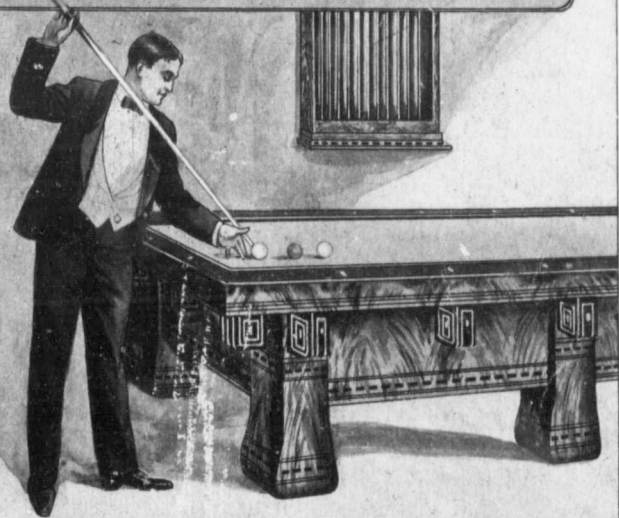




Hand Book of Rules
for
BILLIARDS



VALUABLE HINTS
ON THE CARE OF POCKET AND BILLIARD TABLES
**THE BRUNSWICK-BALKE-
COLLENDER CO.**
OF CANADA, LIMITED
1914

The BRUNSWICK-BALKE- COLLENDER CO.

OF CANADA, LIMITED



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A COMPLETE HAND-BOOK

OF

STANDARD RULES

OF ALL THE PROMINENT GAMES OF

CAROM AND POCKET BILLIARDS

*AS PRACTICED BY THE GREAT PROFESSIONALS AND OTHER
LEADING PLAYERS IN ALL PARTS OF THE WORLD*

A SERIES OF VALUABLE HINTS TO THE PURCHASERS OF POCKET
AND BILLIARD TABLES AND TO THOSE WHO KEEP
TABLES FOR PRIVATE OR PUBLIC USE

THE BRUNSWICK-BALKE-COLLENDER CO.
OF CANADA, LIMITED

1914

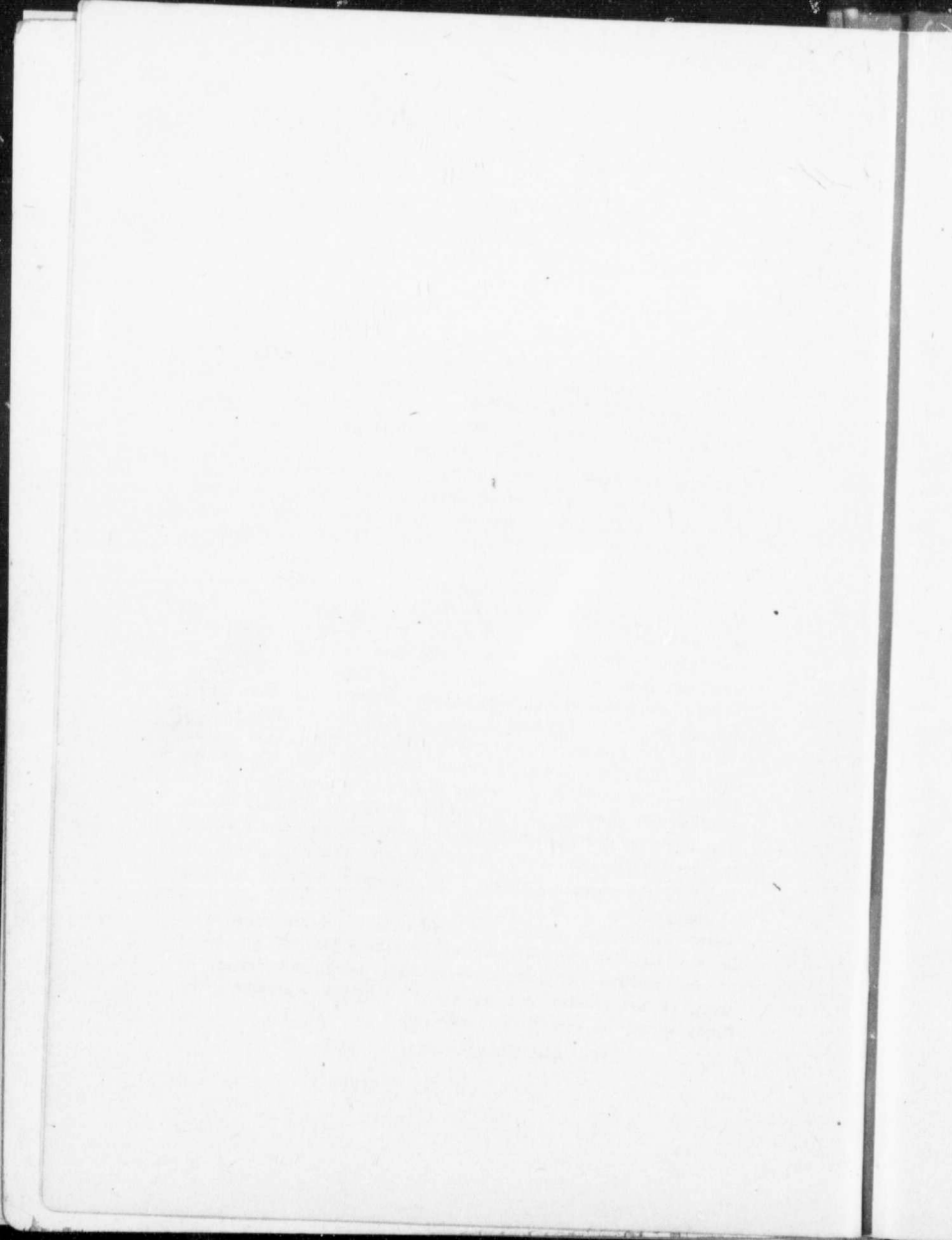
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CANADA, LIMITED

PETER J. CAREY, PRINTER

INTRODUCTORY.

IN presenting this revised edition of the HANDBOOK OF THE RULES OF BILLIARDS the publishers have been duly mindful of the many changes and modifications that have taken place since some of these rules were originally framed. Their aim has been to contribute to the history and literature of "the Gentleman's Game" a volume that shall preserve all that is vital and valuable in the way of rules and directions, while at the same time discarding much that is obsolete and confusing. Accordingly, it will be found that the book is in the best sense "up to date." It embodies, among other things, the playing rules of the Eighteen-inch Balk Line Game for the World's Championship which differs radically from any other style of game heretofore introduced, and which, as illustrated by the highest grade of expert skill, has gained instant public acceptance as one of the most fascinating forms in which the game of billiards has ever been presented. It will be noticed, moreover, that a change for the better has been made throughout in the phraseology and construction of the playing rules of the games most in vogue, both of billiards and pocket billiards, with the object alike of dispensing with superfluous words and of assisting the reader to a clear interpretation of the meaning and intention of the laws governing the different games. This improved form of the rules has been approved and endorsed by the leading experts of the world, and therefore bears the stamp of the highest authority. To the great body of devotees of the grandest of indoor sports, as well as to those who may desire disinterested advice and suggestion as to the matters to be considered in the purchase of billiard tables and the fitting up and conduct of billiard rooms both public and private—in short, to the friends and patrons of billiards everywhere this handy volume is respectfully dedicated.

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HISTORY

THE origin of "The Noble Game" has forever been a mystery and a contested point, and its invention has been attributed by various authorities to several nationalities. As an antique date we might mention that Shakespeare, born in 1564, and who died in 1616, would have us believe that when Antony revelled in the charms and the luxurious love of the Egyptian Queen that billiards was even then a well known pastime, for at this period, 30 B. C., he makes Cleopatra summon Charmian to billiards. In O'Reilly's English translation of the Abbe McGeoghegan's "History of Ireland" is given the substance of the will of Cathire More, a sub-king of Ireland, who reigned over the district of Leinster, and who died A. D. 148. To quote from that will: "To Drimoth I bequeath fifty billiard balls of brass, with the cues of the same material."

The late Rev. Archbishop Hughes, who was himself a patron and warm advocate of the refined pastime, attests that he read in the Confessions of St. Augustine, born A. D. 430, an allusion to billiards. In France, Germany, England, and in this country (the game having been brought here by the Spaniards, who settled in St. Augustine, Fla., in 1565) women have for many years been steadfast patrons of the fascinating pastime.

Henry Ward Beecher and other great divines have in strong terms of praise advocated the game. It may be stated in this connection that there are hundreds of educational institutions—insane and inebriate asylums—and very many reformatories throughout the world where the billiard table is looked upon as an indispensable adjunct.

The venerable Dr. McCosh, of Princeton College renown, is a warm advocate of the game; likewise are many other of the great professors of these institutions, and it is but a few years since that a graduate of Princeton College, upon reaching New York, sent four new billiard tables as a present to the students of this noble institution.

Referring to the billiard table as a means of healthful exercise, especially for scholars and other persons of sedentary habits, a physician attached to a private academy in one of the Western States writes: "I carefully observed for several months the powerfully strengthening effect of this peculiar exercise, and was much surprised to note the benefits to those possessing weak and defective structures. So marvelous have been the results in many cases where diseases have become almost *chronic* that I can scarcely comprehend such wonderful results in so short a time. This exercise, so efficacious in driving disease from the human system, has been thoroughly tested and has proven a permanent success, and has the effect of materially assisting the pupils, the work of cultivating the mind being greatly aided by the healthful operations of the functions of the body.

"Without exercise, the plan has been *inactivity* of body and *activity* of mind; under this system it is *equal activity* of both, the healthful influence of one, induced by judicious muscular exercise, operating to assist the other.

"The motions gone through in the pastime reach every part of the body, and operate upon every portion of the system. They

BILLIARD GAMES, BOTH CAROM AND POCKET 7

completely dispel languor and inactivity from the frame. The tension of the muscles is tested, and the blood flowing sluggishly in remote and undisturbed portions is urged and quickened in its circulation by the relaxing and contracting muscles. The brain stimulated into new activity by the lively, bounding current within, and unharnessed by disordered functions of the physical life, comprehends and absorbs with swiftness whatever is presented to its spiritual appetite. Such have been the effects of free billiard exercises, and I hope soon to see them become general in use, as it makes the youth *feel* that he is growing up into a new life of physical strength and activity."

Many of our great statesmen and other learned men and our refined women have ever been steadfast supporters of the gentle amusement.

Billiards is a mathematical game and affords scope and exercise for those faculties which discipline and strengthen the mind. A steady hand, a clear head, quick perceptions, and a pleasant exercise of the calculating powers are requisites for an accomplished billiard player, and the practical development of these qualities must naturally be productive of good.

The kings of France have at all times been considered most powerful friends of the game. Mary Queen of Scots was a passionate patroness of the game, and on the evening preceding her execution wrote to the Archbishop of Glasgow that her "billiard table had just been taken away from her, as a preliminary step to her punishment." The Empress Josephine entertained so great an idea of the fascinations of the game that during Napoleon's moody moments she would challenge him to a bout at billiards, and he never appeared more happy than when engaged in the game. Emperors, kings, princes, and titled nobility are competitors at the refined pastime, and the women as well participate in the exhilarating amusement.

BILLIARDS IN THE FAMILY CIRCLE.

THERE is no place where the delightful pastime of billiards affords so much pleasure and satisfaction as under the happy influence of home. To such an extent is this truth apparent that no residence of any pretension whatever is considered complete without its billiard room and billiard-table. Years ago the homes of only the very wealthy contained those requisites to health and enjoyment, but with our modern progress and the demands of advancing taste, these adjuncts of pleasure have found their way into the habitations of the comparatively poor and humble. Nor is this to be wondered at, because while the construction and equipment of the billiard tables have undergone great revolutions and improvements, the cost has changed in the inverse ratio. Twenty years ago a first-class billiard table suitable for a dwelling could not be purchased for less than six hundred dollars, and from even this figure the price advanced with the degree of elaborateness with which it was gotten up. To-day a more modern and scientific instrument can be purchased for about half that amount, and its cost modified or increased in proportion to its embellishments, so that practically speaking the billiard table has been "placed within the reach of all." Long evenings are especially adapted for the enjoyment of this desirable home pleasure, and we see it grow more and more popular with each coming season. From a scientific standpoint there is no game superior to that of billiards in the development of skill, precision, calculation, and dexterity, while from a hygienic aspect no indoor amusement will at all compare with it. We have the best medical authorities to endorse our views on this latter point. Sir Astley Cooper, the celebrated English physician, has said:

"We should all sleep more soundly if we made it a rule to play

billiards an hour or two each evening before going to bed, and there is nothing that so endears the family circle as the recollections of amusements shared in common in games in which we all take part."

Dr. Marcy, the well-known physician, says:

"One of the pleasantest and easiest means of regaining and retaining health is to introduce into private houses a *billiard table*, and present it to the entire family, men, women and children, as a means of daily exercise and recreation. The most indolent and stupid will, by practice, soon acquire a fondness for the game; and the improvement in the sanitary condition of those who habitually indulge in it will commend it in the strongest manner to the heads of families. We also advocate the game of billiards in families from a *moral* as well as a *sanitary* point of view. Young America is naturally 'frisky,' naturally enthusiastic, exuberant, and fond of excitement and fun. Confine him in the house without diversion or excitement, and he mopes, sulks, pines, and sooner or later breaks wholesome parental restraints, and instinctively seeks for amusements, excitements, and pleasures elsewhere, at the club, the playhouse, the restaurant, and too often the gambling room. These natural instincts for diversion may be directed in such a manner by parents as to be productive of positive physical, moral, and intellectual benefit, by investing home with a few of the attractions which beckon them elsewhere. Give them comfortable billiard rooms and billiard tables, so that body and mind can be amused and invigorated, and the attractions and pleasures of home will be superior to those beyond its boundaries."

SOUND REASONING

In doing business with the largest manufacturers in the world of billiard and pocket tables the public is guaranteed the following advantages:

1. The benefits of all the valuable patents and improvements in use.
2. The saving effected in prices of material, which we buy in such quantities as to secure the best slate, lumber, ivory, cloth, etc., at lowest prices.
3. The advantages afforded by the use of the finest machinery in our several very extensive factories, a saving in cost, and the best possible results in finishing.
4. The choicest array of artistic designs.
5. Our incomparable quick cushions, combining all the requisite qualities of speed, accuracy, and durability.
6. Prompt, courteous, and careful attention. Our supply is always full, and there need be no delay in shipping.

We make a specialty of fine carom, pocket and combination tables for residences and will furnish designs, diagrams, and all necessary information, gratis, on application to any of our offices.

THE BRUNSWICK-BALKE-COLLENDER Co.

OF

CANADA, LIMITED

HOW TO BUY A BILLIARD TABLE

THERE are details in the construction of a billiard table which can only be observed by the closest scrutiny and the most careful investigation. Every intending purchaser of a table should intelligently convince himself on the following essential points:

1. Gauge the speed of the cushion, and make sure that it fulfils

modern requirements as regards speed, accuracy, etc; also see that the cushion is made of pure rubber, and not of a material cheapened by adulteration, and therefore less durable.

2. Examine the cloth at the time of purchasing, and see that you get genuine Simonis. If you are not a judge of cloth, all the more reason why you should buy only of reliable and trustworthy parties.

3. Do not be satisfied with hard ivory balls when you have to pay for soft Zanzibar ivory.

4. Demand a guarantee that the lumber of which the table is constructed is thoroughly seasoned.

5. In the matter of good varnishing and a durable finish you must rely upon the responsibility and experience of the manufacturer—that he uses the best varnish, and that it has proper time to dry, so that the finish will stand all the extremes of dryness and dampness, heat and cold. Therefore you should examine the stock of tables on hand in the factory, in order to ascertain whether it is such as to warrant the belief that the tables are not rushed through.

6. For thorough workmanship you can only trust to the complete machinery in the factory, and to the experience of the manufacturer and the help employed.

7. When all these points have been carefully noted the purchaser is in a position to judge for himself whether he is getting the best goods to be had for the money.

OUTFITS.

CAROM TABLE.

The outfit of a carom billiard table consists of cloth, one set (3) of ivory billiard balls; one cue rack; one dozen cues; one set of markers; bridge, mace, brush, chalk, tips and a hand-book of rules of the different games.

POCKET TABLE.

The outfit of a pocket table consists of cloth; one set (16) of composition pocket balls (size to be mentioned in contract); a ball rack; triangle; bottle and small balls; one dozen cues; one cue rack; bridge, mace, brush, chalk, tips, and a hand-book of the rules of the different games.

COMBINATION TABLE.

The outfit of a combination table consists of cloth; one set (3) of ivory billiard balls; one cue rack; one dozen cues; one set of markers; bridge, mace, brush, chalk, tips, and a hand-book of rules of the different games; one set carom plugs; one set composition pocket balls; one ball rack; one bottle; one triangle; one set (16) small balls; one five-pin board and one set of pins.

HOW TO SET UP A TABLE.

All parts of the billiard table should be properly numbered, showing which parts come together.

First place the legs in the proper position on the floor, and screw the sides and ends into them, as marked.

See that the tenons of the rails are well down in the mortise; if not, knock them firmly in, taking care to put a piece of wood on top of the rail to keep it from being bruised with the hammer.

Next put in the stretcher-rails as marked. The frame must then be leveled by putting pieces of wood of the requisite thickness under the legs, until a spirit-level and a straight-edge, the whole length as well as across the table, will show a perfect level. *Find the highest part and level the rest up to that.*

Now put on the slabs of slate, putting the slab marked "HEAD" on the corresponding part of the frame.

The slabs must then be screwed down all round the edges first, and leveled again with a spirit-level and straight-edge. When this is done, the screws in the middle are to be inserted and screwed perfectly tight. After all the screws are in, and the bed satisfactory, fill up the screw holes and joints with plaster of Paris, mixed to the consistency of thick cream, and put on quickly, taking care to scrape the filling stuff perfectly even with the bed. When thoroughly dry, the whole must be made smooth with sand-paper.

Next put on the cloth, with grain running *from* the head of the table, and draw it as tight as possible, taking care that there are no wrinkles or creases. In putting on the cloth, tack it for a few inches at one corner, then pull the cloth tightly to the corner at the other end of the table, same side, putting a few tacks in to hold it while the whole of that side is being tacked; put the tacks about two and a half inches apart. When one side is done, do the same on the opposite side, pulling the cloth evenly, and as tight as possible without tearing it; next tack the end and head of the table in the same manner.

No cloth should be placed between the green cloth and the bed of the table.

Chalk cups should be screwed on the rails before they are put on the table.

Then put on the cushion rails as numbered; the numbers to match will be found under the projecting edges of the bed.

Before screwing the cushion rails tight, put in the pockets, and

14 SIZE OF ROOM NECESSARY TO ACCOMMODATE A TABLE

screw the pocket irons in their places. Then screw up the rails as tight as possible, and tack the pockets and leathers in order. In a carom table the four corner cushion bolts should be the first put in, and screwed up so as to bring the cushion rails properly together. After this is done put in the other cushion bolts. In placing the spots, a line is drawn down the centre of the table from the sight nails in the *head* and *lower* cushions; two lines are then to be drawn from the centre sights in the *side* cushions, and where these lines intersect place the spots—the extreme lower one about five inches from the lower cushion on the central line. Spots are made from court plaster. Wet and hammer them on lightly to make them stick.

THE ROOM.

AN apartment to accommodate one table should be of the dimensions following, graduated by the size of the table, and affording space for the free exercise of the cue. Where two or more tables are placed, four feet will be sufficient to allow between them.

For tables	5	x	10,	the room should be	15	x	20.	
"	4½	x	9,	"	"	14½	x	18½.
"	4	x	8,	"	"	14	x	17½.
"	3	x	6,	"	"	11	x	14.

Architects, in their plans for modern mansions, should make suitable provision for this amusement, without which no gentleman's establishment (more especially if a country one) can now be considered perfect. Even if the builder of a house has no taste for the game himself, he should look beforehand, and consider that such an accommodation might form an important item in the

price which a succeeding tenant would be willing to pay for it. The light, if possible, should come from above, through ample skylights, so as to bring the table within a general focus, and thus prevent any shadow being thrown from the balls or cushions. The gas-light should be raised about three feet two inches from the bed of the table, and supplied with horizontal burners, as by such an arrangement no shadow is cast from the pipe. The distance of the light from the floor should be about 6 feet 1 inch. For a 5 x 10 table the cross-arms of the pendant should measure from light to light 28 inches, and the long arms 56 inches. For a 4½ x 9 table, cross-arms 25 inches, and long arms 50 inches. For a 4 x 8 table, cross-arms 22 inches and long arms 44 inches. A useful shade has been devised which throws a soft, even light on the table, and keeps the glare from the players' eyes. The floor, if carpeted at all, should be covered with some thick or soft material.

THE TABLE AND ITS ACCOMPANIMENTS.

THE standard size of the billiard table used by the experts of this country for all match games is five feet in width by ten feet long; but for private houses and public rooms the smaller table, four and one-half by nine feet, has become more popular, and the four feet by eight table is frequently used. The general appearance of a billiard table is so well known to every one that a description would be out of place. The frame is generally made of mahogany, rosewood, walnut, maple, oak, or ash, and, upon special occasions, other woods are employed. The bed is generally of slate and made in three or four slabs, each one inch in thickness; over this bed is stretched fine green Simonis broadcloth; the

table being made perfectly level, this gives a smooth, even surface for the balls to roll upon. Around this bed and rising about two inches above it are rails bearing the cushions, the top surface of the bed thirty inches from the floor. The edge of the cushion where the ball comes in contact with it is one inch and seven-sixteenths above the slate, and is or should be slightly pitched, to permit the cue to strike the ball at the proper point. This height is adapted to the regulation size billiard ball; for balls of smaller size the elevation of the cushions should be changed so that they come but one-fourth of an inch above the centre of the ball. The game of billiards is played in this country almost exclusively upon the carom table, which has the rails continuous about the sides and ends, while tables with six pockets—one at each corner and one at the centre of each side—and with four pockets—one at each corner of the table—are used for pocket billiards. The cushion, upon which depends so much for the success of the stroke, should be made as nearly perfect as possible, combining qualities that will assure durability and accuracy; it should possess that nice degree of elasticity the exactness of which requires long experience to learn, that will insure a proper angle when the ball rebounds; it must be unaffected alike by damp weather or dry, and not susceptible to the changes of temperature. Upon rainy and foggy days the cloth absorbs the moisture, offering greater resistance to the ball, making it necessary to use much more force of stroke than in clear weather to carry the ball the same distance.

THE CUES,

when not in use, should be kept in the cue rack, at a distance from the fire or stove, and care should be taken to have them placed in a perfectly perpendicular position, by which means they will be prevented from warping or getting crooked. They should

be well sand-papered occasionally with fine sand-paper. A billiard room should never be without sand-paper; the leather particularly requires to be frequently sand-papered to keep it from projecting over the cue. This projection of the leather, which is caused by the expansion resulting from the contact with the ball, is one cause of that great annoyance to the billiard room keeper—a torn cloth. The projecting leather being frequently the hard under part, if, by the slightest miscue, it comes in contact with the cloth, it either takes off a portion of the nap from the cloth, and makes a small cut, or causes that triangular rent so frequently seen in the billiard cloth. The player is frequently blamed for thus injuring the cloth, but the really guilty party is the owner of the cues, who neglects to keep them in good order. The leather should be even with the cue and slightly rounded on the top.

SELECTION OF A CUE.

