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THE GAME OF  
LAWN TENNIS,  
AND  
HOW TO PLAY IT.

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BY

OLIVER S. CAMPBELL,  
*Champion of America.*

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THE COURT; THE RACKET; THE BALL; CLOTHING, TRAINING AND  
HYGIENE; THE SINGLE GAME; THE DOUBLE GAME; LAWN TENNIS  
AS A GAME FOR WOMEN; A FEW REMARKS ON TOURNAMENTS  
AND THEIR MANAGEMENT; RECORDS OF 1892; RULES OF THE  
UNITED STATES NATIONAL LAWN TENNIS ASSOCIATION.

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ILLUSTRATIONS:

THE COURT; INCORRECT METHOD OF HOLDING THE RACKET; POSITION  
OF RACKET IN MAKING THE FOUR-HAND STROKE; POSITION OF  
RACKET IN MAKING THE BACK-HAND STROKE; POSITION OF  
RACKET IN MAKING THE HALF VOLLEY; THE SINGLE  
GAME; SERVING; RECEIVING; THE BASE LINE  
GAME; THE NET GAME; THE DOUBLE GAME.

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# LAWN TENNIS.

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## THE COURT.

The familiar recipe for making rabbit stew says that you must first catch your rabbit; likewise in playing lawn tennis you must first have your court.

Courts may be of three kinds—clay, dirt, and turf or grass, the first being the rarest, the second the most common and the last the best. The first fundamental principle of a tennis court is that it must be level, and the second and equally as necessary that it be smooth. Scientific tennis cannot be played on the side of a hill, neither is a polo field conducive to skillful work. This consideration cannot be too forcibly impressed upon the beginner or devotee and a piece of ground that at first sight seems perfectly horizontal will upon investigation be found to vary a foot or more from the strict level. See that your court is absolutely true to start with, for if you do not you will never make it a first-class one, however much labor you spend upon its subsequent improvement.

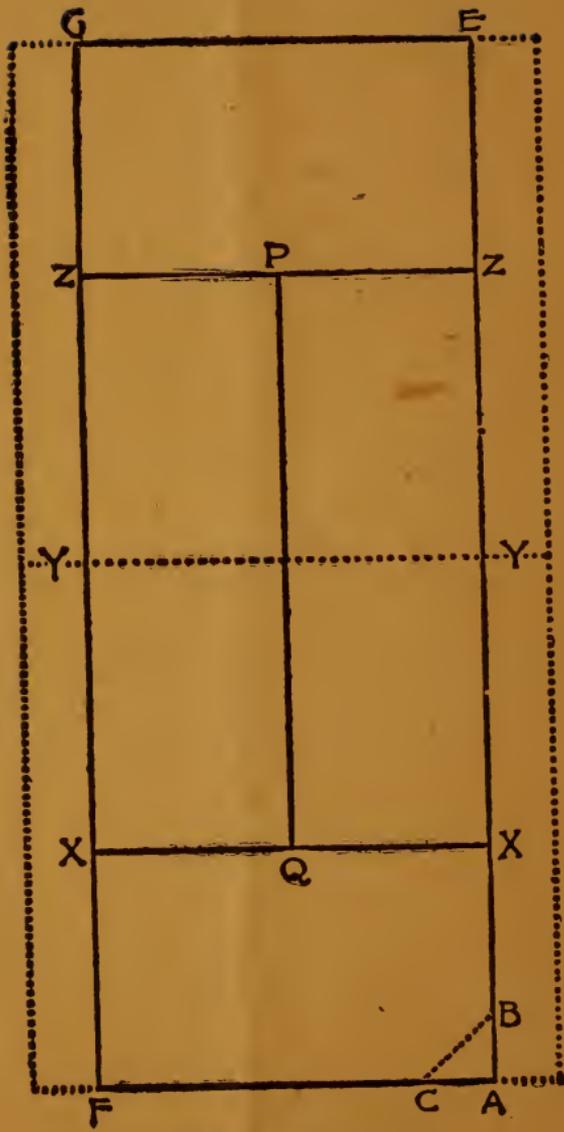
The first expense of a clay court is greater perhaps than in the case of either of the other two styles and experience has not made it a favorite with expert players. The hard surface is very trying to the feet and the high bound of the light ball does not conduce to the better grade of scientific play. The most perfect examples of these courts are to be found in those of the Far and Near Club, of Hastings-on-Hudson, and that of Dr. Havens, at Nahant, Massachusetts, on which the annual Nahant invitation competition is played. A brief description of the latter will serve as a good illustration of how the typical clay court is made. The space to be occupied is first laid out and then the whole area excavated to a depth of about three feet. Within this was first laid a layer of good sized stones, followed successively by layers of smaller stones, gravel and sand, the whole being compactly pounded down and topped off by a layer of a mix-

ture of clay and loam. Heavy rollers were then used for some time to harden the surface, the result being as nearly perfect court of this kind that it is possible to make. From the description it will be easily understood that such a court has peculiarly rapid drainage qualities, and can be put in condition to be played upon within a comparatively short time after a heavy rain.

Dirt courts are sometimes built after the same macadamized process as in the case of clay, but by far the commonest kind are made by simply leveling off the original soil and hardening it by means of heavy rollers and pounding. On the very top a thin layer of what is known as "binding gravel" is often spread with successful results. A dirt court would seem to be the only practicable style for the purpose of accommodating a club of considerable size, as constant play on a turf court will cause it to wear very thin in certain spots, and a good dirt court is much superior to a bald grass one. The imperfections of a dirt court are its dustiness in very dry weather—which is partially obviated by constant watering—and the length of time it takes to dry after a rain. The latter fault can only be remedied by a careful preparation of the foundation as in the case of the Nahant clay court. A dirt court is advised as the best, except where the conditions for a turf or grass one are especially favorable.

Lawn tennis, as its name indicates, began on grass lawns and such is the ideal surface for its fullest development. The turf itself should be hard and firm—or made so by careful rolling—and the grass should be of as good a quality as possible and kept carefully cut. The gardener or groundsman, if he knows his business, will by watchful care and judicious seeding reinforce any sparsely grown spots and gradually improve the thickness and quality of the grass already there. A grass lawn does not mean one liberally besprinkled with dandelion roots or weeds and all such should be carefully weeded out. The difference between an English turf court and one made with similar care in this country is very marked, the more moist climate of Great Britain producing a much more luxuriant growth of grass than the dryer conditions of the United States. The low bound of the ball on the soft carpet-like lawns of England make the game an almost entirely different one and this fact together with the effect of the change of climate serves to handicap the experts of one country on the courts of the other.

