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THE
GAME OF LAWN BOWLS

AS PLAYED UNDER THE CODE OF RULES

OF THE

SCOTTISH BOWLING ASSOCIATION,

OF GLASGOW, SCOTLAND,

*TOGETHER WITH A BRIEF HISTORY OF THE
GAME, AS INTRODUCED IN AMERICA BY
PRESIDENT SCHEPFLIN, OF THE LAWN
BOWLS CLUB OF DUNELLEN, N. J.*

ADDED TO WHICH ARE THE

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95512
TECHNICAL TERMS USED IN THE GAME; AS ALSO
SPECIAL INSTRUCTIONS FOR NOVICES, WITH
GENERAL HINTS TO PLAYERS, ETC.

EDITED BY

HENRY CHADWICK.

PUBLISHED BY THE
AMERICAN SPORTS PUBLISHING CO.,

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INTRODUCTION.

The rapidity with which we Americans are rivaling our British friends in their love of national sports and pastimes, especially in the arena of sports which men and women of leisure, and of education and refinement can take part, alike as participants as well as spectators, is remarkable. The fact is, we are just "rushing things" in our determined efforts to outdo the Britishers in their great specialty of field sports; and our success has been decidedly gratifying up to date. Moreover, everything in the line of sports, which we "Yanks" take up, we improve upon in one respect or another. About the first thing we do, in this direction, when we adopt a British game new to us, is to improve its playing code of rules through the medium of a "National Association." For more than a century past, English cricketers have submitted to the dictates of a single club—the Marylebone Club—in the matter of its code of playing rules; while our American national game has, from its inception, been controlled by a National Association or a League. When we adopted the English game of tennis we very soon placed a National Association at the head of it; and even the case of the latest fashionable "fad" in field sports, the Scottish game of Golf, though only just adopted, as it were, is now subject in its rules to the control of the United States National Golf Association. The latest sport arrival from the British Isles is another old Scottish game, viz., the field form of the Scotch winter sport of Curling, the American name of which is "Lawn Bowling," to distinguish it from the game of bowling on the alleys, the latter of which is now in the midst of a regular furore, as the game of games for indoor winter exercise.

We could fill pages with historical reminiscences of the olden time game of "Bowls on the Green," when the lower part of Broadway, near the Battery, was New York City's centre; one of its distinguishing sport features then being its Bowling Green, now a well remembered little park at the foot of Broadway. Before the days of the Revolution, elderly New Yorkers of leisure delighted to spend their afternoons in the engagement of "Bowling on the Green." A Scotch writer, in describing the merits of "Bowls," says: "No other game is more clearly associated with genial worth, or conduces in a greater

degree to sociality and good fellowship. It is not only a gentle and enlivening recreation, but, in strategy and general interest, it is unsurpassed by any other field game; and as it is only played in pleasant weather, in the open air, and on a green lawn, finer and more kindly to tread upon than the most costly carpet, it can be enjoyed by all, without regard to skill, age, grade, class, craft or condition; thus novices as well as adepts; youth in their teens and veterans of three-score; the Earl and his tenantry; the representative and his constituents; gentle and simple, all these meet and commingle in harmonious sport."

Looking at the game of Bowls from an American point of view, it may be truthfully said that there is no field game now in vogue more suitable for adults of sedentary habits who desire to derive healthful advantage from some outdoor recreation or other, than the old Scottish game of Lawn Bowls. It was the game of games with the English nobility centuries ago, and it was the royal field game in the time of King Charles.

Bowls is a game which, while easy of acquirement, affords ample scope for the employment of considerable strategic skill in its playing; while for enjoyable excitement, alike for the spectator and the player, in a spirited contest between expert exemplars of the game, it is far ahead of the existing form of croquet. It is not a rival at all of Tennis, for nothing in the way of rapid action or special activity of movement is required in Lawn Bowls as there is in Tennis. In fact, it may appropriately be said to be the game of chess of field games, chance giving way to skill in the game to a greater extent than in any known field game of ball. Here we have an illustration of an ordinary field for Lawn Bowls, which plainly tells the initial story of its simple character; and yet it is a game which opens up a field for strategic skill and scientific play to a high degree.

Bowls is similar in its principle to the old Scotch game of curling, also to shuffleboard and to quoiting. In bowls the "Jack" is the centre of attraction for the bowler, as the "Tee" is to the curler, or the "Hub" to the quoiter. The player aims to bowl his ball as near to the "jack" as it can safely lie, while the curler slides his curling stone as near as possible to the "tee" or centre of the circle; and the quoit player strives to ring the "hub" with his quoit. It requires great muscular strength to engage in curling or quoiting, but in bowls strategic skill rather than mere strength, comes most in play.

This ancient lawn game has, within the past few years, "caught on" in this country with fashionable society people, and especially in New Jersey; and during the summer season one of the most attractive resorts for enjoying this beautiful game is

the lawn adjoining the handsome residence of Mr. Christian Schepflin, of Plainfield, N. J. The grounds in question are located in Dunellen, N. J., and are occupied by the members of the Dunellen Bowls Club. The game as played at Dunellen is governed by the elaborate code of rules of the Glasgow National Bowls Association, which code governs all Scotch Bowls clubs, but now that the game is on this side of the Atlantic to stay, it will not be long before it will be played under a code of modified rules under the auspices of a National Lawn Bowls Association, as curling and golf, the other two Americanized Scottish games, now are. In England, the code which governs most of the English clubs is shorter. But in reality, both codes are incomplete and unsatisfactory for the purpose of learning how to play the game from them, though the rules answer the purpose for veteran experts in the game.

