

## CROQUET AND ROQUE.

BY

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**A**MONG the games that within a comparatively few years have merited and received the attention of people of all ages in this country, no one has been more simple, less open to objections, or likely to be attended with greater positive physical benefit than the game of croquet.

The very fact that it is an outdoor game, where the air is free and pure, where there is no such thing as what Henry Ward Beecher called "vaporous intimacy," has ever been an argument in its favor. Another argument is that it is by no means a game in which the violence of physical exertion, which in some other games is almost if not entirely unavoidable, is apt to bring any harm to those who engage in it.

The name seems to have a decidedly French flavor, and it is said that the game really did have its origin in France, but that it was across the channel in England that the game was placed upon a footing that the lapse of about half a century has only made more sure of lasting permanence.

Its introduction into the United States was followed by a widespread acknowledgment of its merits, and scarcely a lawn of any size or excellence did not have its equipment for the practice of this game.

About 1870, possibly because of the rage for bicycle exercise, there was a lull in the attention paid to croquet. Still it had come to stay, and the condition of affairs to-day warrants increasing interest in the game. Our English cousins pay more attention to the game at least from a public standpoint than we do, and their tournament gatherings are very frequent in the summer season, and all carefully scheduled and arranged so that the players of the United Kingdom have many places in which claims to supremacy may be tested.

The supreme care that the English lawns receive makes them superior to any other in the world for skill and excellence of play. All are familiar with the method of setting the arches or wickets in this country. But in England the placing of the arches is entirely different. This setting of the arches, however, is a mere matter of form, and the different methods of arrangement may be as various as the points of the compass, and yet each may preserve the salient features of the game, and call for the exhibition of the same qualities of skill and management.

### *Special Features.*

One of the special features of croquet, in distinction from the great majority of outdoor amusements, is that it is one in which there is

opportunity for even extreme deliberation in the playing thereof. That is, when it becomes one's turn to play, a chance is afforded to take a survey of the situation, and thus determine not in a hurried way the best method of manipulating the rubber spheres. How different from lawn tennis, and from baseball! In lawn tennis, there is the necessity for instantaneous muscular response to the brain-formed plan of defensive or offensive play. There must be not the least hesitation, or the ball will be out of your reach. And thus the demands are more exhausting, and though all such features are enjoyed by the vigorous, those who should go slower cannot enjoyably take part in such games. And it is well that we have in croquet a source of pleasurable and healthful amusement that is so perfectly suited to those that would incur danger instead of receiving benefit, if this deliberate method of play were not a prominent feature thereof.

In playing this game, i. e., to insure excellence of play, certain qualifications are needed, without which, however, there may still be much pleasure and untold physical benefit. There are persons that can excel in no outdoor or even indoor game. Still all may improve their playing, by a careful observance of principles that tend to render difficulties most easily to be overcome.

I. If a player has an eye that can be trusted for accuracy in directing the blow or stroke of his mallet, this will afford the greatest cause for hopes of future success in the manipulation of the balls.

II. Then there is the desired feature of determining the *force* of the stroke as well as the direction of the balls, that enters so largely into the question of success. The hand must be trained with the eye. The eye for accurate observation; the hand for carrying out with material things a certain mentally formed plan of procedure.

III. *Generalship*.—It is really surprising how much opportunity is afforded in this quiet, recreative game for the display of management, or generalship. The battle is not to the strong. An accurate eye and a trained hand, without discretion in the disposition of forces and their management, will all be without avail against inferior forces with a high order of generalship. It is in fact a study at times to determine just how the contest on this mimic battlefield shall be waged. And those beginning will do well to watch and to study the methods of play in certain positions that experienced players adopt, as a means of strengthening their own game.

IV. Excellence or superiority of play requires sometimes, that, as in war, a player may strengthen his own position by placing his adversary in an adverse one. This is lawful. And one of the ways to do this is, while an opponent's ball (especially the so-called "danger-ball") is "in hand," to put it in such a position as to render that opponent incapable of harming him from sheer inability to play to advantage. This is done by hiding the ball behind a wire, and here is one of the strong features of successful play, viz., to be able, from different distances, to send a ball to some desired spot where

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little damage can be effected by any stroke. Then there is the jump shot, by which a ball may be made, from the peculiar method of striking the ball, to jump over some intervening ball or even arch.

### *Advantages of the Game:*

Any exercise that brings one in close communion with nature, with her open tabernacle, her purest air, and all the varying moods and tenses she affords, will most certainly bring reward physically of a high order. But the change from office duties, where one is compelled to have not only his movements but also his source of pure air more or less limited by the condition of affairs, this change, we say, even of itself, to the open court of Nature, without any pleasurable exercise, would still be followed with much benefit. But with exercise attending, and that in which a healthful rivalry for supremacy may enter in as an additional factor, of course the product is thereby just so much the greater.

The game of croquet—and in fact all games to a certain extent, but croquet peculiarly so—affords an excellent opportunity to determine the make-up of a man either as victor in some hard-fought game or as he experiences defeat, or suffers harm from some ill-designed, and possibly worse executed stroke of his own. The varying moods and tenses (so to speak) of a man are here in this game clearly revealed, and the little foibles that mar one's personality, or the generous qualities, that so forcibly win approval, need no magnifying apparatus to make them conspicuous.

