

TABLE TENNIS.

DIRECTIONS AND LAWS OF THE GAME.

Table Tennis is played by one player against another, and by two against two. The counters are termed balls. Two dice must always be used in the dice box.

The object is to return a ball over the net, so that it will stop within the lines which define a portion of the court on the other side of the net. The first throw is called the *Service*, and the player the *Server*. The Player who receives the *Service* is called the *Striker-out*. The *Server*, upon throwing the dice, counts forward, from the service line, from the right court, across the net diagonally into the other right court, and the *Striker-out* returns the *Service* by a throw of the dice, counting from where the ball has stopped, back across the net. In *Serving*, the ball must stop in the opposite right court, that is, on one of the spaces numbered 8, 7, 6, 5; otherwise it is a fault.

When the *Service* has been duly delivered, the *Striker-out* must return the ball, so that it will pass beyond the net; but not beyond the base line. A ball being properly returned to the *Server*, must by him be returned over the net, into any court, but not beyond the base line.

The player who first fails to return the ball over the net, or returns the ball into the net, or out of court beyond the base line, loses a stroke, and his opponent, whether *Server* or *Striker-out*, is said to win the stroke so lost by the former. The right of *servng* during the first game shall be decided by a throw of dice.

At the end of the first game the *Server* shall become the *Striker-out*, and the *Striker-out* the *Server*, and so continue to change during the subsequent games of the set.

The *Server* shall first serve from the right court and then from the left alternately.

The *Striker-out* wins a stroke, if the *Server* serve two consecutive faults.

After a fault the *Server* shall serve again from the same court. 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 score is called 40 for that player, and the fourth stroke won by either player is scored game for that player, except as follows:

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 lose the next stroke the score is again called deuce; and so on until either player wins two consecutive strokes following the score of deuce. The player who first wins six games wins the set.

In the four-handed game, the pair who have the right to serve in the first game, may decide which partner shall do so, and the opposing pair may decide similarly 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 shall serve in the fourth, and so on in the same order.