In a letter to the editor of this work, Mr. Christian Schepflin, of Plainfield, N. J., who may be justly termed the Father of the game in America, thus describes how he first became interested in Bowls, and how he transplanted the game from Glasgow to Dunellen, in New Jersey. He says:

“When I was in Europe in 1878, a friend of mine, Captain Gladell, then Captain of the Steamer Celtic, of the White Star Line, invited me, as I had never seen a game played, to his club house, and said he was going to play a game of Bowling. That afternoon I was so taken up with the game, that I told Captain Gladell that as soon as I got back home I was going to lay out a green; he said our climate in America would not allow me to do it, but I said that it would be worth a trial.

“Six months from the time I started my green I invited Captain Gladell and several other intimate friends, among whom were the late John W. Handren, Thomas Stone, the late James Longwell and D. B. S. Cockburn, to come and see my bowling ground. The green was in elegant condition, considering the time it had taken me to get it levelled, the same as the one in Birkenhead.

“A meeting was held a couple of weeks after that time; we held it on the green in 1879, and the club was called the Dunellen Bowling Green Club; President, Christian Schiefflin; Vice-President, James Stevens; Secretary, James Longwell. The members consisted of Thomas Stone, Major J. E. Haynes, of Newark, N. J.; Mr. McKnight, of Jersey City, N. J.; John Young, of New York; D. S. B. Cockburn, of Jersey City; the late Colonel J. C. Ross, of Elizabeth, N. J.; James Moore, of Elizabeth, N. J.; Geo. D. Mackey, of New York; William Elliott, of New York; John Booth, of New York; the late A.

Dalrymple, of New York; C. K. Moore, of Elizabeth, N. J., and John Adams, of Brooklyn.

"The club now began to grow very rapidly in its membership until we were compelled to limit it to thirty-five members, as it was on a private ground that the green was situated.

"During the fall of 1885 some of the members of the Dunellen Bowling Green Club invited some of their New Brunswick friends to come over to witness the game played, as they had never seen a game of Bowling played in this country before. After the game some of the members proposed that they should form into two clubs so as to contest with one another from time to time. Those selected were: Benj. F. Howell, Surrogate, New Brunswick, N. J.; R. C. Johnson, Plainfield, N. J.; W. E. Linsteadt, New Brunswick, N. J.; Howard MacSherry, New Brunswick, N. J.; J. C. Evans, New Brunswick, N. J.; the late Geo. W. DeVoe, New Brunswick, N. J.; L. A. and J. E. Powelson, New Brunswick, N. J.; W. S. Willis, New Brunswick, N. J.; J. B. Betts, Somerville, N. J.; C. S. Hoffman, Somerville, N. J., and Fred Weigle, New Brunswick, N. J. These members formed the Middlesex Bowling Green Club.

"At the opening game, in May, 1886, the club was organized under the name of the Middlesex Bowling Green Club, and was the second bowling club in the United States.

"The Dunellen Bowling Green Club has existed for a number of years, using Mr. Schepfin's ground for the green, the only bowling green court in America, and Mr. Schepfin and the late Mr. Handren were members of these clubs from their organization.

"The late John W. Handren was elected President of the Middlesex Bowling Club; H. Brewster Willis, Vice-President; Howard MacSherry, Secretary, and Clarence M. Slack Treasurer. A game was heartily enjoyed every other Saturday by this club during the season, and by the other club every other Thursday ever since its organization up to date.

"In 1887, the Middlesex Bowling Club, through the kindness of the president, the late John W. Handren, had imported from Scotland some eighteen or twenty sets of balls, which proved very satisfactory.

"At the conclusion of the last game of the first season, our worthy president presented a handsome silver cup to the club, known as the "Handren Cup," on condition that each year there should be a contest between the Middlesex Bowling Club and the Dunellen Bowling Green Club for the same. The Dunellen Bowling Green Club immediately chal-

lenged the Middlesex Bowling Club, and designated a day in which to contest for the "Handren Cup," which was easily won by the Dunellen Bowling Green Club, and so every year, for three successive contests, the Dunellen Bowling Green Club has won the cup and is now the owner of it.

"On the same conditions, the late Mr. John Adams presented a very handsome cup to the Middlesex Bowling Club, which was played for the same way, the "Handren Cup" was, and this was also won by the Dunellen Bowling Green Club. It would take too much space to mention the different presents which have been given to the clubs, and which have been played for every season.

"Last year the Dunellen Bowling Green Club leased a ground of their own at Communipaw, N. J., which is very handsomely laid out. It was opened in 1894 by a challenge given to the Middlesex Bowling Club. The Middlesex Bowling Club still play their games at the Dunellen Green."

There ought to be bowling games in both Central and Prospect Parks, for the game is bound to grow in public favor as its attractive features as a recreative field exercise for people of sedentary habits become better known. Any persons desirous of learning the game, or of organizing a club, will find President Schepflin an able assistant in promoting their views in that direction.



PLAYING THE GAME.

The directions for playing the game are briefly as follows: A small ball, perfectly round, and called the "jack," is placed on the ground. The bowlers—each using two balls which are numbered to distinguish them from each other—take up their positions at a certain distance from the "jack," and each in turn bowls toward it, he whose ball comes nearest counting one. When there are more than two players, sides are formed, the balls being played alternately, and the side on which one of whose balls comes nearest the "jack" counts one point. The number of points which must be made to win the game varies, but is generally fixed at twenty. When only two play they may stand side by side to deliver their balls; when there are several on a side the usual plan is to bowl from opposite ends of the green, the jack being placed in the middle.