The advantages of the game are not alone, therefore, on the side of the physical. Does it seem strange to speak of a possible development of character along healthful lines, in connection with this game? It may, but we must in the last analysis, ascribe the same thing to other games, but not, we think, to the same extent as in this one that we are considering. In fact, all businesses, sports, all idle moments are more or less revelatory or formative as to character elements. Inability to restrain one's self under circumstances provoking one to unseemly word or deed is, in this gentle game, apt to be gradually overcome, and that princely characteristic, "fair play," shines out in this as in other games.

We have heard veterans in the game speak of the valued friendships formed, of hospitalities offered and accepted, and once when the writer of this article was visiting a lovely home, with the "olive branches" about the table, our host pointed to the mistress of the family and said, "You see what croquet has done for me." So that its influences go beyond the limits of the physical, beyond the uplifting features of healthful development, and take deep hold of and strengthen, or even form, the tenderest ties of humanity. We drop this word of friendly advice to beginners especially: "Let every movement be one of fairness and honor. Let your adherence to the strict letter of the rules be observed in all cases of even the greatest inter-

est. Let not self-interest mount so high as to warp your judgment, and especially let the little acts of comity and courtesy be sprinkled in among even the most difficult plays so as to realize outside of, and away from, what any expertness may bring, the richer fruits of pleasant though possibly intensely rivalling companionship."

*Development of the Game.*—Croquet was primarily, and in the vast majority of instances is to-day, essentially a *lawn game*. As the game made progress in excellence of play, and as it received the attention of thoughtful minds, the question of accuracy in playing came to the front and led to perfecting of the surface of the grounds. Lawns prepared with the greatest care, and sodded and made as level as possible took the place of the ordinary lawn, with its irregularities of surface, and not unfrequently sloping field.

Then, notwithstanding the changing of the position of the arches the grass would be worn off, and the surface become bare from excessive play. Then a great step forward was made in the game. Where great attention was paid to the game, the courts were prepared entirely free from turf, the surface carefully scraped and rolled and sanded slightly, so that balls would vary only a trifle, if any, in passing the length of the field. Then was added a substantial border as the matter of permanence of location seemed to be thus settled. This border made of lumber, varying in size from the ordinary scantling three by four inches, to a more substantial timber four inches by six, laid flat, proved to be the greatest feature in the development of the game.

The old string border, which simply marked the limits of the field, and prevented the game from having what might be called a concentrated attention, was to the most advanced players a thing of the past. We are speaking now of the development or evolution of the game, under the most favorable auspices possible, namely the attention of thoughtful, practical men, who saw in the game continually greater and greater possibilities, and spared neither time nor expense in their united efforts to advance and perfect it. And it was this close attention that has led to the most important evolution. Although the old game in its simpler form was still being played, and must continue to be played, thoughtful players, wide awake to availing themselves of every possible means of bettering the situation, in order to disassociate what was essentially a new game, from the old-fashioned (in their experience) grass-court game, began to exercise their wits to devise a new name for their loved pastime. The old mother game had not by any means outlived its usefulness, in fact it was, and still is, increasing, but the scientific features of the improved game were of such a character that the leading spirits decided that there must be a new name for the really new game. Various names were presented, but the prize was offered to that person whose selected name would be endorsed by the National Association of (up to this date) Croquet. The honor of selecting the name that ran the gauntlet and

was finally selected by vote of the National Association in 1898, rests upon Mr. J. S. Babcock, of Cedar Street, New York City. The old name Croquet was simply decapitated and decaudalized, by taking off one letter from the beginning, c, and one letter from the end, t, leaving the word Roque, so that etymologically, as well as in the features of the game itself, it represents the essence and heart of the old game, though added features have greatly increased what might be called its scientific attractions, so that it is sometimes alluded to as "scientific croquet." It stands now a somewhat unique, fully Americanized version (so to speak) of an originally imported game.

The new name, moreover, gives it still a little flavor of French extraction, and altogether, it was about the happiest hit in the way of name selection that could possibly have been made. The chief points of difference between the two games, as now played, in this country (roque has not yet been introduced, to our knowledge, "across the water") are the following: and yet there will, of necessity, be a great sameness in the wording of the rules and in their practical observance. Croquet is originally and distinctively a *lawn game*. Roque is always played on a prepared court, freed entirely from grass or turf. The ordinary croquet court has no fixed border, limiting the field of play, or preventing the passing of the balls beyond the sphere of actual play. Substantial timber borders, however, are one of the indispensable accessories of roque. Moreover upon these border timbers are placed now in every well-equipped field rubber strips, either the discarded rubber from billiard tables, or as is sometimes the case, especially prepared strips. These are placed at the proper height, and serve as in billiards for the making of even difficult carom shots, when the object ball is not exposed to a direct shot.

In roque the short-handled mallet takes the precedence, but the boxes of croquet equipment, as ordinarily prepared for sale, have unless otherwise specially ordered the long-handled mallet.

As to the balls, croquet may have either, but roque always those of the best hard rubber, made by a special formula for the sake of greater tenacity and resiliency. It is generally conceded that it is only a natural evolution, as a player increases in his excellence of play, to pass from croquet into the larger possibilities of the game of roque.

