

When three are playing, one party plays against the other two, he holding as many discs as they both together and playing alternately after each of them.

Anyone may begin in the game by placing one of his discs on the board in front of him, on a line of the outer circle, and between the two short lines. With the flip (or snap) of his fingers he endeavors to lodge his disc in the central recess.

The first one now having played, the one at his left plays next, placing his disc on the board in like manner, his object being not to reach the central recess but to force opponent's disc into ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's discs into the ditch as possible. Often two and sometimes three discs are ditched at a single shot by caroming from one to the other.

Thus each player plays in turn, till all the discs of each player have been discharged.

The count of the round is now recorded. See rules for count. The discs are again distributed as before, and another round is played in the same manner excepting the second player in the previous round plays first in the second round.

RULES

1. The game may be one, two, three or five hundred, as may be determined.

2. Each player must have the same number of discs (except when three are playing), and in placing his disc for a shot must confine himself to his portion of the board, viz, the space between the two short lines in front of him, his disc resting on the line of the outer circle.

3. Each player must keep his disc and hands off the board, except when playing.

4. Neither the the board nor the seat of any player can be moved while the round is in progress.

5. Any player may place his disc against any disc near the margin within his bounds, and thus send the two in any direction, and when a disc of his own colour lies so near the edge as not to allow his disc to be placed outside, he may place it inside and shoot both at his own.

6. A disc may be played but once during the round.

7. At the close of the round no disc can be removed till the count has been decided.

8. In delivering the shot, place the finger close to the disc, and do not use too much force.

9. A disc having been shot off the board is placed in the ditch.

10. A disc lying in a reclining position resting against the edge of the playing surface of the board, is called, and placed in the ditch.

11. If there is an opponent's disc on the board you are obliged to shoot for it trying to force it into the ditch.

COUNT

A disc lodging in the central recess counts 20 for the side playing that colour and must be recorded at once, unless such record completes the game, when it can only be counted where it lies at the end of the round. For instance, in playing a game of 100, should you already have a count of 80 or