

BASEBALL.

THE ball must not weigh less than 5 ounces, and not more than $5\frac{1}{4}$; and must measure not less than 9, and not more than $9\frac{1}{4}$ inches in circumference. It must be composed of India-rubber and yarn covered with leather.

2. The bat must be round, and must not exceed $2\frac{1}{2}$ inches in diameter at the thickest part; nor 42 inches in length.
3. The bases, four in number, must be securely fastened at the corners of a square, whose side is thirty yards. They must be so constructed as to be plainly visible to the umpire, and must cover respectively a space equal to one square foot. The first, second, and third bases shall be canvas bags, painted white and stuffed with sand or saw-dust; the home base to be marked by a circular iron plate colored white. A similar mark shall also be used for the pitcher's post.
4. The base from which the ball is struck shall be called the home base; the first base is that on the right hand of the striker; the second, that opposite to him; and the third, that on his left. Chalk lines must be drawn from the home base to the first and third bases respectively, so as to be plainly visible to the umpire.
5. The pitcher's position shall be marked by two lines, four yards in length, drawn at right angles to a line from home to second base, having their centers upon that line

at two fixed iron plates, placed at points fifteen and sixteen yards respectively from the home base. The pitcher must stand within these lines, and must deliver the ball as nearly as possible over the center of the home base, and suitably for the striker.

6. Should the pitcher fail repeatedly to deliver fair balls to the striker, for the apparent purpose of delaying the game, or from any other cause, the umpire, after warning him, shall call "One ball;" and if the pitcher persists in such action, "Two" and "Three balls;" when seven balls shall have thus been called, the striker shall be entitled to the first base, and each occupant of a base at the time shall be entitled to the next, without the liability to being put out.
7. The ball must be pitched, not jerked or thrown, to the bat, and a "balk" must be called if he make pretense or offer to throw the ball without doing so; or he be not inside his ground, or either foot be off the ground at the moment of delivery.
8. When three "foul balls" have been called the umpire shall declare the game forfeited.
9. If a ball from a stroke of the bat *take the ground, touch the person of a player or any other object*, between home and the first or third bases, it shall be considered fair, if within the foul ball lines.
10. A player making the home base shall be entitled to score one run.
11. If three balls are struck at and missed, and the last one is not caught flying, the striker must attempt to make his run.
12. *The striker is out* if a foul ball be caught either flying or at the first bound; or, if three balls be struck at and missed and the ball be caught flying; or, if the ball be similarly caught from a fair stroke of the bat; or, if a fair ball after being struck, be held by a player on first base before the striker touches that base.

- larly caught from a fair stroke of the bat ; or if a fair ball, after being struck, be held by a player on first base before the striker touches that base.
13. Any player running the bases is out if at any time he be touched by the ball while in play in the hands of an adversary, unless some part of his person be on the base.
 14. No ace or base can be made on a foul ball : such ball shall be considered "dead" and out of play until it shall be settled in the hands of the pitcher. In such case players running bases must return to those they started from, and in so returning may be put out in the same manner as the striker in making his first base.
 15. No ace or base can be made when a fair ball has been caught *before* touching the ground. In such cases players running bases must return as above, subject to a similar risk of being put out. But *after* the ball has been so caught, players may start to run their bases at their discretion, subject to the ordinary risks of being put out.
 16. The strikers must stand on a line drawn through the center of the home base, their feet on either side of it, and parallel with the line occupied by the pitcher. Players must strike in regular rotation ; the order agreed upon at the beginning being continued throughout the match, from innings to innings. The next man to the last man out in one innings being the first striker in the succeeding.
 17. Players must make their bases in the order of striking, and when a fair ball is struck and not caught, as in Rule 15, players holding bases to which another player must of necessity run must vacate them and make for the next, subject to being put out as in Rule 13.
 18. Players running bases must touch them, and so far as possible keep upon the direct line between them. Should any player run more than three feet out of this line to avoid the ball in the hands of an adversary, he shall be declared out.
 19. Any player who shall intentionally obstruct an adversary in catching or fielding a ball shall be declared out.
 20. If a player in making his base be obstructed by an adversary, he shall be entitled to that base, and cannot be put out.
 21. If a fieldsman stops the ball with his bat or cap, or takes it from the hand of any one not engaged in the game, no player can be put out until the ball shall first have been settled in the hands of the pitcher.
 22. If two hands are already out, no player running home at the time a ball is struck can make an ace if the striker is put out.
 23. The game shall consist of nine innings to each side.
 24. In playing matches, nine players on a side shall constitute a full field.
 25. Should a striker stand at the bat without striking at good balls repeatedly pitched to him, the umpire, after warning him, shall call "One strike," and, if he persists in such action, "Two" and "Three strikes." When three strikes are called, he shall be subject to the same rule as if he had struck at three fair balls.

THE GROUND.—For the purposes of this game it is necessary, if really fine play be contemplated, to have a sheet of turf smooth as a cricket-field. There is, of course, no necessity for the ultra-smoothness of the "between wickets," but the out-fielding ought to be at least as good in one as in the other. For men the field should be about two hundred yards long by a hundred and fifty yards broad ; but for boys a field of considerably less dimensions will serve all reasonable requirements.

In laying out the ground, which had better be done permanently, it is well to start with the home base, which should be marked out about twenty yards from one end of the field ; measure from this along the field one hundred and twenty-seven feet four inches for your second base. Now, for the first and third attach a cord sixty yards long, with a knot in the middle, to the rings of the home and second base, stretch this as far as it will go to the right for the first base, which will be marked by the knot, and to the left for the third. Mark also a point fifteen yards from the home in the direction of the second base for the pitcher's post.

The bases should be marked by letting a short stout post into the ground, just leaving the top flush with the surface, and a stout iron ring must be screwed into each as a point of attachment for the canvas cushions described in Rule 3.

The striker is left to follow his own fancy as to the length of his bat, and, so long as it is of wood, is not tied down by any regulation. Ash is, perhaps, the most generally serviceable, but willow will be, perhaps, preferred by those who like a light bat.

There is no rule as to the manner of handling of a bat, this also being left to the individual fancy of the player.

THE GAME.—Each player counts one to the score every time he completes the circuit of the bases, and *two* if he makes an *ace* or *rounder*, that is, gets all round and home off one strike.

THE FIELD.—The nine fieldsmen are placed as follows, their names indicating their positions : the *Catcher* or *Back-stop*, a few yards behind the striker, to catch or stop the ball ; the *Pitcher*, at the pitching-post, to serve the ball ; the *Short-stop*, about ten yards behind the pitcher, as a near field and general utility man inside the bases ; three *Base-tenders*, one for each base, whose duty it is, when a runner is making for a base, to stand with one foot on the cushion in readiness to catch the ball. The other three, called respectively *Right-field*, *Center-field*, and *Left-field*, stand well out in the positions their names indicate.

The same qualities are required in a fieldsman for this game as in "Cricket:" great activity and alertness, a safe pair of hands for a catch, extreme dexterity in meeting and stopping a ball, and above all, without which the rest will be of little avail, perfect accuracy in returning it to the pitcher or base-tender as occasion may require.

Further, an umpire and scorer are required, the former of whom must be thoroughly up in the rules of the game, and should see that they are rigidly enforced.

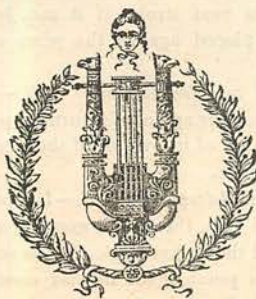




A GOOD game to get warm with when there is no time for any more set amusement. One player stands upon a mound or piece of rising ground, crying, "I am king of the castle," and the others try to pull him down and supplant him. Any agreement may be entered into previously as to what use of the hands, etc., shall be allowed. The game works better when nothing but pure pushing is allowed—no holding or dragging.