We will now suppose that we have prepared our ground, be it clay, dirt or grass and are all ready to lay out the court itself. We



THE COURT.

will prepare ourselves with tape line and stakes and begin by placing a stake (A) at one corner of the proposed court, keeping in mind the necessity of leaving enough space between such corner and any stationary obstacle, such as a tree or fence. Form the edge of a triangle on your tape line, by using the distances three, four and five feet respectively, and place the point of the right angle so formed on the stake A. The other points will therefore fall on B and C. Now, fastening one end of your tape to the stake A, lay out the line A E 78 feet in length. At right angles to A E lay out A F 27 feet in length and at right angles to A E lay out E G, also 27 feet. We now have a perfect parallelogram. On the lines A E and F G stake out the points X, Y and Z, distant respectively from A and F 18, 39 and 60 feet. From the points P and Q in the center of the lines X X and Z Z lay out the line P Q; and the net being stretched across at Y Y, your single tennis court is complete.

The double court is made by drawing two lines on the outside parallel to A E and F G  $4\frac{1}{2}$  feet distant from them and extending the lines A F and G E.

The lines G E and F A are known as the base lines; G F and A E as the side lines; X X and Z Z as the service lines, and P Q as the middle line. It is much better to completely lay out your court with stakes and twine before beginning to mark it; then mark it, removing the courts and stakes. The marking fluid consists of a twenty per cent. solution of whiting and may be applied either with a common white-wash brush or by means of the many patent appliances, some of which are most convenient and practicable. The lines should be as clear and distinct as possible about  $1\frac{1}{2}$  inches in width. There are several styles of good net poles for sale, and in the case of dirt or clay courts, stationery posts may be used, firmly fixed in foundations, say two or three feet deep. The top of the net is required to be three feet from the ground in the middle of the court and  $3\frac{1}{2}$  feet at the ends. It is advisable to have a strip of white cotton cloth about three inches wide running along the top of the net as it greatly improves the sight. An iron prong three feet high is most convenient to maintain the exact height of the net in the middle and may be procured of any dealer in tennis supplies.

Back-net or stop nets are large nettings placed at the ends of the court some distance from the base lines, their object being to stop the past balls and save the annoyance of traveling after them. Be sure that your back-nets as well as seats for spectators are re-



POSITION OF RACKET IN MAKING  
THE FOREHAND STROKE

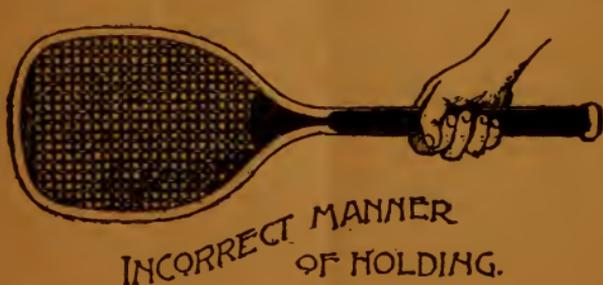
moved to such a distance from the lines as by no possibility will they be liable to interfere with the play. Too often is this important consideration lost sight of in club courts as well as private ones, and one of the most enterprising and hospitable clubs of the country has rather fallen into dislike among many of the experts simply from this very fact of having the stop-nets in too close proximity to the court.

A club court requires the constant attention of a skilled groundsman to obtain the best results, and should be carefully rolled, watered and marked each lay. This remark applies equally as well to a private court, if anything more than a fashionable ornament is desired.

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### THE RACKET.

A lawn tennis racket is something more than a fish or butterfly net, the general popular opinion to the contrary notwithstanding. In appearance it is simply a frame of wood surrounding a small area



of tightly interwoven rawhide, and having a handle about fifteen inches long. Rackets may be purchased at prices ranging from three to eight dollars. The truest economy is to purchase a first-class racket at the start and then take the best care of it, as much as you would of a banjo or violin. If you expect to leave it out over night in the rain or dew, as you would a baseball bat, the less you pay for one the better. As regards weight, the only advice I can give is to select a well balanced racket, which suits your strength of wrist. The weight of a racket varies from  $13\frac{1}{2}$  to 15 ounces, and it is better to have one that is too light rather than the other extreme. For a girl I should seldome advise the use of a racket over  $13\frac{1}{2}$  ounces, and

even a trifle lighter one is to be preferred. The average weight for a man's racket is  $14\frac{1}{2}$  ounces, and in rare cases 15 ounces.

How should the racket be held? This is about as easy to say as to tell an orator how to use his arms in gesticulating. Mr. Richard D. Sears, who for six years held the American championship and was never defeated in a championship match, said that he never knew just how he did hold his racket; but when he saw the ball coming towards him he instinctively knew what he was going to do, and went about doing it without thinking anything about his positions. In my opinion there are only two distinctive positions in which the racket is held, all others being a modification of either one or the other. The first is taken in making what is known as the freehand stroke, the other in making the backhand stroke. The position of the wrist, fingers and racket can be better understood from the sketches than by several pages of description.

There is absolutely no hard and fast rule to be laid down as to the exact place to grasp the racket. Many experts grasp it at the very end of the handle while others hold it some inches from the end. In serving the ball the former position is perhaps best, but in making other strokes hold the racket at that part of the handle that seems most convenient.

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### THE BALL.

The ball is a small hollow rubber sphere covered with a white fabric, and measures  $2\frac{1}{2}$  inches in diameter. It should weigh exactly 2 ounces.

My only advice on this subject is to use new balls as often as you can afford them. Balls should never be left on the court over night.

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### TRAINING, CLOTHING AND HYGIENE.

As in every other sport or occupation, the man who keeps himself in the best physical condition stands the best chance of success, other things being equal. To play lawn tennis expertly requires the cool, delicate nerve of the billiard player, combined with the physical strength necessary to sustain the strain of three or four hours' most active and exhausting exertion. The general rules applicable to training apply equally as well in the case of lawn tennis. Plenty of good, plain, wholesome food, a full amount of sleep and regular



POSITION OF RACKET IN MAKING  
THE BACKHAND STROKE.

practice, are the chief desiderata. Do not play too soon after or just before meals. Be regular in your practice; three to five sets each day is sufficient. Avoid overdoing in the hot sun and stop at the first premonition of distress. To generalize, take as good care of yourself as you know how, and do not let your enthusiasm run away with your common sense.

I have many times been asked "What is the best refreshment to take during a match?" and my answer invariably is water. Ginger ale, or the several kinds of mineral waters are not objectionable, but any alcoholic stimulant is most decidedly unwise during the progress of a match. A common drink is "oatmeal water," made by mixing the raw cereal with water and allowing the sediment to settle. This makes one of the most healthful of beverages when one is heated and thirsty. Do not drink too much at once; rather increase the number and diminish the amount of your potations.