The balls for bowling are not exactly spherical, but are flattened slightly at two ends, making the ball a spheroid, like the earth. If, after both sides have delivered their balls, two of one side are nearer than any balls of the other side, the side whose balls are nearest to the jack counts two; if more balls are nearer than any of their opponents', they count a higher number in proportion. The art in bowling consists in knocking away the opponents' balls from their position near the jack, or in carrying off the jack itself from among the opponents' balls, and in bowling nearer than any other without disturbing ball or jack. In general, bowls are marked with a circular spot on one side, which is less rounded than the other; and in bowling this side should be held inward. A circular motion, or bias, can thus be given to the ball. Great practice is required before any player can excel at bowls. -

The regular game is played with hard lignumvitæ balls, turned in such a manner as to make them diverge from a straight line when bowled on the green, and turn in toward the jack, or ball, which the bowler aims for. In fact, the regular game is quite a scientific sport, and presents a field for a great display of skill. The game as modernized for young players, differs from the regular game materially. The bowling green at Dunellen is a model field in its condition of being turfed,

rolled, and trimmed so as to admit of the playing of the finest points of the game. It is about seventy feet square, and is bounded by a bank on which there is a neat walk, as well as room for seats for the spectators of a contest.

The Field of Play.

The field of play—known as “The Green”—in Lawn Bowls, is called a “*Rink*,” this term also being applied to the sides in a match. The “Green” consists of a turf field, so levelled, rolled, cut and prepared, as to present as smooth a surface as that required for a perfect wicket in the game of cricket, or as that of a fully prepared green lawn for scientific croquet. The “Green” ranges from not less than thirty yards square in extent, to the dimensions of a field admitting of several rinks being laid out on the same lawn. Of course, for ordinary practice games, a green twenty yards by ten would suffice; but for match games the larger field is required. The green of the Glasgow Club is $46\frac{1}{2}$ yards by $44\frac{1}{2}$, and is surrounded by a ditch 16 inches in width and 5 inches in depth. The ditch is surrounded by a track 16 inches higher than the green.

The Balls.

The old term for the balls used in the game is the “bowl” or “bowls,” but the ball or balls is the proper term. The ball is made of hardwood—generally *lignumvita*. They are in form both globular and oval, for scientific play the latter are used.

How to Play Lawn Bowls.

It would be impossible for a novice in the game of Lawn Bowls to obtain any definite instructions from the code of rules of the game as contained in the printed rules which govern the Bowls Clubs of London. In fact, it would be difficult to write up a code more indefinitely worded or less explanatory of play in the game than the existing English code.

A properly worded code of playing rules for any field game of ball should be so constructed as to give a novice a fair idea of how the game is played simply by reading the rules themselves; and the order in which the rules are placed should start by naming the implements of the game, and the dimensions of the field of play, together with the legal number of contestants in a match, etc. The National League rules of play in base ball present a model in this respect.

The ball must not exceed $16\frac{1}{4}$ inches in circumference, though of any size less than those figures.

The "Jack" or object ball in the game—like the "Hub" in quoiting, or the "Tee" in curling—is an exception to the rule governing the players' balls; that is, it consists of a round ball, ranging from 6 to 9 inches in circumference, and is made of potter's clay, hardened and enameled. It is the ball aimed at by the players, and, being movable in play, is subject to frequent changes of position, thereby extending the field for strategic skill in the game. A feature in the construction of the ball played with is, that it can be made round or oval in shape, at the option of the player; and the balls may vary in size, but cannot exceed the legal $16\frac{1}{2}$ inches in circumference. The change from the round form to that of the oval is to enable the player to give the ball a bias so as to curve its line of direction to the jack; a potent factor in strategic play.

The Starting Point of Play.

The standpoint in the game, on which the player places his *pivot* foot—right or left, according as he is right or left handed—when about to roll the ball to the "jack," or to first put the "jack" in position; is defined by the "*Footer*" or "*Cloth*" on which the player stands—a piece of carpet or canvas laid near the boundary line of the field. It is on this that the player must have one foot when in the act of rolling the ball to the field. When the cloth or "mat," as it is called, is once placed in position it cannot be moved, or if moved by accident must be at once replaced.

The Contesting Sides in a Game.

The competing sides in a game range from two to four players, the whole party being called a "Rink," as the field of play is. Not less than two, of course, can play in a match game, though a single player can practice the game by constituting himself a double; while not more than eight players can take part in a match game. The old rule of play was three on a side, but four now form a complete Rink of players. The four players are classified as the "*Leader*," the "*Second*" player, the "*Third*" player and the "*Skip*," or Captain. Each contestant plays two balls alternately, the privilege of playing first in the game being tossed for; the number of balls being played with in a complete Rink being sixteen, exclusive of the "Jacks."

The Skip or Captain.

When the game begins the Skip takes up his position at a fixed point, and designates the "mark" the Jack is to be

thrown by his Leader, and from that point to the close of the game the Skip has entire charge of his side in the contest, he pointing out to his second and third men how they are to play their balls and what point they are to aim at.

Constructing a Bowling Green.

The playing of a skilful, strategic game of Lawn Bowls is out of the question unless you have a perfect "green" to play on. About as near a perfect field as can be had, is that of the Dunellen Club, of New Jersey; another is the green of the noted Glasgow Club. The dimensions of the latter are as follows: There are, in fact, two greens used by the club, viz., one for matches and the other for practice. The former is $46\frac{1}{2}$ yards in length and $44\frac{1}{2}$ yards in width, while the small practice green is 40 yards in length but only $13\frac{1}{2}$ yards in width. The matching playing green is surrounded by a ditch 16 inches in width and 5 inches in depth, the bottom of the ditch being covered with thin strips of wood bound together for a flooring. Back of this ditch is a bank 16 inches higher than the surface of the green, which prevents the balls being driven beyond the ditch. A verge of 12 inches covers this bank, and beyond this is a gravelled walk for promenading, having occasional seats for spectators, the whole surrounded by a high board fence. As regards the field itself it comprises a piece of nearly level and raked turf. A perfect green, of course, needs to be as level as a billiard table, but the field of the Glasgow Club undulates in its lines, giving unfair advantage to those familiar with its particulars, this being its only fault.