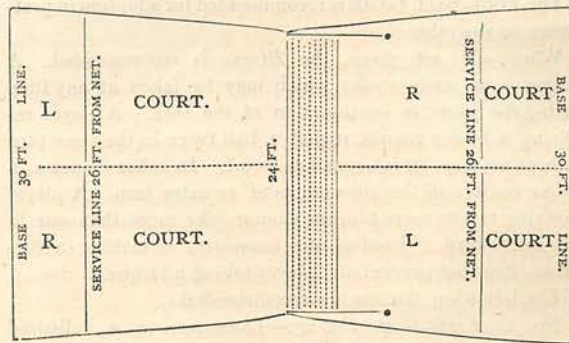
The writer once saw a lot of lambs play this game in splendid style, using a large stone about a yard in diameter as their castle. There must have been about forty of them, and they played the game just like a parcel of boys, showing a wonderful individuality of character amongst them—some very plucky and not to be denied, some making a great parade of charging, but doing next to nothing, and others merely prancing and frisking about, and making no attempt to get on the stone at all.

The wag of the party was a rather slightly built but wiry black lamb: he was here, there, and everywhere, all at once: at one moment gallantly storming the castle; at another scouring madly off, with a lot after him in their usually gregarious fashion; then coming back equally suddenly, with a rush and a spring clean on to the stone, driving his head into the ribs of the unfortunate king, and sending him flying over and over. After this, perhaps, he would execute a war-dance on the stone in triumph, but it was equally likely that he would jump down again for another scamper, or would suddenly stand still in a meditative manner, and regard the prospect with an air of the most profound abstraction from all sublunary considerations. This game went on for weeks: the lambs never seemed to tire of it, and the black lamb kept up his spirits to the last. He went the way of most black lambs at last; but he enjoyed life to the end, and what more could he desire?



THIS game derives its title from the fact that it requires no court, and can be played on any lawn at a small cost for fittings. These consist of two poles, a net, and a few rackets and balls. The ground is set out as follows, the dimensions being those used at Lord's. These dimensions may be varied according to the size of the ground, providing that a due proportion be preserved.

First, the two posts are set up, 24 ft. apart, and the net so hung that it is 5 ft. from the ground where it touches the poles, and 4 ft. in the middle. The form of the court is shown in the accompanying illustration:

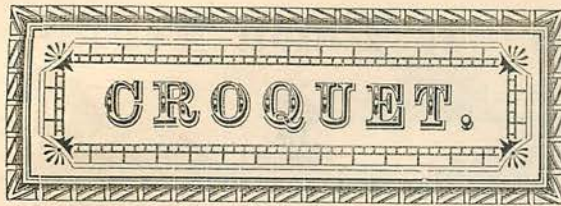


The rules of the game are briefly as follows:

The players take their stand on opposite sides of this net. The player who "serves"—*i. e.*, gives the first stroke—stands in one of the courts, with one foot beyond the base-line. He then strikes the ball over the net, so that it falls in the diagonal court, and within the server's line. After it has touched the ground, the opponent tries to strike it over the net again. Should he fail, or send the ball beyond the base-line, the first player, or "hand-in," scores one point. Should he succeed, and "hand-in" fail to return it properly, the other player becomes "hand-in." It will be seen, therefore, that only the "hand-in" can score, and that, in case of his failure, he and "hand-out" change places.

It is not allowed to "volley" a ball—*i. e.*, to strike it before it has touched the ground. The stroke is lost if a ball touch any part of a player or his clothes, or if it be struck more than once. Fifteen points constitute the game.





A FULL-SIZED croquet ground should measure 40 yards by 30 yards. Its boundaries should be accurately defined.

The *Hoops* should be of half-inch round iron, and should not be more than 6 inches in width, inside measurement. The crown of the hoop should be at least 12 inches clear of the ground. A hoop with the crown at right angles to the legs is to be preferred.

The *Pegs* should be of uniform diameter of not less than 1½ inch, and should stand at least 18 inches above the ground.

The *Balls* should be of boxwood, and should not weigh less than 14 ounces each.

The **FOUR-BALL GAME** is recommended for adoption in preference to any other.

When odds are given, the *Bisque* is recommended. A bisque is an extra stroke which may be taken at any time during the game in continuation of the turn. A player receiving a bisque cannot roquet a ball twice in the same turn without making an intermediate point. In other respects, a bisque confers all the advantages of an extra turn. A player receiving two or more bisques cannot take more than one in the same turn. Passing the boundary, or making a foul stroke, does not prevent the player taking a bisque.

The following *Settings* are recommended:

No. 1. *Eight-Hoop Setting*.—Distances on a full-sized ground: Pegs 3 yards from boundary; first and corresponding hoop 5 yards from pegs; center hoops midway between first and sixth hoops, and 5 yards from each other; corner hoops 6 yards from end of ground, and 5 yards from side. Starting spot 2 feet in front of first hoop, and opposite its center.

No. 2. *Seven-Hoop Setting*.—Distances on a full-sized ground: Pegs in center line of ground 8 yards from nearest boundary. Hoops up center line of ground 6 yards from peg, and 6 yards apart; corner hoops 7 yards from center, and in a line with pegs. Starting spot 1½ yard from first hoop in center line of ground.

No. 3. *Six-Hoop Setting*.—Distances on a full-sized ground as in No. 2, except the middle-line hoops 8 yards apart. Starting spot 1 foot from left-hand corner hoop, and opposite its center.

It is essential to match play that bystanders should abstain from walking over the grounds, speaking to the players or the umpires, making remarks upon them aloud, or in any way distracting their attention.

DEFINITIONS.

A *Point* is made when a hoop is run, or a peg is hit, in order.

The striker's hoop or peg *in order* is the one he has next to make.

A *Roquet* is made when the striker's ball is caused by a blow of the mallet to hit another which it has not before hit in the same turn since making a point.

The striker's ball is said to be *in play* until it roquets another. Having made roquet, it is *in hand* until croquet is taken. *Croquet* is taken by placing the striker's ball in contact with the one roqueted, the striker then hitting his own ball with the mallet. The non-striker's ball, when moved by a croquet, is called the *croqueted ball*.

A *Rover* is a ball that has made all its points in order except the winning peg.

THE LAWS OF CROQUET.

1. *Mallets*.—There should be no restriction as to the number, weight, size, shape, or material of the mallets; nor as to the attitude or position of the striker; nor as to the part of the mallet held, provided the ball be not struck with the handle, nor the mace stroke used.
2. *Size of Balls*.—The balls used in match play shall be 3½ inches in diameter.
3. *Choice of Lead and of Balls*.—It shall be decided by lot which side shall have choice of lead and of balls. In a succession of games the choice of lead shall be alternate, the sides keeping the same balls.
4. *Commencement of Game*.—In commencing, each ball shall be placed on the starting spot (see Settings). The striker's ball, when so placed and struck, is at once in play, and can roquet another, or be roqueted, whether it has made the first hoop or not.
5. *Stroke, when taken*.—A stroke is considered to be taken if a ball be moved in the act of striking; but should a player, in taking aim, move his ball accidentally, it must be replaced to the satisfaction of the adversary, and the stroke be then taken. If a ball be moved in taking aim, and then struck without being replaced, the stroke is foul (see Law 25).
6. *Hoop, when run*.—A ball has run its hoop when having passed through from the playing side and ceased to roll, it cannot be touched by a straight-edge placed against the wires on the side from which it was played.
7. *Ball driven partly through Hoop*.—A ball driven partly through its hoop from the non-playing side cannot run the hoop at its next stroke, if it can be touched by a straight-edge placed against the wires on the non-playing side.
8. *Points counted to Non-Striker's Ball*.—A ball driven through its hoop, or against the turning peg, by any stroke not foul, whether of its own or of the adverse side, counts the point so made.
9. *Points made for Adversary's Ball*.—If a point be made for an adversary's ball, the striker must inform his adversary of it. Should the striker neglect to do so, and the adversary make the point again, he may continue his turn as though he had played for his right point.

