

DIRECTIONS FOR THE GAME OF LAWN TENNIS

A player must place a ball or checker on the Service line, and with a stroke of the racket or mallet serve the ball into his opponent's court of same color; if not it is a fault, when he must try a second ball; if he then fails it is a double fault and he loses that ball or count. When the Server succeeds in placing a ball in his opponent's court without touching a dividing line, then his opponent must return it over the net by a stroke of his racket; if he stops on the net or on an outside line he loses that ball, otherwise it is a good ball.

The players continue to return the ball back and forth over the net until one or the other fails, when the count goes to his opponent.

A player continues to serve until the end of the first game when his opponent becomes the Server, and so continue to change until a set is won.

When four are playing each one serves a game in turn.

A player first serves from a right hand court, and after the first count from the left hand court, and so continue to change after each count.

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 winning his third ball, the score is called 40 for that player, and the fourth ball won by either player is scored a 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 vantage 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.

MANUFACTURED BY

J. H. SINGER,
NEW YORK.

AGCA
ARCHIVES