In regard to clothing there can be no question but that, from a scientific point of view, flannels are the best thing that can be worn during exercise. The feeling of flannel is, however, distasteful to many, and clothing of linen or cotton duck is substituted; but care should be taken to avoid a chill at the close of the exercise. A loose shirt and trousers seems to be the favorite style of garment, though many players prefer long wollen stockings and knickerbockers. Individual taste is generally used in the selection of shade hats and the preference varies from the long visored beak-like jockey caps, to the broad-brimmed straw hat.

A complete change of clothing should be made at the conclusion of play, a cool bath taken, and warmer garments resumed. Never sit or stand round a court after the end of a contest when you are moist and hot. If you are compelled to wait any appreciable time between sets or short matches, put on a "sweater." Do not sit on the ground while heated unless you are anxious to contract rheumatism.

The gist of these remarks is not to run any unnecessary risk and to take all reasonable care of your health and strength.

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### THE SINGLE GAME.

The single game of lawn tennis is played with one man on either side of the net, or in other words each man plays for himself. The "server" is the term applied to the man who starts the ball, his op-



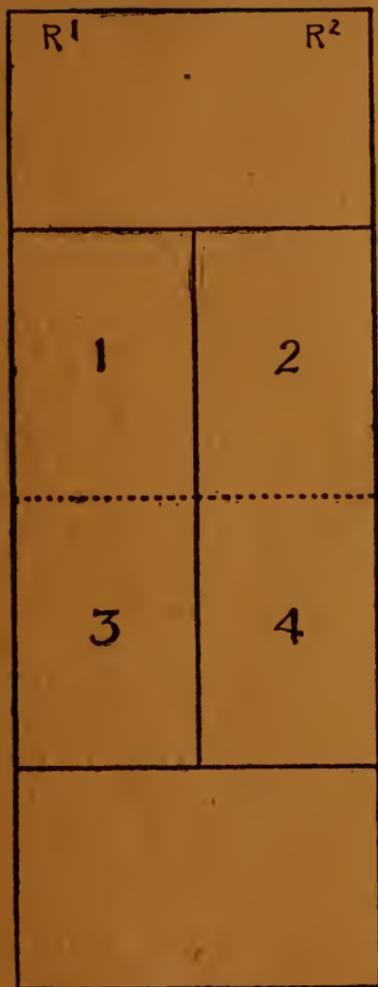
POSITION OF RACKET IN  
MAKING HALF-VOLLEY

ponent being known as the "receiver" or "striker-out." The server must stand, to deliver the first service, just outside the base line and a little to the right of the middle line of the court (S1). His object is to hit the ball *over* the net so that it will strike in the court (1) of his opponent, diagonally opposite the server. The receiver stands in a position (R1) to return the ball after it has bounded once in court 1. The object of the receiver is to return the ball so that it will strike somewhere within the outside limits of the server's court. If the server fails to start the ball by hitting it into the court 1, he makes what is known as a "fault;" and, if upon another trial he again makes a fault, he loses the first point. If, however, in either of these two trials he successfully puts the ball into court 1, it then depends on the receiver to protect himself. The receiver must return the ball on the first bound and if he fails so to do, or hits it into the net, or hits it over the net but outside of the server's court, then the receiver loses and the server gains one point. After the first return of the ball by the receiver either player may hit the ball either on the bound or "volley" it. To volley a ball is simply to hit it while it is in the air before it has touched the ground at all; but, however the ball is returned, it must not be hit into the net or outside of the adverse party's court, and if this is done the party making the error loses the point.

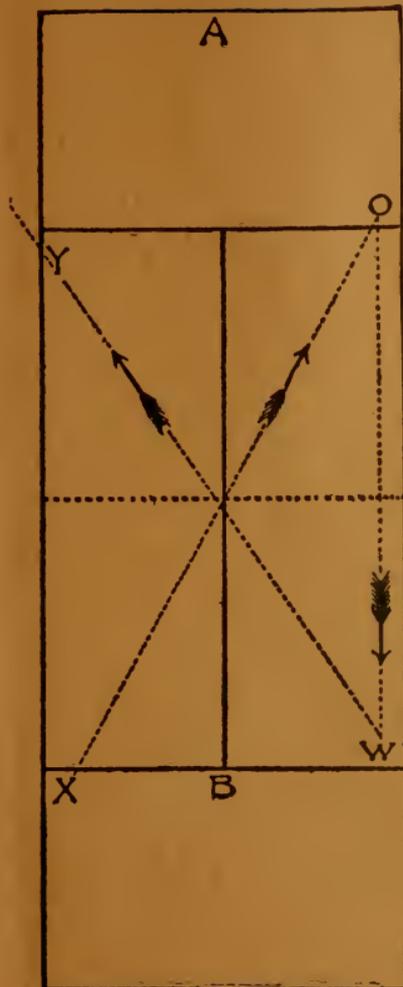
After the first point has thus been played the server takes the position S2 and attempts to serve the ball into court 2. Thus the first game proceeds, the service being delivered alternately into the right or left courts. The server in the first game becomes the receiver in the next, and so on in alternation.

Just a word as to scoring. The first point counts 15 for the winner, the second 15 more making 30, the third 10 making 40, and the next point wins the game unless both parties are each 40 (technically known as "deuce"), when two successive points by one party are required to win the game. The player who first wins six games wins the set, except in the contingency of the score having arrived at five games each; in this case two successive games must be won to conclude the set.

In the foregoing description I have tried to explain as concisely as possible the bare rudimentary essentials of the single game, facts which anybody who has ever played the game or seen it played are perfectly familiar with. It will now be my object to attempt to illustrate and describe, as well as may be, some of its less familiar



$S^2$   $S^1$   
THE SINGLE GAME.



"BASE LINE" GAME.

principles, and to begin with it will be well to have a clear understanding of the principal strokes by which the ball is hit.

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### SERVING.

To serve the ball is simply to start it in the manner which will prove most effective for the server. Formerly the service was delivered in two principal ways, viz., either overhand or underhand, but at present the latter method is very little used. An overhand stroke may in general be described to be the manner of hitting the ball when it is above the elbow; an underhand stroke when it is below the elbow. The two important factors in serving are accuracy and speed, and it must be stated as a general rule that any attempt to increase the speed beyond a certain point is attended with a proportionate loss of accuracy. It is therefore the object of every expert to perfect his service to that point where he obtains the maximum amount of both accuracy and speed. Many players prefer to lay aside entirely all question of speed, and devote their attention to the accuracy of their service and the strategy in its delivery. The wear and tear in the delivery of a very swift service is very exhausting and is decidedly unadvisable in long matches. The manner of "placing" the service will be considered later.

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### RECEIVING.

To receive a served ball is simply to get in the best possible position for its effective return. This will be described and illustrated later.

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### LOBBING.

Lobbing is merely to toss the ball in the air so that it will pass over your opponent's head if he happens to be in the front part of his court. Care must be taken to see that the ball does not strike outside the court. This stroke, if correctly played at the right time, is one of the most effective of any in the game and is by no means as simple as it looks.

