

on the port tack not giving way, the canoe on the starboard tack shall luff and go about but shall never bear away. A canoe on the port tack compelling a canoe on the starboard tack thus to give way forfeits all claim to the prize.

RULE 17.—Canoes going free shall always give way to those close-hauled on either tack.

RULE 18.—When canoes close-hauled are approaching a shore, buoy or other obstruction, and are so close that the leewardmost cannot tack clear of the canoe to the windward of her, and by standing on would be in danger of fouling the obstruction, the canoe to windward shall, on being requested, go about, and the canoe requesting her to do so shall also tack at once.

RULE 19.—Should two or more canoes be approaching a weather shore or any obstruction, and be so close to each other that the weathermost one cannot bear away clear of the one to the leeward of her, and by standing on would be in danger of running aground or of fouling the obstruction, then the canoe that is to leeward shall, on being requested, at once bear away until sufficient room is allowed for the weathermost canoe to clear the obstruction.

RULE 20.—A canoe may luff as she pleases, in order to prevent another from passing her to windward, provided she begins to luff before an overlap has been established. An overlap is established when an overtaking canoe has no longer a free choice on which side she will pass, and continues to exist as long as the leeward canoe by luffing or the weather canoe by bearing away, is in danger of fouling. A canoe must never bear away out of her course to prevent the other passing to leeward; the lee side to be considered that on which the leading canoe of the two carries her mainboom. The overtaking canoe, if to leeward, must not luff until she has drawn clear ahead of the canoe she has overtaken.

RULE 21.—A canoe may anchor during a race, provided the anchor is attached or weighed on board the canoe during the remainder of the race. A canoe shall not be propelled by rocking or fanning.

RULE 22.—A change in these rules desired by any member of the Association shall be presented by the Regatta Committee, with their approval or disapproval, to the Executive Committee for final action; notice of such change having been given in the official organs at least two weeks before the vote of the Executive Committee is taken thereon.

RULE 23.—In case of temporary vacancies in the Regatta Committee, the other members shall appoint substitutes.

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## BOWLING.

**J**UST as in England there is no village without its cricket field—so in America there is no village without its bowling alley where young and old of both sexes may find healthful recreation if only the place is properly ventilated and kept free from dust.

“Any one can learn to bowl,” says Mr. W. V. Thompson, the famous bowler of Chicago. “Let all beginners step back from the foul line five steps. Stand erect, face the pins and let the weight of the ball rest on your left hand; take a firm grip with the right hand, swing the ball and see if the grip is all right. Now, don’t run, just walk fast four steps, starting with your right foot, and deliver the ball with the left foot in front. Do not bend your arm or your back; keep your feet apart and bend your knees. Form an imaginary line to the right side of the head pin and bowl on that line. Do not force the ball at first, you will have speed to burn in a week. Get the swing and delivery and you will get the pins.”

### CONDENSED BOWLING RULES.

A game consists of 10 frames.

A Frame consists of 10 pins placed on the triangle of spots 1 foot apart.

Each player is allowed 3 balls, which he must roll without stepping or sliding over the “Scratch Line.”

A Strike is made when all the pins are knocked down by the first ball. It



entitles the bowler to 10 points in that frame and as many more points as the next two balls knock down pins in succeeding frames. When the pins are all down, that frame is played and another player takes his turn.

A Spare is made when all the pins are knocked down by the first two balls. It entitles the bowler to 10 points in that frame and as many more as the first ball in the next frame knocks down.

The points gained by strikes and spares are in addition to those made by the balls in the succeeding frames.

Any strikes and spares remaining after the 10th frame is rolled are rolled immediately and count one point for each pin knocked down.

A foul ball is made by the player stepping or touching anything beyond the foul line.

Pins knocked down by a foul ball or by a ball rolling in the gutter before it reaches the pins, or rebounding from the cushions, do not count, and must be reset before another ball is rolled. All such balls, however, count as balls rolled.

Fallen pins (deadwood) must be removed from the alley after each ball.