*The National Association.*—This was originally of croquet. But when the name was changed the old name lapsed into history, and has never been resuscitated with any other organization. Norwich, the Rose City of New England, has for thirty years been a favorite trysting place for the ardent devotees of these games, the meeting place of our National Association. Other cities have their special tournaments, Philadelphia, and of late years Washington, D. C., where The Tournament of the South, so called, has been held, in the fall, a sort of aftermath of the Norwich meet in August.

At Cottage City, Martha's Vineyard, Mass., under the auspices of the Martha's Vineyard Roque Club, some eight or nine finely-equipped

courts are found, where lovers of the game in their summer vacation time, may have their fill of it, mixed with the gentle breezes from the adjacent waters of the sea.

The climate of California, in the southern part, is so equable and so well adapted to the game that it has made great progress there and taken a lasting hold upon sojourners. They soon become "converted," and at Pacific Grove, Long Beach, and other places the tourist may enjoy to the full the rare sport there afforded and unconsciously but surely drink in the tonic of Nature from the overflowing cup she holds to the lips.

## TERMS USED IN CROQUET.

- To Roquet*—To hit with one's own ball another ball for the first time.  
*To Croquet*—To place player's ball against the roqueted ball and then striking his own ball, moving both.  
*Carom*—A rebounding from an arch, a stake, or the border.  
*In Play*—A ball is in play so long as points are made, or balls hit in accordance with the rules.  
*Points*—See Rule 23.  
*Dead Ball*—A ball on which the player has played since making a point. It is then dead to the player till he makes another point or has another turn.  
*Direct Shot—Roquet*—This is a direct shot, whether the ball in passing to its destination does or does not carom from a wire, or a stake or the border.  
*Drive or Block—English "Rush"*—A roquet played so as to send the object ball to some desired spot.  
*Cut*—To drive the object ball to a desired position, by causing player's ball to hit it on one side.  
*Run or Break*—The making of a number of points in the same turn.  
*Set Up*—To locate the balls so as to afford facility for making the next point or run.  
*Wiring*—To leave the balls so that the next finds a wire between his ball and the object ball.  
*Object Ball*—The ball at which the player aims.  
*Jump Shot*—Striking the ball so as to make it jump over any obstacle between it and the object aimed at. To do this, the ball should be struck with considerable force on the top just back of the centre.  
*Guilty or Danger Ball*—The next played on the adversary's side.  
*Innocent Ball*—The last played ball of the adversary.  
*Rover*—A ball that has made all the points except the last.  
*Tight Croquet*—Is holding with the hand or foot the ball placed against another for the sake of croquet, thus allowing only the latter to be moved.  
*Loose Croquet*—Is striking a ball when it is in contact with another, where it has been placed for the purpose of croquet, thus moving both balls.  
*Scoring*—See Rule 7.

## CROQUET RULES.

*Note.*—The following Rules, though adapted and adopted for Loose Croquet, are, nevertheless, used by the most prominent clubs of the country as authority in *Tight Croquet*. Some rulings are to be construed as referring only to Loose Croquet. But of these there can be no doubt, from the nature of the game and the wording of the rules.

**RULE 1.**—No player or other person shall be permitted to interfere with the result of a game by any word or act calculated to embarrass the player, nor shall any one, except a partner, speak to a player while in the act of shooting.

**RULE 2.**—The order of colors shall be red, white, blue, black.

**RULE 3.**—There shall be no restriction as to kind or size of mallet used—one or two hands may be used in striking.

**RULE 4.**—No player shall change his mallet during a game without permission of his opponent, except in case of accident, or to make a "jump shot."

**RULE 5.**—Should a ball or mallet break in striking, the player may demand another stroke, with a new ball or mallet.

**RULE 6.**—Every player shall be provided with a clip or indicator of the same color as his ball, painted on one side only, which he must affix to his arch next in order in course of play, before his partner plays, with the painted side towards the front of the arch. Should he fail to do so his clip must remain upon the arch it rested on before he played, and he must make the points again. Should he move his marker beyond or back of the point he is for, his attention must be called to such error before he plays again, otherwise it shall stand. Should a player put a ball through its arch, he must move the corresponding clip to its proper arch before the next ball is played, otherwise the clip remains as before.

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No player shall lose any point or points by the misplacing of his clip by his adversary.

**RULE 7.**—All games shall be opened by scoring from an imaginary line through the middle wicket, and playing two balls each (not partner balls) towards the boundary line at the head of the ground. The player, the centre of whose ball rests nearest the border line, shall have choice of play, using that ball; provided that, in scoring, the ball did not strike the border or any other ball. The balls shall then be placed in the four corners of the ground (nearest the centre of the field), partner balls diagonally to each other, the playing ball and next in sequence to be placed at the head of the grounds, all balls being in play.

**RULE 8.**—The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the stroke is not allowed unless the ball is struck at the same time, and if the ball is moved, without being struck by the face of the mallet, it shall remain where it rests, and should a point or roquet be made, it shall not be allowed, except by the decision of the umpire as to the fairness of the shot. All balls thus moved by a false shot may be replaced or not at the option of the opponent.

**RULE 9.**—When making a direct shot (*i. e.*, roquet), the player must not push or follow the ball with his mallet; but when taking croquet from a ball (two balls being in contact), he may follow his ball with the mallet; but must not strike it twice.

