
2. What is the distance of the two triangles from apex to apex?
3. Describe the size and number of discs; also the colors.
4. How would you make a cue? Give dimensions.
5. What length is illegal length for cue?
6. How many players are there on a team?
7. State rules to be followed and from what end of the court do team situations differ?
8. What is the scoring objective and what alternation is followed in shooting?
9. After a game is won, does the loser or the winner start the next game?
10. In doubles play, how are the eight discs played?
11. State arrangements of discs in the 10-off space and state point penalty for violation or failure to comply with disc requirement or for stepping over first line of the court.
12. State rule regarding knocking discs from scoring area or into the 10-off area.
13. State rule regarding disc resting on division line.
14. What are dead discs?
15. How many points constitute a game?
16. How is game determined in case of a tie?

V. TABLE TENNIS - PING PONG

1. Give dimension of regulation table, also color of paint used on its playing surface, as well as the color and width of line on the outside edges and down the center.
2. What height above the floor should the table rest?
3. What variations as to length and breadth are permitted for home tables?
4. What is the thickness of the table, and if you made one from what material would you make it, and where obtained?
5. Describe the net, color, and give height from the top of the table.
6. What material is used in the construction of ping pong balls?
7. Give dimensions of blade or racquet and state what materials of cover construction are used.
8. What method is used to determine choice of service or court?
9. What routine is established after each game as applied to server and receiver, and changing ends of table?
10. Regarding service, except when the score is 20-all, when does the server become the receiver, and vise versa?
11. When the score is 20-all, what then?
12. Give necessary rules as they apply to the server when he or she is serving.
13. What rules are enforced when server misses the ball entirely?
14. What is a good return?
15. May you strike the ball twice consecutively?
16. Give seven situations wherein a player loses a point by creating faults.
17. What is "let ball"?
18. May a player strike the ball after his opponent has served and then claim that he was not ready?
19. What is a fault?
20. What constitutes game and match? Exception?

VI. HORSESHOE PITCHING

1. Describe the court dimensions with pitcher's box and materials used as to clay and lumber.
2. Describe size, height above ground, and inclination of stakes toward opposite stake.
3. What is regulation distance between stakes? Distance for women and boys?
4. Give weight, length and width of horseshoes; also regulations concerning toe and heel calks; openings between calks.
5. What is game point in regulation game?
6. Match contest, how many games?
7. Which player is permitted first pitch, and also state procedure which player has choice after the first game has been won.
8. Who has the lead during the game?
9. State pitching rules regarding order of pitching, prohibition of contestant examining position of opponent's shoes before pitching, etc.
10. Where is the foul line of pitcher? State penalty.
11. State what is meant by foul shoe.
12. Describe a ringer.
13. Outline methods of scoring. Highest possible score?

VII. DECK TENNIS

1. Give dimensions of court with singles and doubles markings; also foul lines.
2. What is height of net?

Deck Tennis - cont.

3. What equipment is used and what size are the quoits?
4. How many quoits are used, and how many players on each side?
5. What is the object of the game?
6. Explain legitimate serving.
7. What is let and dead area?
8. Amplify on requirements of players handling, catching and throwing quoits under varying situations.
9. Explain the scoring.
10. How many games for match?
11. Do players change courts after each game?
12. What provisions obtain in the third game when one player scores 8 points?

VIII. CROQUET

1. What is the necessary size of court?
2. Outline and diagram an acceptable court, giving optional height of wickets.
3. How many wickets are required in the center of the court?
4. Elaborate on requirements, size and construction of balls and mallets. What colors?
5. Describe the progress of a player from his own home stake to the lower stake and back home, incorporating in your treatise how many shots are permitted and when ball is struck properly with the mallet.

3.

Deck Tennis - cont.

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3. How many wickets are required in the center of the court?
4. Elaborate on requirements, size and construction of balls and mallets. What colors?
5. Describe the progress of a player from his own home stake to the lower stake and back home, incorporating in your treatise how many shots are permitted and when ball is struck properly with the mallet.

Deck Tennis - cont.

BADMINTON

This game resembles tennis, is played with a feathered cork called a shuttle-cock instead of a tennis ball. The racket, too, is of special size and weight. A wooden paddle was originally used in India in place of a racket. In Baltimore recreation centers, ordinary tennis rackets are used.

The Game

DOUBLES (played by two on a team)--Choice of courts and service decided by a toss, as in tennis.