To keep a score a board or paper is ruled with two vertical spaces for each player and 12 horizontal lines, one for the names at the top, 10 for the 10 frames, and one for the totals. The points made (Pins knocked down by 3 or less balls) are set in the left column for each frame under the bowler's name, and the total score in the right column. A strike is marked double X or two parallel lines in the left column. A spare X or —. When the strike or spare is rolled in the next frame, the pins are added to the 10 already made and to the total of the right column.

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## BOWLING ON THE GREEN, OR LAWN BOWLS.

BY

WM. L. CAUFIELD, SECRETARY FALL RIVER (MASS.) BOWLING GREEN CLUB.

**T**HIS is one of the oldest of outdoor games, and on account of its freedom from undue exertion on the part of its votaries it is peculiarly well adapted to all ages. For those advanced in years it offers a mild and healthful exercise with no drawbacks on the score of being too fatiguing, with plenty of interest and excitement, especially when played by Rinks as in the Scottish game of Bowls. It is equally well adapted for younger men, and in fact players of all ages take delight in this old-fashioned sport, including many of the fair sex.

In New York City prior to the Revolutionary War a Bowling Green was maintained near Battery Park, where the men of leisure were wont to meet on the greensward and enjoy the game. The district in which the Green was located still bears the name of Bowling Green.

The game seems to have fallen into disuse for some time after the War of Independence, but was revived again in the adjoining State of New Jersey some fifteen years ago, a Club being formed at Dunellen, N. J., by some English and Scotch residents of New York and New Jersey. This was followed by the establishment of Bowling Clubs at Jersey City, New Brunswick, N. J.; Boston and Lowell, Mass.; San Francisco; and more recently at Fall River and New Bedford, Mass.; at Kearny, N. J.; and Brooklyn, N. Y. All of these Clubs are in flourishing condition with, in some cases, a membership of over 250. Over the border in Canada the game is still more popular. In the



Province of Ontario alone there are upwards of sixty Bowling Clubs in existence, all with large membership and fine club quarters. At Toronto, which is the headquarters of the Ontario Bowling Association, an Annual Tournament is held at which all the Clubs belonging to the Association meet and compete for valuable prize cups and other prizes. In 1905 a Tournament was held at Toronto and neighborhood, and about sixty bowlers from the British Isles visited and took part in the games. Annual Tournaments are also held at Niagara on the Lake, play extending over three weeks. The Championship title of the United States rests with the Fall River (Mass.) Bowling Green Club at the present time, that Club being the holder of the handsome Silver Cup trophy, which has been successively held by the Boston Curling Club, New Jersey Bowling Green Club, Fall River Bowling Green Club, and Kearny (N. J.) Bowling Green Club. The Fall River Club succeeded in winning it from the Kearny Club this year, having lost to them in a close contest the preceding year.

The Green is usually laid out about 120 feet square which allows for six Rinks of 20 feet each, and is bounded by a ditch and bank. The Green should be almost flat or level and the Bowls used are of regulation size, of about five inches in diameter and made of *lignum vitæ*. They are so shaped as to draw or bias towards the Jack or object ball, and to the right or left of the Jack according to position of the opponents' Bowl.

A full Rink consists of four players on each side described as lead, second, third (or Vice-Skip), and Skip. The Skip on each side is Skipper or Captain and takes his position near the Jack and directs the other players until his turn comes to play, when the Vice-Skip or third player then directs the Skip how to play. Each player has a pair of Bowls and the first player of the side opening the game, which is decided by the tossing of a coin, throws the Jack,—which usually consists of a white porcelain ball about  $2\frac{1}{2}$  inches in diameter,—to the opposite end of the Rink—the player having previously taken his position on the mat placed exactly in the centre of the Rink and 5 feet from the ditch. The Jack must rest at a distance of 75 feet or over from the mat or it is not playable and must be returned and thrown again by the first player on the opposing side. After the Jack has been moved to the centre of the Rink No. 1 player bowls one of his pair of woods, the object being to lay the Bowl as near the Jack as possible, after which No. 1 player on the opposing side delivers a wood; he is followed by the player who began the game delivering his second wood or bowl, and so on in this order until each player has delivered both his bowls. The points go to the side having a bowl nearest the Jack and as many of their Bowls as lie nearest the Jack count one each. For example,—Rink "A" has two bowls nearest the Jack, Rink "B" has the third nearest Bowl, this counts two points to Rink "A"; the remaining bowls do not count. The game is usually played 21 ends or 21 points up as may be agreed upon.



