**Exercise on Canto III of Pope’s *Rape of the Lock***

1. Look at lines 25-8. Ombre is a card game and “ombre” means “man.” What kind of imagery is used to introduce this card game, and what does it say about Belinda?

2. Who commands the game at the outset? With which four cards is Belinda victorious? Subsequently, the Baron does well with which card? What do you notice about the gender of the players’ winning cards? What might that signify? Given this use of gender and the title of the poem, can you discern an imagistic pun in line 72? What do you make of the images in lines 57-8 and 76-7?

3. What do lines 87-90 suggest?

4. Look at lines 97-9. This moment of Belinda’s triumph could be contrasted with what subsequent moment?

5. Why can’t Ariel protect Belinda when the lock is to be cut?

6. What does line 158 imply about Belinda’s attitude toward men? What does it imply about her relationship to Shock?

7. Why is the image of lines 159-60 particularly appropriate to this context (you might want to take a look at line 106 in Canto II)?

8. Do you see something subtly suggested in line 178?

9. The entire section relies heavily on what kind of imagery?