The playing length of a green should not be less than 112 feet square within the lines of the ditches. The turf should be well cut and raked frequently to ensure a smooth, carpet-like surface.

Hints to Players.

In conducting a match game with unskilled players, the weakest player should be placed as the second man in the order of play. The "leader" should be a good player for "drawing," that is, one having good control of his ball in playing it. The third player should be somewhat of an expert, while the "Skip" requires to be one well posted in every point and rule of the game, especially as director of the play of the other three of the Rink. In a match in which all of the side are experts the most skilful of three of the four players should be the third man.

The best preliminary practice in Lawn Bowls is to be obtained in single-handed games; one advantage being that each

single player has to combine the work of Leader and Second and Third player, and that of Skip, thereby throwing him upon his own resources.

Always be sure of the position of the played balls before you play your own. No haphazard play does in Lawn Bowls.

Always obey the orders of your Skip in his directions as to how to play your ball. He is best situated to know how the balls lie around the Jack, and for this is he Skip.

Get into the habit of being fully prepared to handle your ball with effect when you take your stand on the foot-cloth or mat.

Get all the knowledge you can of the peculiarities of the green, its rising and falling ground, etc., before you play or your best bowled ball may be led astray unawares.

Practice accurate distance play so as to hold control of the ball, so that it be not sent beyond the Jack. And be sure to practice the in-curve and out-curve in rolling the ball, so as to get round a guard. Also practice caroming from ball to the Jack as in billiards.

The "throwing of the Jack" is a very important play and requires practice; as the Jack ball varies materially in weight and size from the playing ball.

The "guarding," "drawing," "in wide" and "out wide" are plays similar to the same points in curling. In fact, a veteran curler will not be out of his latitude when he plays his first game of Lawn Bowls, for the game, to a considerable extent, is curling on the green instead of on the ice.

The Game.

POINTS OF PLAY. — THE SCORE. — TIE OR DRAWN GAMES. — THE ENDS, ETC.

The main point of play in Lawn Bowls is, first, to roll the ball as near to the "Jack" as possible; and secondly, to protect that ball from being driven from its counting position; and lastly, to add to the counting ball as many balls nearer to the "Jack" than any of those of your opponents as you can. In achieving these objects certain special points of play are involved, such as those technically known as "drawing," "raking," "riding," "guarding," "chucking" and "blocking."

After rolling the ball as near to the "Jack" as possible, the next point of play is to "guard" or "block" it, that is to roll the next ball so that it may form an obstruction to the attempt to drive the counting ball from its position close to the "Jack." The "riding" of a ball is, rolling it with great force, and is

only employed in critical emergencies, when no other play is at command. "Raking" the ball is rolling it with force enough to strike an opponent's ball out of its position, and to leave your own ball in its place. "Chucking" is striking a counting ball out of range and thereby adding to your own counting balls; or striking one of your own side's balls out of counting position into a counting place. "In and out wicking" is the act of caroming from one ball lying near the "Jack" so as to admit of your own balls lying nearer to the "Jack" than those of your opponent. An "in-wick" is a ball that curves in to the "Jack," like the "in-turn" in curling; and an "out-wick" is a curve from the opposite direction. This is the point of play made by the oval balls.

The "score" of the game consists of the number of shots made, forming the total of shots agreed upon as the full record of the contest. As to the playing of any of these special points, the player is directed to play this, that or the other point by the hand of the Skip. When he wants the player to "draw" to any particular position, he indicates it by placing his hand out from the side he desires the ball to be rolled. When he tells his player that the ball previously rolled, lies favorably for a count, he holds his hands up to his shoulder; and when he wishes the player to know that their opponents hold the count, he holds his hand straight out from the shoulder. An "end" in a game is the completion of an inning on each side, and the playing of so many ends—mutually agreed upon—constitutes the completion of a game. The side making the most shots in the stated number of ends winning the game. If the score is equal at the finish of the ends then it is a tie or drawn game. Ordinarily the scoring of nine points after even ends constitutes a game, while the scoring of twenty-one points marks a match game. The contest may either be decided by the number of shots or points made; by the number of points made in so many ends, or the number made within an hour or any other specified time.

The Standpoint of Play.

The starting point in a game is that portion of the green on which the "cloth" or "footer" is laid, the cloth consisting of a piece of thick carpet or canvas about a yard square, located near the boundary line of the green. After being properly placed at the start the cloth cannot be changed until the close of the end, and then only to be taken to the opposite standpoint to begin the next end. When the Leader has thrown the "Jack," or the next man played his ball, the next opposing player has the right to take his position on the cloth the moment

the first player removes his foot from it, even though the latter's ball be still rolling on the green. Playing a ball without having the foot on the cloth is a fault, and two such faults takes the ball out of play. Moreover, any player who has placed his foot on the cloth and then lets the ball fall from his hand, by accident or otherwise, and it rolls so far from the cloth that he cannot reach it while keeping his feet on the cloth, the ball must remain on the green as a played ball. Playing out of turn involves a second delivery by the same player. Playing an opponent's ball by mistake results in the next opponent's ball taking its place on the field.

Lawn Bowls has an advantage over most field games of ball, to the extent that it requires no agility of movement to excel in it; accuracy of eye, steadiness of hand, coolness of head, command of temper and good judgment being the essentials in this sport. A game like this, which may be enjoyed with ever increasing enthusiasm, from youth to old age, which costs little, which brings men together in amicable contests of skill, amid beautiful and healthful surroundings—such a game, we say, is a boon to mankind and should never be allowed to fall into desuetude. Any pastime that will allure a man out of his dingy den that he calls his "office" into the open air is one that should be encouraged by the friends of health and sobriety.

One great attraction of Lawn Bowls is that the fair sex can participate in its pleasures and learn to become experts at it, just as they do in tennis or croquet, with this advantageous difference in the case of the comparison with tennis, and that is the exercise requires no vigorously active exertion to play it well.

