

THE ACCOMPANYING PAGE ABOVE, IS THE COMPLETE ORIGINAL FROM HARPER'S BAZAR, MAY 9<sup>TH</sup>, 1874. VOL V11 – NO 19. NEW YORK. IN ORDER NOT TO DESTROY OR CUT THE ORIGINAL, THE PAGE HAS BEEN LEFT INTACT. THE ACCOMPANYING TEXT WHICH HAS BEEN COPIED, WAS PRINTED, ALONGSIDE AND ON THE REVERSE SIDE OF THE PICTURE, AND GIVES AN INTERESTING INSIGHT INTO THE EARLY GAME OF BADMINTON, AND INCLUDES THE RULES OF THE TIME AND A PLAN OF THE COURT. THE SAME PICTURE WAS PUBLISHED IN THE GRAPHIC, APRIL 25<sup>TH</sup> 1874.

## THE GAME OF BADMINGTON

We give on this page an illustration, accompanied with diagrams, of the new game of Badmington, which has recently been introduced into England by the way of India. In the latter country, indeed, it has quite taken the place of the once popular croquet, and wherever one goes one hears of nothing but tournaments and matches. "It is not only the young people who are so passionately found of the game," says an Indian correspondent, but aged colonels and civilians are seen skipping and pirouetting, and entering into the game with the greatest ardor. It seems to have a most exhilarating effect upon the players, to judge by the laughter and fun always going on. Then, when does one enjoy a 'peg' more than at the end of a good sharp game? And how delightful when lovely Miss Battle comes up and begs for 'just a little sip out of your glass, Captain Racket, I am so thirsty,' and putting her rosy lips to your glass to your glass takes a good pull at the beverage, whatever it may be! The game seems to have such an effect upon all! After it is over we pair off to take rest after our exertions, and then what brilliant (and sometimes tender) conversations begins! how one flirts and makes love! how one pulls others to pieces! how sarcastic, how clever, are our sallies of wit. And then what tender leavetakings in the dusk, and how well we each think we have talked, and how fascinating we must have been! And we all look forward to the next meeting, and say, 'Well, I don't know what we should do without Badmington in India"

The game of Badmington can be played by two, four, six or eight players. Battledoors and shuttlecocks are generally played with, but in windy weather racket bats and a woolen ball are sometimes used.

The courts are of different dimensions, being adapted to the number of players; the usual size, however, is according to the plan. They may be either marked out by a thin line cut in the ground, or by chalk, as creases are marked at cricket.

The poles should have a net or strip of cloth about eighteen inches deep stretched tightly between them, at five feet or more from the ground. The net is preferable to the cloth, as it enables the players to see one another. The diagram on the next page shows the plan of the ground.

## **RULES**

- 1. It being determined which side takes first hand, or commences, the player in the right hand court serves over the net from behind the serving line to the player in the opposite right court. If the shuttlecock drops into the left court, or on the near side of the net, or strikes the net, or passes outside the poles, or out of the boundaries, the player's hand is out. But if the shuttlecock falls within the opposite right court, the adversary is compelled to take it. If the adversary fails to return it over the net correctly, the server's side scores one, and he changes places with his partner, and serves from the left court to the player in the opposite left court. If, however, the adversary returns the shuttlecock correctly, and the server's side fails to return it, the player's (server's) hand is out; but if it is again returned, and the adversary miss it, one is scored to the server's side.. Thus, when a miss is made by the serving side, it counts as hand out; if by the opposite side, it counts one to the score of the server's side.
- 2. In commencing the serving side has only one hand; *i.e.* when the right player's hand is out the right player of the opposite side is "hand in." But afterward the game is continued till both hands are out.
- 3. If the server strikes the shuttlecock, and it falls short of the adversary's court, and the opposite player refuses it, and does not strike at it, it is a "let," and it must be served again; and if it is served wrongly a second time, the server's hand is out.
- 4. If the shuttlecock be served short, and taken or struck by the adversary, it counts as if it had been served correctly.
- 5. If the shuttlecock is struck at and missed, and falls *outside* the boundaries, the miss scores one to the opposite side.
- 6. If the shuttlecock falls on the boundary line, and has not been struck, it is a "let."
- 7. If the shuttlecock goes outside the poles, or under the net, or touches the net, it either puts a hand out or scores one.
- 8. A player can not strike twice at the shuttlecock, or strike it after it has touched his partner's dress or battledoor.
- 9. A server's hand is out if he misses the shuttlecock.
- 10. A short game is fifteen up, and a long game twenty-three. If the game be "thirteen all," the side that first score thirteen can "set five;" if "fourteen all," they can set three,"in the short game. In the long game they "can set five" at "twenty-one all," and three at "twenty-two all."
- 11. In playing a rubber, at the expiration of the game, the server of the winning side continues his hand.

Badmington can be also played in a room, the net being stretched from wall to wall. If the shuttlecock strikes the wall, and the striker be serving, he is hand out: or, if the other side are in, they score one.

It is an excellent amusement for winter as well as summer.