**RULE 10.**—If a player strikes his ball before his opponent has finished his play, the stroke shall stand, or be made over, at the option of the opponent.

**RULE 11.**—Should a ball rest against or near a wire, and the umpire, or other person agreed on, should decide that in order to pass through the arch, an unfair or push shot would have to be made, it shall not be allowed if made.

**RULE 12.**—Should a player in making a stroke move with his mallet any other than his object ball, it shall be a foul and his play ceases, and all balls moved shall be replaced as before the stroke, or remain where they rest, at the option of the opponent.

**RULE 13.**—If a dead ball in contact with another ball moves, on account of the inequality of the ground, while playing the other ball away from it, the player does not lose his shot.

**RULE 14.**—A ball must not be touched while on the field, except after a roquet, when it is necessary to place it beside the roqueted ball for the purpose of croquet, or to replace it when it has been moved by accident—except by permission of the opponent.

**RULE 15.**—A ball roquets another when it comes in contact with it by a blow from the player's mallet, or rebounds from a wicket or a stake or the border; also when it comes in contact with it when croquet is taken from another ball.

**RULE 16.**—A player after making roquet shall not stop his ball for the purpose of preventing its hitting another. Should he do so his play ceases and all balls shall be replaced as before the stroke, or remain, at the option of the opponent.

**RULE 17.**—Roquet gives to the player the privilege of roquet-croquet only, and play must be made from the roqueted ball.

**RULE 18.**—If a player in taking a croquet from a ball, fails to move it, such stroke ends his play, and his ball must be returned, or left where it stops, at the option of the opponent.

**RULE 19.**—A player, in each turn of play, is at liberty to roquet any ball on the ground once only before making a point.

**RULE 20.**—Should a player croquet a ball he has not roqueted, he loses his turn, and all balls moved by such play must be replaced to the satisfaction of the umpire, or adversary. Should the mistake not be discovered before the player has made another stroke, the play shall be valid, and the player continue his play.

**RULE 21.**—In taking croquet from a ball, if player's ball strikes another, to which he is dead, such stroke does not end his play.

**RULE 22.**—If a player roquets two or more balls at the same stroke, only the first can be croqueted.

**RULE 23.**—A player makes a point in the game when his ball makes an arch or hits a stake in proper play.

**RULE 24.**—If a player makes a point, and afterwards at the same stroke roquets a ball, he must take the point, and use the ball. If the roqueted ball is beyond the arch, as determined by Rule 45, and playing ball rests through the arch, the arch is held to be first made.

[NOTE.—While this is not mathematically correct, the rule is so made to avoid disputes and difficult measurements.]

**RULE 25.**—If a ball roquets another, and afterwards at the same stroke makes a point, it must take the ball and reject the point.

**RULE 26.**—A player continues to play so long as he makes a point in the game, or roquets another ball to which he is in play.

**RULE 27.**—A ball making two or more points at the same stroke, has only the same privilege as if it made but one.

**RULE 28.**—Should a ball be driven through its arch, or against its stake by croquet or concussion, it is a point made by that ball, except it be a rover. [See Rule 52.]

**RULE 29.**—If a player play by direct shot on a dead ball, all balls displaced by such shot shall be replaced in their former position, and the player's ball placed

against the dead ball on the side from which it came; or all balls shall rest where they lie, at the option of the opponent.

**RULE 30.**—If a player, in making a direct shot, strike a ball on which he has already played; that is, a dead ball, his play ceases. Any point or part of a point or ball struck, after striking the dead ball, is not allowed, and both balls must be replaced in accordance with the preceding rule. A dead ball displaced by other than direct shot, shall not be replaced.

**RULE 31.**—If playing ball in passing through its arch strike a dead ball that is beyond the arch, as determined by Rule 45, the ball shall not be considered a dead ball if playing ball rests through its arch, and the point shall be allowed.

**RULE 32.**—A ball accidentally displaced, otherwise than as provided for in Rule 12, must be returned to its position before play can proceed.

**RULE 33.**—If a ball is stopped or diverted from its course by an opponent, the player may repeat the shot or not as he chooses. Should he decline to repeat the shot, the ball must remain where it stops, and, if playing ball, must play from there.

**RULE 34.**—If a ball is stopped or diverted from its course by a player or his partner, the opponent may demand a repetition of the shot if he chooses. Should he decline to do so, the ball must remain where it stops, and, if playing ball, must play from there.

**RULE 35.**—If a ball is stopped or diverted from its course by any object inside the ground, not pertaining to the game or ground, other than provided for in Rules 33 and 34, the shot may be repeated or allowed to remain, at the option of the player. If not repeated, the ball must remain where it stops, and, if playing ball, play from there.

**RULE 36.**—Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then have subsequent privileges the same as though the balls were separated an inch or more.

**RULE 37.**—A ball shot over boundary or border must be returned at right angles from where it stops. [The boundary is a line extending around the field, 30 inches from the border and parallel with it.]

**RULE 38.**—A ball is in the field only when the whole ball is within the boundary line.

**RULE 39.**—No play is allowed from beyond the boundary line, except when a ball is placed in contact with another for the purpose of croquet.

**RULE 40.**—If a player strikes his ball when over the boundary line, he shall lose his stroke, and the balls shall be replaced or left where they stop at the option of the opponent.