Select a cue in harmony with the physical powers and become accustomed as much as possible to play with cues of similar weight. From fifteen to nineteen ounces are fair weights, according to the balls now used in play. A cue, if too heavy, will paralyze the nerves of the arm and render them unable to estimate correctly the amount of force employed; if too light, on the other hand, it will call for an amount of force so great as to be incompatible with a steady and deliberate aim. Without some sensation communicated to the hand through the cue, when it contacts with the ball, it would be impossible for experts to accomplish the great runs so often made.

The heavier the cue the less is the influence of the stroke on the ball felt, and it is carried beyond or falls short of the point desired. The delicate touch for nursing should be as apparent as the stronger stroke.

Finally, let the cue be straight, for any crookedness in this in-

strument distracts the eye, and may seriously interfere with the manual correctness.

THE BEST CUE LEATHERS.

Only the very best cue tips should be used, and no time should be wasted with the cheaper grades. The labor spent and the time lost through the use of inferior tips make them more expensive in the end than the higher priced article, and the latter will long outlast the cheaper grades.

HOW TO PUT LEATHER ON A CUE.

Select a tip from a box of good leathers which is a shade larger than the point of the cue; next place it on some solid flat surface and give it a sharp blow with a hammer. This gives solidity to the leather, and in a great measure prevents the expansion of the leather after it is on the cue. After it has been hammered, rub the under or flat part with a file or on a piece of sand-paper, to roughen the leather, that it may the more readily and more fixedly adhere when the adhesive matter is applied; now take the cue, and with a file or fine rasp make the point even and true, taking off the old glue or particles of leather, if any are attached. A little good glue applied hot will be sufficient to make the leather adhere, but cue wax of a good description will be found more convenient. The proper way to use cue wax is to take a cup of hot water and dip the cue-wax in it until sufficiently dissolved to put on the point of the cue and on the leather. By rubbing and pressing them together for a few minutes a good degree of adhesion will be produced, then attach the cue clamp, or if without this useful instrument, set the cue up perpendicularly on its end, with the leathered end resting on the floor, that the adhesive matter may receive the weight of the cue. When the wax has hardened thoroughly the cue and leather can be sand-papered

ADVICE CONCERNING CHALK AND CUSHIONS 19

until they are made even. In cases where the leather is wider than the point of the cue, the latter can be reversed, the end bearing the leather placed on a piece of wood, the leather trimmed with a sharp knife nearly even with the wood, and then finished with sand-paper in the usual way.

The cue clamp is of very valuable assistance to proper cue-leathering, and no billiard room should be without it.

For convenience, serviceableness, economy, and readiness of application we manufacture SELF-ADHESIVE CUE LEATHERS, which have met with great favor. They are manufactured of the very best materials, can be attached to the cue with incredible dispatch, and will adhere with the utmost tenacity and are equally desirable to public or private billiard establishments.

CHALK.

Only the very best imported chalk should be used on cue leathers. In the market for the past few years have been many inferior grades of so-called French and German chalk.

Competition seems to have forced the very worst grades of this article upon the market, and customers should be exceedingly particular to purchase this article from a recognized first-class house, for then only are they insured against imposition as regards its quality.

THE CUSHIONS.

To execute the refined and artistic game of billiards successfully it is imperatively requisite that a perfect billiard cushion should be used. A perfect cushion is one which permits the ball to return from its resilient side with an accuracy which shall exemplify the axiom that the angle of incidence and reflection are equal. The principle on which billiard cushions are constructed to-day admits of great speed with correctness of angles, and these requisites the

great experts of the world say are only to be found in the celebrated "Monarch Cushions." To verify this strong assertion it is only necessary to call attention to the fact that these experts invariably select the Monarch Cushions for all their great trials of skill, those which have occurred for years in this country, in France, in Belgium, and in European cities of the first-class. These cushions have received the award of first medals of honor in all the great expositions which have been held from time to time in this and other countries. As a casual introduction into the history of the origin and perfection of the billiard cushion should be of interest to the patrons of the game, we will give a short sketch of billiard cushions from the original article, the "rag bag" and the bag of curled hair, to the perfected "Monarch" of to-day.

Previous to 1850 the cushions in general use were made of rags or layers of list or cloth which presented a rounded surface for the ball to strike against and then rebound with a jump. In England raw gum cushions had been introduced as long ago as 1835 and later they found their way into this country, but they met with so little favor that they were soon abandoned. A so-called inventor of the raw gum cushion also patented in this country an air-pipe cushion of thin vulcanized rubber which had to be filled or pumped full of air, similar to the old-fashioned rubber life preservers, but because of the great height of these cushions, the ball being well hid when it touched or lay under the cushion, they also became unpopular. Various attempts were made with rubber and cloth by several individuals to invent an acceptable billiard cushion, but all these attempts invariably met with failure. The first solid rubber cushion was produced in 1850, in the shape of a strip of vulcanized rubber which was nailed to the cushion rail, it being believed at that time that rubber could not be glued

to wood so as to remain fixed. These rubber strips were bevelled with a knife and then rasped down to a true face. An improvement was made upon this method of cutting the rubber through bevelling a piece of wood and securing it to the rubber strip, then by holding the knife against the bevel the knife would cut through the rubber; then by another cut of the same rubber through, using the same wooden bevel, a diamond-shaped strip would be produced with face and back bevelled alike, and this was the origin of the diamond-shaped rubber cushion of to-day.

In 1855 Michael Phelan returned from a residence of about a year in California and brought with him ideas for the construction of a combination cushion of rubber, leather, and cork, the cork being first used on the face of the rubber to prevent the ball from sinking into the rubber, thus forming a shoulder to resist the ball, which caused an acute angle in the rebound of the ball. It was found that the cork, when used with the rubber alone, would crumble through the constant pounding of the balls against the cushions, and then a piece of leather was laid over the cork to hold this cork substance in position, and the great Phelan and Seereiter match of 1859 was played upon a table fitted with these cushions. Steel-faced, whalebone-faced, corded-edged, and canvas-faced cushions were also invented about this time by various manufacturers, but they in turn also became unpopular and were abandoned. Finally hard rubber was introduced to the face of the elastic vulcanized rubber cushions, and these, with various improvements, were in use for some years until they, having served their usefulness, have been laid aside for the now celebrated "Monarch Cushions," and these latter cushions, having superseded all others, are now in general use all over the world.

The principle of construction of the perfect "Monarch Cushion" admits of great speed with correctness of angle. The face of the cushion is comparatively solid, which prevents the ball from im-

bedding itself into the rubber, the elasticity being at the back, yet both face and back are, in fact, one substance.

Its durability and accuracy are not affected by climate or weather, hence it may be, and is, sent to all parts of the world where the game of billiards is known. The chief billiard experts and professors of both hemispheres and the premier amateur players of the world have pronounced the "Monarch Cushions" to be the best and most accurate cushions in use, and in this endorsement alone there is strong evidence of their great merit. The Monarch Cushions are the sole property of The Brunswick-Balke-Collender Company of Canada, Limited.

IMPORTANT TO ROOMKEEPERS.

OWING to the fact that roomkeepers are not generally aware of the peculiar sensitiveness of ivory, rendering it susceptible to material change from atmospheric influences, coupled with the fact that oftentimes they cannot account for the condition of the cloth on their tables, the Brunswick-Balke-Collender Co. deem it wise to give their patrons the benefit of their long experience through an article of general information as to the care of ivory balls, billiard tables, etc., with a view to assisting materially in a better preservation of tables in a first-class condition than has hitherto been the case in most of the private, public, and club billiard rooms throughout the country. It is therefore important that every roomkeeper, and all others who are interested in the care of one or more billiard tables, should carefully peruse the following article that they may commit to memory its valuable suggestions and be governed accordingly.

THE CLOTH.

LOVERS of billiards who have had any considerable experience on the "field of the cloth of green" know that, even with cues and balls of the best, a good cloth is something most especially to be desired when playing billiards for the sake of billiards, and not merely to pass away time.

The cloth which has been tested during a period of forty years and not found wanting; whose uniformity of texture and finish, permanency of color, firmness and durability are unequalled and not to be approached—the cloth *par excellence*, whose every quality warrants its justly deserved reputation—is that manufactured by IWAN SIMONIS, of Verviers, Belgium, and this statement cannot be refuted.

Would-be rivals, however, of Iwan Simonis, on the continent of Europe and in England, are imitating his celebrated billiard cloth as closely as lies in their power to do, succeeding no better than the majority of imitators—failing at all essential points.

These productions are imported by dealers in this country with intent to deceive buyers; and they too often succeed in imposing upon their patrons, who, paying for the best cloth made, learn too late that they have been furnished with an inferior article, under the guise of "Best French Cloth," "Our Own French Importation," etc.

To meet the demand for something less costly than his extra superfine cloth, but still a satisfactory article, Iwan Simonis manufactures a No. 2, No. 3, and No. 4 cloth, the No. 2 of which will compare favorably with the best production of any other maker, and lacks only that degree of exquisite finish which distinguishes

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the extra superfine or No. 1 cloth. The Nos. 3 and 4 lack this finish, and, in a slight degree only, the weight of the other two cloths, but are superior to any other fabric of that kind offered at the same price.

In order to protect himself and patrons against renewed future attempts by would-be rivals, whose productions have heretofore been too successfully palmed upon confiding purchasers by unconscionable dealers, Iwan Simonis has recently adopted a device which he hopes will prove a safeguard in the future against the substitution of all fraudulent wares as his own; and this device will explain.

On the reverse side of the cloth, immediately contiguous to the selvedge on either side, the name of Iwan Simonis, together with the figure designating the quality of the cloth, will appear in every alternate section of two feet, the corresponding section at the opposite selvedge showing a blank, as shown in the following diagram:

Selvedge.
IWAN SIMONIS NO. 3.
Selvedge.

Selvedge.
IWAN SIMONIS NO. 2.
Selvedge.

Selvedge.
IWAN SIMONIS.
Selvedge.

It will thus be seen that every two feet of the fabric—no less is ever cut—will carry the imprint of the manufacturer, rendering further deception dangerous, as manufacturers and dealers will hardly venture upon stamping their goods with the name of Iwan Simonis!

The Brunswick-Balke-Collender Co. deal solely and exclusively in Iwan Simonis' billiard cloths, handling no other; and offer it to their patrons, knowing that it is incomparable in every particular.

With facilities for the production of goods in their line far surpassing those of any other house, combined with an experience

HINTS ON THE CARE OF BILLIARD TABLES, ETC. 25

of over fifty-five years in the business, they feel confident that they can offer the most reliable goods afforded in this or any other market.

In ordering cloth send exact measurement of the table from where the cloth joins the wood on top of the cushions. This is essential, as there are many different sizes, and the size of the bed of a table does not correspond with its nominal measurement.

State whether you want the cloth for *bed* or for *cushions* of table, or *both*.

Never permit the use of a cue with the point splintered so as to cause the wood to project beyond the leather. Cues imperfectly tipped or split at the end are apt to cut very small pieces of the nap out of the cloth, making it appear as if cut with a knife-point, or, as some charge, the cloth is full of moth-eaten holes, when, as a matter of fact, moths never eat green billiard-cloth. Many roomkeepers complain to us concerning the cloth furnished them, believing that the cloth was defective when put on the table, whereas the defect is invariably due to the improper condition of the cues, to prevent which these suggestions are offered.

NEEDLES.

Even with the very best of care cloth will frequently become torn or small cuts made in it. To meet such contingencies we carry in stock bent needles, which, with the green sewing silk which we also carry in stock, enable anyone to easily repair the cloth without removing it from the table.

BALLS.

Owing to the extreme sensitiveness of ivory balls to atmospheric influences, they should never be purchased during the fall or winter seasons, if it can be avoided. If purchased, however, extreme

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care should be used in putting the balls in use. THEY SHOULD NOT BE USED IMMEDIATELY UPON RECEIPT. During the fall and winter seasons, and particularly in extremely cold weather, the balls should be kept in the room in which they are to be used for at least one week, in order that they may become adapted to the temperature of the room. If at once put in use they will almost invariably crack or split. It must, however, be distinctly borne in mind that, although keeping the balls in the room for at least one week before using will greatly lessen the risk attending their use, it will by no means insure them against cracking and breaking. We import only the finest soft Zanzibar elephant tusk ivory, which is thoroughly seasoned in our shops before being sent out, but in cold weather ivory will split and break if used immediately after being received, no matter how thoroughly seasoned it may be. We study the interests of our customers when we advise them to purchase their stock of ivory balls during the summer season, as the risk attending their shipment and subsequent use is then greatly lessened. In cases where our customers insist upon the shipment of balls in the dead of winter, they must assume all the responsibility and risk of damage incident to shipment and the subsequent use of the balls. Every set of balls is turned from the very best material and leaves our hands in perfect condition, but on account of the peculiar sensitiveness of ivory, as above described, we cannot under any circumstances guarantee the balls against breaking or splitting AT ANY SEASON OF THE YEAR. From the foregoing it will be perceived that the greatest care must be exercised, particularly in cold weather, when no draughts of cold air should be permitted to come in contact with the balls. Removal of ivory balls from one room to another of a different temperature should be carefully avoided; also sudden changes of temperature, whether from warm to cold, or vice versa, as they will invariably injure and frequently crack the balls.

HINTS ON THE CARE OF BILLIARD TABLES, ETC. 27

Many people imagine that the use of oil on balls is a practice to be cultivated, but the contrary is probably true, for, although it may not be possible to prove that the use of oil injures the balls, it is an absolute fact that, except in few instances, it in no wise benefits them. All that the balls require is to be wiped off with a damp cloth after each game and subsequently polished with a piece of soft woolen cloth or fine chamois skin.

KEEP THE CUSHION BOLTS TIGHT.

We frequently hear complaints about cushions being "dead," and not as good as they were, etc. Upon examination we find that the cushions are quite as active as when first used, the fault being with the party in charge of the table. Neglecting to keep the cushion bolts screwed up tight, and allowing both bed and cushion cloth to become foul with dirt and dust, tends to kill the action and elasticity of the cushions. The cushion screws should be tightened up at least once a month. The greatest care should be taken to keep the billard cloth covered and brushed as often as possible. Then, again, when the balls are not true they will not run as smoothly as an accurately turned ball. Balls should never be used after they become untrue or out of round, but should be promptly sent to the factory for re-turning and re-coloring. After being turned several times billiard balls become too small for the height of the cushions, and should be replaced by new ones of standard size ($2\frac{3}{4}$ inches). The edge of the rubber cushions should always come in contact with the balls just above their centre; if it vary from this the proper angle in playing billiards will, of course, be altered and the balls will consequently not rebound from the cushions correctly.

STOCK LIST.

Altering Carom to Pocket Tables.	Cue Cases
Automatic Time Stamps	Cue Clamps.
Balk Line Marker	Cue Cutters.
Ball Racks.	Cue Joints.
Baskets.	Cue Points.
Billiard Balls, Composition	Cue Racks.
Billiard Balls, Ivory.	Cue Repair Work.
Billiard Ball Boxes.	Cue Shafts.
Billiard Chalk.	Cue Tips.
Billiard Cues.	Cushions.
Billiard Cushions.	Cushion Bolt Caps.
Billiard Markers.	Cushion Rails.
Billiard Lamps.	Cushion Rail Bolts.
Billiard Marker Sundries.	Cutting Down Tables.
Billiard Table Cloth.	Fancy Cues.
Billiard Room Chairs.	Files.
Bolts for Cushion Rails.	Flat Irons.
Bolts for Billiard Tables.	Frame Bolts.
Bridge Hooks.	Fringe for Pockets.
Bridges.	Ivory Billiard Balls.
Brushes.	Ivory Cue Joints.
Carpet Mats.	Ivory Cue Points.
Carom Plugs.	Ivory Billiard Balls.
Cement for Tipping Cues.	Ivory Sights.
Chairs.	Lamps.
Chalk.	Lamp Bowls.
Chalk Cups.	Leather Pocket Nets.
Chalk Holders.	Legs for Tables.
Chamois Skins.	Leg Bolts.
Checks.	Maces.
Cloths.	Markets.
Coloring Billiard and Pocket Balls.	Marker Stands.
Coloring and Turning Balls.	"Modern Billiards, a Guide to Billiards."
Composition Billiard and Pocket Balls.	"Monarch" Cushions.
Convertible Cushion Rails.	Name Plates for Cues.
Court Plaster.	Needles.
Covering Pocket Irons.	Noise Subduers.
Covers for Tables.	Oil Cloth Mats.
Cues.	Patent Pocket-trough Attachment.
Cue Attachment.	Pin Sets.
Cue Bags.	Pocket Irons.
	Pocket Nettings.

STOCK LIST

Pocket Stops.	Saw Stretchers.
Pocket Balls, Composition.	Shake Balls.
Pocket Balls, Ivory.	Shake Bottles.
Pocket Baskets.	Splicing Cues.
Pocket Boards.	Spot Wafers.
Pocket Bottles.	Table Alterations.
Pocket Checks.	Table Fittings.
Pocket Five Pins.	Tacks.
Polishing Oil.	Thread for Repairing Cloth.
Private Racks.	Time and Price Register.
Rail Markers.	Tip Files.
Re-Covering Cushions.	Tip Trimmers.
Reducing Tables.	Triangles.
Red Leathers.	Turning and Coloring Balls.
Re-Varnishing Tables.	Whisk Brooms.
Rubber Covers.	Wrapped Cue Butts.
Sand Paper.	Wrenches.

We will at all times cheerfully furnish, on application, to any of our offices by mail or otherwise, full information regarding our stock list, etc., and we will mail or send our catalogue and price list, or anything else which may be desired by customers for their information.

THE BRUNSWICK-BALKE-COLLENDER CO. .
OF
CANADA, LIMITED.

REVISED BOOK OF BILLIARD RULES.

FOUL STROKES DEFINED.

Certain general rules defining foul strokes govern nearly all games of billiards. It is a foul, and no count can be made:

1. If a stroke is made except with the point of the cue.
2. If the cue is not withdrawn from the cue ball before the latter comes in contact with an object ball. (This relates to what is known as the "push shot.")

PLAYING FROM INSIDE THE STRING.

3. If, when in hand, the striker plays at a ball that is inside or on the string line; or if, when in hand, he plays from any position not within the six-inch radius. No claim of foul, in either of these cases, can be made after the stroke. If the non-striker fails to warn the striker beforehand, the referee shall assume that the stroke was fair; and if the striker, having been warned, refuses to alter his play, unless he has meanwhile obtained from the referee a decision as to whether the ball was in or out, the referee shall assume that a foul was contemplated and perpetrated. A ball is outside the string when the point of contact with the table is outside the string line.

ONE FOOT ON THE FLOOR.

4. If, in the act of striking, the striker has not at least one foot touching the floor.
5. If the striker touches a ball while in motion; except in case of a ball which has come to a rest but which, without the fault of the striker, moves before he can check his stroke. In this case the ball so moving, and all other balls affected by the stroke, shall be replaced, and the player shall repeat his shot.

PLAYING WITH THE WRONG BALL.

6. If the striker plays with the wrong ball; except that should the foul be not claimed until he has made a second stroke, both strokes are valid, and he may continue with the wrong ball, or

RULES GOVERNING CAROM, POCKET AND 31
COMBINATION GAMES

have the positions of the two whites reversed, as he may choose. The incoming striker, in case the balls have not been reversed, shall have the same option, but until the balls are changed he must play with his opponent's ball; should he play with his own ball without changing its position it is foul. A player who has just used the wrong ball without detection is debarred from claiming foul if his opponent should in his turn play with the other white ball. Should both white balls be forced off the table, and the wrong ball is used in the next stroke, it is fair. A clean miss while using the wrong ball involves the same penalty as when the right ball is used.

TOUCHING EITHER A CUE BALL OR AN OBJECT BALL.

7. If the player touch the cue ball more than once, or hinder or accelerate it in any other way than by a legitimate stroke of the cue; if he touch, hinder or accelerate an object ball except by the one stroke of the cue ball to which he is entitled. In case of a counting stroke, the foul, as above described, nullifies the count; and the incoming striker has the option to play on the balls as he finds them, or to have them replaced in position by the referee. The cue ball touched before all the balls are at rest, after a carom, nullifies that stroke; touched prematurely, or except with the point of the cue, after all the balls are at rest, affects the next stroke, and no count can be made.

PLAYING FOR SAFETY DEBARRED.

8. Touching any ball in any way is a stroke, and a second touch is foul. In such case there shall be no playing for safety. Should a player touch a ball before he is ready to strike, and afterward touch his own or any other ball, his opponent has the option of playing on the balls as he finds them or of having them replaced.

BALLS ILLEGALLY DISTURBED.

9. If any ball be disturbed, hastened or hindered by anyone but himself or his representative, whether the balls are at rest while he is aiming or striking, in motion after he has struck, or at rest after he has struck, and pending his again taking aim,

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the striker shall have the option to play on the balls as he finds them, or to have them replaced. Should the disturbed ball be one on which he would seemingly have effected a count but for the interference, he shall have the option of repeating the stroke on balls replaced, or of being credited with a carom and allowed to play either as he finds the balls or in the position they would have occupied, according to the judgment of the referee, had they not been disturbed.

AS TO "FROZEN" BALLS.

10. It is foul if the striker plays directly upon any ball with which his own is in fixed contact. In case of such contact the striker shall have the option of playing directly upon the ball with which his own is not in contact; or he may, by a masse stroke, play away from the balls, and on the return of the cue ball effect a valid count, providing that in so doing the cue ball first hits the ball with which it was not previously in contact; or he may play to a cushion, and on the return of the cue ball may first hit either of the object balls; or he may have the balls spotted and play from the string, as in the opening stroke of the game.

In various cushion carom games the option is to play to a cushion or spot the balls.

THINGS FORBIDDEN.

11. It is foul to place marks of any kind upon cloth or cushions as a guide to play; to practice the string shot for lead, as the balls, up to the moment of banking, shall not be hit by either player, and after banking shall not again be hit until the opening stroke is made. It is foul if the striker, in making a shot, is assisted in any way by any other person, except that the marker or referee may, at his request, hand him the bridge or the long cue, or move or hold aside the gas fixture.

12. It is a foul, and the striker cannot count on the ensuing shot, if a ball in play is lifted from the table, except in those cases in which it is provided that, because of foul or irregular strokes, the balls shall be transposed or replaced. In case a fly, or bit of chalk, or any other substance is attached to a ball

It may be removed, on request, by the referee or marker; but if it is at the base of the ball, or on the cloth where it cannot be seen, the referee must assume that it is not there, and the striker must play on and uncover the obstruction so that it may be gotten at without lifting the ball.

LIMIT TO DELIBERATE SAFETY PLAY.

13. Persistent playing for safety is not permitted. It is optional with the non-striker, should his opponent make a miss in each one of three successive innings, to accept the third miss, or to reject it and require his opponent to hit at least one object ball; and for this purpose the cue ball shall be replaced by the referee. Should two balls be hit by this stroke there shall be no count.

14. Should a foul not be claimed until after the striker has made a second stroke, both strokes are valid; neither can a claim of "no count" be enforced after a second stroke has been made.

THREE-BALL CAROM GAME.

RULE 1. The Three-Ball Carom Game is played with two white balls and one red ball.

STRINGING FOR LEAD.

2. The lead and choice of balls are determined by stringing or banking; and the player whose ball stops nearest the cushion at the head of the table has the choice of the two white balls, and has the option of leading or requiring his opponent to lead.

Should the two white balls come in contact when stringing for lead, the player whose ball is clearly out of its true course, or whose ball strikes the red ball when on its proper spot, forfeits the lead. When the contact of the balls is equally the fault of both players, or when the balls come to rest at an equal distance from the head cushion, the players shall string again.