## LAWS OF LAWN BOWLS.

[As formulated by the Scottish Bowling Association.]

## I.—RINKS OR DIVISIONS OF THE GREEN.

1. The green shall be divided into spaces called rinks, not less than 19 nor more than 21 feet in width, numbered consecutively, the centre of each rink being marked on the bank at each end by a pin or other device, and the four corners of the rink by pins driven into the ditch. The side boundary of the rink shall stretch from bank to bank.

[To prevent disputes, it is recommended that the pins at the opposite ends of the rink should be connected by a linen thread, drawn tight on the surface of the green; and that, where practicable, the boundary pins of an outside rink be placed at least two feet from the side ditch. It is also recommended that the bank be not less than 18 inches in height, with an angle from the green of not more than 120 degrees.]

2. When a match is to be played, the numbers of the rinks should be put into a bag or other receptacle, and drawn at the green by the skips or their representatives.

3. Ordinary games may be played, without having recourse to drawing, on a rink mutually agreed upon.

## II.—BOWLS—SIZE AND BIAS.

1. No bowl shall exceed 16 1-2 inches in circumference, nor 3 1-2 lbs. in weight, nor have a less bias than the Standard Bowl adopted by the Association.

2. Any bowl to which objection is taken shall be tested by comparison with a standard bowl of the Association, bearing the Association's stamp. Any objection must be taken at the start, or not later than the sixth end of a game.

In the case of a club match or competition, the test shall at once be applied, at the distance of 32 yards, by two referees appointed by the parties, and if the referees disagree, they shall appoint an oversman. In the event of a bowl being declared of a less bias than the standard, the further use of it in that club match or competition shall not be allowed, and the party at fault shall, from the stage at which the game then stood, play with any bowl, conform to standard, selected for him by the referees or oversman, or forfeit the game. In the event of the game being so forfeited, the objecting rink or player shall, in addition to being declared winner, be entitled to add to its or his score one shot for such number of shots or ends as may still remain to be played.

In the case of a tournament, the bowl or bowls objected to by an opponent shall, at the conclusion of the game, be taken possession of by the Secretary of the tournament, who shall have the same forthwith tested by two of the *umpires of the tournament*, who are not members of the same club as either of the parties, and who, if they cannot agree, shall call in another of the umpires, who must also be a neutral person, to determine whether the objection is *frivolous*; but if there be reasonable ground for doubt, the bowl or bowls shall at once be sent to one of the officers of the Association, to be tested by him. The officer shall test and return without delay all bowls thus sent to him, and shall also send to the Secretary of the tournament a written report of the result of the test. The decision of the umpires, oversman, or officer, as the case may be, shall be final. The objector shall lodge with the Secretary of the tournament a fee to cover the expense of testing, and to discourage frivolous objections, which fee shall be returned to him if his objection be sustained, and in that case the Secretary of the tournament shall recover said fee from the owner of the bowl or bowls before they are returned to him, and the competitor who used them shall be disqualified, and his opponent held as having won the tie.

[*Note*.—To facilitate the testing of bowls under the rule, the Association trusts that each constituent club of the Association will provide itself with a Standard Bowl, made and stamped by one of its officers. Competitors in a public tournament are recommended to have their bowls tested and stamped beforehand.]

3. *Markers*.—In single-handed tournaments one marker only shall act in each game. The marker may answer queries as to position of bowls and their distance from the jack, but shall not give directions to, nor consult with, either player as to the play. Markers shall be appointed by the Directors of the tournaments, Local Secretaries, or Umpires, whom failing, by the Competitors themselves.