**RULE 41.**—If a player hit a ball off the field by a direct shot, his play ceases, and the roqueted ball is placed on the boundary opposite the point where it lay before being thus hit. But if a ball off the field is hit from a croquet, the hit shall not be allowed, the ball shall be replaced properly in the field, and the play shall not cease.

[NOTE.—The three following rules apply more particularly to the old style of grounds with square corners, and are retained for some clubs that have not adopted the new style of grounds.]

**RULE 42.**—The first ball driven over the boundary line into a corner must be placed on the corner at the intersection of the two boundary lines.

**RULE 43.**—If a ball, having been struck over the boundary line, is returnable at the corner, another ball being on or entitled to the corner, it shall be placed on that side of the corner ball on which it went off.

**RULE 44.**—If two balls, having been shot over the boundary line, rest directly behind one another at right angles with boundary line, they shall be placed on the line alongside of each other in the same relative position in which they were played off. This can occur only when the centres of the two balls rest directly behind one another at right angles with the boundary line.

**RULE 45.**—A ball is not through an arch when a straight edge, laid across the two wires on the side from which the ball came, touches the ball without moving the arch.

**RULE 46.**—If a ball has been placed under an arch, for the purpose of croquet, it is not in position to run that arch.

**RULE 47.**—If a ball be driven under its arch from the wrong direction and rests there, it is not in position to run that arch in the right direction.

**RULE 48.**—If a ball, shot through its arch in the right direction, not having come in contact with another ball or the border, rolls back through or under that arch, the point is not made, but the ball is in position if left there.

**RULE 49.**—The cage wicket may be made in one, two or more turns, provided the ball stops within limit of the cage.

**RULE 50.**—Any playing ball within, or under, a wicket, becomes dead to advancement through the wicket from that position if it comes in contact with any other ball by a direct shot.

**RULE 51.**—A rover has the right of roquet and consequent croquet on every ball once during each turn of play, and is subject to roquet and croquet by any ball in play.

**RULE 52.**—Rovers must be continued in the game until partners become rovers, and go out successively, and a rover that has been driven against the stake cannot be removed to make way for the next rover.

**RULE 53.**—If a player plays out his proper turn, whether with his own or any



other ball, or in his proper turn plays the wrong ball, and the mistake is discovered before the next player has commenced his play, all benefit from any point or points made is lost, and his turn of play is forfeited. All balls moved by the misplay must be returned to their former position by the umpire or adversary. If the mistake is not discovered until after the next player has made his first stroke, the error must stand.

**RULE 54.**—If a player makes a point he has already made, his marker not being on that point, and the mistake is discovered before the proper point is made, the play ceases with the shot by which the wicket was re-made, and the marker remains where it stood at the beginning of this play. All balls shall be left in the position they had at the time the wicket was re-made. If not discovered before the proper point is made, the points so made are good, and play proceeds the same as if no error had been made.

**RULE 55.**—If an error in order is discovered after a player has struck his ball, he shall be allowed to finish his play, provided he is playing in the regular sequence of his partner's ball last played. In case of dispute as to proper sequence of balls, it shall be decided by the umpire; if there is no umpire, by lot. No recourse shall be had to lot unless each party expresses the belief that the other is wrong.

**RULE 56.**—At any time an error in order is discovered, the opposite side shall follow with the same ball last played (the proper sequence); but before playing their opponents shall have privilege to demand a transposition of adversaries' balls.

*Example.*—Black plays by mistake after red—the error is not discovered. Blue plays in the proper sequence of his partner red, and seeing that black has just played, is thus led to believe it the innocent ball, and upon concluding his play, leaves black by red. Now, if error in order is discovered, the player of red and blue can demand that the position of black and white be transposed.

**RULE 57.**—The surface of grounds shall not be changed during a game by either player unless by consent of the umpire, and if so changed at the time of playing, the shot shall be declared lost.

**RULE 58.**—In making all side or corner wickets the playing ball shall pass through them towards the centre.

**RULE 59.**—If a rule is violated, a penalty for which has not been provided, the player shall cease his play.

The National Croquet Association at their meeting in August, 1894, adopted the following:

Should a ball be resting in a corner and another ball be played so that it should be brought in at the same place, it must be placed on that side of the ball upon which it passed over the boundary line.

#### TERMS USED IN ROQUE.

*Boundary*—The boundary is a line extending around the field, 28 inches from the border.

*Bombard*—To drive one ball so as to displace another.

*Carom*—A rebounding from an arch, a stake, or the border.

*Combination*—A Combination is the using of two or more balls to cause the movement of another.

*Corner (Point)*—A corner as a *point* is the vertex of any angle of the boundary line.

*Corner (Place)*—A Corner as a *place* is the space included between the border and two perpendiculars drawn from a corner point to the border.

*Danger Ball*—The ball to be played next, being that of the adversary.

*Dead Ball*—A ball upon or from which the player has taken his turn since making a point. It is then *dead* to all direct shots, till he makes another point, or has another turn of play.

*Ball in Play*—A ball is in play so long as points are made of balls hit, in accordance with the rules.

*Innocent Ball*—The last played ball of the adversary.

*Rover Ball*—A ball that has no more arches to make.