Unlike tennis, the Badminton doubles game is played in a series of innings. Each innings consists of two services on one side of the net. A service means the time during which one player whe serves the shuttlecock continues to win her aces of points. When a player fails to win her ace she is out and her partner then becomes the server, with this exception, that the side beginning the game has but one service in its first innings. The server stands within the right half-court and serves by an underhand stroke (hitting the shuttle lower than the waist) into the opposite right half-court. The receiver must stand within her half-court until the service is delivered. As soon as the service is completed the players may move about at will, paying no attention to the boundary lines. The receiver must return the shuttle before it touches the floor, but may reutrn it to any part of the court which is on the opposite side of the net. If the server fails to hit the shuttle completely across the net and within the proper court on her service, or if she or her partner fails to return it to the other court after it has been hit back into their own court by their opponets, they are out and the service goes to the server's partner if it is the first service of the innings or to the right half-court opponet if it is the second service of the innings. If, however, the server succeeds in making it fall to the floor in the opponet's service court within the area bounded by the short half-court line, the long service line, the center and side-lines upon the service, or if the server or her partner make it fall to the floor any place within the whole court on a return stroke, they score one point or ace and the server changes to the left-hand court and serves to the opponet diagonally opposite, who is standing within the left-hand service court. The server continues to serve from each court alternately until she fails to win her point. The first service in each innings must be from the right-hand court. The player served to may alone take the service, and no player may take two consecutive services in the same game.

SINGLES--The singles game differs from the doubles game somewhat as singles in tennis differs from doubles. The court is narrower, as shown in the diagram, but the service court is 2 feet 6 inches longer. The playing also differs from doubles in that the player serves from and receives service in the right half-court only when the server's score in 0, or when she has scored an even number of aces in the game. She serves from and receives in the left half-court when the server has served an odd number of aces.

Scoring--Only the serving side can make a point. For women's doubles a game consists of 15 points, and in singles 11 points. In a doubles game, when 13 points have been made by both sides so that 13-all is declared, the players first reaching 13 may claim the right to "set" the game to 5. The score is then called love-all, and the side which first scores 5 aces wins. If 14-all

should occur, the game may be "set" for 3 points. In singles, the game may be "set" at 9-all or 10-all for 5 or 3 points respectively. The best of three games constitutes a rubber.

Faults--

1. If the service is overhand, or if shuttle at instant of being struck be higher than the server's waist.

2. If the feet of the one receiving service or the one serving are not within the limits of her half-court.

3. If, either in service or in play, the shuttle falls outside the boundaries or passes through or under the net, or fails to pass the net or touches the ceiling or side walls or the person or dress of any player.

4. If the shuttle "in play" be struck before it crosses the striker's side of the net, or if a player touch the net or its supports with racket, person, or dress.

5. If the shuttle be hit twice in succession by same player, or be hit by a player and her partner, successively, or if the shuttle be not distinctly hit.

6. If player obstructs her opponet.

7. If in serving, the shuttle falls into the wrong half-court (i. e. into the one not diagonally opposite to the server), or falls short of the short-serving line, or beyond the long-service line, or outside the side boundary lines of the half-court into which the service is in order.

Penalty for Fault--A fault made by either player of the side which is "in" puts the server out; if made by a player whose side is out, it counts an ace to the "in" side.