10. *The Turn*.—A player, when his turn comes round, may roquet each ball once, and may do this again after each point made. The player continues his turn so long as he makes a point or a roquet.
11. *Croquet imperative after Roquet*.—A player who roquets a ball must take croquet, and in so doing must move both balls (see Law 25). In taking croquet, the striker is not allowed to place his foot on the ball.
12. *Ball in hand after Roquet*.—No point or roquet can be made by a ball which is in hand. If a ball in hand displace any other balls, they must remain where they are driven. Any point made in consequence of such displacement counts, notwithstanding that the ball displacing them is in hand.
13. *Balls Roqueted simultaneously*.—When a player roquets two balls simultaneously, he may choose from which of them he will take croquet; and a second roquet will be required before he can take croquet from the other ball.
14. *Balls found Touching*.—If at the commencement of a turn the striker's ball be found touching another, roquet is deemed to be made, and croquet must be taken at once.
15. *Roquet and Hoop made by same Stroke*.—Should a ball, in making its hoop, roquet another that lies beyond the hoop, and then pass through, the hoop counts as well as the roquet. A ball is deemed to be beyond the hoop if it lies so that it cannot be touched by a straight-edge placed against the wires on the playing side. Should any part of the ball that is roqueted be lying on the playing side of the hoop, the roquet counts, but not the hoop.
16. *Pegging out*.—If a rover (except when in hand) be caused to hit the winning peg by any stroke of the same side, not foul, the rover is out of the game, and must be removed from the ground. A rover may similarly be pegged out by an adverse rover.
17. *Rover pegged out by Roquet*.—A player who pegs out a rover by a roquet loses the remainder of his turn.
18. *Balls sent off the Ground*.—A ball sent off the ground must at once be replaced 3 feet within the boundary, measured from the spot where it went off, and at right angles to the margin. If this spot be already occupied, the ball last sent off is to be placed anywhere in contact with the other, at the option of the player sending off the ball.
19. *Ball sent off near Corner*.—A ball sent off within 3 feet of a corner is to be replaced 3 feet from both boundaries.
20. *Ball touching Boundary*.—If the boundary be marked by a line on the turf, a ball touching the line is deemed to have been off the ground. If the boundary be raised, a ball touching the boundary is similarly deemed to have been off the ground.
21. *Ball sent off and returning to Ground*.—If a ball be sent off the ground, and return to it, the ball must be similarly replaced, measuring from the point of first contact with the boundary.
22. *Ball sent within 3 feet of Boundary*.—A ball sent within 3 feet of the boundary, but not off the ground, is to be replaced as though it had been sent off—except in the case of the striker's ball, when the striker has the option of bringing his ball in, or of playing from where it lies.
23. *Boundary interfering with Stroke*.—If it be found that the height of the boundary interferes with the stroke, the striker, with the sanction of the umpire, may bring in the balls a longer distance than 3 feet, so as to allow a free swing of the mallet. Balls so brought in must be moved in the line of aim.
24. *Dead Boundary*.—If, in taking croquet, the striker send his own ball, or the ball croqueted, off the ground, he loses the remainder of his turn; but if by the same stroke he make a roquet, his ball, being in hand, may pass the boundary without penalty. Should either ball while rolling after a croquet be touched or diverted from its course by an opponent, the striker has the option given him by Law 26, and is not liable to lose his turn should the ball which has been touched or diverted pass the boundary.
25. *Foul Strokes*.—If a player make a foul stroke, he loses the remainder of his turn, and any point or roquet made by such stroke does not count. Balls moved by a foul stroke are to remain where they lie, or be replaced, at the option of the adversary. If the foul be made when taking croquet, and the adversary elect to have the balls replaced, they must be replaced in contact as they stood when the croquet was taken. The following are foul strokes:
- (a) To strike with the mallet another ball instead of or beside one's own in making the stroke.
 - (b) To spoon, *i. e.*, to push a ball without an audible knock.
 - (c) To strike a ball twice in the same stroke.
 - (d) To touch, stop, or divert the course of a ball when in play and rolling, whether this be done by the striker or his partner.
 - (e) To allow a ball to touch the mallet in rebounding from a peg or wire.
 - (f) To move a ball which lies close to a peg or wire by striking the peg or wire.
 - (g) To press a ball round a peg or wire (crushing stroke).
 - (h) To play a stroke after roquet without taking croquet.
 - (i) To fail to move both balls in taking croquet.
 - (k) To croquet a ball which the striker is not entitled to croquet.
26. *Balls touched by Adversary*.—Should a ball when rolling, except it be in hand, be touched, stopped, or diverted from its course by an adversary, the striker may elect whether he will take the stroke again, or whether the ball shall remain where it stopped, or be placed where, in the judgment of the umpire, it would have rolled to.
27. *Balls stopped or diverted by Umpire*.—Should a ball be stopped or diverted from its course by an umpire, he is to place it where he considers it would have rolled to.
28. *Playing out of Turn, or with the Wrong Ball*.—If a player play out of turn, or with the wrong ball, the remainder of the turn is lost, and any point or roquet made after the mistake. The balls remain where they lie when

the penalty is claimed, or are replaced as they were before the last stroke was made, at the option of the adversary. But if the adverse side play without claiming the penalty, the turn holds good, and any point or points made after the mistake are scored to the ball by which they have been made—that is, the ball is deemed to be for the point next in order to the last point made in the turn—except when the adversary's ball has been played with, in which case the points are scored to the ball which ought to have been played with. If more than one ball be played with during the turn, all points made during the turn, whether before or after the mistake, are scored to the ball last played with. Whether the penalty be claimed or not, the adversary may follow with either ball of his own side.

29. *Playing for Wrong Point.*—If a player make a wrong point it does not count, and therefore—unless he have, by the same stroke, taken croquet, or made a roquet—all subsequent strokes are in error, the remainder of turn is lost, and any point or roquet made after the mistake. The balls remain where they lie when the penalty is claimed, or are replaced as they were before the last stroke was made, at the option of the adversary. But if the player make another point, or the adverse side play, before the penalty is claimed, the turn holds good; and the player who made the mistake is deemed to be for the point next in order to that which he last made.
30. *Information as to Score.*—Every player is entitled to be informed which is the next point of any ball.
31. *State of Game, if disputed.*—When clips are used, their position, in case of dispute, shall be conclusive as to the position of the balls in the game.
32. *Wires knocked out of Ground.*—Should a player, in trying to run his hoop, knock a wire of that hoop out of the ground with his ball, the hoop does not count. The ball must be replaced, and the stroke taken again; but if by the same stroke a roquet be made, the striker may elect whether he will claim the roquet or have the balls replaced.
33. *Pegs or Hoops not Upright.*—Any player may set upright a peg or hoop, except the one next in order; and that must not be altered except by the umpire.
34. *Ball lying in a Hole or on Bad Ground.*—A ball lying in a hole or on bad ground may be removed with the sanction of the umpire. The ball must be put back—*i. e.*, away from the object aimed at—and so as not to alter the line of aim.
35. *Umpires.*—An umpire shall not give his opinion, or notice any error that may be made, unless appealed to by one of the players. The decision of an umpire, when appealed to, shall be final. The duties of an umpire are—
 - (a) To decide matters in dispute during the game, if appealed to.
 - (b) To keep the score, and, if asked by a player, to disclose the state of it.
 - (c) To move the clips, or to see that they are properly moved.
 - (d) To replace balls sent off the ground, or to see that they are properly replaced.
 - (e) To adjust the hoops or pegs not upright, or to see that they are properly adjusted.

36. *Absence of Umpire.*—When there is no umpire present, permission to move a ball, or to set up a peg or hoop, or other indulgence for which an umpire would be appealed to, must be asked of the other side.
37. *Appeal to Referee.*—Should an umpire be unable to decide any point at issue, he may appeal to the referee, whose decision shall be final; but no player may appeal to the referee from the decision of an umpire.

CRICKET.