The Rules of Play.

The codes of playing rules for the game of Lawn Bowls which govern Scotch Bowls Clubs differ from the rules under which the English Bowls Clubs play. We give below the code of rules adopted by the Scottish Bowling Association in 1893, no important changes having been made since then. This code, which in itself is faulty and open to needed amendments, is a model code compared to that governing the English clubs, known as the "Ayer's Rules;" or even the code published earlier in Glasgow in "Mitchell's Manual."

The trouble is, that these different codes of playing rules of the game all fail in definitely describing the method of playing the game; besides which they are not placed in proper consecutive order, beginning with the description of the field of play, and followed by the number of contestants, the materials of the

game, how the points are scored, etc., etc. Moreover, the technical terms used in the game are not explained properly. In fact, no novice in the game could learn how to play it by reading the best code of its rules published on the other side of the Atlantic. In this respect the code of rules for Lawn Bowls require to be Americanized, and to be made plain and instructive, as are the elaborate rules governing the American national game of base ball.



THE FIELD OF PLAY.

RULE I.

RINKS OR DIVISIONS OF THE GAME.

SECTION 1. The "green" shall be divided into spaces called "Rinks," about twenty feet in width, numbered consecutively; the centre of each Rink being marked on the bank at each end, by a pin or other device, and the four corners of the Rink by pins driven into the ditch. The side boundary of the Rink shall stretch from bank to bank. (*The limit as to the length of the Rink is not in the rule.*)

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

SEC. 3. Ordinary games may be played, without having recourse to "drawing," on a Rink mutually agreed upon. (NOTE—To prevent disputes, in regard to the boundary lines of a Rink, it is recommended that the pins at the opposite ends of the Rink should be connected by a linen thread, drawn tight on the surface of the green; and that, when practicable, the boundary pins of an outside Rink be placed at least two feet from the outside ditch.)

RULE II.

THE BOWLS, THEIR SIZE AND BIAS.

SECTION 1. No bowl shall be played with which exceeds $16\frac{1}{2}$ inches in circumference, or which has a less bias than the standard bowl adopted by the Association. (The term "bowl" is a misnomer; it should be "ball.")

SEC. 2. Any bowl to which objection is taken shall be tested by comparison with a standard bowl bearing the Association's stamp. In the case of a match or competition, the test shall be applied at the distance of 32 yards, by two umpires appointed by the parties; and if they do not agree they shall appoint a referee. If the bowl be declared of less bias than the standard, it shall not be used in a match.

RULE III.

THE JACK OR OBJECT BALL.

The "Jack" shall be about $2\frac{1}{2}$ inches in diameter. (The rule should designate circumference and diameter of the Jack, and not leave the figures indefinite. Its composition should also be stated.)

RULE IV.

CONDITIONS OF THE GAME.

SECTION I. A game may consist of any number of "shots" or "heads"—viz., innings—or may be played for any length of time, as previously agreed upon. (This is exceedingly indefinite. It should be self-explanatory, which it is not.)

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

RULE V.

THE RINK OR TEAM OF PLAYERS.

SECTION I. A "Rink," or team of players shall consist of four players, each playing two bowls, and called respectively—according to the order in which they play—the *leader*, *second player*, *third player*, and "*skip*" or "*driver*." Unless otherwise mutually agreed upon, it shall be determined by tossing or by playing a trial "head," which party is to play first, the winner of the toss or "head" to have the choice. In all subsequent heads the party which won the previous head shall play first.

The leaders play their two bowls alternately, and so on each pair of players in succession to the end. The order of playing shall not be changed after the first head has been played. No one shall play until his opponent's bowl has ceased to run; a bowl so played may be stopped and sent back to be played over again. (This rule is very badly worded.)

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

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

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

SEC. 5. If less than three players appear on either side, the game—so far as that “Rink” is concerned—shall not proceed; and the Rink with which this occurs shall be held as having “*failed to appear.*” In the absence of a single player from one or both sides, the number of bowls shall be made up by the party or parties playing odd bowls. These odd bowls shall be played by the first and second players.

RULE VI.

“SKIPS” OR “DRIVERS.”

SECTION I. The “skips” shall have sole charge of their respective Rinks, and their instructions must be obeyed. (The technical term “Driver” should become obsolete. It is not applicable in any respect to the position of the “Skipper” or Captain.)

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

SEC. 3. As soon as a bowl is “greened” the director must return behind the “Jack.”

SEC. 4. The players not engaged in the game must stand “*Jack high,*” or behind the *mat* line. (No definition of the term “Jack High” is given.)

SEC. 5. The last player should remove the “mat” to the bank.

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

RULE VII.

THE CLOTH OR MAT.

SECTION I. Each player, when playing, shall stand with at least one foot on the “mat.”

SEC. 2. The “mat” shall, at the first “head,”—or innings—be placed by the leader of the party which is to play first, and in every subsequent “head” by the leader of the party which lost the previous “head;” but it shall be in the option of the winner of any “head” to have the “mat” placed where the “Jack” lay, or at any point not less than two yards from the ditch, the mat, in any case being placed in the centre of the “Rink.” In starting play, or when the “Jack” at the finish of a head lies in the ditch, or less than two yards from

it, the "mat" shall be placed forward to about that distance. The "mat" shall not be moved until the "head" is finished; but, if moved by accident or inadvertently, it shall be replaced as near the original position as possible. It is recommended that the mat be 22 by 14 inches or thereby.

RULE VIII.

THROWING THE JACK.

SECTION 1. The leader of the party which is to play first shall throw the "Jack."