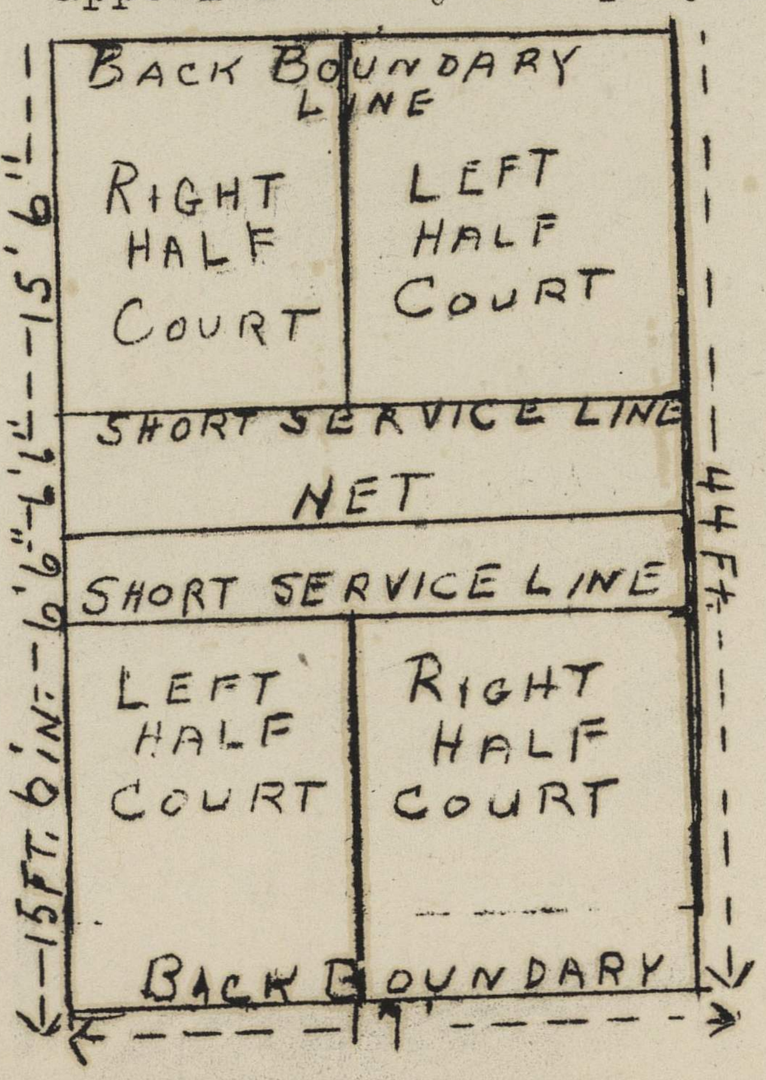
Let--

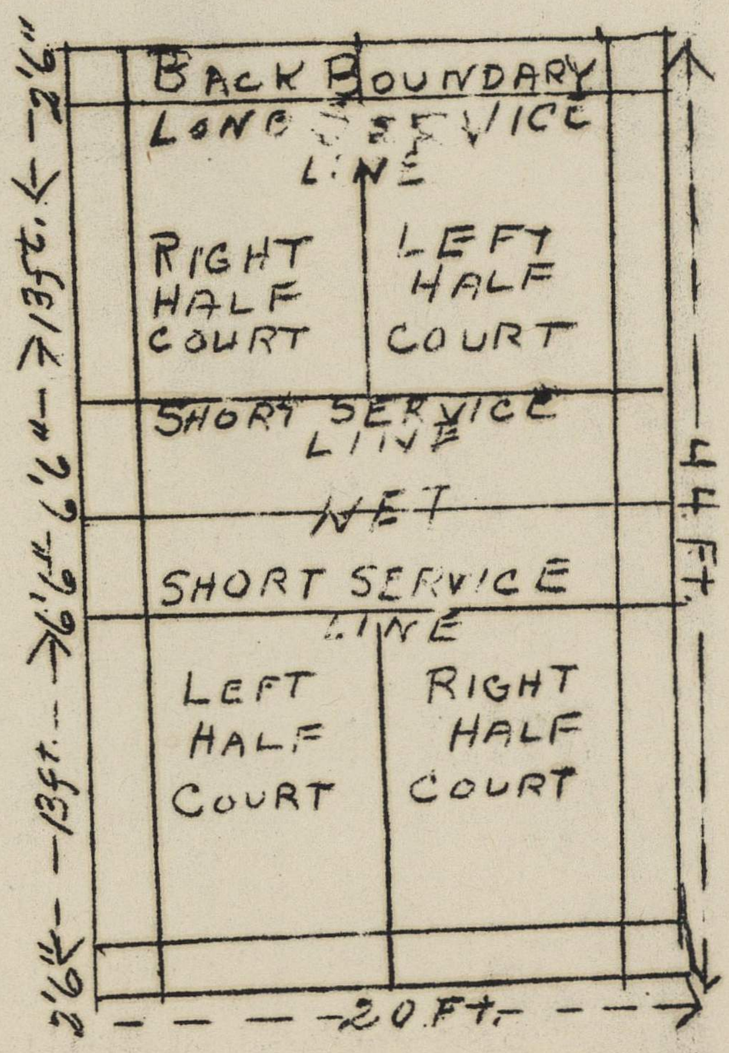
1. If the shuttle touches the net in an otherwise good service.

2. If a player serve out of turn or from the wrong half-court and win the point, provided it be claimed before the next succeeding service is delivered.

3. If service is received from the wrong court and rally is won by receiving side, if done before next service is delivered.

(Note)--A "let" allows a replay of the stroke. In matched games the Umpire shall call "fault" or "let", without being appealed to by the player.