## III.—SIZE OF THE JACK.

The Jack shall be about 2 1-2 inches in diameter.

## IV.—CONDITIONS OF A GAME.

1. A game may consist of any number of shots or heads, or may be played for any length of time, as previously agreed upon.

2. When a match consists of more than one rink on each side, the total scores of the respective parties shall decide the contest.

3. When a game consists of a stated number of heads, and there is only one rink on each side, should it be found when the given number of heads had been played that the scores are equal, one extra head shall be played so as to decide the contest, and should the extra head result again in a tie, one more shall be played.



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### V.—RINK OR TEAM OF PLAYERS.

1. A rink or team shall consist of four players, each playing two bowls, and called respectively, according to the order in which they play, leader or lead, second player, third player, and skip or driver. Unless otherwise mutually agreed upon, it shall be determined by tossing or by playing a trial head, which party is to play first, the winner of the toss or the head to have the choice. In all subsequent heads the party which won the previous head shall play first. The leaders play their two bowls alternately, and so on, each pair of players in succession to the end. The order of playing shall not be changed after the first head has been played. No one shall play until his opponent's bowl has ceased to run; a bowl so played may be stopped, and sent back to be played over again.

2. A bowl played by mistake shall be replaced by the player's own bowl.

3. When a player has played before his turn, the opponents may stop the bowl in its course, or allow it to remain when it comes to rest, or cause it to be played over again in its proper order. If it has moved either jack or bowls, the opponents shall have the power to cause the end to be begun anew.

4. No player shall change his bowls during the game, except with the consent of the opposing party.

5. If less than three players appear on either side, the game, so far as that rink is concerned, shall not proceed, and the rink with which this occurs shall be held as having *failed to appear*, and shall forfeit the game. Should such forfeiture take place where more rinks than one from each club are concerned, and where the aggregate or average scores are to decide the contest, the scores of the remaining rinks only shall be counted, but such average shall, as a penalty in the case of the defaulting club, be arrived at by dividing the aggregate score by the number of rinks which should have played, and not, as in the case of the other club, by the number actually engaged in the game. In the absence of a single player, from one or both sides, in an ordinary club match or friendly game, the number of bowls shall be made up by the party or parties playing odd bowls, these odd bowls being played by the first and second players. In a match for a trophy or other prize, where more rinks than one from each club are engaged, odd bowls may, in the absence of one of the players of any rink, be played in the manner above provided, but one-fourth of the total shots gained by such rink shall be deducted from its score at the end of the game. In a match for a trophy or other prize where a club is represented by only one rink such rink must play with four men, but should only three men appear on one of the sides, the whole details of the case shall, unless an amicable arrangement be made for another date within the authorized limit of time, be reported by the umpire to the Local Secretary, who shall, in turn, report them to the Secretary of the Association. The Secretary of the Association shall then call a meeting of Committee to dispose of each such case on its merits.

### VI.—SKIPS OR DRIVERS.

1. The skips shall have sole charge of their respective rinks, and their instructions must be obeyed by the other players.

2. The skip shall have the control of the play, but he may delegate this duty at any time to a substitute, who is usually the third player.

3. As soon as a bowl is greened, the director must retire behind the jack.

4. The players not engaged must stand *jack-high*, or behind the mat-line.

5. The last player should remove the mat to the bank.

6. The two skips shall be judges of all disputed points, and, when they agree, their decision shall be final; if they cannot agree, the point shall be decided by the umpire previously appointed, whom failing, by a neutral person mutually chosen.