In the opening shot, or whenever the balls are spotted after a "freeze," the striker is in hand.

THE OPENING SHOT.

3. The red ball is placed on the spot at the foot of the table, and the white ball of the player not in hand, as already determined by the bank, is placed on the spot at the head of the table.

The player leading must place his ball inside the string and within six inches to the right or left of the other white ball; and must strike the red ball first in order to effect a count. On any other than the opening shot, and excepting when the balls are for any reason spotted, the striker may play upon either ball.

4. A carom counts one, and consists in hitting both object balls with the cue ball. Failure to hit either of the object balls constitutes a miss, and counts one for the opposing player. In a "discount" game a point so forfeited shall not be deducted from the score of the player giving odds.

BALLS JUMPED OFF THE TABLE.

5. When a player's ball jumps from the table after counting, the stroke counts, the ball is placed on its proper spot, and the striker plays from the spot upon either object ball. The cue ball, when forced off the table by either a counting, or non-counting, stroke, is to be placed on the string spot if vacant; if the string spot is occupied the ball is placed on the red spot, and if both the other spots are occupied the ball is placed on the centre spot.

The non-striker's ball, when forced off, belongs on the string spot, or, if this is occupied, on the red ball spot, or, if both these spots are occupied, on the centre spot. When forced off the table, the red ball, if its own spot be occupied, goes first to the white spot, or, if that spot be occupied, to the centre spot.

Should both white balls be forced off by a non-counting stroke, the ball of the incoming striker shall go on the white spot, and

the other white ball on the red spot, or, if that is occupied, on the centre spot; and the incoming striker may play upon any ball. In such case, should a player pick up and play with the wrong ball, the stroke is valid and he counts whatever is made; but at the conclusion of the run the white balls should be reversed in position.

STROKES ON WHICH NO COUNT CAN BE MADE.

6. If in the act of playing the player disturbs any ball other than his own, he cannot make a counting stroke, and cannot play for safety. Should he disturb a ball after having played a counting stroke, the count is void, his hand is out and the ball so disturbed is replaced. Should he touch his own ball previous to playing it is foul, his opponent scores one as for a miss, and the player cannot play for safety.

7. If the balls are disturbed by any agency other than the player himself, they must be replaced and the player allowed to proceed.

8. If, after having touched his ball, the striker commits a foul by giving a second touch, the balls remain where they stop, or are replaced in their previous positions as nearly as possible, at the option of his opponent.

9. When the cue ball is in contact with another ("frozen" is the common term) the player may exercise either of the options specified in rule 10, Foul Strokes Defined.

10. When the cue ball is very near another, the player shall warn his opponent that they do not touch, and give him time to satisfy himself on that point.

THE "CROTCH" BARRED.

11. The object balls shall be considered crotched whenever the centres of both lie within a $4\frac{1}{2}$ inch square at either corner of the table, and when so crotched, but three counts are allowed unless one or both object balls be forced out of the crotch. In case of failure the player's hand is out and his opponent plays with the balls as he finds them.

DUTIES OF THE REFEREE.

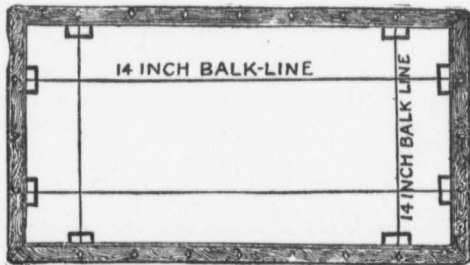
12. The referee has no voice except, when appealed to by the players, who are the only persons authorized to appeal to him.

13. It is the duty of the referee to see that the points made by each contestant are properly scored. In order that this duty may be performed play must be suspended until points due have been marked up.

14. It is essential that the referee be at all times in a position to see and decide all disputed points, and for this purpose he should be close to the balls when every shot is played.

FOURTEEN-INCH BALK-LINE GAME.

The balk-lines are drawn, on a 5x10 table, from each of the first diamond sights on the end and side rails to the corresponding diamond sight on the opposite end or side rail. In the following diagram, the bed of the table shows the balk-lines drawn at 14 inches from the cushions. In the 18-inch balk-line game the lines are drawn 18 inches from the cushions.



In other respects the table is the same as that used in the three-ball game, with spots at either end for the red and white balls, and a centre spot for use when the other spots are occupied.

The eight spaces defined by lines at the sides and ends of the table are the balk spaces. The large central space is not a balk, and there is no restriction as to the number of caroms that may be made therein.

In general, the rules of the Three-Ball Carom game govern the Fourteen inch Balk-line game. The special rules governing the latter are as follows:

SPECIAL BALK-LINE RULES.

1. The object balls are in balk whenever both have stopped within any one of the balk spaces. In such case the marker shall call "in," and when one or both object balls shall be driven out of a balk space, the marker shall call "out."
2. A ball on the line is a ball in balk. A ball is on the line only when its centre or point of contact with the table touches this line.
3. When two object balls are on the same line, the striker shall have the option to determine in which balk they are to be called, and must then govern his play accordingly.

PLAYING IN AND OUT OF BALK.

4. But two shots are allowed when two objects balls are within the same balk space; and unless on the second shot at least one of the object balls is driven out of balk, this shot is void, the player's hand is out, and the incoming striker plays upon the balls as he finds them. If, on the second shot, the ball driven out returns to the same balk space, the rule applies as though it were in balk for the first time, and the player may continue in this way, sending a ball out and back, without further restriction under this rule.

OPTION AS TO "FROZEN" BALLS.

5. When the cue ball is in contact with an object ball ("frozen") the striker may exercise either of the options specified in rule 10, Foul Strokes Defined.

"EIGHTEEN-INCH BALK-LINE" RULES
(ONE SHOT IN)

BALLS "IN ANCHOR."

6. The object balls shall be considered as "In anchor" when the centres of both balls lie within a space $3\frac{1}{2}$ inches in width and 7 in. in length, defined on one side by the cushion and on the other three sides by lines marked with chalk, and of which space the balk line, wherever it intersects a cushion, shall be the centre from left to right. When the balls are so "anchored" the striker may have two consecutive shots, but should he fail, on the second shot, to force one or more of the object balls outside the "anchor" space, the second shot is void, and the incoming striker plays on the balls as he finds them. A ball driven out of and returning inside an "anchor" space is considered the same as "in" for the first time.

WORLD'S CHAMPIONSHIP EMBLEM OF THE 18-INCH
BALK-LINE GAME OF BILLIARDS.

ONE SHOT ALLOWED IN BALK OR AT THE ANCHOR.

RULES GOVERNING CONTEST.

1. Contests for the Emblem shall, in addition to the Emblem, involve a money stake amounting to \$500 a side. This amount is necessary in order that the holder of the Emblem may not be challenged by unskillful players, whose only object in challenging would be to gain notoriety.
2. The sum of \$250 must accompany all challenges to give them validity.
3. The holder of the Emblem must cover his challenger's money within ten days after being notified that he has been challenged. Failure to do so, without sufficient cause therefor, will entitle the challenger to the Emblem and money. The holder of the Emblem shall not, however, be required to cover the money of more than one challenger at a time.
4. When \$250 have been put up on each side, the \$500 as well as the Emblem becomes subject to forfeiture. The re-

"EIGHTEEN-INCH BALK-LINE" RULES
(ONE SHOT IN)

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maining \$250 must be put up at least ten days prior to the date of contest, and after such final deposit the match shall be "play or pay," i. e., death alone relieving the players from their contract. The champion must cover the forfeit, and himself either play or forfeit, even if challenged as late as the day before his term would otherwise expire.

5. The holder of the Emblem may be required to play at the expiration of sixty days from the time of being challenged, but not before. The challenger shall not be required to play within forty days from date of the challenge. The date selected for the contest by the holder of the Emblem must be made known to the stakeholder at least fifteen days prior thereto. Should either party refuse to play within the specified time, he shall forfeit his claim to the Emblem and stakes. Should both parties conspire to defeat this or any other rule relative to the Emblem, the match shall be declared off and the stake money returned. The Emblem will revert to the original donor.

6. To define the above rule a challenge issued while a match for the Emblem is pending, and being next in order, shall go into effect on the next day after that match has been disposed of, either through play or forfeiture. A challenge issued while there is no match pending shall take effect on the day of its date, provided it is not in any way subject to the rule next below.

7. The challenge of a player who has been defeated while contending for the Emblem shall not go into effect until fifteen days after the contest in which he was defeated.

8. There shall be no umpires nor markers, and no one will be allowed on the platform after the game is called except the contending players and the referee. Should there be no platform erected in the hall to set the billiard table on, and for the players to walk on, then no person except the above mentioned shall be allowed within ten feet of the table. There shall be a railing around the table, not less than seven feet from the outer edge of the table.

9. The referee to be mutually agreed upon by the players. In case of failure on their part to agree before half-past seven o'clock on the evening of the match, then the donor of the Emblem shall name the referee.

10. All games to be 500 points up, unless the contestants mutually agree upon two or more nights' play of 500 points each night, not to exceed six nights.

11. The holder of the Emblem will be required to defend it for two years against all comers. During this probation he must deposit with its donor, The Brunswick-Balke-Collender Co., the sum of five hundred dollars (\$500) to insure its preservation in good order, and its delivery to the donor before 12 o'clock, noon, of the date named for any contest in which it may devolve upon him to defend it. Failure to do so (without good and sufficient

"EIGHTEEN-INCH BALK-LINE" RULES
(ONE SHOT IN)

cause) will entitle the challenger to the Emblem and the stake money, and the donor of the Emblem to the amount deposited as a guarantee for its safe-keeping and delivery, as hereinbefore provided for.

12. The Emblem becomes the property of any player who wins it from the champion and successfully defends it against all contestants for a period of two years. But the championship term may be prolonged, as provided in Section 4.

13. In all matches for the Emblem the stakeholders shall be the donor of the Emblem, The Brunswick-Balke-Collender Co., and all challenges to the champion must be addressed through them, in order that each challenge may be officially recorded, and the champion officially notified.

14. All matches for the Emblem shall be played with 2 $\frac{3}{8}$ -inch polished balls, upon a 5 x 10 table, manufactured by The Brunswick-Balke-Collender Co. and furnished with their "Monarch" Cushions.

15. The holder of the Emblem has the right to choose the city wherein the contest shall take place. However, he is bound to select a city located in the country in which he or his opponent has his legal residence. In case of a disagreement between the parties as to the selection of a hall or room in which the contest shall take place the donor of the Emblem shall have the final decision.

16. There shall be no intermission, neither shall it be allowable to brush the table or wipe the balls during the progress of the game.

17. Winner shall take all receipts and pay all expenses.

18. The balls shall have a medium-polish finish—that is, between a dead finish and a high polish.

19. There shall not be any string of markers over the table.

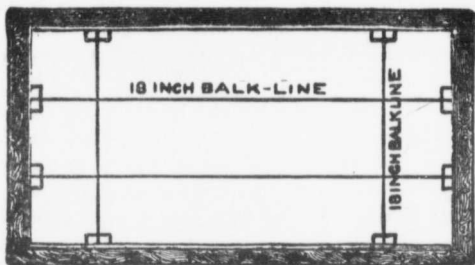
20. All litigious points that might be raised by either of the competitors in connection with the challenge herein mentioned, either before, or during, or after the contest for the World's Championship Emblem of the 18-inch balk-line (1 shot in) game of billiards, shall be settled, without appeal, by the donor of the said Emblem, and the competitors shall have to sign a copy of the present rules accepting The Brunswick-Balke-Collender Co. as supreme referee in all difficulties that may arise between them on account of the contest.

PLAYING RULES.

The playing rules of the Fourteen-inch Balk-Line game govern the Eighteen-inch Balk-Line game with the following exceptions:

1. The lines are placed 18 inches from the cushions.

2. But one shot is allowed in balk and one shot in "anchor." Failure to drive at least one of the object balls out of balk or "anchor" invalidates the stroke, no count can be scored, the striker's hand is out, and the incoming striker plays on the balls as he finds them.



WORLD'S CHAMPIONSHIP EMBLEM OF THE
18-INCH BALK-LINE GAME OF BILLIARDS.

TWO SHOTS IN.

RULES GOVERNING CONTEST.

1. Contests for the Emblem shall, in addition to the Emblem, involve a money stake amounting to \$500 a side. This amount is necessary in order that the holder of the Emblem may not be challenged by unskillful players, whose only object in challenging would be to gain notoriety.

2. The sum of \$250 must accompany all challenges to give them validity.

3. The holder of the Emblem must cover his challenger's money within ten days after being notified that he has been challenged. Failure to do so, without sufficient cause therefor, will entitle the challenger to the Emblem and money. The holder of the Emblem shall not, however, be required to cover the money of more than one challenger at a time.

4. When \$250 have been put up on each side, the \$500 as well as the Emblem becomes subject to forfeiture. The remaining \$250 must be put up at least ten days prior to the date of contest, and after such final deposit the match shall

"EIGHTEEN-INCH BALK-LINE" RULES
(TWO SHOTS IN)

be "play or pay," i.e., death alone relieving the players from their contract. The champion must cover the forfeit, and himself either play or forfeit, even if challenged as late as the day before his term would otherwise expire.

5. The holder of the Emblem may be required to play at the expiration of sixty days from the time of being challenged, but not before. The challenger shall not be required to play within forty days from date of the challenge. The date selected for the contest by the holder of the Emblem must be made known to the stakeholder at least fifteen days prior thereto. Should either party refuse to play within the specified time, he shall forfeit his claim to the Emblem and stakes. Should both parties conspire to defeat this or any other rule relative to the Emblem, the match shall be declared off and the stake money returned. The Emblem will revert to the original donor.

6. To define the above Rule 5, a challenge issued while a match for the Emblem is pending, and being next in order, shall go into effect on the next day after that match has been disposed of, either through play or forfeiture. A challenge issued while there is no match pending shall take effect on the day of its date, provided it is not in any way subject to the rule next below.

7. The challenge of a player who has been defeated while contending for the Emblem shall not go into effect until fifteen days after the contest in which he was defeated.

8. There shall be no umpires nor markers, and no one will be allowed on the platform after the game is called except the contending players and the referee. Should there be no platform erected in the hall to set the billiard table on, and for the players to walk on, then no person except the above mentioned shall be allowed within ten feet of the table. There shall be a railing around the table, not less than seven feet from the outer edge of the table.

"EIGHTEEN-INCH BALK-LINE" RULES
(TWO SHOTS IN)

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9. The referee to be mutually agreed upon by the players. In case of failure on their part to agree before half-past seven o'clock on the evening of the match, then the donor of the Emblem shall name the referee.

10. All games to be 500 points up, unless the contestants mutually agree upon two or more nights' play of 500 points each night, not to exceed six nights.

11. The holder of the Emblem will be required to defend it for *two* years against all comers. During this probation he must deposit with its donor, The Brunswick-Balke-Collender Co., the sum of five hundred dollars (\$500) to insure its preservation in good order, and its delivery to the donor before 12 o'clock, noon, of the date named for any contest in which it may devolve upon him to defend it. Failure to do so (without good and sufficient cause) will entitle the challenger to the Emblem and the stake money, and the donor of the Emblem to the amount deposited as a guarantee for its safe-keeping and delivery, as hereinbefore provided for. Should the winner or holder of the Emblem relinquish the Championship and surrender the Emblem while there is no challenge pending, he shall likewise forfeit the amount of his deposit of Five Hundred Dollars (\$500), which, together with the Emblem, will revert to the donor.

12. The Emblem becomes the property of any player who wins it from the champion, and successfully defends it against all contestants for a period of two years. But the championship term may be prolonged, as provided for in Section 4.

13. In all matches for the Emblem, the stakeholders shall be the donor of the Emblem, The Brunswick-Balke-Collender Co., and all challenges to the Champion must be addressed through them, in order that each challenge may be officially recorded, and the champion officially notified.

14. All matches for the Emblem shall be played with 2 $\frac{3}{8}$ -inch polished balls, upon a 5x10 table, manufactured by The Brunswick-Balke-Collender Co., and furnished with their "Monarch" Cushions.

15. The holder of the Emblem has the right to choose the

"EIGHTEEN-INCH BALK-LINE" RULES
(TWO SHOTS IN)

city wherein the contest shall take place. However, he is bound to select a city located in the country of which he or his opponent has his legal residence. In case of a disagreement between the parties as to the selection of a hall or room in which the contest shall take place, the donor of the Emblem shall have the final decision.

16. There shall be no intermission, neither shall it be allowable to brush the table or wipe the balls during the progress of the game.

17. Winner shall take all receipts and pay all expenses.

18. The balls shall have a medium-polish finish—that is, between a dead finish and a high polish.

19. There shall not be any string of markers over the table.

20. All litigious points that might be raised by either of the competitors in connection with the challenge herein mentioned, either before, or during, or after the contest for the World's Championship Emblem of the 18-inch balk line (2 shots in) game of billiards, shall be settled, without appeal, by the donor of the said Emblem, and the competitors shall have to sign a copy of the present rules, accepting The Brunswick-Balke-Collender Co. as supreme referee in all difficulties that may arise between them on account of the contest.

PLAYING RULES.

The playing rules of the Fourteen-inch Balk-Line game govern the Eighteen-inch Balk-Line game with the following exceptions:

1. The lines are placed 18 inches from the cushions.

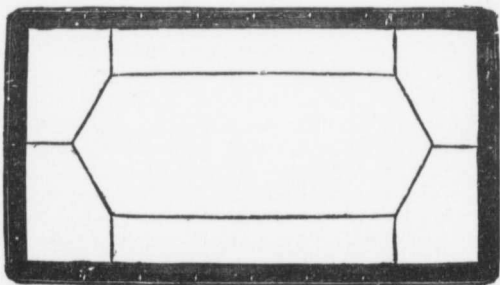
2. When both object balls are within one of the restricted spaces, only one carom may be scored without driving at least one of the object balls out of the space. If, on the second stroke, at least one of the object balls is not driven out, the shot is foul, the carom cannot be scored and the striker loses his inning.

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(TWO SHOTS IN)

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Should an object ball be driven out of the space and return, another carom may be scored, but again, on the second stroke, at least one object ball must be driven out, and this may be repeated without limit. Only two shots are allowed in balk or anchor spaces.

THE SPACE GAME.



This game was introduced through a tournament played in Hartford, Conn., Jan. 29 to Feb. 15, 1884. The special feature of this game consists in the introduction of right parallel, and oblique lines, forming spaces upon the table bed, which moderates rail nursing, destroys the nursing of balls in the corners and at one end of the table, and calls for series of strokes that display all the great beauty of the game of billiards, and which bring the game fairly between the cushion-caroms and unlimited nurse play. The above diagram is that of the bed-surface of a billiard table, ruled or lined off in spaces. In laying out the table for the

playing of the game, draw upon the cloth four straight lines, eleven inches directly out on the table bed, from the top front surface of the side cushion, and from a point on the cushion twenty-one inches from the corners of a 5x10 table, or a distance from the corners that is half-way between the first and second sights; this last method of measuring will more easily permit the laying out of the game upon tables of all sizes. Then draw two other straight lines from the face of the cushion at the centre diamond sights, on the end rails, eleven inches directly out on the bed, and in a line with the spots. From and to the points of the straight lines, at the side cushion, draw a straight line, parallel to the cushion, which line will run eleven inches from and along the surface of the side cushion. Then from the point where these lines intersect draw an oblique line to the point of the straight lines projecting from the centre of the end cushion. Thus we have four restricted spaces in the corners, within any one of which but three counting strokes can be made without, at least, sending one of the object balls out of the space. To modify rail play along the near surface of the side cushion is the purpose of the parallel line, within which line but two counting strokes can be made. In the large centre space of the table caroms may be made *ad libitum*.

The rules of the Balk-Line Game govern the Space Game, except where they conflict with those rules which govern the corner spaces.

THE PROGRESSIVE CAROM GAME

The Progressive Game of Billiards differs only from the ordinary Three-ball Carom Game in the manner in which the game is scored. The striker scores *cue* for each cushion he causes the cue ball to hit in effecting a valid carom; thus one cushion hit by the cue-ball, should the striker make a carom, would count but

one; two cushions hit by the cue-ball counts two; five cushions hit counts five, etc. Ordinary caroms from ball to ball count one. The rules of the regular Three-ball Game of Billiards govern this game also, except when they conflict with the foregoing rules.

FOUR-BALL CAROM GAME.

The Four-ball Carom Game is played upon a carom table with two red and two white balls. A carom counts 1, whether effected upon a red and white ball or upon two red balls.

The deep-red ball is spotted on the red ball spot at the foot of the table; the light red ball is spotted on the white ball or string spot; and the two white balls are in hand.

The player winning the opening bank may either lead or require his opponent to do so. The player leading plays his cue ball beyond the deep red to any point at the foot of the table; and the next player on his opening stroke, playing from any point within the string, must first strike the white ball in order to effect a carom, but on any other stroke, except when the cue ball is in hand, may play on either ball first.

Should he, on the leading stroke, fail to hit the white ball first, or fail to hit at all, his opponent counts one point.

A stroke made while a red ball is off the table, provided its spot is unoccupied, is foul.

A touch of a cue ball is a shot. If, while the balls are at rest, a player touches or disturbs any ball on the table, it is foul.

If, when the player's ball is in hand, he does not cause to pass outside the string before touching any of the object balls or cushion, the stroke is foul, and his opponent may choose whether he will play with the balls as they are, have them replaced in their original positions, or cause the stroke to be played over.

In all other particulars the Four-ball Carom Game is governed by the rules of the Three-ball Carom Game.

Playing directly at a ball that is considered in the "string," is not foul, provided the cue-ball pass wholly beyond the "string" line before coming in contact.

Giving a miss inside the "string," when the player is in hand is foul; but he may, for safety, cause his ball to go out of the "string," and return.

AMERICAN FOUR-BALL POCKET GAME.

In the advance and development of billiards during the past fifty years, the Original American Four-ball Game, has fallen into almost total disuse. It is so seldom played that a brief mention of the points wherein it differs from the games of the present day will meet all requirements. It was played on a six-pocket table, and later on a four-pocket table. The counts were as follows:

Pocketing a red ball, 3; Caroming on the red balls, 3; pocketing an opponent's ball, 2; caroming on red and white balls, 2.

Subsequently all caroms were of equal value and counted 1 each. The penalties and forfeitures were as follows:

A miss, 1; pocketing the cue ball after contact with a red ball, 3; pocketing the cue ball after contact with a white ball, 2; pocketing the cue ball without hitting any object ball, 3; jumping the cue ball off the table after contact with a red ball, 3; jumping the cue ball off the table after contact with a white ball, 2.

The "push" shot was for several years permitted, but was ruled out in 1869.

CUSHION CAROM GAME.

In the Cushion Carom Game the general rules of the Three-ball game apply as to balls, spots, stringing for lead, playing from radius, ball forced off the table, foul strokes, penalty for miss, playing for safety, etc. The specific rules governing Cushion Caroms are as follows:

A counting stroke is complete when the cue ball has touched one or more cushions before effecting a carom, or when the cue ball, after striking one object ball, touches one or more cushions before striking the second object ball.

2. In case of doubt whether the cue ball has touched a cushion before striking an object ball, the decision of the referee must be against the striker.

3. Each cushion carom counts one for the striker. A miss of both object balls counts one for the non-striker.

WHEN BALLS ARE "FROZEN."

4. When the cue ball is in contact with ("frozen" to) an object ball, the striker may play to a cushion from the ball with which the cue ball is not in contact, or he may play direct to a cushion; or he may have the balls spotted as at the opening of the game.