1. **T**HE BALL must weigh not less than $5\frac{1}{2}$ oz., nor more than $5\frac{3}{4}$ oz. It must measure not less than $9\frac{1}{4}$ inches in circumference. At the beginning of each innings either party may call for a new ball.
2. **T**HE BAT must not exceed $4\frac{1}{2}$ inches in the widest part; it must not be more than 38 inches in length.
3. **T**HE STUMPS must be three in number, 27 inches out of the ground; the bails 8 inches in length; the stumps of equal and sufficient thickness to prevent the ball from passing through.
4. **T**HE BOWLING-CREASE must be in a line with the stumps, 6 feet 8 inches in length, the stumps in the center, with a return-crease at each end towards the bowler at right angles.
5. **T**HE POPPING-CREASE must be 4 feet from the wicket, and parallel to it; unlimited in length, but not shorter than the bowling-crease.
6. **T**HE WICKETS must be pitched opposite to each other by the umpires, at the distance of 22 yards.
7. It shall not be lawful for either party, during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground may be swept and rolled at the request of either party, such request to be made to one of the umpires within one minute after the conclusion of the former innings. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings; nor to prevent the bowler filling up holes with sawdust, etc., when the ground is wet.
8. After rain the wickets may be changed with the consent of both parties.
9. **T**HE BOWLER shall deliver the ball with one foot on the ground behind the bowling-crease and within the return-crease, and shall bowl four balls before he

- change wickets, which he shall be permitted to do only once in the same innings.
10. The ball must be bowled. If thrown or jerked, the umpire shall call "No ball."
 11. He may require the striker at the wicket from which he is bowling to stand on that side of it which he may direct.
 12. If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the party receiving the innings, either with or without an appeal, which shall be put down to the score of "wide balls." Such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within reach of the ball, the run shall not be adjudged.
 13. If the bowler deliver a "no ball" or a "wide ball," the striker shall be allowed as many runs as he can get, and he shall not be put out, except by running out. In the event of no run being obtained by any other means, then one run shall be added to the score of no balls, or wide balls, as the case may be. All runs obtained for wide balls to be scored for wide balls. The names of the bowlers who bowl wide balls and no balls in future to be placed on the score, to show the parties by whom either score is made. If the ball shall first touch any part of the striker's dress or person, except his hands, the umpire shall call "leg-bye."
 14. At the beginning of each innings the umpire shall call "Play!" From that time to the end of each innings no trial ball shall be allowed to any bowler.
 15. THE STRIKER IS OUT if either of the bails be bowled off, or if a stump be bowled out of the ground;
 16. Or if the ball, from the stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher;
 17. Or if, in striking, or any other time while the ball shall be in play, both his feet shall be over the popping-crease and his wicket put down, except his bat be grounded within it;
 18. Or if, in striking at the ball, he hit down his wicket;
 19. Or if, under pretense of running or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out;
 20. Or if the ball be struck and he wilfully strike it again;
 21. Or if, in running, the wicket be struck down by a throw, or by the hand or arm (with ball in hand), before his bat (in hand) or some part of his person be grounded over the popping-crease. But, if both the bails be off, a stump must be struck out of the ground;
 22. Or if any part of the striker's dress knock down the wicket;
 23. Or if the striker touch or take up the ball while in play, unless at the request of the opposite party;
 24. Or if with any part of his person he stop the ball, which, in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket, and would have hit.
 25. If the players have crossed each other, he that runs for the wicket which is put down is out.
 26. A ball being caught, no run shall be reckoned.
 27. A striker being out, that run which he and his partner were attempting shall not be reckoned.
 28. If a lost ball be called, the striker shall be allowed six runs; but if more than six shall have been called, then the striker shall have all that have been run.
 29. After the ball shall have been finally settled in the wicket-keeper's or bowler's hands, it shall be considered dead; but when the bowler is about to deliver the ball, if the striker at his wicket go outside the popping-crease before such actual delivery, the said bowler may put him out, unless (with reference to Law 21) his bat in hand, or some part of his person, be within the popping-crease.
 30. The striker shall not retire from his wicket, and return to it to complete his innings, after another has been in, without the consent of the opposite party.
 31. No substitute shall in any case be allowed to stand out or run between wickets for another person without the consent of the opposite party; and in case any person shall be allowed to run for another, the striker shall be out if either he or his substitute be off the ground, in manner mentioned in Laws 17 and 21, while the ball is in play.
 32. In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.
 33. If any fieldsman stop the ball with his hat, the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run, they shall have five in all.
 34. The ball having been hit, the striker may guard his wicket with his bat, or with any part of his body except his hands, that Law 23 may not be disobeyed.
 35. The wicket-keeper shall not take the ball for the purpose of stumping until it shall have passed the wicket; he shall not move until the ball be out of the bowler's hand; he shall not by any noise incommode the striker; and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be out.
 36. The umpires are the sole judges of fair or unfair play, and all disputes shall be determined by them, each at his own wicket; but in case of a catch which the umpire at the wicket bowled from cannot see sufficiently to decide upon it, he may apply to the other umpire, whose decision shall be conclusive.
 37. The umpires in all matches shall pitch fair wickets, and the parties shall toss up for choice of innings. The umpires shall change wickets after each party has had one innings.
 38. They shall allow two minutes for each striker to come in, and ten minutes between each innings, when the umpire shall call "play." The party refusing to play shall lose the match.
 39. They are not to order a striker out, unless appealed to by the adversaries;
 40. But if one of the bowler's feet be not on the ground be-

hind the bowling-crease and within the return-crease when he shall deliver the ball, the umpire at his wicket, unasked, must call "no ball."

41. If either of the strikers run a short run, the umpire must call "one short."
42. No umpire shall be allowed to bet.
43. No umpire is to be changed during a match, unless with the consent of both parties, except in case of violation of Law 42; then either party may dismiss the transgressor.
44. After the delivery of four balls the umpire must call "over," but not until the ball shall be finally settled in wicket-keeper's hands: the ball shall then be considered dead. Nevertheless, if an idea be entertained that either of the strikers is out, a question may be put previously to, but not after, the delivery of the next ball.
45. The umpire must take especial care to call "no ball" instantly upon delivery, and "wide ball" as soon as it shall pass the striker.
46. The players who go in second shall follow their innings if they have obtained 80 runs less than their antagonists, except in all matches limited to only one day's play, when the number of runs shall be limited to 60 instead of 80.
47. When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person until the next striker shall come in.

THE LAWS OF SINGLE WICKET.

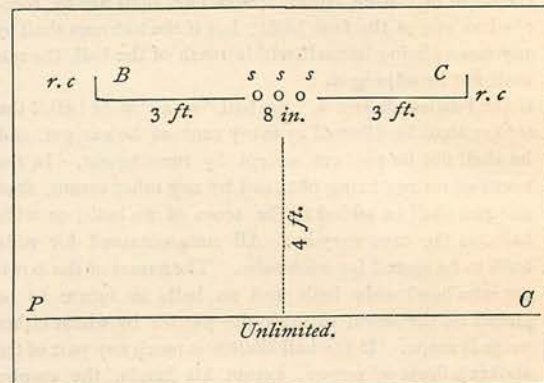
1. When there shall be less than five players on a side, bounds shall be placed 22 yards each in a line from the off and leg stump.
2. The ball must be hit before the bounds, to entitle the striker to run, which run cannot be obtained unless he touch the bowling-stump or crease in a line with his bat, or some part of his person, or go beyond them, returning to the popping-crease, as at double wicket, according to Law 21.
3. When the striker shall hit the ball, one of his feet must be on the ground and behind the popping-crease; otherwise the umpire shall call "no hit."
4. When there shall be less than five players on a side, neither byes nor overthrows shall be allowed; nor shall the striker be caught out behind the wicket, nor stumped out.
5. The fieldsman must return the ball so that it shall cross the play between the wicket and the bowling-stump, or between the bowling-stump and the bounds; the striker may run till the ball be so returned.
6. After the striker shall have made one run, if he start again, he must touch the bowling-stump and turn before the ball cross the play, to entitle him to another.
7. The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with bat, with reference to Laws 28 and 23 of double wicket.
8. When there shall be more than four players on a side, there shall be no bounds. All hits, byes and overthrows shall then be allowed.

9. The bowler is subject to the same laws as at double wicket.
10. Not more than one minute shall be allowed between each ball.