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### PLACING.

This term signifies the act of returning the ball to such part of



SERVING.

your opponent's court that, although striking within the required bounds, yet will be impossible or difficult for the return stroke to be made.

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### SMASHING.

This name is applied to a stroke made by a player who is standing comparatively near the net, by which he risks everything in putting all his force into the speed of the stroke, trusting to such great speed to make it impossible for the ball to be successfully returned.

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### DRIVING.

The term is applied to a long, fairly swift stroke, whether forehand or backhand, which passes pretty close to the top of the net.

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### THE BASE-LINE OR BACK-COURT STYLE OF GAME.

In playing expert single lawn tennis there may be said to be two general styles of play; one called the "net or volley game," the other the "base-line" game. We will consider the latter first. As the term implies, the player keeps a position well back in the court, making most of his returns from the bound of the ball and doing almost no volleying. Of course, in this form of play it is absolutely impossible to "pass" the player (that is, get the ball past him), but when the base-line player finds himself opposed to a skillful net man, the latter will so turn the ball off at such a short angle as to make it next to impossible for the former to get the ball back more than a few times. To illustrate what I mean, suppose A to be the player who prefers the base-line style of game and B the more venturesome net player. After a pass or two A sends the ball to position X and immediately retreats to his base-line situation (A). B will volley the ball at X and send it say to O. A will be ready for it just back of O and will return it in the direction W. This is what B has been waiting for, and he jumps to W and volleys the ball at a sharp angle in the direction Y. If B's stroke is skillfully made, the ball strikes at Y and bounds the second time before A can run over. Of course, B must be very quick and sharp in his play and runs great risk of having his return strike outside instead of inside the lines.

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RECEIVING.

(WAITING FOR THE SERVICE.)

To keep up a base-line game during a long match requires very great endurance. The net game is sharper and requires most instantaneous exertion while it lasts, but it does not last anywhere nearly the time consumed by two steady, patient and interminable base-line players. Mr. Richard Stevens has in the past been the great exponent of the base line game, but I am told that even he intends mending his ways and will in future vary his style of play by a little net work.

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### THE NET GAME.

While the base-line game is essentially a defensive, Fabian sort of procedure, the net game, from first to last, is exactly the opposite, being almost entirely devoted to offensive tactics. The theory of the net game is very easy to state, being simply to play as close to the net as by experience you find it advisable to, and to volley every ball that you possibly can; then if you have quick judgment and good endurance, and are agile and nery, after say two years' hard practice you may become a good net player, provided the Lord built you that way. In playing a volley game remember that the closer you are to the net the greater amount of court which you leave unprotected, both behind and on either side, and very often as the result of a faulty or ill-judged stroke, you will be forced to run to the back of your court in order to avoid being passed.

While the majority of experts are now agreed that a judicious net game is the most effective, yet all are by no means of one mind as to the advisability of "running up on your service," as it is called. To explain: To run up on your service is simply to serve the ball and then instantly to spring to your position in the center of the court near the net. This play has two prominent drawbacks; first, you open yourself to a very good chance of being passed, and secondly, you waste a large amount of strength in running up on a service which turns out to be a fault.

If, however, you think you would like to attempt the play—and in some cases it has become an effective move of certain experts, who seem particularly fitted by nature for this style of agile work—a few suggestions will help you to protect your territory as far as possible, notwithstanding your prompt advance to the center of the court. We will suppose the server, standing at A (Fig. I), to serve the ball so that it bounds at X. Before the ball has really hit the ground at X,



FIG. I.

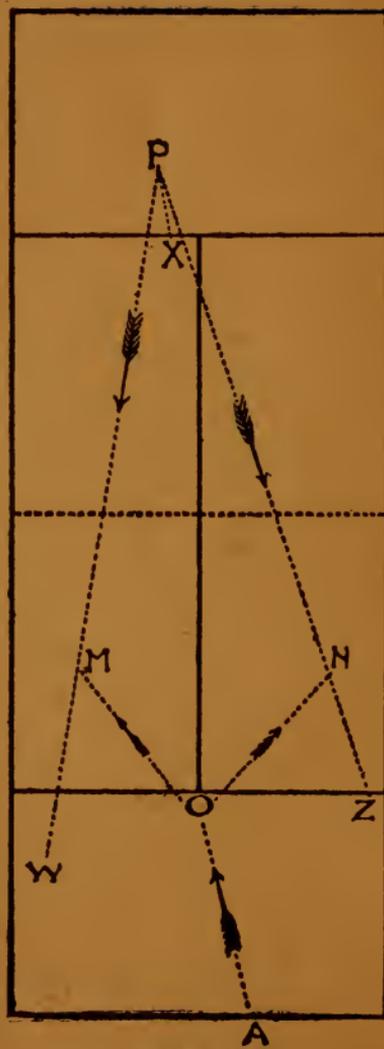


FIG. II.

a quick net player will be ready for the return at O, near the middle of his court. The ball bounding at X will be met by the adverse party at about P. Now such opponent has two courses open to him: he can either return the ball "down the line" to W, or he can send it diagonally across the court towards Z, the server at O in the meanwhile being, of course, ignorant as to which direction the ball will take, and being unable to make the slightest movement one way for fear that it will be the signal for his adversary to send the ball in the other direction. The server must in this case meet the ball at either W or Z. Now let us imagine that the server sends the ball so that, bounding at X (Fig. II.) it is met by the receiver at P. The receiver can now return the ball either to W or Z, but in either contingency the server, from his position at O, can more easily spring forward to M or N, and the result of such return stroke by the server leaves him near his coveted position at the net and in a much more central position than was the result of the return as shown in Fig. I. The beneficial effects of this manner of placing the service are shown much clearer in actual practice than by any number of diagrams.

I think that these imperfect diagrams will show, that, in running up on your service, the safest results are secured by serving the ball comparatively close to the middle line of the court.

A few general suggestions as to the single game, which apply equally as well to the double game, may be of use. Practice steadily, almost every day if possible, and while you are playing, do so with all your might; don't "loaf" in your play. Play with those who are your superiors in preference to those you can beat, and try to improve in the certainty of your individual strokes. Strive for accuracy at first in preference to great speed and avoid any attempts to make a phenomenal or "gallery" shot in order to please the ladies. For every such successful "gallery" stroke you are sure to lose four or five subsequent attempts and the final result is a low average. And finally I say, that the only way to get to be an expert tennis player, as in every other occupation, is to *keep everlastingly at it*. If you do and you are built in the necessary way, you will probably satisfy your ambitions.