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

SEC. 3. The "Jack" shall be thrown not less than 25 yards from the "mat," and if it run to one side it shall be moved across, and placed in a straight line between the pins numbering the Rinks. If it be thrown *less* than 25 yards it shall be treated according to the rule applicable to the "Jack" being thrown into the ditch after the first head. (See Sec. 2 of this rule.)

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

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

RULE IX.

MOVEMENT OF THE JACK AND OF BOWLS.

SECTION 1. If the "Jack" be driven into the ditch, within the limits of the Rink, its place shall be accurately marked; but it shall not be moved except by a "toucher" (*viz.*, a ball which touches the "Jack"), as explained in Rule 12. Should it be driven beyond the limits of the Rink, that is to say, over the bank, or past the side boundary of the Rink by a bowl in play, *it shall be counted dead*; but if by a bowl out of play, it shall be restored to its place.

SEC. 2. The foregoing rule as to the bowl being counted *dead* when driven beyond the limit of the Rink shall likewise apply to bowls whether they be "touchers" or not; but

neither "Jack" nor bowl shall be counted as *dead* unless it be wholly outside the boundary.

SEC. 3. A bowl, when *dead*, must at once be removed to the bank. Whenever the "Jack" is *dead* the *head*—or *innings*—must, of necessity, be played over again; and it shall in no case be counted as a played "head," not even though all the balls have been played.

SEC. 4. When the "Jack" is driven to the side of the Rink, but not beyond its limits, it may be played to on either hand; but any bowl played to it which, when it has "come to rest," lies wholly outside the Rink, shall be counted *dead*.

RULE X.

JACK OR BOWL REBOUNding.

SECTION I. Should the "Jack" run against the bank and rebound on to the Rink, it shall be played to in the same manner as if it had never been moved. But a bowl similarly rebounding, shall, *unless it be a "toucher,"* be counted *dead*.

RULE XI.

JACK OR BOWL BURNED.

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

SPECIAL RULES.

JACK BURNED WHILE IN MOTION.

SECTION I. When a "Jack," while in motion, is "burned" by one of the players, the opposing party shall have the option of letting it lie where it stops, and of playing the "head" out, or of beginning the "head" anew. If it be "burned" by a neutral person, or by a bowl not in play, the parties shall come to an agreement as to its position, or otherwise the "head" shall be begun anew.

A JACK BURNED WHILE AT REST.

SECTION I. When a "Jack," while at rest, is "burned" by one of the players, the opposite party may replace it in its original position, or allow it to remain as moved. If it be "burned" by a neutral person, or by a bowl not in play, the parties shall come to an agreement as to its position, otherwise the "head" shall be begun anew.

A BOWL BURNED WHILE IN MOTION

SECTION 1. When a bowl, during its original course, and before it has passed the "Jack," is "burned," by the party to whom it belongs, it shall be counted *dead*. If it be "burned" by an opponent, the player's party may claim either to have it played over again or to let it lie where it rests, or to have the "head" begun anew. If it be "burned" by a neutral person it shall be played over again.

SEC. 2. When a bowl which, in its original course, has passed the "Jack" and, being still in motion, is "burned" by the player's own party, it shall be counted *dead*, whether it has touched the "Jack" or not. If it is similarly "burned" by an opponent or a neutral person, the player's party may decide to let it lie where it comes to rest, or to have the "head" begun anew.

SEC. 3. When a bowl, which had come to rest, is afterwards set in motion by a bowl in play, and while still moving is "burned" by the party to whom it belongs, it shall be counted *dead*. If it be similarly burned by an opponent, the party to whom it belongs may choose to let it lie where it comes to rest, or place it where they think it would probably have rested had it not been interfered with. If it be "burned" by a neutral person, it may be allowed to lie, or be placed to the mutual satisfaction of the opposing parties; but where agreement cannot be attained, the "head" shall be played over again.

A BOWL BURNED WHILE AT REST.

SECTION 1. When a bowl, while at rest, is "burned" by either party, it may be replaced by the opposite party, or be allowed to remain where it lies. If similarly "burned" by a neutral person, or by a bowl not in play, it should be replaced as near its original position as possible.

RULE XII.

TOUCHERS.

SECTION 1. A bowl which touches the "Jack" during its original course on the green is called a "toucher," and it counts in the game wherever it rests, if on the Rink; but should a bowl, after it has ceased running, fall over and touch the "Jack" after another bowl has been delivered, it is not to be counted a "toucher."

SEC. 2. If a "toucher" run into the ditch when played, or be driven into the ditch during the course of the subsequent

play, the place where it rests shall be marked, and it shall be allowed to remain in its place.

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

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

SEC. 5. "Touchers" may act on the "Jack" or on "touchers" in the ditch.

RULE XIII.

DITCHERS.

SECTION I. A bowl which does not touch the "Jack" in its original course on the green, and which runs against the bank and into the ditch, or is driven into the ditch by the efforts of the play, is called a "ditcher," and it must be immediately removed to the bank.

RULE XIV.

POSSESSION OF THE RINK.

SECTION I. As soon as each bowl stops running, the possession of the Rink is transferred to the opposite party, time being allowed for marking a "toucher."

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

RULE XV.

RESULT OF A HEAD.

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

SEC. 2. Neither "Jack" nor bowls shall be touched until both parties are agreed as to the shots.

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

SEC. 4. No measuring shall be allowed until the "head" has been played to a finish.

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

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

RULE XVI.

OBJECTS ON THE GREEN.

SECTION I. Under no circumstances is any object—other than the "Jacks" and bowls—to be laid on the green, or on a bowl, or on the "Jack;" but an object may be displayed in the hand of the Skip for the guidance of a player.

RULE XVII

ONLOOKERS.

SECTION I. Persons not engaged in the game must confine themselves to the banks, and observe a strict neutrality.