5. When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carom.

THREE-CUSHION CAROM GAME.

The game of Three-cushion Caroms is governed by the general laws of billiards as already set forth, and the only particulars in which it differs from the game of Cushion Caroms are indicated in the following rules:

1. In order to constitute a valid carom, the cue ball must first have touched a cushion or cushions at least three distinct times before completing a count.

2. Each carom counts one.

3. In the case of "frozen" balls, the option is to play away from the balls or to spot them as at the opening of the game.

4. When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least three other cushions, either before or after contact with an object ball, in order to effect a valid three-cushion carom.

CONDITIONS GOVERNING THE LAMBERT NATIONAL THREE-CUSHION
CHAMPIONSHIP TROPHY.

1. All challenges for this trophy shall be sent to The Brunswick-Balke-Collender Company.
2. All contests for this trophy shall be played for a purse of \$500, to be contributed equally by the holder of the emblem and the challenger.
3. No challenge for this emblem shall be considered valid unless accompanied by a deposit of \$100.
4. The holder of the emblem must accept challenge for the same within 10 days after being notified that he has been challenged, and shall deposit \$100 to complete the match.
5. All contests for this emblem shall be played on a date named by the holder of the emblem, which date shall not be less than 30 days nor more than 60 days from date of challenge. The holder of the emblem shall not be required to play during the months of June, July and August.
6. The holder shall have the right to name the city, which must be either the city of his legal residence or the city in which he is in when the challenge is accepted.
7. The challenger shall receive at least 20 days' notice of the date of game.
8. The final deposits of \$150 from each contestant must be made at least 10 days before the date of contest.
9. All contests for this emblem must be either 150 points in length played in lots of 50 points each night, or 125 points in length played 60 points the first night and 65 the second night; the naming of such length of game to be the right of the emblem holder.
10. Failure to deposit the moneys on time by either contestant or to abide by these conditions shall constitute a forfeiture of any money which the negligent contestant shall have deposited.
11. All contests for the emblem shall be played under the Rules adopted by the National Three-Cushion Championship Tournament.
12. All points of dispute shall be decided by The Brunswick-Balke-Collender Company, and such decision shall at all points be final.
13. All games shall be played upon the recognized standard table, equipped with Monarch cushions.

BANK SHOT GAME.

The rules distinctively pertaining to the Bank Shot Game are as follows, play being in other respects governed by the Three-ball Carom rules:

1. In the lay-off shot, as in every other stroke, the cue ball must touch at least one cushion before striking an object ball.
2. When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carom.
3. When the cue ball is "frozen" the striker has no option, but must play with the balls as he finds them.
4. In cases where it is doubtful whether the cue ball touched a cushion before coming in contact with an object ball, the decision of the referee must be against the striker.

THE GAME OF BILLIARDS FOR THE ENGLISH
CHAMPIONSHIP.

RULES.

1. The choice of balls and order of play shall, unless mutually agreed upon by the two players, be determined by stringing; and the striker whose ball stops nearest the lower (or bottom) cushion, after being forced from balk up the table, may take which ball he likes, and play, or direct his opponent to play first, as he may deem expedient.
2. The red ball shall, at the opening of every game, be placed on the top (or red) spot, and replaced after being pocketed or forced off the table, or whenever the balls are broken.
3. Whoever breaks the balls, *i. e.*, opens the game, must play out of balk, though it is not necessary that he shall strike the red ball.
4. The game shall be adjudged in favor of whoever first scores the number of points agreed on, when the marker shall call "game;" or it shall be given against whoever, after having once commenced, shall neglect or refuse to continue when called upon by his opponent to play.

(The scores are counted as below:)

5. A two stroke is made by pocketing an opponent's ball, or by pocketing the striker's ball off his opponent's, or by making a carom, to effect which the striker must cause his ball to strike both the others.

6. A three stroke is made by pocketing the red ball, or by pocketing the striker's ball off the red.

7. A four stroke may be made by pocketing the white and spot-white balls or by making a carom and pocketing an opponent's ball, or by making a carom and pocketing the striker's ball, the non-striker's ball having been first hit.

8. A five stroke may be made by scoring a carom and pocketing the red ball, or by a carom and pocketing the striker's ball after having struck the red ball first.

9. To effect a six stroke the red ball must be struck first, and the striker's and the red ball pocketed, or by a carom off an opponent's ball on to the red and pocketing the two white balls.

10. A seven stroke is made by striking an opponent's ball first, pocketing it, making a carom, and pocketing the red also, or by making a carom and pocketing the red and an opponent's ball, or by playing at an opponent's ball first and pocketing all the balls without making a carom.

11. An eight stroke is made by striking the red ball first, pocketing it, making a carom, and pocketing the striker's ball, or by hitting the red first and pocketing all the balls without making a carom.

12. A nine stroke is made by striking an opponent's ball first, making a carom, and, pocketing all the balls.

13. A ten stroke is made by striking the red ball first, making a carom, and pocketing all the balls.

14. If the striker scores by his stroke he continues until he ceases to make any points, when his opponent follows on.

15. If when moving the cue backward and forward, and prior to a stroke, it touches and moves the ball, the ball must be replaced to the satisfaction of an adversary, otherwise it is a foul stroke; but if the player strikes, and grazes any part of the ball with any part of the cue, it must be considered a stroke and the opponent follows on.

16. If a ball rebounds from the table, and is prevented in any way, or by any object except the cushion, from falling to the ground, or if it lodges on a cushion and remains there, it shall be considered off the table, unless it is the red, which must be spotted.

17. A ball on the brink of the pocket need not be "challenged;" if it ceases running and remains stationary, then falls in, it must be replaced, and the score thus made does not count.

18. Any ball or balls behind the balk-line, or resting exactly upon the line, are not playable if the striker be in hand, and he must play out of balk before hitting another ball.

19. Misses may be given with the point or butt of the cue, and shall count one for each against the player; or if the player strike his ball with the cue more than once a penalty shall be enforced, and the non-striker may oblige him to play again, or may call on the marker to place the ball at the point it reached or would have reached when struck first. [The butt may also be used for playing a ball in hand up the table in order to strike a ball in balk.]

20. Foul strokes do not score to the player, who must allow his opponent to follow on. They are made thus: By striking a ball twice with the cue; by touching with the hand, ball, or cue an opponent's or the red ball; by playing with the wrong ball; by lifting both feet from the floor when playing; by playing at the striker's own ball and displacing it ever so little (except while taking aim, when it shall be replaced, and he shall play again.)

21. The penalty for a foul stroke is losing the lead, and, in case of a score, an opponent must have the red ball spotted and himself break the balls, when the player who made the foul must follow suit, both playing from the D. If the foul is not claimed the player continues to score, if he can.

22. After being pocketed or forced off the table the red ball must be spotted on the top spot, but if that is occupied by another ball the red must be placed on the centre spot between the middle pockets.

23. If in taking aim the player moves his ball and causes it to strike another even without intending to make a stroke, a foul stroke may be claimed by an adversary. (See Rule Fifteenth.)

24. If a player fail to hit another ball, it counts one to his opponent; but if by the same stroke the player's ball is forced over the table or into any pocket it counts three to his opponent.

25. Forcing any ball off the table, either before or after the stroke, causes the striker to gain nothing by the stroke.

26. In the event of either player using his opponent's ball and securing, the red must be spotted and the balls broken again by the non-striker; but if no score is made, the next player may take his choice of balls and continue to use the ball he so chooses to the end of the game. No penalty, however, attaches in either case unless the mistake be discovered before the next stroke.

27. No person except an opponent has a right to tell the player that he is using the wrong ball, or to inform the non-striker that his opponent has used the wrong ball; and if the opponent does not see the striker use the ball, or, seeing him, does not claim the penalty, the marker is bound to score any points made to the striker.

28. Should the striker (whose ball is in hand), in playing up the table on a ball or balls in balk, either by accident or design, strike one of them (with his own ball) without first going out of balk, his opponent may have the balls replaced, score a miss, and follow on; or may cause the striker to play again, or may claim a foul, and have the red spotted and the balls broken again.

29. The striker, when in hand, may not play at a cushion within the balk (except by going first up the table) so as to hit balls that are within or without the line.

30. If in hand, and in the act of playing, the striker shall move his ball with insufficient strength to take it out of balk, it shall be counted as a miss to the opponent, who, however, may oblige him to replace his ball and play again. [Failing to play out of balk, the player may be compelled to play his stroke over again.]

31. If in playing a push stroke the striker pushes more than once it is unfair, and any score he may make does not count. His opponent follows by breaking the balls.

32. If in the act of drawing back his cue the striker knocks the ball into a pocket, it counts three to the opponent, and is reckoned a stroke.

33. If a foul stroke be made while giving a miss, the adversary may enforce the penalty or claim the miss, but he cannot do both.

34. If either player take up a ball, unless by consent, the adversary may have it replaced, or may have the balls broken; but if any other person touches or takes up a ball it must be replaced by the marker as nearly as possible.

35. If, after striking, the player or his opponent should by any means obstruct or hasten the speed of any ball, it is at the opponent's or player's option to have them replaced, or to break the balls.

36. No player is allowed to receive nor any bystander to offer advice on the game; but should any person be appealed to by the marker or either player he has a right to offer an opinion; or if a spectator sees the game wrongly marked he may call out, but he must do so prior to another stroke.

37. The marker shall act as umpire, but any question may be referred by either player to the company, the opinion of the majority of whom shall be acted upon.

THE SPANISH GAME OF BILLIARDS.

This game is played in the South, California, and in Mexico and Cuba, and is played with two white and one red ball, and five pins placed similar to those in the Pin Game. The red ball is placed on the red-ball spot, and the first player strikes at it from within the balk semicircle. The game is scored by winning and losing hazards, caroms, and by knocking over the pins. It is usually played thirty points up.

RULES.

1. The player who knocks down a pin after striking a ball gains *two* points, if he knocks down two pins he gains *four* points, and so on, scoring two points for each pin knocked down. If he knock down the middle pin alone he gains *five* points.
2. The player who pockets the red ball gains *three* points and two for each pin knocked down by the same stroke.
3. The player who pockets the white ball gains two points and two for each pin knocked over with the same stroke. Each carom counts two.
4. The player who knocks down a pin or pins with his own ball

before striking another ball loses two for every pin so knocked down.

5. The player who pockets his own ball without hitting another ball forfeits three points; for missing altogether he forfeits one point.

6. The striker who forces his own ball off the table without hitting another ball forfeits *three* points, and if he does so after making a carom or pocket he loses as many points as he would otherwise have gained. The rules of the Three-ball Game, except where they conflict with the foregoing rules, govern this game also.

FIFTEEN-BALL CONTINUOUS POCKET BILLIARDS FOR THE CHAMPIONSHIP.

Continuous Pocketings, so called from the system of scoring the game, differs from any other game previously in vogue. Unlike 61- or 8-ball Pyramid scoring is continued until all the balls but one in each frame have been pocketed, and the game may consist of any number of balls or points up which may be agreed upon. Each ball pocketed scores one point for the striker and the game is usually scored upon the string of buttons over the table as in regular billiards. Penalties are paid through deducting points from the offending players' score or string of buttons, instead of forfeiting a ball to the table as in regular pyramid games.

In playing a long game of more than one night's duration when a player shall have scored the agreed upon quota for the night, play must be continued until all the balls of the final frame have been pocketed, and each player must be credited with the balls which each shall pocket in the aforesaid final frame.

On the final night of a match, playing shall cease as soon as the leading player shall have scored or pocketed a sufficient number of balls to be declared winner of the match.

THE GAME.

Continuous Pocket Billiards is played with fifteen numbered balls and one white ball, not numbered. The latter is the cue ball and

the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterwards as he finds it on the table, his object being to pocket as many of the numbered balls as he can. The fifteen balls are numbered from one to fifteen respectively, and are usually colored, but the numbers on the balls are simply used for convenience in calling the number of each ball which the player intends to pocket, and do not in any way affect the score of the player. Before commencing the game these fifteen balls are placed promiscuously in the form of a triangle upon the table, a triangular frame being employed for this purpose, to insure correctness. The highest numbered balls must be placed nearest the apex of the triangle and the lowest numbered at its base; the 15-ball must be placed at the apex and must rest on the spot known as the red ball spot in the regular Three-ball Game of Billiards, and the 1 and 5 balls at either corner of the base of the triangle.

The string line occupies the same place on the table as it does in the Three-ball game. Each and every ball counts one point, and the game shall consist of any given number of points, to be mutually agreed upon.

EMBLEM OF THE 15 BALL CONTINUOUS POCKET BILLIARD CHAMPIONSHIP OF AMERICA.

Rules Governing Contests.

1. Contests for the emblem shall, in addition to the emblem, involve a money stake amounting to at least \$150 a side. This amount is necessary in order that the holder of the emblem may not be challenged by unskillful players whose only object in challenging would be to gain notoriety.

2. The sum of \$75 must accompany all challenges to give them validity. Until the holder of the emblem covers this amount it will be regarded, not as a forfeit, but simply as a guarantee of good faith, and as being requisite to secure for the challenge it represents precedence over any others which may come after.

3. The holder of the emblem must cover his challenger's money within ten days after receipt of notification that he has been challenged. Failure to do so, without sufficient cause therefore, will entitle the challenger to the emblem. But the holder of the emblem will not be required to cover the money of more than one challenge at a time.

4. When \$75 have been put up on each side, the \$150, as well as the emblem, become subject to forfeiture. The remaining \$75

"CONTINUOUS POCKET BILLIARD" RULES 59

must be put up at least ten days prior to date of contest, and after such final deposit the match shall be "play or pay," *i. e.*, death only relieving the players from their contract.

5. The holder of the emblem has the right to name the city and date of contest, but he cannot arbitrarily name a far-away city merely for the purpose of harassing his challenger, and therefore he will be required to name his home city, or the city in which he may be sojourning at the time of acceptance of challenge. The holder of the emblem has the right to name date of contest, but he is required to play within 60 days from the time of receipt of challenge and not before, but he cannot without consent of challenger name a date earlier than 20 days from the time of receipt of challenge. The holder of the emblem shall not be required to play during the months of June, July and August. Should either party refuse to play within the specified time, he shall forfeit his claim to the emblem and stakes. Should both parties conspire to defeat this or any other rule relative to the emblem, without the consent of the donor, the match shall be declared off and the stake-money returned. The emblem will revert to the original donor. All games for the championship shall be played in the United States.

6. To define the above rule: A challenge issued while a match for the emblem is pending and being next in order, shall go into effect on the next day after that match is disposed of, either through play or forfeiture. A challenge issued while there is no match pending shall take effect upon the date of its date, provided it is not in any way subject to the rule next below.

7. The challenge of a player who has been beaten while contesting for the emblem shall not go into effect until five days after the contest in which he was defeated.

8. All challenges not conflicting with Rule Seven shall go into effect in the order of their issue, the first being entitled to priority and so on. In determining priority, allowance must be made for distance, and the better to settle disputes, all challenges sent by mail shall be accompanied by the certificate of two responsible parties other than the player, setting forth the exact hour at which the forfeit money was despatched. In case two challenges should be issued at the same time the holder of the emblem may give either precedence.

9. Each game shall consist of 600 points, to be played in three nights, at the rate of 200 points each night. But if it is mutually agreed upon between the champion and his challenger, the contest may consist of a greater or lesser number of points, but no more nor

no less than 200 points each evening. And after the winner has defrayed the expenses of the match, he shall receive whatever sum may have accrued above expenses.

10. All contests must take place in a public hall mutually agreed upon, and at night-time, commencing at eight o'clock, unless there should be some special reason and a special agreement to play in the day-time.

11. The holder of the emblem will be required to defend it for one year against all comers, provided they are at least eighteen years of age, and of unimpeached professional standing. During this probation, the holder of the emblem must deposit with its donor (The Brunswick-Balke-Collender Co.) the sum of \$100, to insure its preservation in good order, and its presentation at every contest in which it may devolve upon him to defend it. The emblem becomes the property of the player who wins and defends it against all contestants for a period of twelve months, and any challenge issued on the last day or prior thereto, which is not in the hands of the official stakeholder before the expiration of the twelve months, shall not be recognized nor considered.

12. In all matches for the emblem, the permanent stakeholder shall be the Chicago House of The Brunswick-Balke-Collender Co.

13. All matches for the emblem shall be played with 2-5/16 inch balls upon 5x10 table manufactured by The Brunswick-Balke-Collender Co. with pocket-openings 4½ inches at the corners and 4¾ inches at the sides.

14. In the event of dispute as to any point not specifically covered by these rules the decision shall rest with the donor of the emblem.

RULES FOR PLAY.

1. In match or tournament contest the game is begun by banking, the same as in the Three-ball Carom Game. The winner of the lead has the option of playing first himself from within the string at the head of the table, or he can compel his opponent to play first from the same place. For convenience, two white ball of the same size as the pocket balls may be provided for banking

2. The player who makes the opening stroke must play from within the string at the head of the table and must drive two o

more object balls to a cushion, or cause at least one object ball to go into a pocket. Should he fail to do either, the stroke is foul, and at the option of his opponent loses his stroke and the next player plays, or the balls are to be set up again; he forfeits two points and must continue to play until he drives two or more object balls to a cushion, or at least one object ball into a pocket. Each failure causes him to forfeit two points, whenever his opponent claims it.

3. Before making a stroke the player must distinctly call the number of the ball he intends to pocket, and unless he does so the ball pocketed does not count for him and must be placed on the deep-red spot; or, if that be occupied, as near on a line below it as possible. The player loses his hand, but does not forfeit any points, and the next player plays. Should he call more than one ball, he must pocket all the balls he calls, otherwise none of them can be counted for him. A player is not required to pay a penalty for failure to move or hit a called ball provided he hits any other ball or balls on the table.

4. After the opening stroke each player must either pocket a ball or make at least one object-ball or the cue ball, after contact with an object ball, strike a cushion, under penalty of forfeiture of one point.

5. Should the player pocket by the same stroke, more balls than he calls, he is entitled to all the balls he calls and all the other balls pocketed by the stroke.

5A. Only 14 balls are to be pocketed in the first frame, after which these 14 balls are to be replaced on the table in triangular form as at the beginning of the game, without interfering with the 15th (unpocketed) ball nor the cue ball, both of which must remain in the positions occupied after the 14th ball was pocketed.

The player then continues his run.

This same procedure is followed in each succeeding frame.

Should either the cue ball or object ball left on the table interfere with the spotting of the 14 balls in triangular form, the ball thus interfering must be placed on the spot at the opposite end of the table.

Should both balls interfere at the same time, the fifteen (15) balls are then spotted on the table as at the commencement of the game, and the player must play from within the string at the head of the table as provided for in Rule 2.

6. All strokes must be made with the point of the cue, otherwise they are foul.

7. A forfeit of one point is deducted from the player's score for making a miss, pocketing his own ball, forcing his own ball off the table, failing to either make an object ball strike a cushion or go into a pocket, or the cue ball to strike a cushion as provided in Rule 4, and for striking his own ball twice.

8. A ball whose centre is on the string line must be regarded as within the line.

9. If the player pocket one or more of the object balls, and his own ball go into a pocket or off the table from the stroke, he cannot score for the balls, which must be placed on the spot known as the deep-red spot; or, if it be occupied, as nearly below it as possible, and on a line with the spot, and the player forfeits one point for pocketing his own ball or driving it off the table.

10. A ball going into a pocket and rebounding onto the table must be regarded in the same light as if it had struck a cushion, and is not to be counted as a pocketed ball. It retains its place where it comes to rest upon the table. An object ball forced off the table, or forced off and rebounding from some object foreign to the table, must be replaced upon the deep-red spot; or if that be occupied, on a line below it and as near as possible. If it is the cue ball, it is to be regarded as being off the table and in hand. The gas-fixture or other apparatus for lighting, when placed directly over the table, shall not be considered a foreign object, and should a ball striking a fixture rebound to the table it must retain its position where it comes to rest.

11. A ball resting on the cushion must be regarded as off the table.

12. When the cue ball is in hand the player may play from any place within the string at any object ball outside of it; but he is not allowed to play directly at an object ball which is within

the string, should none of the object balls be outside, that ball which is nearest outside the string should be spotted on the deep-red spot and the player may play at it.

13. Should the striker touch the cue ball with the point of his cue, or should he touch it with any other part of the cue except the point, or with his clothing, or anything else, it shall be accounted a stroke. The striker loses his hand, forfeits one point, and the next player plays.

14. Should the player touch an object ball with the point or any other part of the cue, or with his clothing, or anything else, the ball so disturbed is to be replaced by the referee in its original position or left where it is, at the option of his opponent. The striker loses his inning only, and the next player plays.

15. A counting stroke cannot be regarded as being completed until all balls set in motion by the stroke have come to rest.

16. A stroke made when any of the balls are in motion is foul. Should such a stroke be made, the balls are either to be replaced or left as they come to rest, at the option of the next player, and the next player plays. The striker loses his hand and forfeits one point.

17. Should the player strike his own ball twice he forfeits one point, and the balls disturbed in consequence of the second stroke are to be replaced by the referee in the position they occupied before the first stroke or left as they are when they come to rest, at the option of the next player. The striker loses his hand, and the next player plays.

18. Should the balls, or any of them, on the table be accidentally disturbed by any other person or cause than the player, they are to be replaced as nearly as possible in their original position and the player may continue.

19. Push shots are allowed; that is, it is not necessary to withdraw the point of the cue from the cue ball before the latter touches the object ball. When the cue ball is in contact with another ball, the player may play directly at the ball with which it is in contact or directly from it, and the latter play shall not be recorded as a miss, provided a cushion is struck, as specified in Rule 4.

20. When the striker is in hand should he play from any posi-

tion not within the string line, without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is checked before making the stroke, and then makes it, it does not count for him, his hand is out, and the next player plays, and all balls disturbed by the stroke must be replaced or left as they are, at the option of the next player.

21. It is foul, and the striker forfeits one point, if, while in the act of striking, he has not at least one foot on the floor.

22. Should the striker, by a clear, fair stroke of the cue, pocket a ball and, after the stroke, move, touch or foul one of more of the object balls he is entitled to the pocketed ball and loses his hand only because of the foul, and the next player plays.

23. Should a ball after having come to a standstill and then resting on the edge of a pocket fall into the pocket without being hit by another ball, it must be replaced by the referee, or by the marker through the direction of the referee. Should it so fall into a pocket while the striker is in the act of taking aim, or should it so fall into a pocket after the striker has delivered his stroke and before his ball, or an object ball set in motion by the stroke, hits said ball, it and all other balls set in motion by the stroke must be replaced by the referee, or by the marker through the direction of the referee, as near as possible to their original positions, and the striker is entitled to play again. A ball must be positively hit by another ball before it can be reckoned as a pocketed ball, and should the vibration of the table, through the rolling of the balls, or through atmospheric influences or any other causes other than by being positively hit by another ball through a fair delivery of the cue, cause a ball resting on the edge of a pocket to fall into it, that ball must be replaced by the referee or marker and cannot be reckoned as a pocketed ball.

24. Should a player make three scratches or forfeitures of points in succession he shall forfeit every ball remaining on the table to his opponent, except as provided in Rule 2.

25. Under these rules no player is allowed to withdraw before the game is played out; by so doing, without sufficient cause, he forfeits the game.

26. In case of a scratch or forfeiture the claim for such must

be put in before another strike is made, otherwise it cannot be recorded against that player later in the game.

27. A light pencil mark is to be drawn from the deep-red spot directly back to the centre diamond on the end rail; also across the string line. This rule is for convenience and absolute accuracy in spotting and placing the cue ball.