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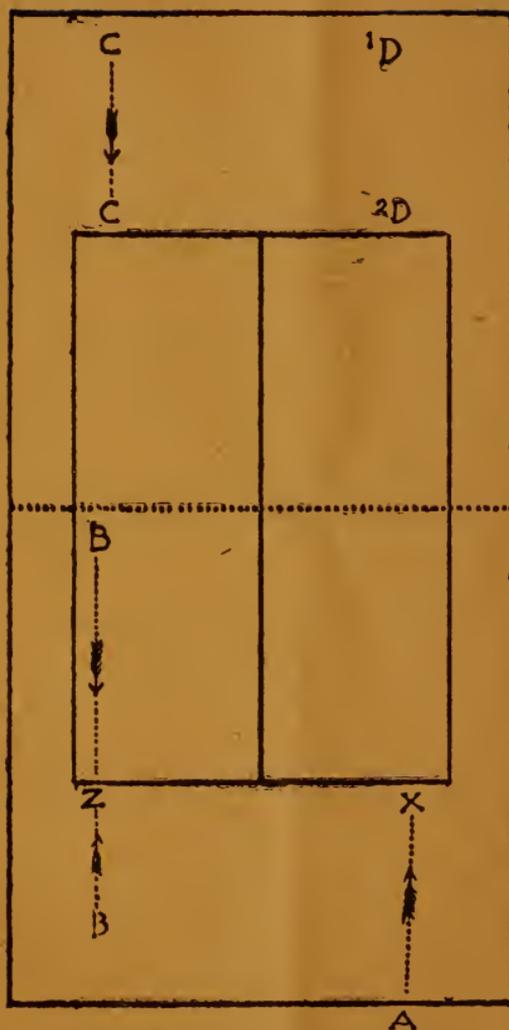
### THE DOUBLE GAME.

The double game is played by two contestants on each side of the net, and the court is a little larger than the single court. The ser-

vice is taken by each of the four players alternately. There is probably much more chance for skillful generalship to be exercised in the double game than in the single, and the expert pair can always be easily distinguished from the ambitious novices by the clock-work regularity by which each of the former team makes his returns, never even attempting to return a ball which lies in his partner's province.

With two players on either side of the net, it is of course essential that each should have his particular territory to cover and for which he should be solely responsible. Formerly it was considered that the better way was for one player to cover the front part of the court and the net, while the other looked after the back portion of the court and attended to all balls which came over the net man's head. With the rapid advance of the game this method of play is now generally abandoned and both players stand in about the same relative position in the court, both advancing together towards the net or retiring therefrom as the battle progresses. Let me illustrate. Suppose A and B to be contesting against C and D, A having the first service. A stands in the position as shown in the diagram, a little to the right of the service position in a single court. B, his partner, will either take position close to the net or well back in the court. C stands ready waiting for the service while D, his partner, usually takes position at 1 D. The moment the service is delivered both A and B move forward to positions somewhere near X and Z, almost on the service line. After C returns the service he and D come forward also to situations near the service line. Each partner now has his particular half of the court to cover, and woe be it for the domestic peace of the combination should one player be enticed into his confrere's portion of the court. The result is usually a collision, smothered blessings, and a wonder as to where the fool-killer is.

It has been remarked that a cardinal rule of double tennis is, "when in doubt abuse your partner." I have met several pairs of players during the last five years whose vocal accompaniment was considered a most entertaining part of their play, but invariably at a critical point their expressed ill humor probably was the cause of their defeat. Therefore I say, *never find fault with your partner*, and the less praise or suggestion that you make to him the better. Attend strictly to your own business in the game, and *keep your mouth closed*. Your faulty partner is probably just as well aware of his bad stroke as you are, and feels much worse. "Silence is golden," especially in double tennis.



THE DOUBLE GAME.

## LAWN TENNIS AS A GAME FOR WOMEN.

In a very few words I can tell all I know about this subject, and no matter how brief I make it, I shall probably think later that it was much too long. Lawn tennis, "as she is played" is most picturesque and entertaining to look at, and many young women of this country have obtained by steady practice, a most enviable amount of skill at the game. The annual tournament to decide the lady championship of the United States is held at Philadelphia each June, and is the scene of a most charming "War of the Roses," the contestants coming from all over the Eastern States to take part.

The present lady champion is Miss Mabel Esmonde Cahill, of New York, who is undoubtedly the most skillful feminine exponent of the game on this continent.

Here is a little advice which I once heard one girl give another. Wear tennis shoes of sufficient size; dress loosely and simply; never mind those very "fetching" creations that some other girls wear, for she is probably doing the watching while you are doing the playing; don't play too much, and the game of lawn tennis will add to your stock of health and happiness, to say nothing of your strength and the clearness of your complexion.

I may add one caution from personal observation: don't sit on the ground when heated at the close of a match.

## A FEW REMARKS ON TOURNAMENTS AND THEIR MAN-

## AGEMENT.

To manage a tournament successfully is not so easy as it seems, not by a good deal. In getting up a tourney, the first thing to do is to select for the referee a man who is willing to work hard and who has some executive ability. He must be a sort of "head center" and have the entire authority to manage affairs. He should have plenty of assistants, and everybody connected with the tournament should report directly to him for instructions. The drawing should be made under his supervision and after once drawn should never be changed. He should notify each contestant when and where to play, and very few if any excuses for postponement should be allowed. He should see that all balls, umpires, linemen, etc., are provided and he must be able to stand heartrending complaints like a missionary.

And when the tournament is over, and he has recovered his mental equilibrium, the club should put him on its honorary list and pension him for life.

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### RECORDS OF 1892.

Lady championships of America, held at Philadelphia, Pa.—Singles won by Miss Mabel Esmonde Cahill, of New York; doubles won by Miss Mabel Esmonde Cahill and Miss McKinley, of New York; mixed doubles won by Miss Mabel Esmonde Cahill and Clarence Hobart, of New York. Winner of all-comers tournament, Miss Besie Moore, of Hohokus, N. J.

National championships, held at Newport, R. I.—Singles won by Oliver S. Campbell, of Brooklyn, N. Y.; doubles won by Robert P. Huntington, Jr., and Oliver S. Campbell. Winner of all-comers tournament, Frederick H. Hovey, Newton, Mass.

National Eastern double championship, held at Saratoga Springs, N. Y.—Won by Valentine G. Hall and Edward L. Hall, New York.

National Western double championship, held at Chicago, Ills.—Won by J. A. Ryerson and J. W. Carver, Chicago.

Tropical championship, held at St. Augustine, Fla.—Won by C. A. Grinstead, Florida.

Gulf championship, held at Tampa Bay—Won by A. E. Wright.

Southern championship, held at Washington, D. C.—Won by Edward L. Hall, New York.

New England championship, held at New Haven, Conn.—Won by Edward L. Hall.

Interscholastic championship, held at Cambridge, Mass.—Won by Malcolm G. Chace, Providence, R. I.