OBSERVATIONS ON RULES.

DOUBLE WICKET.

Rules 3, 4 and 5.—The accompanying diagram will explain, better than many words, the arrangement and method of marking the various creases, which are usually marked out on the turf with a mixture of chalk or whiting and water.



s s s, the Stumps (the three together forming the Wicket); B. C. the Bowling-crease; r. c. the Returning-crease; P. C. the Popping-crease.

It is well to practice always with the creases duly marked, and in strict observance of all rules connected with them, as the mind thus forms a habit of unconscious conformity to them, and the player is not embarrassed, as too many are when they come to play in an actual match, by the necessity of keeping a watch over his feet as well as over the ball. Many a good bat, especially amongst boys, allows himself to be cramped in his play in this very unsatisfactory manner.

The purposes of the several creases are as follows:

The BOWLING-CREASE marks the nearest spot to the striker from which the bowler may deliver the ball.

The RETURN-CREASE prevents the bowler from delivering the ball at an unreasonable distance laterally from the wicket; and the two together mark out within sufficiently exact limits the precise spot from which the striker may expect the ball.

The POPPING-CREASE, while giving the striker ample space to work in, puts a check upon any attempt to get unduly forward to meet the ball; it forms, too, a distinct and convenient mark by which to judge of a man's being on his ground, and of his having run the requisite distance between wickets. It is unlimited, to avoid the confusion between strikers and fieldsmen, which must inevitably be of constant recurrence were the strikers required to run directly from wicket to wicket.

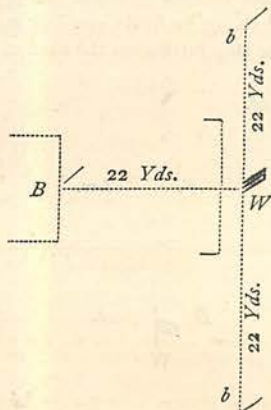
Rule 13.—"All runs obtained from wide balls to be scored to wide balls." This does not include hits, as, by the latter part of Rule 12, "if the batsman bring himself within reach of the ball, the wide does not count." Hits, therefore, made off wide balls score to the striker.

Rule 17.—The popping-crease itself, it must be remembered, does not form part of the ground; the bat or part of the body must, therefore, be *inside* it; *on* it is not sufficient to meet the requirements of the rule: if the bat or some portion of the body be not *on the ground inside* the crease when the wickets are put down, the player is out.

Rule 20.—The striker may block or knock the ball away from his wicket after he has played it, if that be necessary to keep it from the stumps. The rule only forbids striking it a second time with intent to make runs.

SINGLE WICKET.

The accompanying diagram shows the ground marked out for single wicket with less than five players on a side:



B, the Bowling-stump, Crease, &c.; *W*, the Wickets, with Popping-crease, as in double wicket; *b b*, the Boundaries.

Rule 2.—“Hit before the bounds” means that the ball, after leaving the bat, must first *touch the ground* in *front* of the line marked by the two bounds, which line, by the way, is, like the popping-crease, supposed to extend illimitably either way.

Single wicket is chiefly valuable in dearth of sufficient players to form an adequate field at double wicket. It is so inferior in interest to double wicket, that it is hardly ever played, unless when the latter is impracticable.

A good game at single wicket, though, where only a few players have met for practice, is far better, and infinitely more improving, than any amount of the desultory knocking about which is usual on such occasions. For a player deficient in driving and forward hitting of all kinds the practice it affords is invaluable, and to such a good course of single wicket is strongly recommended.

IMPLEMENTS.—A few words upon the choice of bats, balls, gloves, etc. Too much pains cannot be taken by a cricketer in thus providing his outfit. None but experienced hands can estimate the vital importance of attention to all such details: that the bat is the right weight and size, and properly balanced; that the gloves, shoes, pads, etc., are perfect in their fit and appointments; in fine, that the player stands at the wicket or in the field fully equipped for the fray, yet in no wise impeded or hindered by ill-fitting garments, clumsy shoes, or cumbersome pads.

First, then, for the bat. This is limited in Rule 2 both as to length and width; but the thickness and *weight are left* to the fancy and capacity of the player. In a general way, a tall man can use a heavier bat than a short one. About 2 pounds is a fair weight for a player of middle height and ordinary muscular development.

Although it is a great mistake to play with too heavy a bat—for nothing so cramps the style, and so entirely does away with that beautiful wrist-play which is the *ne plus ultra* of good batting, as attempting to play with a bat of a weight above one's powers—yet extreme lightness is still more to be deprecated: it is useless for hard hitting, and can therefore do little in the way of run-getting against a good field; “shooters,” too, will be apt to force their way past its impotent defense.

The points most to be looked for in a bat are these: First, weight suited to the player. The young player should play with a heavier bat every year, until he attains to his full stature. Don't let him think it “manly” to play with a full-sized bat before he is thoroughly up to the weight and size; it is much more manly to make a good score.

Secondly, good thickness of wood at the drive and lower end of the bat, *i. e.*, at the last six inches or so.

Thirdly, balance. Badly balanced bats give a sensation as of a weight attached to them when they are wielded, while a well-balanced one plays easily in the hand. Experience alone can teach the right feel of a bat.

The outward appearance of a bat must not always be taken as a certain indication of its inherent merits: varnish and careful getting up may hide many a defect. There are many fancies, too, in favor of different *grains*: a good knot or two near the lower end is generally a good sign; but, after all, nothing but actual trial of each several “bit of willow” can decide its real merits or defects.

Last, but not least, the *handle* is a very important consideration. Cane handles, pure and simple, or in composition with ash or other materials, are the best: some prefer oval handles, some round. The handle should, at least, be as thick as the player can well grasp: a thick handle greatly adds to the driving power of the bat; it is also naturally stronger, and therefore more lasting. A good youth's bat costs about eight shillings.

It should be remembered that a good bat, like good wine, improves with keeping.

In purchasing balls, wickets, and other needful “plant,” it will be found better economy to pay a little more in the beginning, and thus get a good article. With reasonable care, such first-class goods will last out whole generations of the more cheaply got-up articles, and prove more satisfactory throughout into the bargain.

In choosing wickets, attention must be paid to two points: first, that each stump be perfectly straight; and, secondly, that it be free from flaws or knots. The least weakness is sure to be found out sooner or later.

Great attention should be paid to the bails, that they are exactly of the right size, especially that they are not too long. The least projection beyond the groove in the stump may make all the difference between “out” and “not out”—between, perhaps, winning a match and losing it.

Stumps and bails, with ordinary care, ought to last a very long time. The chief thing to guard against is their lying about in the wet, or being put away damp: moisture is very apt to warp them.

So that the gloves and pads *fit*, the player may be left pretty much to his own discretion in selecting a pattern. Vulcanized India-rubber is the best for gloves.

Spiked or nailed shoes are a *necessity*. The player may please himself in the vexed question of spikes *v.* nails. Many players keep two pairs of shoes—with spikes for wet and slippery ground, with nails for dry ground.

It is hardly worth while for a boy in the rapid-growing stage to set up a regularly built pair of cricketing-shoes: an admirable substitute may be found, though, in the ordinary *canvas* shoes, as used for rackets, etc., price half-a-crown; a few nails will make them answer all the purposes of the more legitimate article.

Parents and guardians may be informed that a proper costume of flannel and shoes is actually better economy than condemning a boy to play in his ordinary clothes; and for this reason—flannels are made to suit the exigencies of the game: loose where they should be loose, and *vice versa*, without regard to the exigencies of fashion; they are cheaper, and are, nevertheless, more lasting, than ordinary cloth clothes; they never get shabby, will wash when dirty, and will carry a darn or patch without detriment to their dignity; they are not injured by perspiration or wet; and, above all, they are great preservatives against colds and other ailments.

Shoes may put in much the same claim. Cricket is marvelously destructive to the ordinary walking-boot; is it not, then, better to substitute a cheaper and more durable article?