### VII.—THE CLOTH OR MAT.

1. Each player, when playing, shall stand with at least one foot on the mat.

2. The mat shall, at the first head, be placed by the leader of the party which is to play first, and in every subsequent head by the leader of the party which lost the previous head; but it shall be in the option of the winner of any head to have the mat laid at the place where the jack lay, or between it and any point backwards not less than one yard from the ditch, the mat in any case being placed in the centre of the rink. In starting play, or when the jack at the finish of a head lies in the ditch, or less than one yard from it, the mat shall be placed forward to about that distance. The mat shall not be moved till the head is finished, but if moved by accident or inadvertently, it shall be replaced as near its original position as possible. It is recommended that the size of the mat be 22 by 14 inches or thereby.

### VIII.—THROWING THE JACK.

1. The leader of the party which is to play first shall throw the jack.

2. If the jack run into the ditch at the first throw in a game, it shall be placed two yards from it. If it be thrown into the ditch at any subsequent head, the opposing party shall have the option of throwing it anew, but not of playing first. When thrown less than two yards from the ditch, it should be moved out to that distance.

3. The jack shall be thrown not less than 25 yards from the mat, and if it



run to one side it shall be moved straight across and placed in the line of the pins numbering the rinks. If it be thrown less than 25 yards, it shall be treated according to the rule applicable to a jack thrown into the ditch after the first head. (See Clause 2 of this Rule.)

4. If none of the foregoing rules have been transgressed, the jack shall be played to wherever it has been thrown; or, if moved, it must be by mutual consent of parties.

5. After having been played to, it shall not be touched or interfered with in any manner otherwise than by the effects of the play, until the result of the head has been determined.

#### IX.—MOVEMENT OF THE JACK AND OF BOWLS.

1. If the jack be driven into the ditch, within the limits of the rink, its place shall be accurately marked, but it shall not be removed from its place (either on to the green or elsewhere), except by a toucher (see Rule XII, section 5). Should it be driven beyond the limits of the rink, that is to say, over the bank, or past the side-boundary of the rink by a bowl in play, it shall be counted dead; but if moved by a bowl out of play, it shall be restored to its place.

[Note.—A bowl played or driven to the ditch which is not a toucher, shall, when it falls into the ditch, be out of play.]

2. The foregoing rule as to being counted dead when driven beyond the limits of the rink shall likewise apply to bowls, whether they be *touchers* or not, but neither jack nor bowl shall be counted dead unless it be *wholly* outside the boundary when it comes to rest, even though it may have been so in its course.

3. A bowl when "dead" must be at once removed to the bank. Whenever the jack is "dead" the head must of necessity be played over again, and it shall in no case be counted a played head, not even though all the bowls have been played.

4. The jack (though driven to the side of the rink, if not beyond its limits), may be played to on either hand, but any bowl played to it, which, when it has come to rest, lies wholly outside the rink, shall be counted dead.

5. In the event of the jack being broken, the head shall be begun anew.

#### X.—JACK OR BOWL REBOUNDED.

1. Should the jack run against the bank or a bowl in the ditch, and rebound on to the green, or after being played into the ditch it be so operated upon by a toucher as to find its way again on the green, it shall be played to in the same manner as if it had never been moved. But a bowl similarly rebounding shall, *unless it be a toucher*, be counted dead, and any bowl or jack moved thereby shall be put back to its former position.

#### XI.—JACK OR BOWL BURNED.

The term "burned" is applied to a jack or bowl which has been interfered with or displaced, otherwise than by a bowl in play.

##### *Jack Burned.*

1. *While in motion on the green.*

When a jack while in motion on the green is burned: (a) By one of the players, the opposing party shall have the option of letting it lie where it stops, and playing the head out, or of beginning the head anew. (b) By a neutral person, or by a bowl belonging to a neutral person, the parties shall come to an agreement as to its position, otherwise the head shall be begun anew.

2. *While in motion in the ditch.*

Bowls in the ditch which are not touchers should be immediately removed to the bank (see Rule XIII.), but in the event of an omission to remove them the jack or touchers coming in contact with them shall be allowed to lie where they rest. In such a case, these bowls should then be removed to the bank.