Middle States championship, held at Orange, N. J.—Men's singles won by Richard Stevens, Hoboken, N. J.; ladies' singles won by Miss Schultz, of New York; men's doubles won by Clarence Hobart and Edward P. McMullen, of New York.

Westchester tourney, held at Westchester, N. Y.—Won by Richard Stevens, Hoboken, N. J.

Tuxedo tourney, held at Tuxedo Park, N. Y.—Won by Edward L. Hall.

Longwood championship, held at Boston, Mass.—Won by Frederick H. Hovey, Newton, Mass.

Long Island championships, held at Southampton, L. I.—Singles

won by Edward L. Hall; doubles won by V. G. Hall and E. L. Hall; mixed doubles won by Miss Sallie Homans and M. F. Prosser, Englewood, N. J.

New York State single championships, held at Saratoga Springs; N. Y.—Won by W. Percy Knapp, New York.

Nahant tournament, held at Nahant, Mass.—Won by Edward L. Hall, New York.

Bar Harbor tourney, held at Mount Desert, Me.—Won by Robert D. Wrenn, Cambridge, Mass.

Intercollegiate championships, held at New Haven, Conn.—singles won by W. A. Larned, Cornell University; doubles won by R. D. Wrenn and F. B. Winslow, Harvard University.

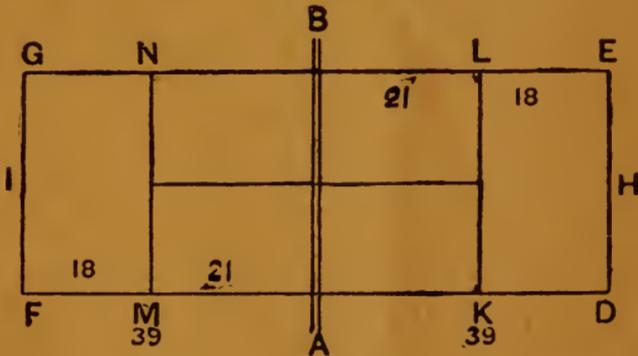


## LAWS OF LAWN TENNIS,

As Adopted, Revised and Amended by the United States National Lawn Tennis Association, at Annual Convention 1892.

### THE COURT.

1. **The Court** is 78 feet long, and 27 feet wide. It is divided across the middle by a net, the ends of which are attached to two posts, **A** and **B**, standing 3 feet outside of



the court on either side. The height of the net is 3 feet 6 inches at the posts, and 3 feet at the middle. At each end of the court, parallel with the net, and 39 feet from it, are drawn the base lines **DE** and **FG**, the ends of which are connected by the side lines **DF** and **EG**. Half way between side lines, and parallel with them, is drawn the half-court line **I****H**, dividing the space on each side of the net

into two equal parts, the right and left courts. On each side of the net, at a distance of 21 feet from it, and parallel with it, are drawn the service lines **KL** and **MN**.

### THE BALLS.

2. **The Balls** shall be the Wright & Ditson, shall measure not less than  $2\frac{1}{8}$  inches, nor more than  $2\frac{1}{2}$  inches in diameter; and shall weigh not less than  $1\frac{1}{8}$  ozs., nor more than two ozs.

### THE GAME.

3. The choice of sides and the right to serve in the first game shall be decided by toss; provided, that if the winner of the toss choose the right to serve, the other player shall have choice of sides, and *vice versa*, or the winner of the toss may insist upon a choice by his opponent. If one player chooses the court, the other may elect not to serve.

4. The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the server, and the other the striker-out.

5. At the end of the first game the striker-out shall become server, and the server shall become striker-out; and so on alternately in all the subsequent games of the set, or series of sets.

6. **The Server** shall serve with one foot on the ground, immediately behind the base line; the other foot may be anywhere, except touching the base line or the ground within the court. He shall deliver the service from the right to the left courts, alternately; beginning from the right.

7. The ball served must drop between the service line, half-court line, and side line of the court, diagonally opposite to that from which it was served.

8. It is a **Fault** if the server fails to strike the ball, or if the ball served drops in the net, or beyond the service line,

or out of court, or in the wrong court ; or if the server does not stand as directed by law 6.

9. A fault cannot be taken.

10. After a fault the server shall serve again from the same court from which he served that fault, unless it was a fault because he served from the wrong court.

11. A fault cannot be claimed after the next service is delivered.

12. The server shall not serve till the striker-out is ready. If the latter attempts to return the service he shall be deemed ready.

13. A service or fault delivered when the striker-out is not ready, counts for nothing.

14. The service shall not be volleyed, *i. e.*, taken, before it has touched the ground.

15. A ball is in play on leaving the server's racquet, except as provided for in law 8.

16. It is a good return, although the ball touches the net; but a service, otherwise good, which touches the net, shall count for nothing.

17. The server wins a stroke if the striker-out volleys the service, or if he fails to return the service or the ball in play ; or if he returns the service or the ball in play so that it drops outside of his opponent's court ; or if he otherwise loses a stroke, as provided by law 20.

18. The striker-out wins a stroke if the server serves two consecutive faults ; or if he fails to return the ball in play ; or if he returns the ball in play so that it drops outside of his opponent's court ; or if he otherwise loses a stroke, as provided by law 20.

19. A ball falling on a line is regarded as falling in the court bounded by that line.

20. Either player loses a stroke if the ball touches him, or anything that he wears or carries, except his racquet

in the act of striking; or if he touches the ball with his racquet more than once; or if he touches the net or any of its supports while the ball is in play; or if he volleys the ball before it has passed the net.

21. In case a player is obstructed by any accident, not within his control, the ball shall be considered a "let." But where a permanent fixture of the court is the cause of the accident the point shall be counted. The benches and chairs placed around the court shall be considered permanent fixtures. If, however, a ball in play strikes a permanent fixture of the court (other than the net or posts), before it touches the ground, the point is lost; if after it has touched the ground, the point shall be counted.

22. On either player winning his first stroke, the score is called 15 for that player; on either player winning his second stroke, the score is called 30 for that player; on either player winning his third stroke, the stroke is called 40 for that player; and the fourth stroke won by either player is scored game for that player, except as below: If both players have won three strokes, the score is called *deuce*; and the next stroke won by either player is scored *advantage* for that player. If the same player wins the next stroke, he wins the game; if he loses the next stroke the score returns to *deuce*; and so on until one player wins the two strokes immediately following the score of *deuce*, when game is scored for that player.

23. The player who first wins six games, wins the set, except as below: If both players win five games, the score is called *games all*; and the next game won by either player is scored *advantage game* for that player. If the same player wins the next game he wins the set; if he loses the next game, the score returns to *games all*; and so on until either player wins the two games immediately following the score of *games all*, when he wins

the set. But the committee having charge of any tournament may, in their discretion, modify this rule by the omission of advantage sets.