In choosing spikes, care should be taken to obtain good length and small diameter; a squat, clumsy spike is an awful nuisance. If nails be the choice, they should not be put much nearer than at intervals of an inch, otherwise they will be liable to clog.

If men play cricket, let that cricket be their very best; any little extra trouble at first will be more than repaid by the results. It is not given to every man to be a first-rate cricketer; but most men might play far better than they do, and many men, who now hardly deserve the name of players, might, with very little expenditure of trouble in their younger days, have been now men of mark in the cricketing world.

Be it remembered, then, that there is a *right way* to perform each function of cricket, and a *wrong way*, or perhaps I should rather have said, innumerable wrong ways.

Now, this *right way* will hardly come of itself: cricket, by the light of nature only, would be a prodigy indeed. The beginner must, therefore, first ascertain what this *right way* is, and thenceforth strive continually to practice and perfect himself in it, whether it be in batting, bowling, or fielding, until habit has become a second nature.

And not only must the learner cultivate *good* habits, he must diligently eschew all *bad* ones; for bad habits are wonderfully easy of acquirement, but, once acquired, can hardly ever be completely shaken off.

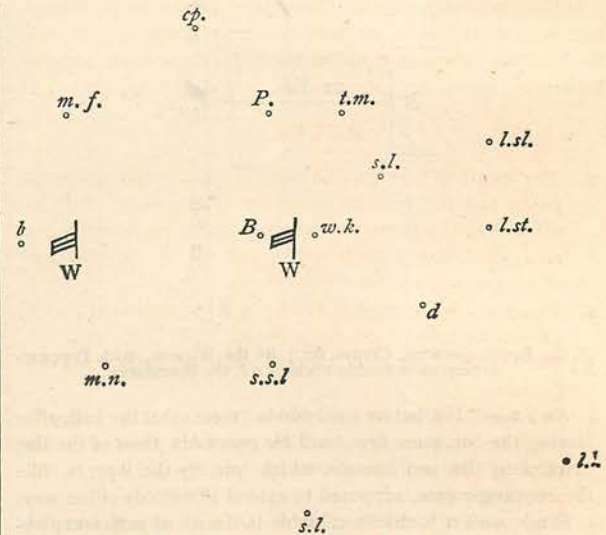
It is all very well to say, "I know the right way, and that is enough," and then, from sheer laziness or indifference, go

the wrong; but when it comes to the point of practical experience, it will be found that the bad habit will have an uncomfortable knack of coming into play at critical moments, just when it is least desired.

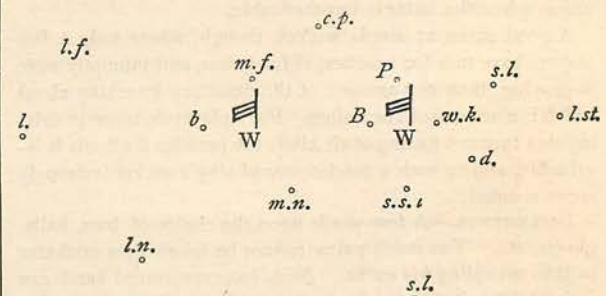
For cricket, it should be remembered, is a series of surprises. Give a man time to think, and he can decide between the right way and the wrong; but *time to think* is just the very thing a man does *not* get at cricket: instant, unhesitating action is his only chance.

If he has habituated himself to one only method of action, he *must*, he *can*, only act in accordance with it; but if there be several conflicting habits, who shall say which shall be the one that comes first to hand in an emergency?

Let the young cricketer, then—and the old one, too, for the matter of that—make this his rule and study, to make every ball he bowls, he bats, or he fields, one link more in the chain of good habits, one step farther on the road to success.



ARRANGEMENT OF THE FIELD FOR FAST BOWLING.



ARRANGEMENT OF THE FIELD FOR SLOW BOWLING.

W W., wickets; B., batsman; b., bowler; w.k., wicket-keeper; l.st., long-stop; s.l., slip; l.sl., long-slip; t.m., third man; p., point; c.p., cover-point; m.f., m.n., mid-wicket, off and on; l., long-field or cover-bowler; l.f. & l.n., long-field, off and on; s.l., square leg; s.s.l., short square leg; l.l., long leg; d., draw or short leg.

FOOTBALL.

THEORY OF THE GAME.—Football, like cricket, requires two opposing sides. It is played with a hollow ball, some eight or ten inches in diameter, of India-rubber (in former times a bladder) blown full of air, and protected by a leather case.

The goals are placed at opposite ends of the field, each side defending its own, and trying to drive the ball through its opponents'.

It is a game only suitable for cold weather, as cricket is for hot, for the exertion is not only very severe while it lasts, but the intervals of rest in a well-contested game are few and far between.

RULES.

1. The length of the ground shall be not more than 150 yards, and the breadth 55 yards. The ground shall be marked out by posts, two at each end, parallel with the goal-posts, and 55 yards apart; and by one at each side of the ground, half-way between the side-posts.
2. The goal shall consist of two uprights 15 feet apart, with a cross-bar 8 feet from the ground.
3. The choice of goal and kick-off shall be determined by tossing.
4. In a match, when half the time agreed upon has elapsed, the sides shall change goals the next time the ball is out of play. In ordinary games the change shall be made after every goal.
5. The heads of sides shall have the sole management of the game.
6. The ball shall be put in play as follows :
 - (a) At the commencement of the game, and after every goal, by a place-kick 25 yards in advance of the goal, by either side alternately, each party being arrayed on its own ground.
 - (b) If the ball have been played behind the goal-line (1) by the opposite party, the side owning the goal shall have a place-kick from behind the goal-line at their discretion; (2) by the side owning the goal, whether by kicking or guiding, the opposite party shall have a place-kick from a spot 25 yards in front of the goal, at their discretion.
 - (c) If the ball have been played across the side-lines, the player first touching it with the *hand* shall have a place-kick from the point at which the ball crossed the line.
7. In all the above cases the side starting the ball shall be *out of play* until one of the opposite side has played it.
8. When a player has played the ball, any one of the same

side who is nearer the opponents' goal-line on their ground is *out of play*, and may not touch the ball himself, or obstruct any other player, until the ball be first played by one of the opposite side, or he have crossed into his own ground.

9. No player shall carry the ball, hold it, throw it, pass it to another with his hands, or lift it from the ground with his hands, on any pretense whatever.
10. All charging is fair; but holding, pushing with the elbows or hands, tripping up, and hacking are forbidden.
11. No player may wear iron plates, projecting nails, or gutta percha on his boots or shoes.
12. A goal is gained when the ball is *kicked* from the front between the uprights and beneath the cross-bar, or in any way passed through from the front, by the side owning the goal.
13. In case of any distinct and willful violation of these rules of play by one of either side, the opposite side may claim a fresh kick-off.

DEFINITION OF TERMS.

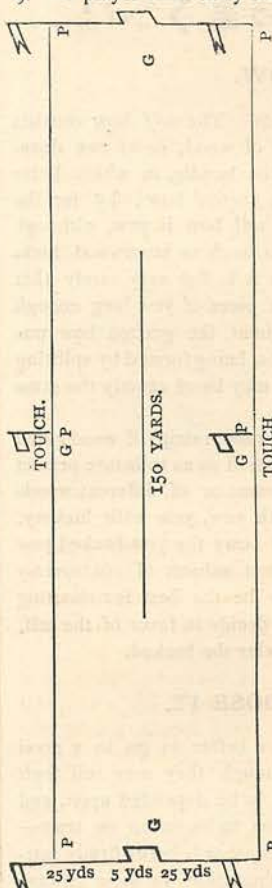
A place-kick is a kick at the ball while at rest on the ground. The kicker may claim a free space of 3 yards in front of the ball.

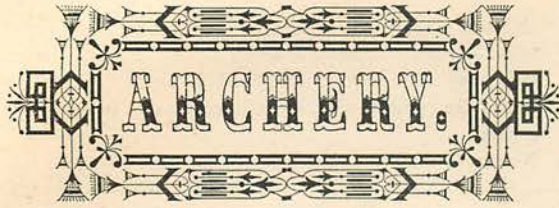
Ground.—Each side claims as its own that portion of the ground which lies between its goal and the center.