3. *While at rest.*

When a jack while at rest on the green is burned: (a) By one of the players, the opposite party may replace it in its original position, or allow it to remain as moved. (b) By a neutral person, or by a bowl belonging to a neutral person, the parties shall come to an agreement as to its position, otherwise the head shall be begun anew.

4. *While at rest in the ditch.* (See Rule IX, section 1.)

##### *Bowl Burned.*

1. *While in motion.*

A. When a bowl, during its original course, and before it has passed the jack, is burned: (a) By the party to whom it belongs, it shall be counted dead. (b) By an opponent, the player's party may claim to have it played over again, or to let it lie where it rests, or to have the head begun anew. (c) By a neutral person, it shall be played over again.

B. When a bowl which, in its original course, has passed the jack and, being still in motion, is burned: (a) By the player's own party, it shall be counted dead, whether it has touched the jack or not. (b) By an opponent or a neutral person, the player's party may choose to let it lie where it comes to rest, or to have the head begun anew.

C. When a bowl which had come to rest is afterwards set in motion by a bowl in play, and while still moving, is burned: (a) By the party to whom it belongs,



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it shall be counted dead. (b) By an opponent, the party to whom it belongs may choose to let it lie where it comes to rest, or place it where they think it would probably have rested had it not been interfered with. (c) By a neutral person, it may be allowed to lie, or be placed to the mutual satisfaction of parties; where agreement cannot be attained, the head shall be played over again.

### 2. *While at rest.*

When a bowl while at rest is burned: (a) By either party, it may be replaced by the opposite party, or in the latter's option be allowed to remain where it lies. (b) By a neutral person, or by a bowl not in play, it should be replaced as near its original position as possible.

## XII.—TOUCHERS.

1. A bowl which touches the jack during its original course on the green, although previously it may have also touched one or more bowls, is called a *toucher*, and counts in the game wherever it rests if on the rink, but should a bowl, after it has ceased running, fall over and touch the jack, *after another bowl has been delivered*, it is not to be accounted a toucher. No bowl can in any circumstances become a toucher when the jack is in the ditch.

2. If a toucher run into the ditch when played, or be driven into the ditch during the course of the subsequent play, the place where it rests shall be marked, but its position shall not be altered except by the action of another toucher or the jack.

3. A toucher must be distinguished by a chalk or other distinct mark. Unless it be marked before the second succeeding bowl is delivered, it is not to be accounted a toucher. If the mark be not removed from the bowl before it is played in the succeeding head, it may be regarded as a *burned bowl*, and be removed to the bank.

4. If a bowl be moved *outwards* from the jack while being marked, it must remain as it is; but if moved *towards* the jack it must be restored to its original position.

5. Touchers may act on the jack or touchers in the ditch.

## XIII.—DITCHERS.

1. A bowl which does not touch the jack in its original course on the green, and runs against the bank or into the ditch, or is driven into the ditch by the effects of the play, is called a *ditcher*, and must be immediately removed to the bank.

2. Should a ditcher under any circumstances return to the green, it must be placed on the bank.

## XIV.—POSSESSION OF THE RINK.

1. As soon as each bowl stops running, the possession of the rink is transferred to the other party, time being allowed for marking a toucher.

2. The party in possession of the rink for the time being must not be disturbed or annoyed by their opponents.

## XV.—RESULT OF HEAD.

1. When the last bowl in a head stops running, half a minute shall elapse, if either party so require, before the shots are counted.

2. Neither jack nor bowls shall be moved until both parties are agreed as to the shots.

3. If a bowl requiring to be measured is resting on another bowl, which prevents its measurement, the best means available shall be taken to secure it in its position, whereupon the other shall be removed. The same course shall be followed when more than two bowls are involved.

4. No measuring shall be allowed until the head has been played out.

5. When at the conclusion of a head a tie for the first shot occurs, it shall, in a game of ends, be counted a played head.

6. The duty of keeping the score, and of announcing the state of the game at the end of each head, should be assigned to the second player.