24. The players shall change sides at the end of every set, but the umpire, on appeal from either player before the toss for choice, shall direct the players to change sides at the end of the first, third, fifth and every succeeding alternate game of each set; but if the appeal be made after the toss for choice the umpire may only direct the players to change sides at the end of the first, third, fifth and every succeeding alternate game of the odd or deciding set. If the players change courts in the alternate games throughout the match as above, they shall play in the first game of each set after the first in the courts in which they respectively did not play in the first game of the set immediately preceding.

25. When a series of sets is played, the player who served in the last game of one set shall be striker-out in the first game of the next.

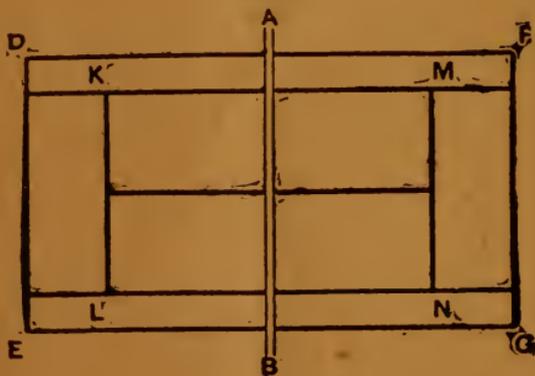
26. In all contests the play shall be continuous from the first service until the match be concluded, provided, however, that between all sets after the second set, either player is entitled to a rest, which shall not exceed seven minutes, and, provided further, that in case of an unavoidable accident, not within the control of the contestants, a cessation of play which shall not exceed two minutes may be allowed between points, but this proviso shall be strictly construed, and the privilege never granted for the purpose of allowing a player to recover his strength or wind. The umpire, in his discretion, may at any time postpone the match on account of darkness or condition of the ground or weather. In any case of postponement

the previous score shall hold good. Where the play has ceased for more than an hour, the player who at the cessation thereof was in the court first chosen, shall have the choice of courts on the recommencement of play. He shall stay in the court he chooses for the remainder of the set.

The last two sentences of this rule do not apply when the players change every alternate game, as provided by Rule 24.

27 The above laws shall apply to the three-handed and four-handed games, except as below :

### THE THREE-HANDED AND FOUR-HANDED GAMES.



28, For the three-handed and four-handed games the court shall be 36 feet in width ;  $4\frac{1}{2}$  feet inside the side lines, and parallel with them are drawn the service side lines **KM** and **LN**. The service lines are not drawn beyond the point at which they meet the service side lines, as shown in the diagram.

29. In the three-handed game, the single player shall serve in every alternate game.

30. In the four-handed game, the pair who have the right to serve in the first game shall decide which partner shall do so ; and the opposing pair shall decide in like manner for the second game. The partner of the player who served in the first game shall serve in the third, and the partner of the player who served in the second game shall serve in the fourth, and the same order shall be maintained in all the subsequent games of the set.

31. At the beginning of the next set either partner of the pair which struck out in the last game of the last set may serve ; and the same privilege is given to their opponents in second game of the new set.

32. The players shall take the service alternately throughout the game ; a player cannot receive a service delivered to his partner ; and the order of service and striking-out once established shall not be altered, nor shall the striker-out change courts to receive the service, till the end of the set.

33. If a player serve out of his turn, the umpire, as soon as the mistake is discovered, shall direct the player to serve who ought to have served. But all strokes scored before such discovery shall be counted. If a game shall have been completed before such discovery, then the service in the next alternate game shall be delivered by the player who did not serve out of his turn, and so on in regular rotation.

34. It is a fault if the ball served does not drop between the service line, half-court line, and service side line of the court, diagonally opposite to that from which it was served.

35. It is a fault if the ball served does not drop as provided in law 34, or if it touches the server's partner or anything he wears or carries.

36. There shall be a referee for every tournament,

whose name shall be stated in the circular announcing such tournament. He shall have general charge of the matches, under the instructions and advice of the managing committee, with such power and authority as may be given him by these rules and by said committee. He shall notify the committee in case he intends to leave the grounds during the matches, and the committee shall appoint a substitute to act, with like powers, during his absence. There shall be an umpire for each match, and as many linesmen as the players desire. The umpire may act as linesman also. The umpire shall have general charge of the match, and shall decide upon and call "lets," and also decide whether the player took the ball on the first or second bounce. The umpire shall also decide any question of interpretation or construction of the rules that may arise. The decision of the umpire upon any question of fact, or where a discretion is allowed to him under these rules, shall be final. Any player, however, may protest against any interpretation or construction of the rules by the umpire, and appeal to the referee. The decision of the referee upon such appeal should be final.

The court shall be divided between the linesmen, and it shall be their only duty to decide, each for his share of the court, where the ball touched the ground, except, however, the linesmen for the base lines, who shall also call foot faults. The linesmen's decisions shall be final. If a lineman is unable to give a decision because he did not see or is uncertain of the fact, the umpire shall decide or direct the stroke to be played again.

### ODDS.

37. A **Bisque** is one point which can be taken by the receiver of the odds at any time in the set, except as follows:

(a.) A bisque cannot be taken after a service is delivered.

(b.) The server may not take a bisque after a fault, but the striker-out may do so.

38. One or more bisques may be given to increase or diminish other odds.

39. Half fifteen is one stroke given at the beginning of the second, fourth, and every subsequent alternate game of a set.

40. Fifteen is one stroke given at the beginning of every game of a set.

41. Half thirty is one stroke given at the beginning of the first game, two strokes given at the beginning of the second game, and so on alternately in all the subsequent games of the set.

42. Thirty is two strokes given at the beginning of every game of the set.

43. Half forty is two strokes given at the beginning of the first game, three strokes given at the beginning of the second game, and so on alternately in all the subsequent games of the set.

44. Forty is three strokes given at the beginning of every game of a set.

45. Half Court : the players may agree into which half court, right or left, the giver of the odds shall play ; and the latter loses a stroke if the ball returned by him drops outside any of the lines which bound that half court.

46. Owed odds are where the giver of the odds starts behind scratch.

47. Owe half fifteen is one stroke owed at the beginning of the first, third, and every subsequent alternate game of a set.

48. Owe fifteen is one stroke owed at the beginning of every game of a set.

49. Owe half thirty is two strokes owed at the begin-

ning of the first game, one stroke owed at the beginning of the second game, and so on alternately through all the subsequent games of the set.

50. Owe thirty is two strokes owed at the beginning of every game of a set.

51. Owe half forty is three strokes owed at the beginning of the first game, two strokes owed at the beginning of the second game, and so on alternately in all subsequent games of the set.