*Points*—See Rule 22.

*Scoring*—See Rule 6.

*Shot*

*Stroke* } These are of the same meaning.

*Direct Shot*—When the playing ball struck with the mallet passes *directly* to another ball, either by a jump shot, or by a carom upon it from a stake, an arch, or the border. (See Rules 14 and 35.)

*Drive Shot*—A direct shot made so as to send the object ball to some direct spot.

*Follow Shot*—When the playing ball in taking its turn is made to follow the object ball in nearly or quite the same direction. (See Rule 8.)

*Foul Shot*—See Rules 7, 11, 17, 19, 39, 40.

*Jump Shot*—Striking the ball so as to make it jump over any obstacle between it and the object aimed at.

*Live Ball*—A ball upon which the playing ball has a right to play.

*Object Ball*—The ball at which the player aims.

*Playing Ball*—The ball that in proper turn of play is to be struck with the mallet.

*Split Shot*—Any play from a ball upon which the playing ball has counted. (See Rule 14.)

To play from a ball is to place the playing ball in contact with it, and then to make a split shot.

*Set-up*—A location of a ball or balls, in the interest of one's partner, so that his next play or run may most easily be made.

*Run*—The making of a number of points in one turn of play.

*Wiring*—To wire a ball is to locate it, so that a wire or arch will interfere with a direct shot.

*Within the Limits of the Cage*—See Rule 48. A ball is within the limits of the cage or centre wicket, if a straight-edge or string held against the *inside* of the arches touches the ball.

#### ROQUE RULES.

**RULE 1.**—No player or other person shall be permitted to interfere with the result of a game by any word or act calculated to embarrass the player, nor shall any one, except a partner, speak to a player, while in the act of shooting.

**RULE 2.**—The order of colors shall be Red, White, Blue, Black, but the game may be opened by playing any color.

**RULE 3.**—There shall be no restriction as to mallets used. A player may change his mallet at any time during a game.

**RULE 4.**—Should a ball or mallet break in striking, the player may demand another stroke, with a new ball or mallet.

**RULE 5.**—Every player shall be provided with a clip or indicator of the same color as his ball, painted in full on one side only, which he must affix to his arch next in order in course of play, before the partner ball is played, with the painted side toward the front of the arch. Should he fail to do so his clip must remain upon the arch upon which it was last placed and he must make the points again. Should he move his marker back of the point he is for, attention must be called to such error before the partner ball is played, otherwise it shall stand. Should a marker be moved beyond the proper point, it shall be replaced, provided attention is called to the error before the point upon which it rests is made. Should a player put a ball through its arch, he must move the corresponding clip to its proper arch before the next ball is played, otherwise the clip remains as before. No player shall lose any point or points by the misplacing of his clip by his adversary.

**RULE 6.**—All games shall be opened by scoring from an imaginary line running through the middle wicket across the field, each player playing two balls of any color toward the boundary line at the head of the court. The player, the centre of whose ball rests nearest this border line, shall have choice of play, and balls, provided that, in scoring, the ball did not strike the border, any other ball, or the stake. The balls shall then be placed on the four corners of the ground (nearest the centre of the field), partner balls diagonally to each other, the playing ball and next in sequence to be placed on the upper corners, the choice of corners resting with the playing ball and all balls being in play.

**RULE 7.**—The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the stroke is not allowed unless the ball is struck at the same time, and if the ball is moved without being struck with the face of the mallet, it shall remain where it rests, and should a point be made, or another ball be struck, it shall not be allowed, except by the decision of the umpire as to the fairness of the shot. All balls thus moved by a false shot may be replaced or not, at the option of the opponent, but no point or part of a point made, shall be allowed.

**RULE 8.**—When making a direct shot, the player must not push or follow the ball with his mallet; but when playing from a ball the two balls being in contact, he may follow his ball with the mallet; but must not strike it twice, give it a second impetus, or change the direction of the stroke.

**RULE 9.**—If a player strikes his ball before his opponent has finished his play, the stroke shall stand, or be made over, at the option of the opponent. [See also Rule 52.]

**RULE 10.**—Should a ball rest against or near a wire, and the umpire, or other person agreed on, should decide that in order to pass through the arch, an unfair or push shot would have to be made, it shall not be allowed if made.

**RULE 11.**—Should a player in making a stroke, move with his mallet or mallet-head any other than his object ball, it shall be a foul and his play ceases, and all balls moved shall be replaced as before the stroke, or remain where they rest at the option of the opponent.

**RULE 12.**—If a dead ball in contact with another ball, moves on account of the inequality of the ground while playing the other ball away from it, the player does not lose his shot.

(a) If a live ball is similarly situated and moves on account of the inequality of the ground when the ball in contact is played away from it, the playing ball shall not be regarded as having counted upon it. (See Rule 14.)

(b) If a ball, in proper course of play, rest against another ball, and in picking up the playing ball for the purpose of continuing the play, the other ball moves on account of the inequality of the ground, no attempt shall be made to replace it.

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**RULE 13.**—A ball must not be touched while on the field, except when it is necessary to place it beside the ball that has been hit for the purpose of playing from it, or to replace it when it has been moved by accident—except by permission of the opponent. [Picking up wrong ball, therefore (Rule 58) ends play.]