BADMINTON OUTLINE

Progression of Technique in Mass Formation for Beginners

1. Rally with under-hand and over-head clear to opponent's forehand whenever possible.
   Formation. x x x x
   x x x x

   Change of grip if backhand is necessary. Slightly sideways position when making stroke with pivot of shoulders.

2. Clearing game. (To teach scoring and encourage strength in clearing strokes.)
   Same formation.
   Bird put into play with high toss, players attempting to hit bird over opponent's head and drive her back. No limit to depth of shot but to be "good" it must be returned over net on or beyond short service line. If the bird is allowed to fall between net and short service line opponent wins rally and scores a point if she is serving. If bird is sent back so that player on one side or the other of hitter prevents stroke being made a "let" is called. Score to eleven points.

3. Short Service.
   Same Formation; players a yard or so beyond short service line.
   Players face each other and attempt to skim net and land bird on or slightly beyond short service line. Bird is let to drop and then served back again. Owing to lack of space with more than four to a court, the bird has to be sent straight instead of diagonally.

4. Drop shot.
   Same formation. Players close to net.
   Players rallying back and forth underhand forehand and backhand, no change of grip.

5. Drop shot game.
   Same formation.
   Players rally back and forth; bird is out if it falls beyond shot service line. A let is called if other players prevent a return.

6. Clear and Smash.
   Same formation. Players well away from net.
   Bird sent to players forehand. Players can attempt to return smash but turns should be taken in "setting up" the bird.

7. Short service and "snap" shot.
   Same formation. Players beyond short service line.
   Receiver tries to rush bird and "snap" it over net, with wrist stroke, if flight is at all high over net.

8. Preparation for Front and Back.
   Formation same as in Front and Back, only with eight players on court. Players rally back and forth trying to use variety of strokes learned.

```
x   x
x   x
-------
x   x
x   x
```

9. Four-a-side badminton.
Two in front, two at back.
Both front players serve, after first "side out", but back ones wait until their side is in again, when they change places with front players. Either one front or one back player may receive bird.

```
x   x

x   x
-------
x   x

x   x
```

10. Three-a-side badminton.
Two front, one back player.
Back player may receive service on either side, as well as one in front. Service same as in doubles, except players shift counter-clockwise for a turn after the side is "in" again.

```
    x
x   x
-------
x   x
    x
```

Some of the above items may be omitted, owing to lack of time.

Advanced Strokes.
1. Forehand and backhand drive.
2. Overhead drop shot.
3. Smashing round the head.
4. Backhand smash.
5. Drive service.
6. Any "trick" shots desired by players.

DECK TENNIS

1. This game is played by throwing a rubber ring across the net (5 feet from ground).
   The court is the same for singles and doubles.
2. The ring is put in play by a serve from behind the service line starting at the right as in tennis.
3. The ring is tossed by either an underhand or a horizontal movement of the arm or wrist, never thrown with a downward movement. It must be caught (before it touches the ground and without touching the clothing of the body) with one hand only and must be returned immediately with a rise of at least 6 inches from the place where it was caught and with the same hand. The player may not run with, bat, or make false delivery motions (feint) with the ring. The ring may not be crumpled in sending it. Only one serve is permitted, provided it is not a new serve. Net serve is taken over.
4. Scoring is same as in tennis. Player must win 2 out of 3 sets.
5. Points are scored for the opponents if the player:

   a) misses or does not catch the ring before it touches the floor, body or clothing when served or tossed in "play"
   b) catches the ring with both hands
   c) serves the ring into the net
   d) serves or tosses the ring outside of the court line or against the ceiling
   e) bats the ring
   f) juggles the ring
   g) fails to return the ring <u>immediately</u>
   h) throws the ring with a downward motion
   i) reaches over the net in catching or tossing
   j) crumples the ring in throwing it
   k) feints with hand holding the ring to mislead the opponent as to direction of delivery
   l) allows ring to touch her body or clothing
   m) server commits a foot fault
   n) served ring fails to go in proper court (diagonally opposite)

<u>Suggestions on Playing the Game.</u>

Practice tossing the ring easy during the first few games until accuracy and speed are developed.

By giving an upward, forward and backhand flipping motion to the hand when close to the net, the ring will travel along the net, rise and drop over where it is not expected.

Learn to use either hand.

Attempt to make a quick return before the opponent recovers balance or position.

If the ring is going out, do not touch it, for touching it but not catching it would score against the player who touched it last.

<u>In Doubles Games:</u>

1. In case both players of a pair are absent, set is forfeited to opponent.
2. Each of the 3 teams of an organization plays one set thus making a total of 3 sets for the match.

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