28. The player scoring the last ball of each frame has the option of leading in the succeeding frame or making his opponent lead.

29. There shall be no unnecessary delay on the part of a player, and an opponent may appeal to the referee in case of such delay, who will place a reasonable time limit on the player. This rule is particularly favorable to spectators, who dislike a tedious game.

30. An opponent must stand at least four feet from a player and the table. Protests may be made if a player stands in front of another whose turn it is to play or in such proximity as to disconcert his playing; also against loud talking or advice from either spectator or opponent.

PROTESTS.

1. The player may protest against his adversary standing in front of him, or in such close proximity as to disarrange his aim

2. Also, against loud talking, or against advice being given by any person whomsoever, or any other annoyance by his opponent, while he is making his play.

NOTES TO THE FOREGOING RULES.

The decision of the referee is final, but it might happen, under extraordinary circumstances, that one of the players should believe his rights to have been violated by the referee. In such a case he must at once, and before more than one stroke has been played, declare the cause of his grievance and announce that he is playing the game out under protest. Then, should he lose the game, the subject of the grievance is left to the decision of the experts mutually agreed upon.

The rules of the Three-ball Game of Billiards, when not conflicting with any of the foregoing rules, govern this game also.

THE GAME OF NON-CONTINUOUS 15-BALL POCKET BILLIARDS

This game of Fifteen-ball Pocket Billiards is played with fifteen numbered balls, and one white ball not numbered. The latter is the cue-ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterward as he finds it on the table, his object being to pocket as many of the numbered balls as he can, the number on each ball he pockets being scored to his credit; so that not he who pockets the largest number of balls, but he whose score, when added up, yields the largest total, wins the game. The fifteen balls are numbered from one to fifteen, respectively, and are usually colored. Before commencing the game these fifteen balls are placed in the form of a triangle upon the table, a triangular frame being employed for this purpose to insure correctness. The ball numbered fifteen is so placed upon the table as to form the apex of the triangle, pointing upward toward the head of the table, and in forming the triangle the fifteen-ball should rest as nearly as possible upon the spot known as the deep-ered spot in the Three- or Four-ball Games. The other balls should have their places in the triangle so that the highest numbers shall be nearest the apex, the lowest numbers forming the base.

The string-line occupies the same place on the table as it does in the Four-ball Game.

The numbers on the balls pocketed count for the player who pockets them fairly, and as the sum total of all the numbers on the fifteen balls amounts only to one hundred and twenty, of which sixty one is more than one-half, when only two persons are playing whoever makes the latter number first is the winner of the game.

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RULES GOVERNING ALL CONTESTS.

1. Should the player making the opening stroke fail to make at least two of the object balls strike a cushion, or at least one object ball go into a pocket, he forfeits three points and the next player plays. In the opening stroke all balls pocketed count for the player, and he is not required to call any ball on this stroke.

In match or tournament games, when on the opening stroke the player fails to drive at least two object balls to a cushion, or to pocket at least one object ball, the balls are set up again, and he forfeits two scratches, or six points, and must continue to play until he drives two or more object balls to a cushion, or at least one object ball to a pocket. For each failure so to do he forfeits six points.

2. After the opening stroke each player must either pocket a ball, make an object ball strike a cushion, or the cue ball strike a cushion after contact with an object ball, under penalty of forfeiture of three points. Three forfeitures in succession lose the player making them the game.

Should the striker pocket the cue ball during the game, and by the same stroke fail to drive one or more balls against a cushion or into a pocket, he forfeits three only for the pocketing of the cue ball.

3. When two players only are engaged in a game, and one player's score amounts to more than the aggregate numbers on the balls credited to the other player, added to that remaining on the table, the game is ended; the player whose score is higher than this total wins. But when more than two players are engaged the game is ended only when the aggregate of numbers of the balls remaining on the table do not amount to enough to tie or beat the next lowest score. It is the duty of the gamekeeper to proclaim it when a game is won.

4. A forfeiture of three points is deducted from the player's score for making a miss; pocketing his own ball; forcing his own ball off the table; failure to make the opening stroke, as provided in Rule 1; failure either to make an object ball strike a cushion or go into a pocket, as provided in Rule 2; playing out of his turn, if detected doing so before he has made more than one counting stroke; striking the cue ball more than once; making a

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stroke when any of the balls are in motion; failing to have at least one foot on the floor while in the act of striking.

5. In a match or tournament game a tie game is reckoned as void, and must be played over to determine the winner.

6. The rules of the Three-ball Carom Game and of Pocket Billiards for the championship, when not conflicting with the above rules, govern this game also.

AMERICAN PYRAMID 15-BALL POCKET BILLIARDS.

The game of American Pyramid Fifteen-ball Pocket Billiards is played with fifteen balls, numbered from 1 to 15 respectively, and a white cue ball. The player opening the game plays from any point inside the string, and after the opening shot plays with the cue ball as he finds it. Each ball counts one point, and in match or two-hand games the player first scoring eight balls wins game.

THE RULES FOR PLAY.

1. In the opening stroke the cue ball, aimed direct or as the result of a bank shot, must strike the pyramid with force sufficient to cause at least two object balls to touch a cushion, or at least one object ball to go into a pocket. Failure to do either forfeits the stroke and one ball to the table.

In case of a forfeit by a player having no ball to his credit, the first ball scored by him shall be placed on the deep-red spot, or as near thereto as possible. All balls pocketed on the opening stroke count and need not be called.

In match or tournament games, when the player on the opening stroke fails to drive at least two balls to a cushion or one ball to a pocket, the balls are set up again, and the player forfeits one ball from his score, and must continue to play until he shall have made a legal leading stroke.

2. After the opening stroke the player must call the number of the ball he intends to pocket, but need not call the pocket. Should the called ball not be pocketed, no ball pocketed on that stroke is counted, but must be placed on the deep-red spot, or as near as possible on a line below it; the player's hand is out, but he

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incurs no penalty. Should more than one ball be called, and one or more thus called should not be pocketed, none can be counted. Failure to hit a called ball involves no penalty, provided any other ball be hit.

3. One ball is forfeited if, after the opening stroke, the player fail to pocket a ball, or fail to make at least one object ball, or the cue ball, after hitting an object ball, strike a cushion. Should the player also pocket the cue ball after failure as above described he forfeits but one ball on the stroke.

4. When one or more balls, in addition to the ball called, are pocketed, the player is entitled to all pocketed.

5. When more than two players are engaged, the game is ended when the balls remaining on the table are not sufficient to tie the next lowest score; and all that may be depending upon the game shall be decided in accordance with the standing of each player when game is called.

6. A player forfeits one ball for making a miss, pocketing the cue ball, forcing the cue ball off the table, for failing as described in Rule 3, and for striking the cue ball twice.

7. It is a stroke, and one ball is forfeited, if the striker touch the cue ball with his cue and make a miss, or touch it with his clothing, or any other object.

8. A stroke made when any ball is in motion is foul, one ball is forfeited, and the incoming striker may either have the balls replaced or play as he finds them.

9. When the cue ball is struck twice, the balls disturbed in consequence of the second stroke shall be replaced, or the incoming striker, if he choose, may play as he finds them; the striker forfeits one ball.

10. The rules of Pocket Billiards for the Championship, and of the Three-ball Carrom Game, except as above specified, govern this game also.

THE LAWS OF ENGLISH PYRAMIDS.

The English balk semicircle is used in this game.

RULES.

1. This game may be played with any number of balls, generally sixteen, viz.: fifteen red and one white.
2. In "setting the balls" at the commencement of the game they are placed on the table in the form of a triangle or pyramid, the first or head ball to stand on the red-ball spot, the semicircle, or balk for the cue ball, being from twenty-one to twenty-three inches in diameter.
3. If more than two persons play, and their number is odd, each plays alternately—the rotation to be decided by stringing. The player pocketing the greatest number of balls to receive from each of the other players (a certain sum per ball having been agreed upon) the difference between their lives and his.
4. If the number of players be even they may form sides, when the partners either play alternately or go out upon a hazard, miss, etc., being made, as previously agreed.
5. The players string for choice of lead; then the leader places his ball (the white) within the string or balk semicircle, and plays at the pyramid.
6. The next striker plays the white ball from the place where it rests after his opponent has made his stroke; but if the ball should be off the table, it must be played from the string or balk, as at commencement.
7. None but winning hazards count toward the striker's game. One point or life is reckoned for each winning hazard, and he who pockets the greatest number of balls wins.
8. The player *loses* a point if he pocket the white ball or forces it off the table, if he give a miss, or run a coup, *i.e.*, runs the cue ball into a pocket or off the table without hitting a ball.
9. For every losing hazard, *i.e.*, pocketing cue ball, miss, or coup, made by the player a point is to be taken from his score by a ball being replaced on the pyramid spot; but if that spot be occupied the ball must be placed immediately behind it.

10. If the striker pocket his own ball, or jump it off the table, *and by the same stroke* pocket one or more of the pyramid balls, or jump them off the table, he gains nothing by the stroke; the pyramid ball so pocketed must be replaced on the spot, *together* with one of the balls previously holed by the player.

11. Should the striker, losing a ball by forfeit, not have taken one, the first he pockets must be placed on the table, as in Rule 9; should he not take one during the game, he must pay the price of a life for each ball so forfeited, or the number of balls which he may owe is deducted from his score in computing the balls at the finish of the game.

12. If the (white) playing-ball touch a (colored) pyramid ball the striker may score all the balls he pockets, but he cannot give a miss without forfeiting a point.

13. Should the striker move any ball in taking aim or striking he loses all he might otherwise have gained by the stroke.

14. If the striker force one or more of the pyramid balls off the table he scores nothing, and the ball must be placed upon the spot.

15. If the game be played with an odd number (fifteen) of pyramid balls, the last hazard counts two. [In England sixteen balls are frequently used, the sixteenth being placed in the centre of the base of the pyramid, directly in the rear of the head ball.]

16. When all the colored balls but one are pocketed the player who made the last hazard continues to play with the white ball, and his opponent with the red, each playing alternately.

17. When only two balls remain on the table, with two persons playing, should the striker pocket his own ball or make a miss, the game is finished, and the opponent adds one to his score. If there are more than two players, and they not partners, the striker places a ball on the spot.

18. The balk or string is no protection to the non striker's ball. The player whose ball is in hand can play from the semicircle at any ball on the table.

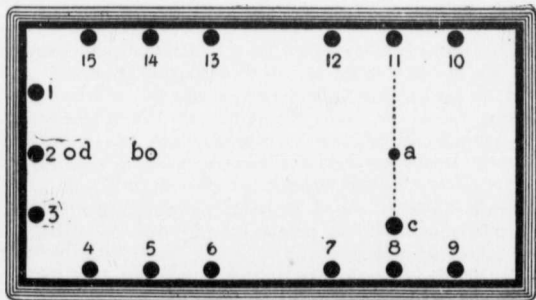
19. All disputes are to be decided by the marker; or, if he be interested in the game as a player or interested party, by the majority of the company.

CHICAGO POCKET BILLIARDS

This game is played with the numbered balls from 1 to 15 and a white cue ball, as in Fifteen-ball Pocket Billiards, the object being to play upon and pocket the balls in their numerical order.

The table is laid out for the game by placing the one ball against the end cushion at the first right-hand diamond sight at the foot of the table, as seen in the diagram; the two ball is placed at the centre diamond sight on same cushion; the remaining thirteen balls are placed in the order of their numbers at the succeeding diamond sights, as shown in the diagram. All things being equal, it is immaterial which way the numbers run in setting the balls, for they may also be set so that the one ball is placed on that diamond sight which, when standing at the head of the table and looking toward the foot or lower end, appears as the left-hand diamond sight on the end rail, with the three ball placed at the right, etc.

The three sights on the end rail at head of the table are not occupied by any ball.



In opening the game the order of play is determined by throwing out small numbered balls, as in Fifteen-ball Pocket Billiards, and he whose first play it may be strikes the cue ball from any point within the string line.

The opening stroke *must* be to strike the *one* ball. If that ball is holed it is placed to the credit of the player, and he continues his hand until he fails to score, but in continuing he must play each time upon the ball bearing the lowest number on the table. After playing upon that ball, however, should any other be pocketed by the same stroke, irrespective of its number, it shall be placed to the player's credit so pocketing it.

If the line of aim at the ball required to be hit is covered by another ball, the player may resort to a bank play or *massé*, etc., but should he fail to hit the required ball he forfeits three, receiving a scratch.

Should a ball be holed by a foul stroke it is replaced upon the spot it occupied at the opening of the game, but should it be the 8, 9, 10, or 11 ball so holed, they being within the string, and the cue ball in hand, then the balls specified are to be placed upon the pyramid or red-ball spot, or should that be occupied, as near to it as is possible, as in Fifteen-ball Pocket Billiards.

The player having the lowest aggregate score is required to pay for general refreshment for all in the game. The player having the second lowest score pays for the game.

The rules of Fifteen-ball Pocket Billiards govern Chicago Pocket Billiards, except where they conflict with the foregoing rules.

This game is played with the numbered balls from 1 to 15 and a white cue ball, as in Fifteen-ball Pocket Billiards, the object being to play upon and pocket the balls in their numerical order.

In "setting the balls" at the commencement of the game they are placed on the table in the form of a triangle or pyramid, the No. 1 ball at the apex, No. 2 and No. 3 in the second row, Nos. 4, 5 and 6 in the third row, Nos. 7, 8, 9, 10 in the fourth row, and Nos. 11, 12, 13, 14 and 15 in last row.

The player opening the game plays from any point inside the string, and after the opening shot plays with the cue ball as he finds it.

In opening the game the order of play is determined by throwing out small numbered balls, as in Fifteen-ball Pocket Billiards, and he whose first play it may be strikes the cue-ball from any point within the string line.

The opening stroke must be to strike the *one* ball, and any ball or balls pocketed by the stroke, irrespective of its number, counts for the player, and he continues his hand until he fails to score, but in continuing he must play each time upon the ball bearing the lowest number on the table. Each player in turn is required to play on the ball bearing the lowest number on the table. After playing upon that ball, however, should any other be pocketed by the same stroke, irrespective of its number, it shall be placed to the player's credit so pocketing it.

If the line of aim at the ball required to be hit is covered by another ball, the player may resort to a bank play or massé, etc., but should he fail to hit the required ball he forfeits three, receiving a scratch.

The rules of Fifteen-ball Pocket Billiards govern Rotation Pocket Billiards, except where they conflict with the foregoing rules.

TWO BALL POCKET BILLIARDS

This game about seventy years ago was universally in vogue in this country. It is played on a six-pocket table, and is opened by throwing out the small numbered balls to determine the order of play, as in Fifteen-ball Pocket Billiards, and any number of persons

may engage in the game. Two balls only, a red and white, are used to play the game, and the striker plays with that ball which was the object ball in the preceding stroke, except when a ball has been pocketed. In the latter case there must be a new lead, the next striker leading with the red ball, and being followed with the white ball from the string.

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1. Player No. 1 must lead with the red, but has the privilege of spotting his ball, in case the lead does not please him. But if in a pushing lead, he does not withdraw his cue from the ball before the ball before it passes the middle pockets, the stroke is foul, and player No. 2 has the option of playing at the ball as it is left, having the lead played over again, or causing the red to be spotted on the lowest spot on the table.

2. Each player has one, two, or more lives, as may be agreed on. When he forfeits these he is said to be dead, except he obtains what is called a "privilege," meaning one chance more.

3. This privilege, except where all the players consent to its remaining open, must be taken by the first man "killed;" and the person so killed must determine whether he will accept it or not at once before another stroke is played. (This is the strict rule of the game, and as such may be enforced; but as a general practice the privilege remains open until taken up by some one of the players).

4. After a game has been commenced no one can take a ball except with the consent of all who are already in the game; and after the privilege is gone no stranger can be admitted to the game under any circumstances.

5. Any person in the game whose lives are not exhausted, and who thinks a hazard may be made in a certain position, can claim the stroke, or "take the hazard," as it is technically called, in case the striker does not choose to risk that particular stroke himself. Should the person who takes the hazard fail to execute it he loses a life.

6. The player has the best right to take a hazard, and must be marked if he fails to pocket the ball, in case any other player has offered to take it.

7. In playing out of his turn the player loses a life, unless he pockets the object ball, in which case the ball pocketed loses a life, and the next in rotation to the person who ought to have played plays.

8. But if one player misdirect another by calling on him to play when it is not his turn, the misdirector, and not the misdirected, loses a life, and the next in turn must lead with the red as usual.

9. Whoever touches any of the balls while running forfeits a life. This rule is invariable, and can only be relaxed by the consent of all the players.

10. No player can own or have an interest in more than one ball at a time; nor can he buy another ball, nor own an interest in another ball, while his own ball is either alive or privileged.

11. After the number which he drew is dead he may buy that of another player, and take his place; but if the seller only dispose of an interest in his ball, he must either continue to play it himself or sell out his ball *in toto*, in which latter case any of the original members may buy and finish out the game.

12. But no person not included in the original game can be permitted to buy in and play; though outsiders may purchase an interest in a ball, still permitting the original member to play it.

13. If the leader sells his number upon the lead, the purchaser must either allow the lead made to stand or the ball may be spotted at his option.

14. A lead once made cannot be changed, even when the next player sells his ball to a third party; but the leader has, at all times, the option of having his ball spotted.

15. No player can strike twice in succession under any circumstances, except when there are only two players left, and one of them has holed his opponent's ball. In that case the person who has pocketed the ball must lead for his adversary to play on.

16. When only two players are left, and either of them wishes to divide or sell, his opponent shall have the first right of buying, provided he offers as much as is offered by any of the others who are entitled (by having been in the original game) to purchase. But should he not offer as much, then the ball may be sold to the highest duly qualified bidder.

17. If a player, playing on the lead, places his ball outside of the string, and has his attention called to the fact by the leader before the time of striking his ball, it is optional with the leader either to compel him to play the stroke over again, or let the balls remain as they are.

18. If it be found that the marker has not thrown out balls enough for the number of players at the commencement of the game, his mistake will not alter the condition of the pool. The balls must be again shaken up and thrown over, and then the game commences.

With the foregoing exceptions, the rules of the American Four-ball Game may be applied to Two-ball Pocket Billiards.

GAME OF "FORTY-ONE"

The game of Forty-one is played with a regular Fifteen-ball Pocket set of balls, the object of play being to pocket a number sufficient, which added to the private small ball shall score exactly 41.

THE RULES.

1. The order of playing is determined through throwing out the small numbered balls from the bottle. The balls which determine the private ball of the players are then thrown out and are generally numbered from 6 to 18. No one other than its owner is supposed to know the number of his private ball.

2. Each player plays in turn, one shot to an inning, counting all the balls he may get on that shot—the number on each ball being added to the number on his small ball.

3. When exactly 41 is made, the player or gamekeeper declares game, and the player the most distant from 41 is defeated.

4. Game is also declared when all balls are pocketed from the table. The nearest to 41 is the winner; the most distant is the loser.

5. A miss or pocketing the white ball is a scratch, and the player so doing owes a ball to the table, besides what he may have scored on that shot. If he has more than one ball in his rack, he can spot the one he prefers; if he has none, spot the

first one which he may pocket. Should he pocket more than one ball on his next shot he can spot the one he elects.

6. If a player gets more than 41, it is a burst, and all the balls he has scored must be spotted; and the last ball pocketed must be placed nearest to and in the rear of the spot, etc. In such cases the player can have a new small ball if he elects.

7. In playing for safety a player must cause the white ball to go to the cushion before or after hitting a ball; failing to do so, he is penalized a scratch.

8. A player having no ball in his rack is worse off than one with a ball, regardless of its number or the number of the small ball he may have, and a player owing a ball is still worse off. A player making a burst and not declaring it must be credited with no ball.

The rules governing the American Four-ball Game of Billiards, not conflicting with the above, govern the game also, push shots and frozen balls excepted.

HIGH-LOW-JACK-GAME.

This game is played with a set of balls the same as used in Fifteen-ball Pocket Billiards.

Any number of persons may play, the order of play being determined by the rolling of the small numbered balls.

The fifteen-ball is High; the one-ball is Low; the nine-ball is Jack; and the highest aggregate is Game. Seven points generally constitute a game, but any number of points may be agreed upon. Four points only can be made in playing one frame. These points are: High, Low, Jack and Game.

In cases where players have one and two to go to finish game, the first ball holed counts out first, be it High, Low, or Jack.

In setting up the pyramid the three counting balls—High, Low, Jack—are placed in the centre, with High at the head of the three named balls, the other balls as in regular Fifteen-ball Pocket Billiards.

When players have each one to go, instead of setting up an entire frame of pyramids, a ball is placed at the foot of the table, in direct line with the spots, and at a distance from the lower cushion equal to the diameter of the ball. This ball must

be pocketed by banking it to one or more cushions. The player who pockets the ball wins the game.

Scratches and penalties for scratches are the same as in the following rules for Poker Pocket Billiards, except that after a player has once made the High, Low, or Jack ball he is credited with the point at the end of the game, although he may have spotted said ball as a penalty for making a scratch. After a point has been spotted in this way it counts thereafter only as one ball toward making the game point.

The rules of Fifteen-ball Pocket Billiards, not conflicting with any of the foregoing rules, govern this game also.

GAME OF POKER POCKET BILLIARDS

Played with Lettered Balls on a Six-Pocket Table.

RULES

Set the balls up with 16-ball triangle, and see that the center of the bunch is over the black spot at the lower end of the table on a line between the 2d diamonds from the foot of the table.

The set consists of 17 balls as follows: four each A, K, Q, J, representing four Aces, four Kings, four Queens and four Jacks. A white ball is used as a play-ball.

The break is made from the head of the table, at any point back of the string. All balls pocketed from the break count. No player is allowed to pocket more than five balls in one game. If a player forces the cue ball off the table it is a scratch. If a player pockets the cue ball it is a scratch. If a player fails to strike another ball with the cue ball it is a scratch. For making a scratch a player must spot the last ball pocketed, or in case he has not made a ball he must spot the first ball made in his next inning.

Aces are higher than Kings, Kings are higher than Queens, Queens are higher than Jacks. The highest hand is four of a kind. The next highest hand is a Full House (three of a kind and a pair). The next highest hand is three of a kind. The next highest hand is two pairs. The next highest hand is a Straight

(Ace, King, Queen, Jack). The next highest hand is one pair (two of a kind). A player holding a single ball beats a player holding none. A player who has made a scratch and not spotted a ball is beaten by a player having no balls or no scratches. Tie hands must be played off the next game, or settled by throwing out the tally balls, or in any other way agreed upon.

ENGLISH COLOR-BALL GAME

THE WHITE BALL is spotted.

RED BALL	plays upon	WHITE.
YELLOW	"	RED.
GREEN	"	YELLOW.
BROWN	"	GREEN.
BLUE	"	BROWN.
PINK	"	BLUE.
SPOT-WHITE	"	PINK.
SPOT-RED	"	SPOT-WHITE.
SPOT-YELLOW	"	SPOT-RED.
SPOT-GREEN	"	SPOT-YELLOW.
SPOT-BROWN	"	SPOT-GREEN, and
WHITE	"	SPOT-BROWN.

RULES.

AUTHORIZED BY THE BILLIARD ASSOCIATION OF GREAT BRITAIN AND IRELAND.

1. This pocket game is played by two or more players. A complete set of balls comprise the following: White, red, yellow, green, brown, blue, pink, spot-white, spot-red, spot-yellow, spot-green, and spot-brown. Any rest may be used.

2. As many balls as there are players must be put into a basket, shaken and given out to each player by the marker. Then the players play progressively as the colors are placed on the marking board.