**RULE 14.**—A ball counts upon another when it comes in contact with it by a blow from the player's mallet, or rebounds from a wicket, or a stake or the border; also when it comes in contact with it when play is taken from another ball. (See Rule 16.)

**RULE 15.**—A player after counting upon another ball shall not stop his ball for the purpose of preventing its hitting another. Should he do so his play ceases, and all balls shall be replaced as before the stroke, or remain, at the option of the opponent.

**RULE 16.**—When one ball counts upon another (see Rule 14), play must be taken from it. After taking play from a ball and moving it, the player is entitled to one more stroke.

**RULE 17.**—If a player in playing from a ball, fails to move it, such stroke ends his play, and his ball must be returned; or left where it stops, at the option of the opponent.

**RULE 18.**—A player, in each turn of play, is at liberty to play upon any other ball once only before making a point.

**RULE 19.**—Should a player play from a ball he has not hit, he loses his turn, and all balls moved by such play must be replaced to the satisfaction of the umpire or adversary. Should the mistake not be discovered before the player has made another stroke, the play shall be valid, and the player continue his play.

**RULE 20.**—In playing from a ball, if player's ball strike another, to which he is dead, such stroke does not end his play. (See also Rule 20.)

**RULE 21.**—If a player hits two or more balls at the same stroke, play can be taken only from the first.

**RULE 22.**—A player makes a point in the game when his ball makes an arch or hits a stake in proper play. (For Rovers, see Rule 51.)

**RULE 23.**—If a player makes a point, and afterward at the same stroke hits a ball, he must take the point and use the ball. If the struck ball is beyond the arch, as determined by Rule 44, and the playing ball rests through the arch, the arch is held to be first made. (See also Rule 40.)

**RULE 24.**—If a ball counts upon another, and afterward by the same stroke makes a point, it must take the ball and reject the point.

**RULE 25.**—A player continues to play so long as he makes a point in the game, or counts upon another ball.

**RULE 26.**—A ball making two or more points at the same stroke, has only the same privilege as if it made but one.

**RULE 27.**—If a ball be driven through its arch or against its stake by any carom, combination or concussion, it is a point made by that ball. (For a Rover, see Rule 51.)

**RULE 28.**—If a player play by direct shot on a dead ball, all balls displaced by such shot shall be replaced in their former position, and the player's ball placed against the dead ball on the side from which it came; or, all balls shall rest where they lie, at the option of the opponent.

**RULE 29.**—If a player, in making a direct shot, strike a ball on which he has already played; that is, a dead ball, his play ceases. Any point or part of a point or ball struck, after striking the dead ball, is not allowed, and both balls must be replaced in accordance with the preceding rule. A dead ball displaced by other than direct shot shall not be replaced. (See Rule 20.)

**RULE 30.**—If playing ball in passing through its arch strike a dead ball that is beyond the arch, as determined by Rule 44, the ball shall not be considered a dead ball if playing ball rests through its arch, and the point shall be allowed. (See Rule 40.)

**RULE 31.**—A ball accidentally displaced, otherwise than as provided for in Rule 11, must be returned to its position before play can proceed.

**RULE 32.**—If a ball is stopped or diverted from its course by an opponent, the player may repeat the shot or not as he chooses. Should he decline to repeat the shot, the ball must remain where it stops, and, if playing ball, must play from there.

**RULE 33.**—If a ball is stopped or diverted from its course by a player or his partner, the opponent may demand a repetition of the shot if he chooses. Should he decline to do so, the ball must remain where it stops, and, if playing ball, must play from there.

**RULE 34.**—If a ball is stopped or diverted from its course by any object inside the ground, not pertaining to the game or ground, other than provided for in Rules 32 and 33, the shot may be repeated, or allowed to remain, at the option of the player. If not repeated, the ball must remain where it stops, and, if playing ball, play from there.

**RULE 35.**—Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then have subsequent privileges, the same as though the balls were separated an inch or more.

**RULE 36.**—A ball shot over boundary or border must be returned at right angles from where it stops.

**RULE 37.**—A ball is in the field only when the whole ball is within the boundary line.

**RULE 38.**—No play is allowed from beyond the boundary line, except when a ball is placed in contact with another for the purpose of playing therefrom.

**RULE 39.**—If a player strike his ball when over the boundary line, he shall lose his stroke, and the balls shall be replaced or left where they stop, at the option of the opponent.

**RULE 40.**—If a player hit a ball off the field by a direct shot, his play ceases, and the ball thus hit is placed on the boundary opposite the point where it lay before being thus hit. But if a ball off the field is hit by a split shot the hit shall not be allowed, the ball shall be replaced properly in the field, and the play shall not cease.

**RULE 41.**—The first ball driven over the boundary line into a corner must be placed on the corner at the intersection of the two boundary lines.

**RULE 42.**—If a ball, having been struck over the boundary line, is returnable at the corner, another ball being on or entitled to the corner, it shall be placed on that side of the corner ball on which it went off.

**RULE 43.**—If two balls, having been shot over the boundary line, rest directly behind one another at right angles with boundary line, they shall be placed on the line alongside of each other in the same relative position in which they were played off. This can occur only when the centres of the two balls rest directly behind one another at right angles with the boundary line.