52. Owe forty is three strokes owed at the beginning of every game of a set.



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1886, R. D. Sears	R. L. Beeckman,	H. A. Taylor.
1887, R. D. Sears,	H. W. Slocum, Jr.,	H. A. Taylor.
1888, H. W. Slocum, Jr.,	H. W. Slocum, Jr.,	H. A. Taylor.
1889, H. W. Slocum, Jr.,	Q. A. Shaw, Jr.,	O. S. Campbell.
1890, O. S. Campbell,	O. S. Campbell,	W. P. Knapp.
1891, O. S. Campbell,	C. Hobart,	F. H. Hovey.
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1884, Jas. Dwight, R. D. Sears,	A. Van Rensselaer. W. V. R. Berry.
1885, J. S. Clark, R. D. Sears,	H. W. Slocum, Jr. W. P. Knapp.
1886, Jas. Dwight, R. D. Sears,	G. M. Brinley. H. A. Taylor.
1887, Jas. Dwight, R. D. Sears,	H. W. Slocum, Jr. H. A. Taylor.
1888, O. S. Campbell, V. G. Hall,	E. P. MacMullen. C. Hobart.
1889, H. W. Slocum, Jr., H. A. Taylor,	O. S. Campbell. V. G. Hall, (At Staten Island.)
1890, C. Hobart, V. G. Hall,	O. S. Campbell, R. P. Huntington, Jr.
1891, O. S. Campbell, R. P. Huntington, Jr.,	J. S. Clark. H. W. Slocum.
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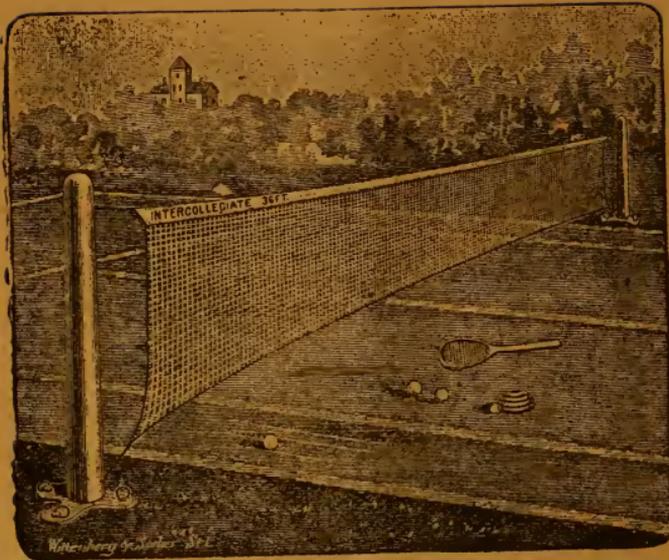
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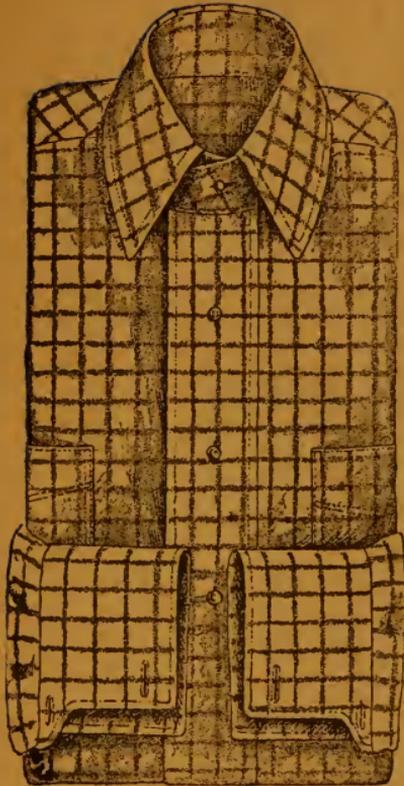
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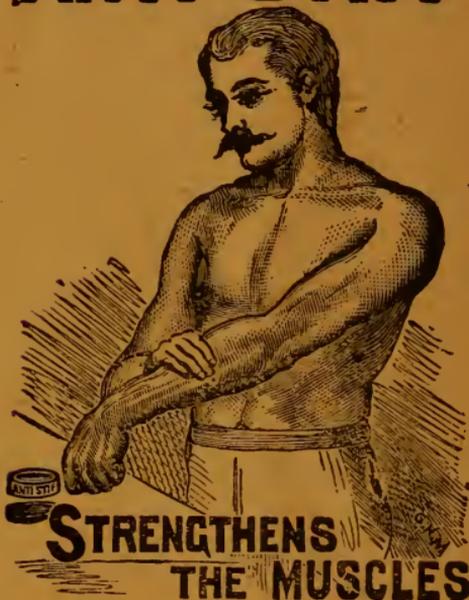
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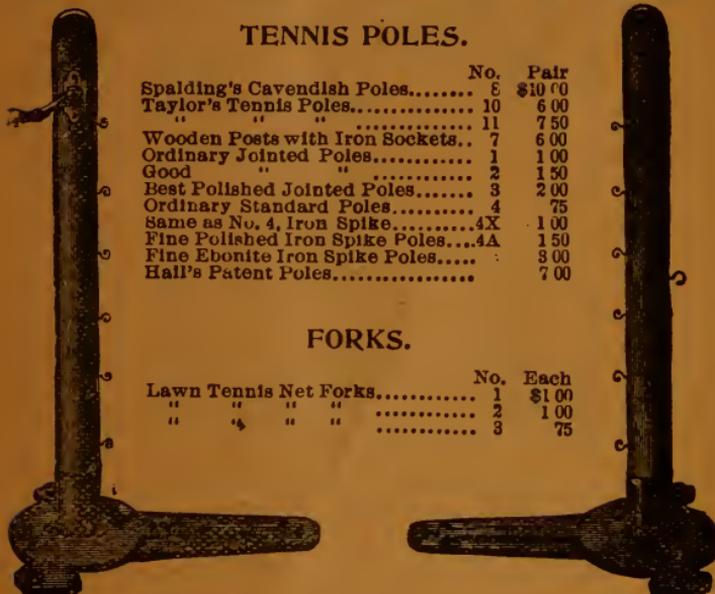
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The Practice.	1		1 00

## RESTRINGING RACKETS.

	Each
String with Good American Gut	\$1 25
" Best "	1 75
" Extra Quality English Gut.	2 75

## RACKET COVERS.

	No.	Each
Made of Green Felt.	1	\$ 50
" Canvas.	2	1 00
" Grain Leather.	3	2 00
" Mackintosh.	4	1 50
" Heavy Sole Leather.	5	4 00

## RACKET PRESSES.

	No.	Each
Plain White Wood.	1	\$1 00
Polished Ash.	2	1 25
" "	3	2 00
" Cherry Lined.	4	2 50

A. G. SPALDING & BROS.,

CHICAGO,

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