3. At the commencement of every game the plain white must be spotted on the billiard spot; red plays from the half-circle on

white, yellow on red, and so on, each player playing on the last ball played with. Should a player lose a life by his own stroke, the next player plays at the nearest balls, and if the striker be in hand, the distance shall be measured from the middle of the baulk line.

4. Each player has three lives at starting, except when players are handicapped. (See Rule 35.)

5. The baulk is no protection.

6. All strokes must be played with the point of the cue, otherwise the stroke is foul.

7. When the striker takes a life, he plays at the nearest ball, and in this manner continues his break; this applies in all cases. Should he pocket all the object balls, his ball is placed on the billiard spot, and the next player plays from hand.

8. The player who first loses his three lives is entitled to star the lowest number of lives denoted on the marking-board, but he must do so before the next stroke is played. In case there are only two players remaining in the game, the privilege of starring ceases.

9. When there are more than two players, and less than eight, only one star is allowed; if eight or more players, two stars. It is possible for the same player to star twice, but he must lose his original lives and the lives obtained from the first star before he can do so.

10. In case two balls are holed by the same stroke, the player whose ball was played on has the option of starring. Should the player whose ball was played on decline to star, and more than two object balls are holed by the same stroke, the next player in order shall be entitled to star.

11. Should a player strike two balls simultaneously he shall lose a life.

12. In case of measurement, should the distance be equal, the owners of the object balls shall draw lots for choice of whose ball shall be played on. In all cases the marker shall measure the distance between the balls.

13. Should a striker hole his own ball whether he pockets an object ball or not; force it off the table; make a miss; run a coup; play out of his turn; hit a wrong ball first; or play with a wrong

ball (excepting when in hand, in which latter case no penalty attaches to the stroke), he loses a life.

14. If a player deliberately obstructs his opponent, or wilfully interferes with the balls, he shall lose all further interest in that game and his ball must be taken off the table.

15. Should the striker pocket the ball he plays on, or any other, and by the same stroke pocket his own ball, or force it over the table, he loses a life, and the owner of the other ball pocketed has no liability, and plays in his turn from hand.

16. Should a striker lose a life in any way he pays forfeit to the owner of the ball he should have played on.

17. The following are foul strokes: Touching a ball except when in hand; and lifting both feet from the ground while playing.

18. A player cannot take a life by a foul stroke.

19. Should a player hole a ball by a foul stroke, the next player plays on the ball of his predecessor where it has stopped.

20. Should the striker's ball touch the one he has to play on, he cannot make a miss. The striker can play on any ball and score, but he cannot have a ball up.

21. When a ball touches the striker's ball, or is in a line between it and the ball he has to play on so that it will prevent him hitting either side of the object ball, it must be taken up until the stroke is played, and replaced after the balls have ceased rolling, but if the ball be further away or equidistant with the object ball, the striker cannot have it up.

22. Should any ball be in the way of the striker or his cue or rest, so that he cannot play at his ball without a reasonable chance of making a foul, he may have it up.

23. If the corners of a cushion should prevent him playing in a direct line, he can have any ball removed for the purpose of playing at a cushion first.

24. If the striker has a ball removed and any other ball should stop on the spot it occupied, the ball removed must remain in hand until the one on its place be knocked away or be played with. Should it happen to be the turn of the one removed before the one on its place, the latter must give place to the one in hand, after which it must be replaced.

25. If the striker shall have the next player's ball removed, and

his ball stops on the place it occupied, the next player must play from hand.

26. Should the striker's ball stop where a ball has been removed, the ball must remain in hand until the spot is unoccupied and then replaced. (See Rule 24.)

27. Any person requiring information respecting the game must obtain the same from the marker, who is the only authority.

28. Should a player be misinformed by the marker, he may play the stroke over again, but he cannot take a life.

29. Should a striker force any object ball or balls off the table, he does not take a life, and the balls knocked off are in hand until it is their turn to play.

30. Should a striker miss the ball played at, no one is allowed to stop the ball, the striker having no option.

31. Should the game be reduced to three players, and a striker lose a life and refuse to star, the two players left in *side when* they have an equal number of lives.

32. There is no division among three players.

33. Should a player score and touch a ball after the balls have ceased rolling, the next stroke is foul.

34. Should a ball drop into a pocket after being stationary, it must be replaced, and should a striker have played at the ball while it was dropping into the pocket he can have the stroke played over again.

35. A player cannot star more lives than he began the game with, nor more than the lowest number on the marking board.

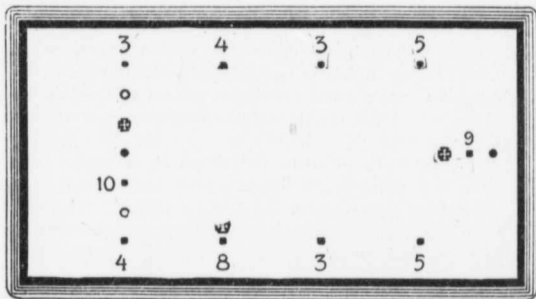
36. Should any person other than a player stop a ball or interfere with it the ball must be replaced by the marker.

37. A player may demand that an opponent shall, to the satisfaction of the marker, stand a fair distance from the table, and out of the line of sight, while he is in the act of playing.

38. The marker shall not be allowed to tell a player how far he is "off" a ball, or inform him whether he is in a position for striking or not.

39. Should a spectator see the game wrongly marked, he may state the fact.

40. All disputes must be decided by the marker, whose decision is final; and, if he does not know of the matter in dispute, the majority of the onlookers shall decide the case.

Directions for Placing the Spots on the Table.

In placing the spots on a 5 x 10 table first measure three and a half inches from the edge of the cushion on both sides of the table, at the head and foot; then take a chalked cord, which, by holding tight from points thus measured and snapping, will give a perfectly straight line. Then divide these lines into four equal parts from the straight line to the edge of the cushion at the foot, which will make the distance between the pins twenty-one inches. The white pin (six) is three inches from the dark-red spot, and the black pin one and three-quarters inch from that. The black pin on the right is one and three-quarters inch from the white (eight). The white (ten) and black pins on the string-line are seven inches from the spot. The spots marked with circles in diagram are for the white and spot balls.

N. B.—Be particular to measure from centre to centre of spots and not from the outside.

On a $4\frac{1}{2} \times 9$ table the pins are placed in the same position, excepting the distance between the pins on right and left side is eighteen and three-quarter inches, and the distance between white (ten) and black pin from the spot is six inches.

In putting on the spots hammer lightly.

In the diagram the crosses represent the position of the black pins.

RULES.

1. This carom table game is played with ten white pins and three black pins.
2. Three balls are used, two white and one red.
3. Any number of persons can play, and the rotation is decided by shaking out the small balls.
4. The game is fifty points or more.
5. Each white pin knocked down by any ball which has struck another ball first counts a certain number, from three to ten. (The value of the various pins is shown in diagram.)
6. The red ball is spotted at the foot of the table adjoining white pin (six).
7. The first player is bound to play at the red ball with the spot ball, which is always spotted on the right-hand side.
8. The second player is bound to play with the white ball, which is always spotted on the left-hand side, but he may play at any ball.
9. If the white ball has been displaced from its spot by the first player, then the second player may play with any ball.
10. When the red ball is on its spot no player may play with it, but only at it.
11. At other times players may play with either of the three balls.
12. If a player knocks down a black pin the whole of his score is rubbed out, and he must either retire from the game or pay a certain amount to the stakes (to be fixed before play is commenced) for the privilege of continuing. This is called bursting.
13. If the first player knocks down a black pin at his first stroke it does not count against him, but he cannot, in that case, score anything from the white pins he may knock down.
14. If during play any ball stops on the spot which should be occupied by a pin the ball must be replaced on the spot it originally occupied when play commenced.
15. A player may give two consecutive misses, but no more; if he gives a miss a third time it must be considered a burst.
16. No player can have more than one stroke in succession.
17. Pins knocked down must be replaced before the next player

strikes. A pin is considered "down" if it is entirely off its spot, or is leaning against a ball, cushion, or another pin.

18. Playing out of turn subjects the player to a loss of the points so made.

19. Should the three balls be so covered by the pins as to prevent their being played at, the red can be spotted after one miss is given.

20. Pushing the cue ball is foul; knocking down a white pin before touching a ball is foul, and playing when the pins are not in position is foul. The rules as to foul shots in the Three-ball Carom Game govern this game also.

'KEILLEY GAME' RULES

1. The game of Keilley is played with fifteen numbered balls, and one white ball not numbered. The latter is the cue ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterward as he finds them on the table, but he must break or burst the pyramid on the first shot.

2. When the pyramid is arranged ready for the commencement, the marker or attendant throws each player two small numbered balls from a shake bottle. The first one indicates the rotation of the player while playing, and the second one the number of points in the game, to which he has to add until he secures thirty-one, which is game. Thus, if the second small ball received by a player is marked No. 9, he must gain twenty-two points from the balls on the table to secure the necessary number for game. Whoever first obtains an aggregate of thirty-one wins the game, and whatever stakes may be involved. The second small ball received by each player must be placed in a cup or receptacle, as in pin-game.

3. If a player holds balls whose aggregate number, when added to the number on the small ball which he drew, exceeds a total of thirty-one, he is then "burst," and must drop out of the game, unless a "privilege" is claimed. If this claim is made it must be before another stroke is made, as otherwise he can only re-enter the game by the consent of all the players.

4. Players having "burst" can claim a "privilege" as often as

they "burst," and when "privilege" is granted, the player draws a new small ball from the marker, and has then the option either of keeping that which he originally drew, or accepting the new one then drawn; but one or the other he must return, or else he cannot, under any circumstances, be entitled to the stakes.

5. When a player "bursts" and a "privilege" is taken, the player so "bursting" retains his original number in the order of its play. Thus, if there are ten players, and No. 2 "bursts," he appears again under privilege as No. 2.

6. If a player makes a scratch, and in doing so the object or any other ball other than the cue ball goes into a pocket, he shall forfeit three points from his score. The ball so holed must be spotted back of the pyramid, if that still remains partially intact, or upon the spot, if the balls are scattered, or immediately following any ball that may be upon the spot at the time.

7. If a player has made thirty-one he must proclaim it before the next stroke is made; for which purpose a reasonable delay must be allowed for calculation between each play, more especially in the latter portion of the game. But if a player has made thirty-one, and fails to announce it before next play (a reasonable time having passed), then he cannot proclaim the fact until the rotation of play again comes round to him. In the meanwhile, if any other player makes the number and proclaims it properly, he is entitled to the game, wholly irrespective of the fact that the number was made, though not proclaimed before.

8. A player cannot use any count he may have made by playing out of his turn; but if he has made balls enough to "burst" him by such stroke, the loss is established, unless in cases where he was called on to play by some other of the players, or the marker, who either believed or pretended it was his turn. In such case he cannot be "burst" by his stroke, and he whose turn it was to play plays next in order.

9. A player taking a "privilege" is entitled to a stroke to secure his stake.

10. It is the duty of each player to see that he is credited with the proper number of points by the marker after each stroke, and no claim can be allowed after a succeeding stroke has been made without the consent of all the players.

11. The gamekeeper shall collect the pool stakes and make up the game, deal out the small balls to the players, see that the balls are placed properly in position, and that there are no more small balls out than there are players in the game, and if any ball or balls are missing, to proclaim the number or numbers to the players, as the game cannot be won by such balls; call out each number in its turn to the players, and proclaim loud enough for him to hear it, the number the player already counts from balls holed.

12. No person is considered in the game unless his stakes be paid in.

13. A ball whose centre is on the string-line must be regarded as within the line.

14. If the player pocket one or more of the object balls, and his own ball goes into a pocket, or off the table from the stroke, he cannot score for the numbered balls, which must be placed on the spot known as the deep-red spot, or, if it be occupied, as nearly below it as possible on a line with that spot, the highest numbered balls being placed the nearest; and he forfeits three for pocketing his own ball, or driving it off the table, or missing all balls.

15. A ball going into a pocket and rebounding again upon the table is to be regarded in the same light as if it had struck the cushion, and is not to be counted as a pocketed ball.

16. The rules governing championship fifteen-ball Pocket Billiards and Pin Billiards, when they do not conflict with the foregoing rules, will govern all other points that may arise in the game.

This combination game is played preferably on a six-pocket table with one white ball, the 1 and 2 ball, and shake bottle, but occasionally a carom table is used. The 1 and 2 balls must be spotted, respectively, at the foot of the table, at the left and right diamond nearest each pocket and the shake-bottle is placed standing on its neck on the spot in the centre of the table, and when it falls it must be set up, if possible, where it rests.

COUNTING

Carom on the two object balls counts 1 point; pocketing the one-ball counts 1 point; pocketing the two-ball counts 2 points; carom from ball and upsetting bottle counts 5 points.

RULES

1. Any number of persons can play, and the rotation of the players is decided as in ordinary Pocket Billiards.
2. The game consists of 31 points.
3. Player No. 1 must play with the white ball from any point within the string at the head of the table, at either the one- or two-ball at his option.
4. The player having the least number of points at the finish of the game shall be adjudged the loser.
5. The player who leads must play at and strike one of the object balls before he can score a carom on the shake-bottle.
6. A player who makes more than 31 points is burst, and must start his string anew; all that he makes in excess of 31 points counts on his new string, and the next player plays.
7. If a player carom on the bottle from either of the object balls in such a way as to seat the bottle on its base he wins the game without further play.
8. Should the one- or two-ball in any way during the stroke, touch the bottle and the bottle is in the same play knocked over or stood on its base by the cue ball, the stroke does not count.
9. If the player forces the bottle off the table or into a pocket the bottle must be spotted on its proper spot in the centre of the

table, the player loses his shot and forfeits one point, and the next player plays.

10. The player must play with the tip or point of his cue.

11. After a ball has been pocketed, if it be the one-ball it must be spotted on the red-ball spot at the foot of the table; if that be occupied the ball shall then be spotted at the one-ball spot at the diamond; if that be occupied it shall be spotted at the two-ball diamond.

12. The player making a foul stroke shall lose his shot, and shall also forfeit one point, which must be deducted from his string.

(1) A foul stroke shall be when the player misses both object-balls. (2) When the player misses both balls and knocks down the bottle. (3) When the player knocks down the bottle with the object ball, his cue, his hand, or with his clothing. (4) When the cue ball is forced off the table or into a pocket. (5) When the bottle is forced off the table or into a pocket. (6) When the player knocks down the bottle with the cue ball before coming in contact with an object ball. (7) If the player has not at least one foot touching the floor.

13. Whenever the bottle is knocked over and cannot be spotted on its neck without coming in contact with an object ball it shall then be spotted on its proper spot; if that be occupied, it shall then be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

14. When a player in playing knocks the bottle off the table or onto a cushion with one of the object balls, the player does not forfeit a point, but forfeits his shot and the next player plays.

15. Whenever the bottle-spot is occupied by an object ball the bottle shall be spotted on the red ball spot; if that be occupied, on the white-ball spot.

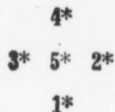
16. If a player has made thirty-one points he must proclaim it before the next stroke is made, for which purpose a reasonable delay must be allowed for calculation, especially in the latter portion of the game; but if a player has made thirty-one points and fails to announce it before the next play, he then cannot proclaim the fact until the rotation of play again comes round to him; in the meanwhile, if any other player makes thirty-one points and

proclaims it properly, he is entitled to the game, wholly irrespective of the fact that the number was made, though not proclaimed before.

When played on a carom table a white cue ball and two red balls are commonly used, and except as to the balls pocketed the counts and rules are the same as when played on a pocket table.

PIN GAME

The usual carom table for this game is provided with two white balls and one red ball, and five wooden pins set in diamond shape. These pins have a value according to the spots they occupy. The pin spots on the table are shown in the following diagram:



The central, or 5 pin, is black, and the other pins are of light, natural wood. Numbers for the outside pins should be chalked on the cloth. The red ball occupies its natural spot as in the three-ball game, and the second white ball occupies a spot, called the pin spot, at the foot of the table, 3 inches from the centre diamond on the end rail. The pin spots are placed a sufficient distance apart so that a ball may pass between without touching the pins. After the order of play has been determined, as in Fifteen-ball Pocket Billiards, each player receives a small numbered ball, the number on which should be known only to himself. Game consists of knocking down pins of a value which, when added to the number on the concealed ball, makes a total of 31. For example, a player drawing the "16 ball" needs 15 for game. The player first getting and proclaiming 31 wins the game.

1. Caroms from ball to ball count nothing. For a clean miss or a ball jumped off the table there is no forfeit other than the stroke itself. In such case the ball is placed on the pin spot

at the foot of the table, or, if this spot be occupied, then on the nearest unoccupied spot.

2. The player leading off plays from any point within the string, and may play upon either red or white ball, or, in lieu of any other stroke, he may place the cue ball upon the string spot.

COUNTING STROKES.

3. Succeeding players may play with and upon either ball. A counting stroke is made either by the cue ball carroming from an object ball on the pins or by the driving of an object ball into the pins.

4. Pins knocked down (except as provided in Rule 3) do not count; the pins are replaced, and the player's ball is placed on the pin-spot at the foot of the table, or, if this spot be occupied, then upon the nearest unoccupied spot. Provided, that when balls are in contact ("frozen") the player may play with either ball so touching, and play direct at the pins, and any count so made is good.

NATURAL, OR RANCHE.

5. When on one stroke, or by the aid of the cue ball or object balls, the four outside pins are knocked down and the centre pin is left standing, it is called a Natural, or Ranche, and the striker wins, regardless of the count previously to his credit.

CONDITIONS AS TO BURSTS.

6. When a player has knocked down pins which, added to his numbered ball, exceed 31 (except as provided in Rule 5) he is "burst," and his score is reduced to the number on his ball. If game is not made before his turn to play comes again, he may, upon compliance with conditions agreed upon prior to the beginning of the game, exercise the privilege of drawing another ball, retaining his first ball until his choice is made between the two; but the ball discarded he must return to the gamekeeper before making another shot, as in case of retaining more than one ball

he cannot win with either. A player who bursts and re-enters as above described retains his original place in the order of playing.

7. Should one or more of the pin spots be occupied by any one of the balls the pin must remain off the table until the spot is again uncovered.

GAME MUST BE PROCLAIMED.

8. When game (31) has been made it must be proclaimed before the next player's stroke is made, and after each shot reasonable time shall be allowed for calculation; but if a player, having made 31, fails to announce it before the next stroke is made, he cannot claim game until his turn to play comes again, and if in the meantime game is made and properly proclaimed the player so making and proclaiming it is entitled to the game, regardless of the fact that game has been previously made and not proclaimed.

9. A pin shall not be counted unless (1) it has been knocked down, or (2) removed entirely clear of the spot on which it stood, though remaining perpendicular. In any other case the pin must be replaced on its spot.

PLAYING OUT OF TURN.

10. A count is void if made by a player playing out of his turn, but may be scored against the player if he thereby bursts, except that, in case he was called upon to play by some one of the players or by the marker, he cannot be burst by the stroke and is entitled to play when his turn comes.

11. Pins do not count if knocked down by a ball whose course has been illegitimately interfered with, nor if knocked down by any other ball set in motion by the same play. Pins knocked down by a ball set in motion by a stroke on which another ball jumps off the table must be reckoned. Should the striker intentionally interfere with any ball after it is in motion, he shall be burst, regardless of his count.

CORRECTION OF THE SCORE.

12. The player must see to it that he is credited by the marker with pins made after each stroke, and, unless by consent of all

the players, no correction of the score shall be made after a succeeding stroke has intervened.

13. Unless his ball be deposited in its proper place in the board a player shall not be entitled to pins knocked down by him.

14. A player must look after his own interests, and if he plays before one or more of the pins be spotted the stroke is void and his hand is out.

15. Should one or more of the small balls be missing the gamekeeper shall announce the fact, and game cannot be won on a missing ball.

16. Pins do not count if knocked down by a ball in any manner interfered with, or as the result of any unfair or irregular stroke or action on the part of the player, except as provided in Rule 11.

17. Pins do not count if knocked down by a player in the act of striking or otherwise than by the ball played with or at; in such case the stroke is forfeited and no pins are counted.

18. All points not herein provided for are to be referred to the gamekeeper, whose decision shall be final.

RED, WHITE, AND BLUE.

The game of Red, White, and Blue is played on an ordinary billiard table, with three balls, colored respectively red, white, and blue, and three pins of corresponding colors. The red pin is placed upon the red-ball spot at the foot of the table, the white pin upon the centre spot, and the blue pin upon the white-ball spot. Looking from the head of the table toward its foot, or lower end, the red ball, at the opening of the game, is placed against the cushion at the foot of the table and immediately opposite the right hand diamond sight; the blue ball is placed against the same cushion opposite the left hand diamond sight. The white cue ball is in hand. The object of the game is to knock down each pin with a ball of corresponding color, and the rotation in which the pins must fall is red, white, and blue. Caroms do not count. The white cue ball is played, in opening the game, from any position within the six-inch semicircle at the head of the table, and at the red ball, which ball must knock down the red pin on that stroke in order to effect a count. The following rules are to be observed in playing the game:

1. The order of precedence is determined, for the first game, by banking or otherwise, and the winner of each game must play first in the succeeding game, the other players retaining their same relative positions. Each player continues his inning until he fails to score, and the game is at an end when the three pins have been scored in their routine of color.
2. After the opening stroke each player, in his turn, can play with any ball, and can either carom on a pin, through using the ball of the color of the pin for his cue ball, or can drive the proper colored ball against that pin with another ball.
3. It is a burst if a pin is knocked down out of its routine of color, or with a ball other than one of its own color. In either case the striker loses what pins he may have previously scored, and when his turn again comes to play he must begin at the red pin, as at the opening of the game.

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4. A double or triple shot, *i.e.*, where two or three pins are knocked down, can be scored when each pin is knocked down with the ball of its own color. Should the red and the white pins be made on such a stroke, it would only be necessary to obtain the blue pin to win the game; but the white and blue pins could not be scored unless the red had first been knocked down. In a handicap game, where one player plays more than the three regular pins, that player may score a double or triple shot on any two or three pins which he may need, providing either the one or both which fall, as the case may be, are next in order of color to the one which he last scored.

5. It is a foul and no count can be made, nor can a player burst, when the cue ball knocks down a pin before hitting another ball. In such an event, and when no ball is hit by the cue ball, the latter must be spotted on the spot at the foot of the table, and the next player whose turn it is plays. The same rule applies, except that the cue ball is not to be spotted when a pin is knocked down through any fault of the striker, with his hand, his cue, or with anything else while in the act of delivering his stroke. Should one pin be knocked down by another, the shot is void, but no count can be scored, nor can the striker be forced to a burst; but the striker is deprived of his inning, and the next player whose turn it is plays.

6. Should a player play out of his turn the stroke is foul, and the balls must be replaced by the marker as near as possible to their original position, and the next player whose turn it is plays. But should the striker have made more than one stroke without correction, he must be permitted to continue his inning, and his score in that inning must be reckoned and must be placed to his credit. Having had his inning he cannot play again when his regular turn comes, but he must wait for his regular turn to come around the second time.

7. The striker has the right to demand of the next player what pin he wants, but it is not fair for any other player to prompt the striker, by hint or otherwise, as to his mode of play, or as to the pin the succeeding player may need.

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8. Push shots are allowed, and in case of "frozen" balls the striker can play with either of the balls so "frozen" or touching each other, direct at the pin needed, and he can score any pin so knocked down by a ball of its own color.

9. The rules of the Three-ball Carom Game of Billiards, not conflicting with the foregoing rules, govern this game also.

NOTES TO THE ABOVE RULES.