## XVI.—OBJECTS ON THE GREEN.

1. Under no circumstances is any object to be laid on the green, or on a bowl, or on the jack, but it may be displayed in the hand for the guidance of the player.

## XVII.—ONLOOKERS.

1. Persons not engaged in the game must confine themselves to the banks, and preserve an attitude of strict neutrality.

## GAME OF POINTS.—RULES.

1. The game shall consist of 32 shots, viz., 8 each at *drawing, guarding, trailing, and driving*. It shall be played in two rounds of the green, 4 shots at each point, and bowls shall be played on the fore and back hand alternately.

2. Ties shall be decided by playing two shots, one on the fore, and one on the back hand, at each point.

3. Each player shall use four bowls, and no change of bowls shall be permitted.

4. Before commencing, each player shall be allowed two trial shots at *drawing*, one on the fore, and one on the back hand.



5. A marker shall be appointed to take charge of each rink, and it shall be the duty of the marker to declare the value of each shot, when the bowl comes to rest, to enter the same in a book or form ruled for the purpose, and when each player's shots are finished, to declare the result.

6. An umpire shall be chosen before play begins, and he shall decide finally all disputes that may arise.

7. No interference with the marker shall be allowed, and any dispute as to the value of a shot shall be referred to the umpire.

8. When play is finished, the markers shall hand in their scores to the secretary of the match, who shall enter each score in a book or sheet, ascertain the total score of each competitor, and declare the result as soon as possible, in presence of the player.

9. In the points game, Rule XI of the Laws of the Game shall not apply.

SCORING.—THE HIGHEST POSSIBLE SCORE IS 96 POINTS.

DRAWING.—If a bowl, having passed outside without touching either of the two bowls placed on the rink, rest within three feet of the centre pin or tee, it shall score 1, if within two feet it shall score 2, and if within one foot it shall score 3.

GUARDING.—If a bowl come to rest on the centre space it shall score 3 points, if on either of the two next it shall score 2 points, and if on either of the outermost it shall score 1 point.

The jack in front shall be temporarily lifted should a bowl played be thought likely to touch it, and thereby be affected in its destination. A bowl which touches the jack which is being guarded, shall not count.

TRAILING.—If a bowl trail the jack through between, and past the line square to the back of, the stationary bowls, it shall score 3, provided both jack and bowl be entirely over said line.

If a bowl trail the jack past, but do not itself entirely cross the said line at back of bowls; or if it trail the jack past the line in front and not over the line at back, but itself cross the back line, it shall score 2.

If a bowl pass between the jack and either of the stationary bowls over the back line without having touched the jack; or having touched it, do not carry it over the front line, but itself pass over the back line; or if it trail the jack over the front line though it do not itself cross it, it shall score 1.

No score shall be made if the jack, though touched, be not trailed clear over the front line or the bowl played do not cross the back line.

In all these provisions it must be understood that the bowl played must not touch either of the stationary bowls, and that neither the jack when trailed nor the bowl played shall travel outside the semi-circle.

DRIVING.—If a bowl drive the jack to the ditch through between the two bowls, it shall score 3.

If a bowl shift the jack, without carrying it through between the two bowls to the ditch, it shall score 2.

If a bowl touch the jack without shifting it or pass between the jack and either of the two bowls it shall score 1.

In all these provisions the bowl played must not touch either of the two bowls on the green and must itself run into the ditch.

Note.—No bowl is to be held as outside any circle or line unless it be entirely clear of it. This may be ascertained by looking perpendicularly down upon it or placing a square on the green. In the case of guarding, the whole thread must be visible to the eye of the marker, standing at either end of it.

## BOXING.

BY

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**A**S an exercise boxing remains unsurpassed, principally because every muscle of importance is brought into action without any undue strain, exercising the body while pleasurably occupying the mind and improving quickness of observation and decision, instilling courage and confidence, instead of timidity, and presence of mind and self-control when most needed. It has a decided advantage over ordinary routine methods of physical training; something more than a mere mechanical movement is necessary, or else the exercise will become simply a repetition of dull monotony,