

for that player, and the fourth ball won by either player is scored game for that player, except as follows :

If both players have won three balls, the score is called duce, and the next ball won by either player is scored advantage for that player. If the same player wins the next ball he wins the game; if he loses the next ball the score is again called duce; and so on until either player wins two consecutive balls following the score of duce. The player who first wins six games wins the set.

## RULES

FOR THE GAME OF

# CARD TENNIS.

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The dealer is called the server ; his opponent, the striker-out. The large cards are called trays. The one marked center is placed in the center of the table ; each player must be provided with one of the others, which he must place before him. The server then after shuffling the cards, deals four to each player ; the balance of the pack he must place, face down, on the centre tray. He must then announce "play," and place a ball,

i. e., a round card, also, on the centre tray. He must then play a card marked serve; if he can not it is a fault and he must draw the top card from the pack; if he can not then play, it is a second fault, and he loses the ball, his opponent taking it to himself, and placing it on his tray. The server must then put up another ball, draw a card as before, and so continue. When the server has succeeded in playing a serve card, his opponent must play a return, or, failing to hold one, must draw the top card from the pack; if he can not then play, the ball is lost to him, and goes to the server. The striker-out having played a return, the server can play a return volley, or net, and so long as a return is played it can always be met by a return, volley, or net, but a volley can only be met by a volley or net, and a net by a net only. Whenever a player does not hold the proper card to play he can always draw the top card of the pack; if he can not then play he loses the ball. Whenever the pack runs out, then all the

cards that have been played are shuffled and used again. As each one plays he must place the cards on his own tray. If four are playing, two must sit on one side of the table, and two on the other, and play partners. After the serve is made the opposite opponent has next play; if he can not play then his partner must; if his partner can not then he must draw; if still he can not play then his partner must draw; then if no play can be made, the ball is lost. The deal and serve continues with the player until the end of the first game, when the striker-out becomes the server, and the server the striker-out, and so continues to change until a set is won. When four are playing each one serves a game in turn.

On either player winning his first ball, the score is called 15 for that player; on either player winning his second ball, the score is called 30 for that player; on either player winning his third ball, the score is called 40