Introduced by one of the leading clubs of New York City and adopted by all.

Should a ball occupy a spot which belongs to a pin, both the ball and pin must be placed on their respective spots.

A burst must be paid in to the gamekeeper immediately upon its occurrence and previous to the succeeding play.

As touching a ball in any way otherwise than with a fair stroke with the point of the cue is foul, an offending player is required to pay one chip.

An extra pin which has been colored red, white and blue is provided, which is placed upon a spot at the head of the table, which spot is fixed five inches from the end cushion and on a direct line with the other spots. Should a player knock the red, white and blue pin down with either the cue or an object ball he is required to call for refreshments for the party.

Should the striker, after the fair delivery of his stroke, knock down the colored red, white and blue pin, either with his cue, his hand, his arm, his clothing, or with anything else, it is foul and he is required to call for refreshments for the party. But if the red, white and blue pin should fall or should be knocked down through any fault of the player whose turn it is, previous to the delivery of his stroke, the fallen pin must be replaced, and the player whose turn it was must then play his stroke.

It is foul and no count can be made, and the offending player must pay a chip in penalty, when the cue ball knocks down a pin before hitting another ball, and the cue ball must be placed upon the lower spot before the next player whose turn it is plays.

When a pin is knocked down by the striker after the fair delivery of his stroke, either with his hand, or with his cue, or with

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anything else other than a ball of its own color, it is foul, no count can be scored, the pin must be replaced, the offending player is deprived of his inning, and he must pay one chip.

Should a player previous to his stroke, or while in the act of delivering his stroke, knock down a pin, either with his hand, his cue, or anything else, the pin must be replaced, the offending player is deprived of his inning, and he must pay one chip as penalty, and the next player whose turn it is plays.

When the striker fails to hit an object ball with the cue ball, the latter must be placed upon the lower spot, the offending player must pay one chip in forfeiture, and the next player whose turn it is plays.

Should one pin be knocked down by another, the stroke is void, no count or burst can be made, the offending player must pay one chip, and the next player whose turn it is plays.

Should a player be detected in the act of playing out of his turn, the shot is foul, and is provided for in Rule 6. The offending player must pay one chip, and the next player whose turn it is plays.

It is foul for a player to prompt another in any way as to his mode of play or as to the pin the next player may need, and the offending player must pay one chip as penalty.

It is a burst, and the offending player must be penalized a chip, if a pin is knocked down out of its routine of color, except as provided for in Rule 4, or with a ball other than one of its own color. The offending player loses all the pins he may have scored or which have been placed to his credit, and when his turn comes around again to play he must begin again at the red, as at the opening of the game.

A double or triple shot, *i. e.*, when two or three pins fall, can only be scored where each pin, in accordance with the spirit and intent of the game (Red, White, and Blue) is knocked down by a ball of its own color.

All penalties must be enforced immediately on being declared, and are to be in the stroke which surrounds one which occasions the penalty.

The rules of the Game and those of the regular Three-ball Game govern this game, except where they conflict with the foregoing

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rules, but the rules of Pin Game take precedence over those of the Three-ball Game in determining questions which may arise during a game of Red, White, and Blue.

Still another modification of the game, differing in many respects from the rules given above, as played in Chicago, where the game of Red, White, and Blue is extensively played, is as follows:

The blue pin occupies the billiard spot at foot of table, the red pin a spot in centre of table, and the white pin the billiard spot at head of table.

The balls at opening of game are spotted, the blue against the cushion opposite the right-hand diamond at foot of table, and the red against the left-hand diamond. The white ball is in hand. The object of the game is to knock down the pins with the balls of corresponding color, and the rotation to be observed is blue, red, and, lastly, white. The white ball is therefore played, in opening the game, from any position in the string against the blue ball, which must knock down the blue pin.

The following are the rules to be observed:

1. The order of precedence is determined for the first game by banking or otherwise, and the winner of that game will play first in the next, the others retaining their same relative positions. The striker continues his inning until he fails to score.
2. The player can, after the opening shot, play with any ball, and can either carom on to the pin or drive the proper ball against it with another ball, as in Pin Game.
3. It is a "burst" if any pin is knocked down out of its proper order (except in case of a double shot, as per Rule 4), or with the wrong ball, or when it has been already obtained. In such a case the player loses all pins made, and must begin again at the blue when his turn next comes.
4. A double or triple shot can be scored when each pin is obtained with its proper ball, providing neither of the pins so scored has been made before, and in such case it is immaterial which is obtained first. Should the blue and the white pins be made on such a shot, it is only necessary to obtain the red pin to win the game; but the red and white pins could not be made unless the blue had first been scored on a previous shot. In the

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AS PLAYED IN CHICAGO

case of a handicap, in which one player plays more than the regular three pins, he may score a double shot on any two pins he may need, providing one of them is the next in order to the one he last obtained.

5. It is a foul, and no count can be made, nor can a player burst when the cue ball knocks down a pin before hitting another ball. In such a case, or when no ball is hit by the cue ball, the latter is to be spotted on its proper spot. (The spot for the white ball is the Pin Game spot at foot of table).

The same rule applies when any pin is knocked down through any fault of the player, by touching with his hand or cue, in the act of making a shot, except that the cue ball is not to be spotted.

Should one pin be knocked down by another, the shot is foul, and no count or burst can be made.

Should a ball occupy a pin spot, the striker must so play as to uncover the spot and allow the pin to be spotted.

6. Should a player play out of his turn, the shot is foul, and the balls must be replaced as nearly as possible. But should he have made more than one shot without correction, he continues to play, and his score in that inning must be counted. But he cannot play after missing, until all the others have had their turn, and his order of play must remain the same as that assumed by mistake.

7. The striker has the right to demand of the next player what pin he wants, but it is not fair for any other player to caution the striker, by hint or otherwise, as to the pin the next player may need.

8. A push shot is allowable, and in case of frozen balls one may be played away from the other, or directly at the pin needed, if possible.

9. Excepting where they conflict with the foregoing, the rules of Pin Game and of the Three-ball Carom govern the Game of Red, White, and Blue.

This game is played with a black and white pin on a carom table, and three balls, two white and one red, which are spotted as in Five-pin Game.

The black pin is set up on the left of the centre spot, on that spot where the three-pin belongs in regular Five-pin Game, and the white pin is set up on the right of the centre spot, or where the two-pin belongs. The spots are placed five inches apart, measuring from centre to centre of each spot.

The balls are spotted as in Five-pin Game, with the red upon the red-ball spot at the foot of the table, and the white upon a spot placed nine inches from the foot cushion.

1. He who plays first plays the cue ball from any position within the string at the head of the table, the string being all that portion of the table lying back of the second sights upon the side cushion rails, counting from the head of the table as in Fifteen-ball Pocket Billiards.

2. Any number of persons may play, their order of play being determined by the rolling out of the small numbered ball as in Fifteen-ball Pocket Billiards.

3. The game is usually played for an agreed amount per ball.

4. Either object ball may be hit first with the cue ball in opening the game, after which any ball may be used for the cue ball as in regular Five-pin Game.

5. To score successfully the striker must knock down the white pin after first hitting an object ball, as in Five-pin Game and when successful, each player in the game pays him the amount agreed upon per ball. Caroms do not count.

6. Should the striker knock down the black pin only, he pays each of the persons in the game the amount agreed upon per ball and the next in turn plays.

7. When both pins fall it is a stand off—nothing won, nothing lost.

8. The striker plays until he fails to score, after which the next in turn plays.

9. After each successful score and settlement, per ball, the balls are spotted and a new round begun.

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10. All other play is governed by the rules of regular Five-pin Game, where said rules do not conflict with those herein laid down.

THE LITTLE CORPORAL.

This combination game on a carom or a pocket table, is the regular Three-ball Carom Game with a small pin added, like those used in Pin Game, which is set up in the centre of the table.

The caroms and forfeits count as in the regular Three-ball Game, but the knocking down of the pin scores five points for the striker, who plays until he fails to effect a carom or knock down the pin.

1. A ball must be hit by the cue-ball before the pin can be scored; playing at the pin direct is not allowed.

2. The pin must be set up where it falls; but in case it goes off the table or lodges on the top of the cushion it must be placed upon the centre spot.

3. The pin leaning against the cushion must be scored as down and when the pin lodges in the corner of the table, so that it cannot be hit with the ball, it is to be set up on the centre spot.

4. One hundred points generally constitute a game, but any number of points may be agreed upon.

BOUCHON GAME

The game of Bouchon (cork) is of French origin and is a favorite game with the Parisians. It is played with three billiard balls, two white and one red, and three corks, the latter being cut at least $1\frac{1}{2}$ inch in length, and perfectly true and level at their ends, that they may stand directly upright. Common, straight-bottle corks are generally used, and they are set up on the spots which are used in the regular Three-ball Game of Billiards, the 3rd one being placed on the spot in the centre of the table. The game is usually played for a stake, the amount generally being either ten or twenty-five cents per head, and any number of persons may participate. The stake money is piled or stacked

up on the top of the centre cork. The red ball is placed on the spot at the foot of the table, said spot being fixed as in the Four-ball and Pin games, five inches from the end cushion and on a direct line with the other spots. The white balls in leading are played in turn from the six-inch semicircle or radius at the head of the table, the purpose of the player being to drive the object ball to one or more cushions and then cause it to knock down the stake-cork in the centre of the table.

THE RULES.

1. The order of play is determined by throwing out the small balls, as in Fifteen-ball Pyramid, or Pin Game.

2. Number one must shoot from the six-inch radius or semicircle at the head of the table and at the red ball on the spot at the foot of the table, and must bank or drive that ball against one or more cushions and then on to the centre-cork in order to score a valid stroke, and with sufficient force to knock the centre cork down, and in a manner that will cause that cork, when down, to fall clear of its spot. Should the striker succeed in so doing, and should no other cork fall with the centre cork, the stakes are his, and another game must be begun.

3. Number two shoots with the remaining white ball from the semicircle at any ball on the table, his object of play being to bank either object-ball onto the centre cork, as provided in Rule 2. Number three shoots with any ball on the table from where he finds it, as in the Pin Game.

4. It is foul, and the offending player must purchase a new life for failing to hit an object ball; for knocking down one or more corks with the cue ball; for knocking down either or both the outside corks other than the center cork with either cue or object ball; for knocking down all three corks with any ball; for knocking down the center cork so that some part of it as it lies shall touch its spot; or for causing a ball to knock the stake money off its cork and leave the centre cork standing. A distinct penalty must be paid for each cork which falls; thus, should the striker knock down three corks he must pay three penalties into the stakes.

5. A player is at liberty to withdraw from a game at any time during its progress, but he forfeits thereby all claim to any part

of the stakes; therefore he is not compelled, after losing a life, to purchase a new one.

6. Should a ball be forced off the table it must be placed on the spot at the foot of the table. Should two balls be forced off the table, the spot at the foot of the table must receive the object ball, while the other ball, being in hand, must be played from the six-inch radius or semicircle at the head of the table, and it can be played at either object ball. Should three balls be forced off the table then the play is the same as in leading at the opening of the game.

7. When a cork falls it must be set up on its spot, and should its spot be occupied by a ball, that ball must be placed on the spot at the foot of the table, and should that spot be occupied, the ball then being in hand must be played by the next player whose turn it is from the six-inch radius at the head of the table.

8. Playing or banking the cue-ball against one or more cushions, as in the carom game of bank-shots, then onto an object ball, must be reckoned as a valid stroke, and the game can be won by such a stroke should the object-ball knock down the centre cork, as provided in Rule 2, even though the object ball does not strike a cushion.

9. The rules of the regular Three-ball Game, not conflicting with any of the foregoing rules, govern this game also.

1. The game is played on a six-pocket table by two or more persons, by placing the two ball on the spot at the head of the table, the five ball on the centre spot and the three ball on the lower spot, the cue ball being a white ball.

2. The game is begun by banking the same as for billiards, the winner of the lead has the option of playing first himself, or he can compel his opponent to play first.

3. The player who makes the opening stroke must play from within the string at the head of the table and must play only on the three ball, if missed, the shot must be taken over in the same manner, the player may pocket the three ball or carom to another ball as he wishes.

4. After the opening stroke, any ball may be played upon from the resting position of the cue ball, either pocketing a ball or making a carom.

5. The points of the game consist of making forty points in pockets or caroms and ten additional points in caroms only, each ball in pocket counts the number of points to game of said ball each carom counts one point.

6. In making the points, the forty or caroms must be made exactly, if the player runs over he loses all made in that inning and his shot, the ten additional points in caroms, only must be made in the same manner, and if he runs over he loses in addition one point on his string until he is back to forty points.

7. The game is won by the player making his last shot with the cue ball, hitting any ball he selects and pocketing the cue ball in pocket called; if he misses, he counts what he may have made in the inning, but in his next shot must play off the ball first selected.

8. If at any time the cue ball is pocketed, except at the last stroke, or if the player fails to hit a ball, the player, while making his forty points loses all he may have made in that inning, and while making his ten points, the same penalty holds and in addition he loses one point on his string until he is back to forty points.

9. If any ball is moved while making a shot or if any ball is driven off the table, it is a foul and the player loses his shot, but may count any points he may have made.

10. When balls are froze the cue ball must be played away from the frozen ball without moving it; if moved or the player fails to hit another ball the penalty is the same as in Rule 8.

11. When the cue ball is in hand it must be played from within the string at the head of the table on any ball outside the string: a ball on the string line, if more than one-half out, may be played upon. If no balls are outside, the player must bank for them, playing from within the string.

12. No shove shots are allowed; all shots must be played with one foot on the floor; the penalty for each is the same as in Rule 8; the bridge may be used.

13. If the cue-ball stops on a spot, the object ball belonging on this spot must be placed on the vacant spot furthest from the cue ball, but if all three spots are occupied, it must be placed on rail furthest from cue-ball.

If a ball is on a spot where the ball in hand belongs, the latter must be placed on the spot furthest from the cue-ball.

14. If the player makes any foul or penalty strokes and his attention is not called to it by his opponent before his next stroke he continues the same as if they had not been made.

COW BOY POCKET BILLIARDS

The following rules for this combination game are the result of a joint committee of representatives of the following Clubs, Somerset, Puritan, University, Algonquin, St. Batolph, Tavern, Union, and the Boston Athletic Association, Boston, Mass.

1. The game is played by two or more contestants on pocket table, with one cue ball and three colored balls numbered respectively 1, 3 and 5.

2. At the commencement of the game the ball numbered 1 shall

be placed on the spot at the head of the table, the ball numbered 5 shall be placed on the centre spot, and the ball numbered 3 shall be placed on the lower spot, and whenever any object ball is pocketed or forced off the table it shall be replaced on the original spot, except as provided for in Rule No. 12.

3. The opening player may play from any point within the string line he may choose, but must play upon the No. 3 ball before striking any other or forfeit his hand.

4. The winner is the player who first accomplishes the main object of the game, which is to score 101 points by the "Cow-Boy method," which is that the first 90 points may be scored by either caroms or the pocketing of one or more of the numbered balls, which shall count that number for the player; the scoring of a single carom shall count 1, and a double 2.

5. On arriving at the exact number of 90 points, the contestant must next obtain 10 more points by caroms only; and having arrived at the score of 100, the last point must be obtained by playing the cue-ball onto the No. 1 ball and thence into any pocket he may designate, without touching either of the other balls, however, and should the cue ball enter any other pocket, the hand is out and the run, if any, lost.

6. Any point made by a player and scored for him, by either the marker or himself, at the completion of any hand can never be lost; but should a player at any time make a scratch, miss or foul, any points previously made by him in that hand shall be lost and the hand shall pass.

7. At the completion of the first 90 points all the balls must come to rest on the table before the player makes his next stroke; otherwise the following stroke shall be a foul.

8. At the completion of 100 points the balls must all come to rest before the player makes his next stroke; otherwise the stroke is foul.

9. Should a player pocket the cue ball twice in succession without striking any object ball he shall forfeit the game.

10. Should a player while upon his caroms pocket any ball, the hand is out, and he loses any points he may have made on that run.

11. Whenever, except on the final stroke, the cue ball is pocketed

or forced off the table, the hand is out, the points scored on that run are lost, and the cue ball is in hand for the following player, who must play on a ball outside the string line or else on some point of the cushion outside the line.

12. Should the spot on which any pocketed ball belongs be occupied, said ball shall be left off the table until the spot is free and the balls are at rest, with this exception—that should the one-ball be pocketed, and its spot occupied, any player who is exactly 100, and whose turn it is to play, may demand that all the object balls be spotted and he shall play with ball in hand.

13. It is a foul if the player touch any ball with his person or clothing. It is a foul if he strike the cue ball twice or with anything but the point of the cue. It is a miss if he shoot without causing the cue-ball to strike any object ball. It is a scratch if he cause the cue ball to enter a pocket except on the 101st point, or leave the table.

14. Caroms obtained by pushing during the first 90 points are legitimate, but not during the following ten points; and the 101st shot must be a clean stroke, and a push shot will not be allowed.

15. When a player is 100, should he fail to strike the one-ball his hand is out and his run, if any, forfeited.

16. During the first 90 points, should the cue ball be frozen to an object ball, and if by a push causes the object ball to move, any resulting carom shall be valid. If, however, the frozen object ball fails to move, it shall be considered as not having been touched except that should the cue-ball strike a cushion it shall not be a scratch.

17. Any cases not covered by these rules shall be governed as far as possible by the accepted rules of billiards.

The following cases and decisions may assist in explaining the intention of the rules:

Case A.—A player is 85 and plays, pocketing the 5 ball, and his cue ball then caroms on another ball.

Decision:—His hand is out and the run forfeited because the balls did not come to rest at 90.

Case B.—A player is 99 and caroms from the 3 ball to the 1 ball, and his cue ball then goes into a pocket.

Decision:—His hand is out and the run lost as above.

Case C.—A player is 99 and makes a carom, but leaves the balls lined up, and in endeavoring to strike the 1 ball hits the 3 ball only.

Decision:—Hand out and run lost under Rule 15.

Case D.—A player is 89 and scores a double carom.

Decision:—Hand out and run lost.

Played on the Parisian Bagatelle Board.

A burst is declared when thirty-one is surpassed, as in Pin Game.

1. Player number one strikes the ball from within the string, making one or more cushions, and return to lodge in one of the cups on the board, its number being placed to his credit. As to what constitutes a shot see Rule 4 of La Barraque.

2. This being a difficult, though an interesting game, he whose aggregate of points made will have reached 31 points must declare himself as having made game. Should a player having made game not announce the fact before the next player shoots (a reasonable time having passed), he cannot claim it until it comes his turn again, when he may call game without striking a ball. But should any other player make game in the meantime, and declare such in the proper way, the latter is entitled to the game, notwithstanding that game had already been made.

3. A player having made over 31 points, being "burst," may claim the "privilege," of re-entering the game by paying the forfeit agreed upon at the start. He must, however, declare his intention of retaining his interest in the game immediately upon bursting, and pay for his privilege, when he will resume his play when his regular turn comes.

4. A player cannot claim any counts he may have made by playing out of his turn; but if he has made enough points to burst him by such stroke the loss is established, unless in a case where he was called upon to play by the gamekeeper; the offending player loses his turn, and the player whose turn it is plays.

5. In all cases not covered by these rules the gamekeeper's judgment will be final.

"LA BARRAQUE" RULES

FRENCH HIGH NUMBER GAME

Played on the Parisian Bagatelle Board

1. In speculating on High Number, each player will play in his turn, and he whose ball attains the highest numbered cup, each contestant having had one stroke, will be declared the winner.

2. In case there should be a tie for the highest number, the players so interested will roll the ball, each in his proper turn, and he who reaches the highest numbered cups will be declared the winner of the tie.

RULES OF LA BARRAQUE

Parisian Bagatelle.

1. This game may be played by any number of persons; and to decide their positions of play each shall strike a ball, from inside the string, to one or more cushions, the object being to have the ball return and lodge in one of the numbered cups on the board, i.e., a thick board of black walnut or other material of the width of the billiard table is provided with a dozen or fifteen cup-holes, similar to a bagatelle table, which receives the balls. The edge of the board at its front is beveled down to a sharp surface at the cloth, which is covered with sheet brass that the ball may not break the sharp edge of the board when it runs up the incline onto the board and thus drops into one of the numbered cups. The player attaining the highest number is declared the winner.

2. The game consists of two hundred points, more or less, as agreed upon by the players. When one of the contestants has reached or surpassed that number of points, the game is concluded, and the one having the lowest number of points to his credit must be considered the loser.

3. Each contestant will play in his proper turn, and will have but one shot at a time. The number of the cup he attains in said play will be placed to his credit.

4. For a shot to be valid the ball, after striking a cushion

outside of the string, must pass over the brass plate onto the board, where it may drop in a cup, remain motionless on the board's surface, or roll off again. Should the striker not succeed in making the ball pass over the brass plate onto the board, he may play on until he succeeds in doing so.

MONTE CARLO

1. The ball must be struck by the player with the tip end of the cue.
2. Each player is entitled to four chances, and the plays can be made in succession or alternating as may be preferred.
3. The total of the counts made in the four shots shall be the limit of the game.
4. After the ball has been struck and rolls beyond the gutter but returns on account of being struck too lightly, it is called a shot.
5. The player making the lowest count in the four shots shall be the loser of the game, and shall be responsible for whatever forfeit may be decided upon.
6. Every game must be settled for before another one is commenced.
7. The amount secured by each shot is indicated by the receptacle in which the ball stops. If the ball is struck, the extra count made by it is added to the score of the player.

PIGEON HOLE AND JENNY LIND

1. For the purpose of ascertaining who should play first, it is necessary that each player take two balls in one hand and roll them toward the holes or pockets. Who counts most plays first, and then in rotation, from the highest number to the lowest.
2. Every player must place himself at the end of the table; it is against the rules to play a ball from the side of the table.
3. Nine balls are used, of which number eight are to be

white and one red. The red ball shall be placed upon the spot on the centre of the table, and the player shall play his ball from within the line, which is drawn across the table from the first ivory sight on the edges.

4. The red ball, when pocketed or holed, counts double.

5. After the player has played two or more balls into the pockets or holes, and there are no more balls upon the table, he is permitted, if he has more balls to play, to take the red one out and again re-spot it.

6. No party is permitted to make use of the table for longer than three games in succession, if others are present who desire to play.

7. Any person who purposely throws or knocks balls from the table loses the game.

8. One hundred points constitute a game, and the first one to count that number is the winner.

"PAREPA"

In the combination game of Parepa the colored balls are numbered 10, 20, 30, 40, 50, 60, 70, 80, 90 and 100. The numbered balls are all placed upon the table so as to form a triangle, about 24 inches in front of the Parepa box.

1. Each game consists of 500 points, or such other number as the proprietor of the table may establish as "rules of the house."

2. The order of playing may be determined by a toss, or by a single shot by each player, the one counting highest to lead, and the other following in their order.

3. The first player takes the white ball to make the first shot. If he succeeds in pocketing a colored ball, or caroms on a colored ball and pockets the white, he has a right to follow up his game as long as there are balls remaining upon the table, or until he makes game.

4. After the first shot the player takes any ball he may choose from those in the pockets. But if the first player fails to count, the second then takes the white ball from the table, leaving the others undisturbed; and if he also fails, then the third player does the same, and so on.

5. All shots must be made from the head of the table, inside the string. Each player counts the number on each ball he has pocketed, adding to it the number of the pocket in which the ball is found.

NINE-BALL BAGATELLE

(See *Carombole*.)