**RULE 44.**—A ball, running its arch in the right direction, is through when a straight edge, laid across the two wires on the side from which the ball came, does not touch the ball.

**RULE 45.**—If a ball has been placed under an arch, to play from another ball, it is not in position to run that arch.

**RULE 46.**—If a ball be driven under its arch from the wrong direction, and rests there, so that a straight edge laid against the wires on the side of the arch from which it came, fails to touch it, it is in position to run that arch in the right direction.

**RULE 47.**—If a ball, shot through its arch in the right direction, not having come in contact with another ball or the border, rolls back through or under that arch, so that a straight edge applied as in Rule 44, touches it, the point is not made, but the ball is in position if left there.

**RULE 48.**—The cage wicket may be made in one, two or more turns, provided the ball stops within the limits of the cage. (See explanation of terms used in Roque.)

**RULE 49.**—Any playing ball within, or under a wicket, becomes dead to advancement through the wicket from that position, if it comes in contact with any other ball by a direct shot.

**RULE 50.**—A rover has the right to play upon every other ball once during each turn or play, and may be played upon, as any other ball.

**RULE 51.**—All balls must be continued in the game until two rovers, being partners, are driven against the stake, either by a single stroke or by two successive strokes of the mallet, and the last point or points may be made as any other. A rover that has been driven against the stake and over the boundary must be replaced properly in the field before the next stroke is made, and cannot be removed to allow the partner ball to hit the stake.

**RULE 52.**—If a player plays out of his proper turn, or in his proper turn plays the wrong ball, and the mistake is discovered before the next player has commenced his play, all benefit from any point or points made is lost, and his turn of play is forfeited. All balls moved by the misplay must be returned to their former position by the umpire or adversary. If the mistake is not discovered until after the next player has made his first stroke, the error must stand. (See Rule 9.)

**RULE 53.**—If a player makes a point he has already made, his marker not being on that point, and the mistake is discovered before the proper point is made, the play ceases with the shot by which the point was re-made, and the marker remains where it stood at the beginning of this play. All balls shall be left in the position they had at the time the point was re-made. If not discovered before the proper point is made, the points so made are good, and play proceeds the same as if no error had been made.

**RULE 54.**—If an error in order is discovered after a player has struck his ball, he shall be allowed to finish his play, provided he is playing in the regular sequence of his partner's ball last played. In case of dispute as to proper sequence of balls, it shall be decided by the umpire; if there is no umpire, by lot. No recourse shall be had to lot unless each party expresses the belief that the other is wrong.

**RULE 55.**—At any time an error in order is discovered, the opposite side shall follow with the same ball last played (the proper sequence); but before playing their opponents shall have privilege to demand a transposition of adversaries' balls.

*Example.*—Black plays by mistake after Red—the error is not discovered—Blue plays in the proper sequence of his partner Red, and seeing that Black has just played, is thus led to believe it the innocent ball, and upon concluding his play, leaves Black by Red. Now, if error in order is discovered, the player of Red and Blue can demand that the position of Black and White be transposed.

**RULE 56.**—A player, before or during his play, may require either arches or grounds or anything pertaining thereto to be placed in proper condition.

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RULE 57.—In making all side or corner wickets the playing ball shall pass through them toward the centre.

RULE 58.—If a rule is violated, a penalty for which has not been provided, the player shall cease his play.

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### THE REWARDS OF FENCING.

BY

LOUIS SENAC, MAITRE D'ARMES, NEW YORK.

THE fencer is always enthusiastic concerning his art, his *grande passion*. And why is this the case? Why does he not accept his fencing pleasures philosophically and continue in the even tenor of his way? The truth is, that he has found something of great value, of undeniable fascination, and about which he believes all his friends and acquaintances should know. Therefore does he publish the tidings abroad.

Sometimes uninitiated folk marvel at the unbounded praise fencing devotees shower on their favorite diversion. They stand aloof with a superior air and occasionally condescend to show a modicum of interest in the foils.

There comes a time, however, when the supercilious one becomes infected by the fever. He dons fencing garb, grasps a foil, and makes some instructor's life one continuous round of labor for weeks at a time. Then one day he realizes that he is actually a convert to the foils and that his enthusiasm may well be said to border on the fanatical. "I came to laugh and I remained to learn," he says to himself, and delves still deeper into the mysteries of the intricate, yet unparalleled science.

It is through many rewards to its disciples that fencing holds the attention of every man and woman, even though he or she taste ever so sparingly of its cup of pleasure. First, the practice of fencing affords an exercise that is absolutely unrivalled as a natural aid to the highest form of physical development and education. (Muscles as well as brains can be educated.) Can you fail to recognize the fencer? His grace and elasticity of bearing; his elegance of manner; his calm reserve, and, withal, the keenest of eyes; his firm hand-clasp, literally vibrating with energy; the admirable poise of his head; his erect carriage and his buoyant step set him apart from ordinary men, men of sedentary pursuits. The fencer is more what the Creator intended man to be than is the merchant or banker who shuts himself in his private office from morning until night, cramping his chest and lungs, rounding his shoulders and breathing "second-hand" air.

The physical benefits of fencing are so numerous, in fact, that he that would enumerate them in detail must needs possess a vast measure of endurance. Every muscle is brought into play, individually and in combination, and the system is invigorated surprisingly. As