(The Scottish Bowling Association at their meeting on April 24, 1893, at Glasgow, under the Presidency of Dr. Clark, revised the playing rules of the game as above published. No less than 174 Bowling Clubs were represented. Messrs. R. G. Laurie and T. Taylor—bowl makers of Glasgow—were appointed makers of the standard bowls of the Association. Previous to this meeting it was optional with clubs to use round or bias balls. But the former were ruled out of play at the meeting in question, and none others can be used by the Association clubs.)

Playing Point Games.

The game consists of thirty shots, viz., ten at "Guarding," ten at "Driving" and ten at "Drawing;" five of which must be played from the back and five from the forehand, the highest possible score being ninety points. "Guarding" is played first, "Driving" next and "Drawing" last.

An umpire or marker should be appointed to take charge of each Rink; and it is the duty of the marker to declare the value of the shot the moment the bowl comes to rest, and then to enter the game in a book specially ruled for the purpose. He shall also inform the player when the first five shots have been played so that he may change his hand, and when the end is finished declare the result.

No interference with the markers can be allowed, and any dispute, as to the value of a shot, must be referred to the "Oversmen" (or Referee), appointed before play begins.

When play is finished the markers shall hand in their books to the secretary, who shall enter up each score in a book marked "Totals," and then declare the result in the presence of the players. Tees may be decided by playing two shots over each Rink.

Scoring.

Guarding—Should a bowl come to rest anywhere between the two Jacks, and lie within eighteen inches of the centre thread—or to touch the outside thread, on the hand from which the ball was played it scores one point; should it rest within twelve inches of the centre thread—or touch the second thread, it scores two points; should it rest within six inches of the centre, or touch the third line of thread, or be on the centre thread, it counts three points; but should more than half the bowl be over the centre thread the shot is lost. No bowl must touch either of the jacks.

Driving—Should a bowl pass the "guard" in front, and remove the bowl placed behind the "jack," on the hand from which the shot was played, it counts one point; should it pass within the bowl and "Jack" without touching any bowl, it counts two; if it carry the "Jack" behind the bowls placed on either side of it, it scores three; but both the bowl played and the Jack must be carried right through. For instance, should the bowl remove the "Jack," but fail to carry it behind the bowls, the shot only counts two, as if it had passed without touching the Jack at all.

Drawing—Should the bowl pass the diamond without touching any of the bowls and rest within three feet of the Jack, it scores one point; within two foot it scores two, and within one foot, three points; but in every instance the bowl must pass clear outside of the diamond. Should the Jack be removed it must be replaced before measuring.

The Boys' Game.

An interesting game of bowls for boys or girls may be enjoyed in a simple fashion by staking out a piece of turfy field fifty feet in length by twenty-five feet in width, on which lay out the field of play as follows:

Place a small quoit at each end of the line, and with one foot back of the line of the quoit, bowl your ball to the opposite quoit. After all the balls—two or four on each side—have been bowled, the ball nearest the quoit counts one, and if lies on the centre of the quoit it counts two. Eleven points scored suffices for a short game and twenty-one points for a full game. The balls are played alternately. Suppose the first player rolls his

ball directly up to the quoit, the point of play of the second player is to roll his ball so as to knock that of his adversary away from the quoit and leaves his own ball lying in its place.

Technical Terms in Lawn Bowls.

A "Rink"—This term is applicable not only to the space marked out on the field of play as the "Green," but also to the quartette of contesting players on each side. The width of a Rink ordinarily is 20 feet, and its length exceeds the limit of the legal throw of the "Jack," about twenty yards.

The "Jack"—The "Jack" is the object ball in the game, answering the purpose of the "Hub" in Quoits and the "Tee" in curling. It consists of a round ball, ranging from 6 to 9 inches in circumference and not less than $2\frac{1}{2}$ inches in diameter. It is made of potter's clay, hardened and enameled.

The "Cloth"—The "cloth" or "mat" forms the standpoint of the player when about to deliver the ball to the field, and on which the player must have one foot when the ball leaves his hand.

The "Bowls"—The "bowls" are the balls used in play, and they number eight in a full Rink, exclusive of the "Jack" used on each side; the total number of balls on each side used in a full game being eight, making a total of sixteen balls and two "Jacks."

The "Skip"—The Captain of the team is called the "Skip" or "Driver," and he plays last in order.

The "Leader"—The first player in the game is the "leader;" he is followed by the "second" and "third" players and the "Skip."

The "Bias"—This is a term applicable to the formation of balls which are made not strictly round, but more or less oval; the bias given the ball by its peculiar form being intended to curve it in its direction to the right or left.

A "Jack Burned"—This is the technical term applied to a ball which has been interfered with or displaced by anything except by a ball in play.

"Throwing the Jack"—No ball in Lawn Bowls is, strictly speaking, "thrown," but only bowled or rolled along the field or "Green."

The "Green"—This is the term used to describe the field of play, on which either one or more Rinks are laid out.

The "Ditch"—This is the gutter or ditch which marks the boundary of the "Green."

A "Ditcher"—A ball which rolls off the field of play into the surrounding ditch is known as a "ditcher."

A "Toucher"—A bowled ball which touches the "Jack" is known as a "toucher." If the bowled ball drives a resting ball so that it touches the "Jack," such ball also becomes a "toucher."

To "Rest"—A bowled ball when it stops rolling is said to "rest."

The "End" or "Head"—The innings of a game—that is, after the quartette of players finish playing on each side—is called an "End" or "Head."

Fore and Back Hand—For all right-handed players the "fore" hand is on the right of the player, and the "back" hand is on the left.

The "Footer"—This is an old term used to indicate the square of "cloth" or "mat" on which each player places his pivot foot in delivering the ball to the "Jack."

"Guarding"—After the "Jack" has been thrown by the Leader, and the second player has rolled his ball to the "Jack," it is the point of play to guard the rested ball near the "Jack" by rolling his own ball in front of it as a protection from its being driven out of its favorable position by the ball from an adversary.