1. Any number may play, and either singly or on sides.
2. Each player strings for lead, and he who lodges his ball in the highest hole begins.
3. The player who wins the lead takes possession of the nine balls and opens the game.
4. The black ball is placed on the spot in front of the first hole, and the player strikes from the balk at the black ball, and endeavors to put it, his own, or both balls, into hole or holes.
5. The black ball counts double, into whatever hole it falls.
6. The striker's ball must be placed within the balk-line, and is struck with the cue at the black ball. The remainder of the balls are then driven up the board in a like manner, and the sum total of the holes made is the player's score.
7. Any number of rounds may be played for the game, as agreed beforehand.
8. The player (or side) obtaining the highest score wins.
9. Any ball rebounding beyond the balk-line, or forced over the board, is not to be again played during that round.

ENGLISH BAGATELLE.

1. Any number of persons may join in this game, and can play either separately or with an equal number of players on each side.

2. The King Ball (which may be colored either red or black) is placed on the white spot in front of the holes, at the beginning of every round, and must in the first instance be struck by one of the other balls before there can be a score. After being once struck, however, it is not compulsory to play upon it.

3. The striker's ball must be kept within a boundary line marked across the board. Should the striker in playing bring the red ball over this line it is considered out of play for the time being, until the next player commences.

4. Any number of rounds (or runs up) may be played for the game, as may be agreed upon at its commencement.

5. The player, or players on a side, who obtain the greatest number—counting the holes into which he puts the balls according to the figures marked within them—wins the game.

6. Any balls driven off the table during play cannot be again used during that round.

7. In some cases pins are placed on the table, surrounding the holes. Pins knocked down count five each, or as many as may be agreed upon. Pins must be replaced on spots.

CAROMBOLETTE.

Carombolette is a combination of Bagatelle (a game of chance) and Pocket Billiards (a game mainly of skill).

BAGATELLE.

1. Two or more persons can make a game, each one for himself, or by playing partners.

2. To determine who shall lead, place two white balls in the ten holes with the stop in position, then suddenly

remove the stop; the count of the balls when at rest entitles the winner to choice of play.

3. The game is played with nine balls, eight white and one red. The red ball shall be spotted in the center of the table midway between the lower diamonds, and when pocketed shall count double, and when pocketed, whether counting or not, is to be respotted. Play upon it after the first shot shall be at the discretion of the player.

4. All shots shall be made from within the string at the head of the table, and all balls forced from the table or returning within the line shall be considered dead.

5. A cue ball which does not strike the object or other ball, whether it goes through the arches or not, shall not count, and the player so missing shall forfeit one ball.

6. The game shall consist of the total count made after having played all the balls. The numbers over the arches do not count in bagatelle.

7. When played by partners, one round shall constitute a game, but sigle handed, the best two out of three is more interesting.

POCKET BILLIARDS

Place the stop in position, and play according to the rules of Bagatelle, excepting that the game is counted by the numbers over the arched pockets. The red ball counting double, and being always respotted after being pocketed.

1. Players will shake small balls for shots. Lowest number plays first, etc.

2. In playing partners, the players holding the lower numbers play against those holding the higher ones.

3. White ball is spotted on regular spot at head of table, and the red ball spotted in the centre of table.

4. To start the game the first player must play the white ball and bank the red ball direct to lower end cushion for the left hand side pocket, counting each shot. After he pockets the red ball he must spot both and the next player must make the same opening shot. The first player must then play to pocket the red ball in upper left corner pocket direct, and so players continue, in rotation, to upper right corner pocket, then to right hand side, right hand lower corner and last to lower left hand corner.

5. The white ball is always to be shot from point left by preceding player after the opening shot.

6. Should a scratch be made by shooting white ball in pocket or red ball in wrong pocket, it must be spotted and adds three to score besides one for the shot and the player continues to shoot.

7. One ball, either the white or red, must touch a cushion in making every shot or it is foul and the player adds three points to his score besides one for the shot and continues to play.

8. When playing partners they follow each other and their scores are added together.

9. The white ball must be shot from spot after a scratch has been made.

10. Should the red ball be back of foul line the player may shoot direct at it from spot. The object is to assist your partner by shooting red ball near pocket needed, if you cannot make it yourself.

11. If red ball is made by first player, say in one shot, the partner does not play that inning, but plays first the following inning. Their score will be one for that inning and the opposite side will start, shooting from where the white ball stands, and the red on the centre spot.

12. When the sixth pocket has been made by each player or partnership the scores are added and the lowest total score for the six pockets wins the game.

NOTE.—The game is played on any size pocket table.

RULES FOR KLONDIKE GAME.

1. Six shots constitute game.
2. When white ball makes circuit of table without scoring it is considered one shot.
3. When white ball does not leave alley in three consecutive attempts it also is considered one shot.
4. Should balls lodge at any of the pins, score 20 for white or 40 for red.
5. When ball stops on cushion points at foot of table, score 10 for white, 20 for red.
6. When a white ball strikes a pin at head of table and then goes to alley it is considered one shot.
7. When white ball strikes red and then goes to alley red ball only scores.
8. Should red ball go to alley after being hit by white, score 100.
9. RED BALL ALWAYS SCORES DOUBLE.
10. Largest total of all scores obtained in the six shots wins the game.

NOTE.—The troughs at the side of table are designated Alleys.

DEVIL-AMONG-THE-TAILORS.

The game is played with twenty-eight small Pins, similar in shape to Ten Pins, and a Brass Top with a long steel spindle or shaft. The pins are set on an even, flat surface, a marble slab, in compartments (or boxes), all connected by openings through which the top goes as it spins.

The pins in different compartments being of different value adds increased excitement to the game.

Any number of persons, from two to ten, can participate in the play at once.

RULES FOR PLAYING THE GAME.

1. Cover each spot on the table with a pin, setting the one black pin on the centre spot in the compartment marked 50.

2. Wind up the top, placing it with long leg down, in the seat or pocket at end of the table, carrying the end of the string through the hole in the wooden frame.

3. Firmly grasp the string with one hand, and, steadying the top with the other, PULL, and the top will spin from one to five minutes, paying its respects to the pins all over the table, and knocking them down in every direction.

4. Each pin counts what is indicated on the compartment in which it is placed, thus:

Pins in (3) compartments, numbered 10, each count 10

“ (2) “ “ 20, “ 20

“ (2) “ “ 30, “ 30

And “ (1) “ “ 50, “ 50

except the black one, which counts 100; and if all the pins were knocked down at one spin of the top, it would count just 1,570 points.

5. Set up all the pins after each spin.

6. The game is for the most points in three spins, or for the most points in one spin, just as may be agreed upon.

7. Any number of persons can play at once.

RULES OF SHUFFLEBOARD.

1. Each player shall choose and roll four weights distinguished from those of his opponent by the face letter.

2. After the roll shall have been completed, each weight occupying a position on the board superior to each and every other opposing weight shall count.

3. In championship contests the best three out of five games shall be played. Three lines shall be drawn across the board at both ends. A weight stopping within such lines shall count one, two or three, according to position. The game is twenty-one points.

4. A weight projecting over a line toward the winning end of the board by more than one-half of its bulk shall be counted as within that line. A weight exactly centering on a line shall be considered as not within that line.

5. A weight failing to pass line number one by more than half its bulk is out of play and shall be removed from the board.

6. Whenever a player shall leave the board it shall be out of play and must be removed from the alleys. Should a weight out of play dislodge or displace any weight on the board, such latter weight shall be replaced as nearly as possible by the referee.

7. A roll shall be ended when the final count shall have been announced by the referee. Should a player overlook and fail to use one of his weights, he shall not roll it after he or his opponent shall have elected to "flip," or the referee shall have announced the final count.

8. When, after the completion of the roll, a weight shall project over the end of the board, the player to whom the weight shall belong may elect either to score "three" or to "flip." The flip must leave the weight reversed on the board within line number three, and, if successful, shall score six points. If a player shall attempt and fail to "flip" his weight successfully the weight shall be out of play, and must be removed from the board.

9. A "flip" must be made from the end of the board, not from its side. The weight must be actually flipped, and in flipping the tip of one finger only shall be used.

10. When two or more weights shall project over the end of the board, the weight projecting furthest shall win, and the player to whom it shall belong may elect to "flip." Should his attempt fail, the next furthest projecting weight may be flipped, and so on.

11. When an equal number of opposing weights project the same distance over the end of the board, a tie shall be declared. When the number of weights is odd the majority shall score.

12. The board shall be sanded at the beginning of play, and again shall be sanded whenever two games have been rolled, unless the players agree between themselves that the Roll is

not be again sanded during the match.

13. There shall be a referee of each championship contest, whose decision shall be final.

THE "B. B. C. CO." POCKET BILLIARDS

This game is played with sixteen (16) balls —Seven (7) yellow, seven (7) red, one (1) black, and a cue ball.

The game can only be played by two players, or multiples of two (partners).

The object of the game is to pocket the black ball after pocketing the seven balls of either color.

RULES FOR PLAY.

1. The players can either shake or bank for the break. All balls count on the break.

2. In racking the balls at the commencement of the game they are placed on the table in the form of a triangle or pyramid, as customary, the black ball being placed immediately behind the head ball of the triangle, and the other balls placed indiscriminately in the triangle.

3. If on the break a player pockets either a red or a yellow ball his aim is to secure the remaining balls of that color, and he plays accordingly. Should he pocket balls of both colors on the opening stroke he must choose between the two colors, and continue to play for the balls of the color chosen. After pocketing the seven balls of the color chosen, he must next pocket the black ball, succeeding in which he wins the game.

4. When balls of both colors are pocketed on the opening stroke, or simultaneously at any time thereafter, they must count for both players. Thus, if A, on the break, pockets a red and a yellow ball, and he selects the red, the yellow ball is placed in the rack to the credit of his opponent.

5. If the black ball is pocketed out of turn, that is, before either player, or side, has secured the seven red or seven yellow balls, the game terminates, and the player who pocketed the black ball loses the game.

"THE B. B. C. CO." POCKET BILLIARD RULES 123

6. A player pocketing a ball of his opponent's color, and, failing simultaneously to pocket a ball of his own color, forfeits his shot, and his opponent is entitled to the ball pocketed.

7. In event of a scratch by reason of the cue ball being pocketed, or jumped off the table, the player loses his inning, but any balls pocketed on the stroke count for the player or his opponent, according to color. The cue ball being in hand, the next player must play from inside the string, or balk, but should there be no ball outside the string, of the color he is playing, the ball of that color nearest the string line is to be spotted on the spot at the foot of the table. Should the player with cue-ball in hand have already spotted the seven balls of his color, then the black ball shall be spotted as above.

8. At the commencement of the game, should the player fail to break the balls—that is, fail to pocket a ball, or drive at least two of the object balls to a cushion—the next player has the option of selecting his color before playing, or he can break the balls and select his color afterward, whether he pockets a ball or not. •

9. The rule of American Pyramid, when not conflicting with the above rules, govern this game also.

As Authorized by the Billiard Association of Great Britain and Ireland.

1. Now called Russian, this, known as the Carline Game, was once the national billiard game of Russia, and was played on a six-pocket table; it can be played by two or more players, either as a game, for a set number of points, or by the score at the end of a certain length of time, half an hour, one hour, or more or less.

2. Five balls are used, viz., the white, red, brown, green and yellow. At the beginning of the game the red ball is placed on the billiard spot, the brown ball on the centre spot, the green on the left spot of the D, and the yellow on the right spot of the D. The white ball, which players all use in turn, is "in hand."

3. The idea of the play is to score cannons, losing hazards and winning hazards, on to and off the four object-balls. If the white ball hit any two of the four colored ones a cannon is scored by the striker. A cannon counts two points. Should the striker nominate a cannon and give a complete miss, he is penalized 2 points.

4. The losing and winning hazards are made from or with colored balls into selected pockets in this order:

By going in off the brown ball or putting it into either middle pocket the striker scores 9 points, but by making such strokes into any of the other four pockets he loses 9 points;

By going in off the red ball or putting it into either top pocket the striker scores 3 points, but by making such strokes into any other pocket he loses 3 points;

By going in off the green ball or putting it into the left balk pocket the striker scores 6 points, but into any other pocket he loses 6 points;

By going in off the yellow ball or putting it into the right balk pocket the striker scores 4 points, but by making such strokes into any other pocket he loses 4 points.

5. Every time the brown, red, green or yellow balls are pocketed they "come up" on the defined spots.

6. In opening the game the white, or playing ball, is played from the D on to the red ball. Afterward the white ball is played from any part of the table upon which it stops. When it is "in hand," after it has been pocketed, any one of the four colored balls may be played at whether they are behind the balk line or not.

7. To prevent disputes, the striker must always nominate the ball at which he aims, excepting in the case of cannons.

8. If a player happens to fluke a colored ball, or to send his own ball into wrong pockets (as explained in Rule 4), he still has the saving clause of a carom. If he is lucky enough to make the carom it still counts the 2 points for him, and he goes on with his break.

9. No ball in any circumstances can be taken up to clear the way for a stroke on another ball.

10. Should the spot allotted to any ball be covered by another ball, it has to be placed on the nearest unoccupied spot. If the latter is occupied, then as close to it as possible, keeping the ball in the longitudinal middle line of the table and toward the balk end.

11. If the striker's ball is touching one of the object-balls, the latter must be placed on its allotted spot, the white ball, however, is not touched, and is played from where it stands.

12. Double strokes count double for or against the striker—thus if a player pocket the red in either top pocket and also pocket the white, he scores 6 points; but if he had pocketed both balls in middle or balk pockets he would lose 6 points. Making an intended losing hazard, and putting one or more colored balls into wrong pockets, merely neutralizes the stroke. The striker counts nothing, and makes way for the next player. Making an intended winning hazard, and sending the white into wrong pocket, again neutralizes the stroke. The score counts nothing, and the next player takes his stroke.

13. Fouls are made in the following manner: Using the "push"; playing with both feet off the floor; touching or moving a ball, except in the way of playing a stroke; playing before the

balls have stopped rolling; knocking a ball off the table; obstructing a player, or the running of the balls, and refusing to obey the referee; missing, running a coup, striking the wrong ball, or pocketing the white or colored balls in wrong pockets.

14. If a striker make a push; strikes a ball twice; plays with both feet off the floor; touches or moves a ball; or plays before the balls have stopped rolling, he cannot score, though he may forfeit points on the stroke.

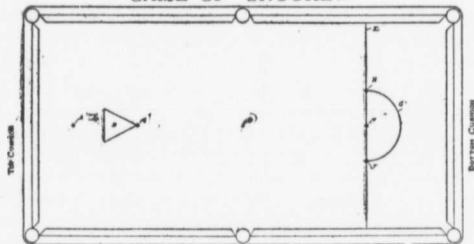
15. If a striker plays out of turn he forfeits his next turn. If the fact is discovered while he is on a "break" he loses the score of the last stroke he made. The balls are then spotted as at the beginning of the game. Playing with the white from the D at the red, the offender opens up the game for the others. In doing so he cannot score, but may incur any penalties arising from the stroke.

16. Knocking any ball or balls off the table involves the forfeiture of 9 points.

17. Wilful obstruction of a player or his stroke, or interference with the running of the balls, or refusal to obey the referee's decision, involves the forfeiture of 18 points.

18. Unless a referee has been appointed, the marker shall act as such.

GAME OF "SNOOKER"



A. Black spot, $12\frac{1}{4}$ inches from outside edge of cushion, on which black ball is placed. B. 15 Red balls in pyramid. C. Pink spot (or pyramid spot), half way between center spot and face of top cushion, on which pink ball is placed. D. Blue center spot, half way between the middle pocket, on which blue ball is placed. E. Balk line, 29 inches from face of bottom cushion. F. Brown spot, forming radius point of semi-circle, on which brown ball is placed. G. Semicircle, with a radius of $11\frac{1}{2}$ inches. H. Yellow spot, on which yellow ball is placed. I. Green spot, on which green ball is placed.

As Authorized by the Billiard Association of Great Britain and Ireland.

1. The game of Snooker is played by two or more players, either all against all or in partnership, with fifteen red balls, six balls of different colors, and one white ball as hereafter described. Any rest may be used.

2. To decide the order of play, as many colored balls as there are players or sides shall be put into a basket, shaken, and given out to the players by the marker.

The players play in the order in which the colors appear on the marking-board. A player pocketing a ball scores its value as against each of the other players, and when penalized, pays the penalty to each of them. In a game where sides are formed a player either scores for his own side, or is penalized to the opposing side or sides.

3. When commencing a game the fifteen red balls shall be placed as in the game of Pyramids. For each of these balls pocketed, according to rule, the striker shall score one point. The colored balls to be used are the yellow, green, brown, blue, pink, and black, which shall be spotted as follows at the commencement of the game, and have the appended values when pocketed according to rule:

The yellow ball shall be placed on the right hand spot of the balk line and count two points;

The green ball shall be placed on the left hand spot of the balk line and count three points;

The brown ball shall be placed on the middle spot of the balk line and count four points;

The blue ball shall be placed on the spot between the two middle pockets and count five points;

The pink ball shall be placed at the apex of the pyramid and count six points;

The black ball shall be placed on the billiard-spot and count seven points.

The white ball shall be used in rotation by the various players taking part in the game solely as the striker's ball, and shall be played from the "D" at the start of a game by the first player, and at any other period of the game, after it has been off the table from any cause whatever.

4. The ball shall be struck with the point of the cue and not "pushed." If, after the striker's ball has been forced against an object-ball, the point of his cue remain or come in contact with his ball, the stroke is foul. There is no difference between the act of striking and the act of aiming.

5. The "balk" is no protection.

6. The striker must pocket a red ball before playing upon a colored ball; otherwise the stroke is foul, and after pocketing a red ball he must play upon a colored ball, an order of play that must be observed throughout each break so long as a red ball remains upon the table.

7. After pocketing a red ball the striker is at liberty to select the colored ball upon which he will play, but, when there is no longer a red ball on the table, the colored balls must be played at and taken in their order of value from the lowest to highest, save that the player pocketing the last red ball shall be allowed to select the first colored ball upon which he plays, which, if pocketed, shall be re-spotted and the colored balls played at in their order of value.

8. When playing on a colored ball the striker, if asked the question by a player taking part in the game, shall "declare" the ball selected.

9. Any number of red balls may be taken in one stroke; but, if a colored ball is taken in conjunction with a red ball, the stroke is foul. After pocketing a red ball only the colored ball aimed at may be taken.

10. A red ball once off the table shall not be brought into play again under any circumstances; but all colored balls pocketed shall be re-spotted in their original positions (save that the pink ball shall be placed on the pyramid spot) under Rule 7, as to

playing upon the colored balls in rotation, comes into force. When the colored balls are being played upon in rotation, they shall not be re-spotted after being pocketed in proper order and according to rule.

11. No ball shall, under any circumstances, be taken up.

12. Should the spot allotted to any colored ball be occupied when it becomes necessary to re-spot it, it shall be placed upon the *nearest unoccupied spot*, and, failing that, as near as possible to its proper spot in the direction of the centre spot. If the middle spot of the balk line is occupied, the brown ball after being pocketed shall, if possible, be placed on the left hand spot of the balk line, and, failing that, the rule as above applies.

13. If the striker's ball is touching another, such ball not being playable, and he disturb the ball touching his own, the stroke is foul.

14. Should the striker's ball be so placed that he cannot play direct on the object-ball he is said to be "snookered."

FOUL STROKES AND PENALTIES

15. Foul strokes are made or penalties incurred by (1) "Pushing" instead of striking the ball, or striking the ball more than once; (2) Playing out of turn; (3) Playing with both feet off the floor; (4) Playing before all the balls have become stationary, when off the table, or wrongly spotted; (5) Playing with the wrong ball; (6) Touching or moving any ball, except in the legitimate manner set forth in these rules; (7) Forcing any ball off the table. (8) Wilfully interfering with an opponent, or the run of the balls, and refusing to obey the referee's decision; (9) Missing, running a coup, striking the wrong ball, or pocketing the white ball; (10) Playing at or pocketing any ball except in the proper rotation; (11) Striking two balls, other than two red balls, simultaneously; (12) Giving an intentional miss; (13) Pocketing more than one ball—other than red balls—by one stroke.

16. If the striker "push" his ball or strike it more than once he cannot score, but is subject to any other penalty that he may incur by the stroke.

17. If a player play out of turn he shall forfeit his next turn,

otherwise the sequence of turns shall not be altered. If the error be discovered during his break he cannot score from the last stroke made, and the balls shall be replaced by the marker as nearly as possible in the positions they occupied before the stroke objected to. The striker shall be credited with any previous scores, but is subjected to any other penalty he may incur.

18. The striker cannot score by a stroke made with both feet off the floor, but is subject to any penalty he may otherwise incur.

19. If the striker play before all the balls have ceased rolling, or before a colored ball has been re-spotted, or whilst any colored ball has been wrongly spotted, he cannot score, and the next player in rotation shall proceed from the position in which the balls have been left. The striker is subject to any penalty he may otherwise incur.

20. If the striker play with the wrong ball he shall be penalized in the value of the black ball.

21. If the striker touch a ball in play otherwise than in the proper manner laid down in these Rules, he cannot score and the balls shall be replaced. After the balls are replaced the stroke must be played, if the striker was still in play when the ball was moved or touched, and he is subject to any other penalty he may incur. Should he touch a ball after the completion of any stroke, *i.e.*, when the balls have become stationary, his scores from previous strokes shall hold good.

22. If the striker force any of the red or colored balls off the table, he shall be penalized in the value of the ball or balls so forced off. Should the ball or balls forced off the table be struck out of order, or of inferior value to the ball that should have been struck, the latter ball shall govern the penalty. Should he force his own ball off the table, he shall be penalized in the value of the ball aimed at, unless another ball of higher value be first struck, in which case such higher ball shall govern the penalty.

23. If a player refuse to continue the game when called upon to do so, or intentionally obstruct an opponent, or wilfully interfere with the running of the balls, he shall be penalized in the total value of all the balls remaining in play.

24. If the striker miss the object ball, or run a coup, or pocket the white ball, he shall be penalized in the value of the ball aimed at; but, if he strike another ball or balls, he shall be penalized in the value of the first ball so struck, unless the ball so struck is of lower value than the ball aimed at and missed, in which case the penalty is governed by the value of the ball aimed at. Should the striker in pocketing any ball hole the white he cannot score, and is penalized in the value of the ball pocketed. Should the striker (excepting as provided in *Rule 9*) pocket a ball other than the one aimed at he cannot score, and is penalized in the value of such ball unless the ball pocketed is of lower value than the ball aimed at, in which case the penalty is governed by the value of the ball aimed at.

25. If the striker play at or pocket a ball except in the proper rotation, he shall be penalized in the value of the ball so played at or pocketed unless the ball so played at be of lower value than the ball which should have been selected, in which case the penalty is governed by the latter ball.

26. If the striker strike simultaneously a colored ball and a red ball, or two colored balls, he shall be penalized in the value of the higher ball.

27. If the striiker pocket the white ball after contact with another ball, he shall be penalized in the value of the ball struck, unless the object-ball so struck be out of order, in which case the penalty shall be governed by the ball of the higher value.

28. Should the striker give an intentional miss, he shall be penalized in the value of the black ball, and be compelled to play the stroke again. No score can accrue from such stroke, but the striker shall be subject to any further penalty he may incur.

29. If the striker pocket more than one ball, other than red balls, in one stroke, he cannot score, and is penalized in the value of the highest ball pocketed.

30. In the absence of a referee the marker of the room shall decide all disputes that may arise, and if he does not know of the matter in dispute, the majority of the onlookers shall decide.

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