Charging is bringing the body into collision with that of an opponent. The arms, and especially the elbows, must be kept well to the sides, not to violate Rule 10.

Hacking is kicking an adversary intentionally.

Tripping is throwing an adversary by placing the foot, leg, or any part of the body in the way of an adversary's legs, and thus causing him to fall or stumble.





THE BOW.

BOWS are of two kinds. The *self* bow consists either of one piece of wood, or of two dovetailed together at the handle, in which latter case it is called a *grafted* bow; by far the best material for a self bow is yew, although a variety of other woods, such as lancewood, hickory, &c., are used. As it is but very rarely that we are able to obtain a piece of yew long enough for a bow of equal quality throughout, the grafted bow was invented, in order that the two limbs, being formed by splitting one piece of wood into two strips, may be of exactly the same nature.

The *backed* bow consists of two or more strips of wood glued together longitudinally and compressed so as to insure perfect union. The strips may be of the same or of different woods—for instance, of yew backed with yew, yew with hickory, lancewood, &c.; but of all backed bows the yew-backed yew is far the best. It has been a great subject of controversy whether the self or the backed bow be the best for shooting purposes; we most unhesitatingly decide in favor of the self, although many good authorities prefer the backed.

HOW TO CHOOSE IT.

In purchasing a bow, it is always better to go to a good maker; the inferior makers, although they may sell their goods a trifle cheaper, are still not to be depended upon, and as a good deal concerning a bow has to be taken on trust—*e. g.*, whether the wood is properly seasoned, horns firmly fastened, &c.—a maker who has a reputation to lose always proves the cheapest in the end. Having selected a maker and determined on the price you are willing to give, you will proceed to see that the bow tapers gradually from the handle to the horns; that the wood is of straight, even grain, running longitudinally and free from knots and pins, or that, if there are any pins, they are rendered innocuous by having the wood left raised around them. The bow should be quite straight, or even follow the string (bend in the direction it will take when strung) a little. Beware of a bow which bends away from the string: it will jar your arms out of their sockets, and should the string break, there will be an end of it. See that both limbs are of equal strength, in which case they will describe equal curves. The handle should not be quite in the middle of the bow, but the upper edge of it should be about an inch above the center, and above the handle a small piece of ivory or mother-of-pearl should be let in on the left side of the bow, in order to prevent the friction of the arrow wearing away the wood. See that there are no sharp edges to the

nocks on the horns of the bow, for if they are not properly rounded off they will be continually cutting your string. Lastly, make sure that your bow is not beyond your strength—in other words, that you are not overbowed. It is a very common thing for persons to choose very strong bows under the idea that it gives them the appearance of being perfect Samsons; but their ungainly struggles to bend their weapon, and the utterly futile results of their endeavors, are, we think, anything but dignified. The weight of the bow should be such that it can be bent without straining, and held steadily during the time of taking aim. The strength of bows is calculated by their *weight*, which is stamped in pounds upon them, and which denotes the power which it takes to bend the bow until the center of the string is a certain distance (twenty-eight inches for a gentleman's, twenty-five inches for a lady's bow) from the handle. It is ascertained by suspending the bow by the handle from a steelyard whilst the string is drawn the required distance. Gentlemen's bows generally range from 48 lbs. to 56 lbs., and ladies' from 20 lbs. to 32 lbs.

HOW TO PRESERVE IT.

Many things will spoil a bow which a little care and attention would prevent. Amongst the most fatal enemies to the bow are chrysalis, which, unless noticed in time, will surely end in a fracture. A chrysal should at once be tightly lapped with fine string saturated with glue; this, if neatly done and then varnished, will interfere but little with the appearance of the bow. Care should be taken not to scratch or bruise the bow. When shooting in damp weather, the bow, especially if a backed one, should be kept well wiped, and perfectly dried with a waxed cloth before putting away. A backed bow is always the better for a little lapping round each end just by the horn, which prevents the bow from breaking if by any chance the glue is softened by damp. A bow should always be kept as dry as possible; when going to shoot at a distance, a waterproof cover is advisable. Do not unstring the bow too often while shooting; once in every six double ends is quite enough, unless there are many shooters.

THE ARROW.

Arrows are distinguished by weight in the same manner as bows, only in the former it is calculated as weighed against silver money, and arrows are known as of so many shillings' weight, &c. The lengths recommended by the best authorities are as follows:

	Length.
For ladies.....	25 inches
For Gentlemen	{ Bows of 50 lbs. and upwards, and 6 feet long, } 28 "
	{ Bows under 50 lbs. and not exceeding 5 ft. 10 in. long, } 28 "

There are two kinds of arrows—*self*, made of one piece of wood, and *footed*, having a piece of hard wood at the pile end. The latter are the best for several reasons, one being that they are not so likely to break if they strike anything hard. The best material for arrows is red deal footed with lancewood.

HOW TO CHOOSE IT.

The first thing to ascertain is whether it is quite straight, which is done by bringing the tips of the thumb and two first fingers of the left hand together and laying the arrow thereon, while it is turned round by the right hand. If it goes smoothly it is straight; but if it jerks at all it is crooked. Then make sure that it is stiff enough to stand the force of the bow without bending, as, if too weak, it will never fly straight. The pile or point should be what is called the square-shouldered pile; some prefer the sharp pile, but the other answers best for all purposes. The nock should be full and the notch pretty deep; a piece of horn should be let in at the notch to prevent the string splitting the arrow. The feathers should be full sized, evenly and well cut, and inserted at equal distances from each other.

THE BOW-STRING.

The string should be not too thin, or it will not last long; in the selection of it, it is best to be guided by the size of the notch of your arrows. At one end of it a strong loop should be worked to go over the upper horn, the other end should be left free in order to be fixed on to the lower horn. When the lower end is fastened, the distance between it and the loop at the other end should be such, that when the loop is in its place (*i.e.*, the bow strung) the string is, in a gentleman's bow, six inches, in a lady's five inches, from the center of the bow. The string should be lapped for an inch above the nocking point, and five inches below it, with waxed thread and this again with floss silk—to such a thickness that it completely fills the notch of the arrow, but without being too tight, or it may split it. Never trust a worn string; take it off and put on a new one—should it break, it will most probably snap your bow.

THE BRACER.

This is a guard for the left arm, to prevent its being abraded by the string when loosed; it also has another object, *viz.*, to confine the sleeve and keep it out of the way. It consists of an oblong piece of smooth leather, and is fastened to the arm by straps.

The shooting-glove is used to protect the fingers of the right hand from abrasion by the string when loosing, and consists of three finger-guards, attached by strips of leather, passing down the back of the hand to a strap fastening round the wrist.

THE QUIVER.

The quiver is a tin case somewhat in the shape of the quiver usually represented as forming part of the equipment of Robin Hood and his band; it is not now, however, used as part of the personal equipment of the archer, but is employed simply for the purpose of protecting the spare arrows.

TARGETS.

A target is made of straw bound with string into an even rope, which is twisted upon itself until it forms a flat disc, and then covered on one side with canvas painted in five concentric rings, *viz.*, gold or center, red, blue or inner white,

black, and white. These rings should be all of exactly the same width, the target itself being four feet in diameter. In scoring, the following value is given to the rings:

Gold	9
Red	7
Blue	5
Black	3
White	1

When an arrow strikes on the edge of two rings, the higher is counted, unless it is otherwise agreed upon. It is necessary to have two targets, one at each extremity of the distance fixed upon—as it is not usual to shoot more than three arrows at each "end," as it is called—walking over between each three to reclaim your arrows, and then shooting them back at the target you have just left. By this means a different set of muscles are called into play, those used in shooting are relaxed, and in addition, a great deal is added to the exercise which renders archery so healthy a pastime; for example, in shooting the national round the archer walks 3,920 yards, or nearly two miles and a quarter, between the ends. The stands for the targets are usually made of iron or wood, and somewhat resemble in shape an artist's easel. The legs should be padded or wrapped round with straw, otherwise arrows striking them will be apt to break.