"Drawing"—To "draw" a ball is to roll it to the mark the Skip desires it to lie.

"Blocking"—To "block" a ball is for a player to roll the ball so that it may lie as an obstacle to the played ball of his succeeding opponent.

To "Rub" or "Set"—The terms "rub" and "set" are applicable to a ball which caroms off a played ball, and rests nearer the "Jack" after caroming.

"Scoring a Shot"—A "point" or "shot" is to be credited to each player whose ball rests nearer the "Jack" than any of the balls of the opposite side.

The "Oversman"—This is the title of a referee called in to settle a disputed point in which the umpires fail to agree.

A "Greened" Ball—A "greened" ball is a ball that has been rolled to a resting place.

"Jack High"—This is a position which outsiders at a match must occupy; that is, they must stand back of the line of the "mat," "cloth," or standpoint of the player who delivers the ball.

The "Mat"—This is the "cloth" on which the player places his foot when he first plays the ball. It is another term used to designate the "cloth" or "footer." Its size is twenty-two by fourteen inches.

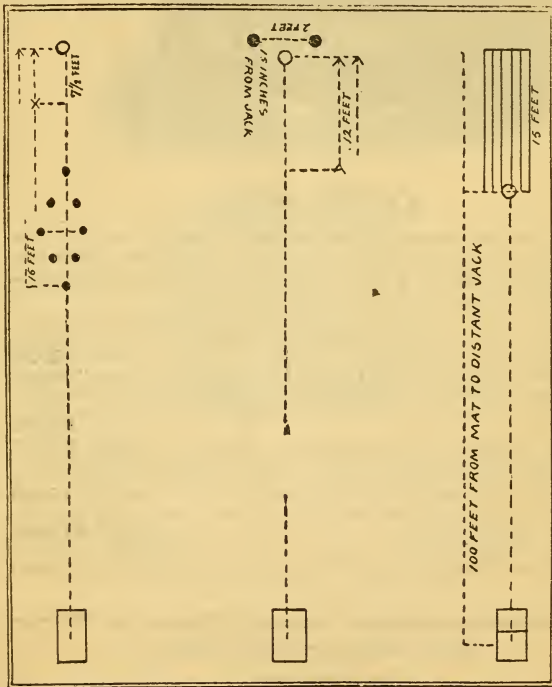
"Dead Balls"—A ball is regarded as dead the moment it ceases to roll on the field. Also if it be rolled beyond the limit of the Rinks,

An "Innings"—An innings consists of the playing of two balls—after the "Jacks" have been played—by each of the contestants of each side. The term "head" or "sub" is used in place of the word "innings" by old players.

"Running"—A rolling ball is called a "running" ball.

"Shots"—A "shot" is the point made by the ball which lies nearest the "Jack" at the close of the "head" or "innings."

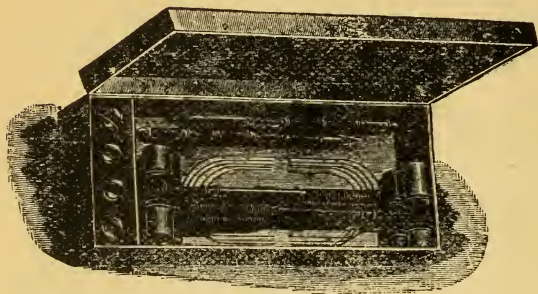
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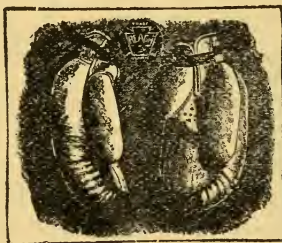
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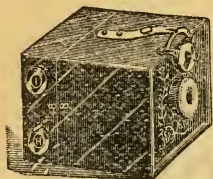
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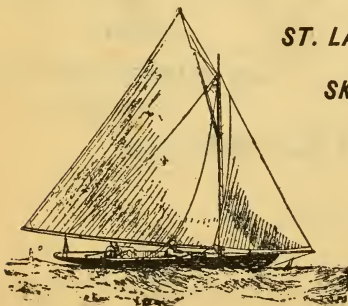
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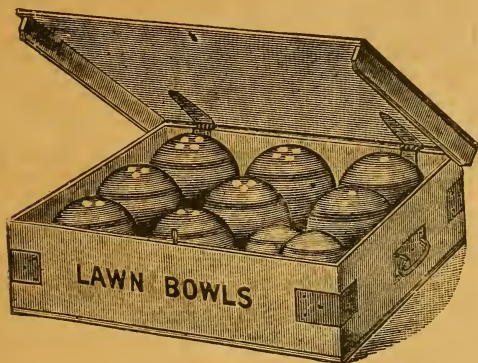
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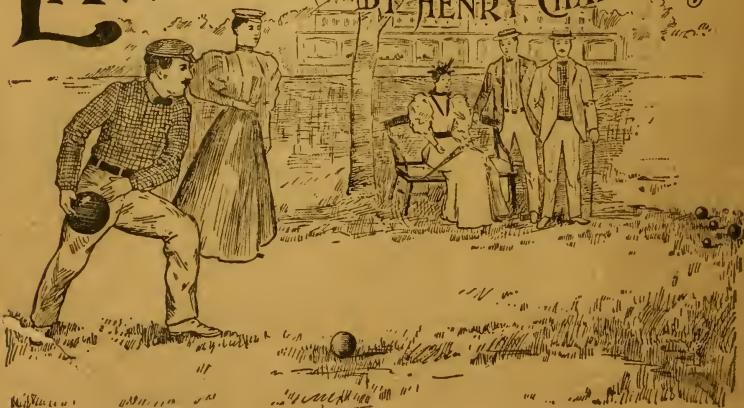
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