

unable to get past without fencing (discretion is much the best part of valour in running-in), prevent your crosse being struck, if possible. It may sometimes be saved by transferring it to the left hand, or even behind you, but you risk dropping the ball in this. If pressed hard, throw up the ball over the enemy's head, and darting quickly on before he has time to turn, catch it in its descent. This is a pretty piece of play, and is often done with success. It needs strength of wrist. A slight jerk of the crosse *from the wrist* throws the ball over the head of the "checker." Another way is to throw it in the same manner to your right, darting off immediately to catch it. The chances are you get the start, the enemy not being previously prepared, as you are, for the movement. Still a good "checker" will not be soon got rid of, and it may