

ENCYCLOPÉDIE
LE JEU DE PAUME: COURT TENNIS

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Translated here is the article from the *Encyclopedie* on the game of tennis. This article concerns court tennis, a game which is played between walls and for which play differs significantly from lawn tennis. The footnotes explicating various terms in the article are again from the same *Encyclopedie* with location indicated as [volume:page]. This document supplements the Letter on Tennis by Jakob Bernoulli.

TENNIS, THE GAME OF, this game is quite ancient; & if one believes some authors, Galen ordered it to those who had a quite stout constitution, as a remedy to dissipate the superfluidity of the humors which render them heavy & subject to apoplexy: some say that this was the game of the “pelotte,” but as this pelote was nothing other than a ball, we believe that they have deceived themselves.

Whatever it be, one can say that the game of *tennis* is a much agreeable & very useful exercise for health.

This game is counted by fifteens by increasing always thus the number, by saying, for example, thirty, forty-five, next a game which is worth sixty. We do not at all know positively the reason for this. There are who attribute it to some astronomers, who knowing well that a physical sign, which is the sixth part of a circle, is divided into sixty degrees, have believed in this imitation obliged to count thus the coups of the game of *tennis*; but as this reason permits some difficulties, we will not pause here as a certain thing.

The game of the *tennis*, properly speaking, is a game where one possesses & repossesses many times a ball with certain rules.

In order to begin a game of *tennis*, one turns first a racket in order to see who will be in the game, the one who is not must serve the ball onto the roof by pushing it from there with the racket, & the first coup is called a *dame*; see DAME:¹ the rest is played as ordinary.

If one is not agreed concerning that which one plays, it is necessary to say it in the first game; the one who wins the first partie² guards the wagers. The parties are played in four

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¹*Translator's note:* The article DAME contains no reference to this game.

²[8:105] PARTIE DE JEU, this is a convention in consequence of which the game ends; & the one who is found then to have the advantage, marks & wins. The *partie* is composed of a certain number of turns of games, of points, of coups, &c. Thus in billiards the *partie* is ordinarily of sixteen points, at least one of the players, or both, not be forbidden some ones of the ordinary coups of the game of billiards, in which case the *partie* is only of twelve points.

In trictrac the *partie* is twelve coups.

In piquet, one hundred points.

In writing-piquet, twenty-four kings.

games, & if one comes three to three, one is at *deux de jeu*. See *À DEUX DE JEU*.³ One can play also to six games if one wishes, but then there is no *à deux de jeu*, if this is of the consent of the players.

It is necessary also, before beginning to play, to stretch the cord at such height as one can see the foot of the top of the wall, on the side where the adversary is; & the length of this cord a net is attached, in which the balls strike often.

If it happens by chance that in playing, the ball remains between the net and the cord, & that it strikes in the post which holds this cord, the coup is worth nothing.

It is not permitted in pursuing a ball to raise the cord.

Those who play at *tennis* have ordinarily two markers. These are properly some servants of the game of *tennis* who mark the *chasses*.⁴ These markers mark at the second bounce, & at the place where this bounce touches. They must still warn the players very loud that there is a *chasse*, & say *chasse*, or *deux chasses* if there are, & to so many square, & to such square the ball wins it. See *these words in their article*.

If the players say *chasse morte*, it remains such, if the markers respond to them only there is one of them; whence one sees that the principal employed by the markers is to say exactly the state of the game on both sides, & to report faithfully the sentiments of the spectators when there occurs some dispute. These votes must be collected as much for one as for the other player, without taking part for any, at pain to lose their salary & to be *chasses* of the game.

The players on their side must be availed with the good faith of the spectators, when some doubtful coup is presented in their game, since there are no other judges who can judge it: they will refer likewise to the markers, if there are only them who can judge them, who will say their sentiment without fear that one wishes ill on them.

One plays, ordinarily, *partie*, return & the whole, & one is able to leave this last part only for good reason, as because of night or another similar.

For then the one who loses must part with the expenses, & one part of the stake that one plays for the whole, & the other for the half.

If it is in two parts linked that one plays, one can no longer quit them unless the parties consent; & in this case, each must give of the stake for the whole, & choose one day in order to achieve it.

The *chasse* is marked especially where the ball, has made its second bounce in some place of the game when it falls.

Each player who touches a ball, in whatever manner as it be, loses a fifteen.

³[8:544] *JEU*, *term of gambling-den*; this is a division of a *partie* of tennis: the parties are ordinarily of eight *games*; each *game* contains four coups won or fifteen; the first is named *fifteen*; the second *thirty*; the third *forty-five*; & the fourth *game*. When the players are each a fifteen, we say that they are *quinzains*; when they each have thirty, we say that they are *trentains*; when they each have forty-five, they are said to be *en deux*; & for then it is necessary yet two coups won following in order to have the *game*: the first is named *advantage*, & the second *game*.

When the two players each have seven *games*, they are that which one calls *à deux de jeu*; since the *partie* is given into two *games* won next, of which the first is named *advantage of game*.

This sense of the word *game*, is common to nearly all *games* which are played with parties. The *partie* is composed of many *games*, & the one who first has won this number of *games* has won the *partie*.

⁴[3:229] *CHASSE*, this is in the game of *tennis* the distance that there is between the wall of the side where one serves, & the place where the ball falls on the second bounce. This distance is measured by the squares: when the *chasse* is small, one says *une chasse à two, à trois carreaux & demi, &c.* [a *chasse* to two, to three & a half squares] It is to the boy to examine, to announce & mark faithfully the *chasses*. This boy is called *the marker* of it.

If, by oversight or by forgetfulness the markers said one chasse for another, or would give that of one player to another, this can not prejudice the players, because the first chasse must always be played before the other.

When one has a bad serve one recommences, at least if one does not play who faults & drinks.

Who puts on the board of volley in serving, or on the nails which hold it, wins fifteen, likewise when he puts in the moon. *See Lune & Volée.*⁵

One loses fifteen for saying *for nothing* too late. *See POUR RIEN.*⁶ The one who serves cannot say it; who makes three chasses renders all his coup false: since the service one ball exits outside the walls, & who reenters after one would have played above, the coup would be worth nothing.

A player who has forty & makes two chasses, loses not his advantage, but he must win at least the last of these chasses in order to have the game.

If the other player had for then thirty, & if he won the first chasse, the one would have no advantage over the other; & the other who would win the last would have only advantage. One loses nothing in order to be deceived by counting less of that which one has done, fifteen, thirty or even a game, supposed that the partie was not finished, for one would lose that of which one would be mistaken at the end of the partie, of one lost playing after this mistake.

⁵*Translator's note:* No article is to be found. The *lune* is a small opening in the wall of the court into which a ball may be hit. A *volée* is to strike the ball in flight before it has bounced.

⁶*Translator's note:* No article is to be found.