STRINGING THE BOW.—In stringing the bow it is held by the handle in the right hand (flat part towards the body) with the lower horn resting on the ground against the hollow of the right foot. The left hand is then placed upon the upper part of the bow in such a manner that the base of the thumb rests upon the flat side of it, the thumb pointing upwards. The bow is then bent by the combined action of the two hands, the right pulling, the left pressing it; at the same time the loop of the string is slipped into its place by the left thumb and forefinger.

POSITION.—It is difficult to determine exactly what is the best position for the archer. Every one naturally subsides into that which is most easy to him; still there are certain fundamental rules, which are given in almost every book on archery, by attention to which in the first place the shooter ultimately falls into the best position for himself. The left foot should point rather to the right of the mark, the right foot being nearly at right angles to it, the heels six or eight inches apart, in a straight line from target to target, both feet flat on the ground, knees straight, body erect but not too stiff, face turned towards the mark. The body must be carried as easily as possible on the hips, not too stiffly upright nor yet bending forward. Nothing looks worse than a stiff, constrained attitude, except a loose, slouching one.

NOCKING.—Having mastered the position, the next thing to be looked to is the *nocking*. The bow being held by the handle in the left hand, let the arrow be placed with the right (*over* the string, not *under*) on that part of the bow upon which it is to lie; the thumb of the left hand, being then gently placed over it, will serve to hold it perfectly under command, and the forefinger and thumb of the right hand can then take hold of the nock end of the arrow and manipulate it with the most perfect ease in any manner that may be required.

When the arrow is nocked it should be at right angles with the string. Some archers are accustomed to try to alter the range of the arrow by heightening or lowering the nocking point, but this is a great mistake. Care must be taken that the whipped portion of the string exactly fits the notch of the arrow. If too large or too small, it will probably split it.

DRAWING.—Having nocked the arrow according to the foregoing direction, the next thing to proceed with is the drawing, which is managed as follows: Extend the left arm downwards until it is perfectly straight, the hand grasping the handle of the bow, the arrow being held by the nocking end by the two first fingers of the right hand passed over the string and on each side of the arrow, care being taken not to pass the fingers too far over the string, or the sharpness of the loose will be interfered with. This done, the left arm should be smoothly raised, *still extended*, until at right angles, or nearly so, with the body, the string being drawn at the same time with the right hand until the arrow is drawn about three-fourths of its length, when the right wrist and elbow should be at about the level of the shoulder. Having got it thus far a slight pause may be made before drawing the arrow to its full length (although we think it better to make it all one motion), which done, the archer must take his aim before loosing. By drawing the arrow below the level of the eye, the archer is enabled to look along it as he would along the barrel of a rifle. As regards the direction, the archer will find that it is but seldom he will be able to aim directly at the gold. He will almost always have to aim to one side or the other, to make allowance for wind, etc. This cannot be taught. The archer will soon learn by experience whereabouts on the target his proper point of sight lies, and will aim accordingly. He will also learn the degree of elevation required by his bow at the various distances, which elevation he will always give by raising or lowering his *left* hand, and in no other way if he values success.

Remember! the arrow must always be drawn to exactly the same spot. If possible, let the spot where the pile and stele join just reach the bow.

LOOSING.—Having drawn the arrow to its full extent, the next thing is to loose it properly, and this, although apparently a very simple thing, is by no means so easy as it looks. The great object to be attained in loosing is to remove the obstruction of the fingers from the string suddenly, and yet in such a manner that no jerk is given to the string (which would be fatal to the aim), and that the fingers do not *follow* the string, which would weaken the force of the shot. The string should lie across the fingers at an equal distance from the tip of each—not too near the joint nor too near the tip; about midway between the tip and joint of the first finger, and on the others in proportion, will be found about the most convenient position for a good loose. The fingers must all be withdrawn at once, for should one be an instant behind the others, it would be fatal to the aim.



Skating and Sliding.

BEGIN by putting out of your mind the notion of walking. Skaters place their feet *flat* on the ice so as to slide along it, but do not rise on the toe, as if they were walking.

The best way to learn to advance on skates is as follows: stand as if in the "third position" in dancing, but with the heel of the right foot a few inches away from the hollow of the left. Then, with the *edge* of the left foot press against the ice, so as to push the right forward. Bring up the left foot parallel with the right, and slide along until the impetus is exhausted. Do this with both feet alternately for some little time, and you will then begin to "feel your skates," as the saying is.

After you have practiced these movements for some time, gradually increasing the length of each stroke, you will begin to find yourself skating on the "inside edge," a movement to which nine out of ten skaters restrict themselves. It is, however, an ungraceful plan, and is of little use except in racing, and, moreover, tires the ankle sooner than the "outside edge" skating, which is the only mode worth practicing.

The mode of learning this is very simple. Put a stone or stick on the ice, to act as a center for the circle you are about to describe.

Now stand about three or four yards from the stone, with your right side towards it, and your head looking over your right shoulder at the stone. Press the outside edge of your right skate as firmly as you can into the ice, and with your left skate propel yourself round the stone, leaning as much inwards as you can.

After a short time you will be able to lift the left foot off the ice for a short time, and as soon as you can do this, try how long you can keep the left foot in the air. Practice these movements with both feet alternately until you feel that you can confidently trust yourself to the outside edge.

As soon as you are firm on the edge, try to describe a complete circle, taking care to keep the right knee quite straight and the left foot the least particle in advance of the right. When you can get completely round on either foot, combine the two circles, and you have the 8, which, with the 3, is at the bottom of all figure-skating.

Now for the 3. Start *forwards*, as before, on the outside edge of the right foot, but leave the left foot well *behind* the right, the toe slightly behind the heel. Do not change the position of your feet, and you will find that when you have rather more than half completed your circle, you will spin round on the right foot and make half another circle *backwards*.

The books on skating say that, in order to turn round, the skater ought to rise on his toe a little. I consider this advice as totally wrong. True, the rising on the toe does bring the

body round, but it gives an appearance of effort, which a good skater never shows. If you will only keep the off foot well behind the other, you *must* come round at the proper spot, and without effort of any kind.

In fact, in all outside edge skating you steer yourself by the foot which is off the ice, and on no consideration ought any of the work to be done by the foot which is on the ice.

When you can cut the figure 3 equally well with either foot, combine them, passing from one foot to the other without jerking yourself. Practice this until you do it without any effort, the mere swing of the body at the time supplying just enough impetus to carry you round.

The next thing to be done is to get on the outside edge *backwards*. This feat, difficult as it looks, and indeed *is* at the first attempt, in reality is easy enough. It all depends on the position of the feet. If you have kept your feet precisely in the attitude which has been described, the outside edge backwards is a necessary corollary of the figure 3.

After you have turned on your right foot and got partly round the lower half of the 3, simply put your left foot on the ice and lift your right foot. Don't be afraid of it. Press the outer edge of the left foot well into the ice, and you *must* complete the circle. Provided that you do not alter the position of your head, body, or limbs, it is the easiest thing in the world. Only dare to do it, and it will be done.

When you have learned to shift in this way from *one foot* to the other with ease, you will soon attain to the summit of a skating ambition, the quadrille.

We will end with a few cautions.

Keep the knee of the acting leg perfectly rigid: a knee ever so slightly bent ruins the effect of the best skating.

Never carry a stick.

Never raise, bend, or fold your arms; but let them hang easily by your side, and keep your hands out of your pockets.

Keep the toe of the off foot within an inch of the ice, and the heel rather up.

SLIDING.

The only remark that need be made about sliding is that the feet should always be kept close together and parallel with the line of the slide. The sideways sliding adopted by many boys is altogether wrong, and is sure to lead to a nasty fall some time or other.

Accustom yourself to put your weight on each foot alternately, so as to be able to lift the other off the slide, and with the off foot give a double stamp on the ice. This is called the "postman's knock." Keep the arms close to the body, and, as in skating, if you find yourself likely to fall, slip down and roll aside, so as to be out of the way of those who are following you.

